



# DARKNESS AND LIGHT



William  
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02

**Darkness and Light**  
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## Introduction

Darkness and Light is a character sourcebook for Vigilance, SuperHero d20. Inside you will find Villains, Heroes, and those in between. Some Villains found here may yet be claimed from the darkness and brought back into the light by the intrepid hero. Included with each character are adventure hooks, along with general advice for using the characters in your campaign. Many of these characters have relationships with each other, further allowing the GM to build whole campaigns around the adventure hooks, with one character leading the players to others.

## SRD and the OGL

This adventure was created using the System Reference Document (SRD) released under the Open Gaming License (OGL) by Wizards of the Coast®. This adventure requires the Player's Handbook 3<sup>rd</sup> Edition, Published by Wizards of the Coast® to play. All portions of this document derived from the SRD are Open Content. The entire Adversaries chapter, NightCity, New Millennium Mall, and Vigilance are always Product Identity, as are any other portions of this product not derived from the SRD.

## Tell us what you think!

Vigilance needs your support. If there is anything in the game that you think needs to be changed, anything that should be there, or should *not* be there, let us know! We want to be your source for Superheroic adventuring under the d20 system, and strive to be as universal as possible. Upcoming Vigilance Press products will expand on this theme, giving you new options to explore. That said, *what* we do and *when* we do it will depend heavily on your input. Drop me a line at [Vigilance2112@aol.com](mailto:Vigilance2112@aol.com) any time. Also, check out a very nice campaign site, with information on how one team handled *Mayhem* at: [www.intrepidheroes.com](http://www.intrepidheroes.com)



# CHAPTER 1: ADVERSARIES ~~AND~~ ALLIES

## BackDraft

**Origin:** Advanced Training

**Class/Level:** Brick/5

**AL:** CE

**Resources:** +4 (+4 Profession)

**Contacts:** Omega, Santorino Mafia Family, The Tong

**Initiative:** +3

**Def (Flat-Footed):** 21 (17 Flat-Footed)

**HD (VP):** 5d10 +15 (54 VP)

**WP:** 19 (17 Con, +2 Brick)

**BAB:** +5

**Melee:** +8 (+15 with Axe)

**Saves:** +7 Fort, +4 Ref, +1 Will

**Abilities:** Str 17, Dex 16, Con 17, Int 10, Wis 14, Cha 10

**Skills:** Profession (Arsonist) +8, Climb +5, Intimidate +4

**Feats:** Brawling (Attack: 1d6 HTH), WeaponMaster- Axe (+2 to hit and damage), Enhanced Str (+2 Str), Loner

### Powers

Unique Item: Fireman's Axe (Base Damage 1d8, +5 Enhancement Bonus to hit and damage)

Armor

*Armor:* Physical DR 7

*Energy Resistance:* Energy DR 10

Life Support

*Air Supply:* 110 minutes

**Disadvantages:** Enemy: NCPD (DSR 5), Code: Pyromaniac (DSR 3), Secret Identity (DSR 1)

### Background

There are some things in this world you just can't deny. Love. Passion. Hatred. Fire. Darrel Hooper always loved fire. Loved staring at it, feeling its heat, watching it spiral out of control. He also learned from an early age that he could



get in a lot of trouble for indulging his love of fire, so Darrel learned how to be careful. His proudest moment as a young man was standing in the parking lot of his school, watching it burn to the ground. A horrible accident the police said, water heater started a fire among

some old yearbooks. No one would ever admit to storing the old yearbooks that close to the dangerous heater, but the police surmised that it was the old janitor, afraid he would get in trouble if he talked. No one suspected Darrel. Fire has followed Darrel Hooper all his life. All the way to his current job as NCFD's lead arson investigator. He takes arson jobs for various Mob clients as BackDraft, then frames enemies of those same families as Darrel Hooper. Unknown to his clients, he's not in it for the money at all, and his dark desires grow every day. With the new fireproof coat given him by his mob employers, Darrel can now safely stay behind, surrounded by the raging glow of the flames, the cacophony of his victims' screams. No one suspects that Darrel and BackDraft are the same person. His life is a house of cards, a respectable facade that he can't wait to watch burn down. Secretly, his fantasies have turned to his wife, his children, his home, and try as he might, he can't stop himself from planning the fire that will free him from his life as Darrel Hooper, the life he doesn't want.

**Quote:** "There's nothing in the world as beautiful as destruction. Except possibly to destroy something you built with your own hands."

**Role:** BackDraft is a great nemesis for a law and order hero. Let the hero investigate a series of arsons, and give him Darrel as a contact. Let them become friends. THEN let the character find out his new friend and his new nemesis are the same person. This leads to the kind of interplay great comics are known for. Does the PC feel tricked and seek revenge? Or does he

feel sympathy for Darrel and want to get him help? BackDraft also makes a great "filler" Villain for an adventure. He could appear in virtually any kind of adventure, as he isn't picky about the jobs he takes, as long as they allow him to indulge his pyromania. For instance, if you were running the free adventure *Mayhem*, McCade could have hired BackDraft to set firebombs on a timer, to cover his escape if things went badly.

### **Adventure Hooks**

*Hot Jazz, Cold Blood:* The PCs are invited to attend a gala in honor of some heroic deed or other at the Skyline Social Club. Suddenly, smoke begins to fill the club, the smoke alarms and sprinkler systems have failed, and the panicked guests find that all the exits have been sealed, blocked from the outside. But the fire is just a cover. BackDraft is there to kill one of the patrons. As the panic gets worse, he will emerge from the smoke, axe ready to kill his target, using the fire to make his escape.

*Light up the sky* His life falling down around him, his condition deteriorating, BackDraft goes on a spree through NightCity. Setting fire after fire, sometimes two or three in the same night. The whole city could be consumed if the PCs don't stop him.



# Chronicle

**Origin:** Scientific Experiment

**Class/Level:** Gadgeteer/Mastermind 10/2

**AL:** LE

**Resources:** +20

**Contacts:** only Minuteman in this era (who would help her brother even if he is trying to kill her).

**Initiative:** +2

**Def(Flat-Footed):** 31- includes Fast Forward and Sixth Sense(18 Flat-Footed)

**HD(VP):** 10d6+20, 2d8+4 (72)

**WP:** 14 (14 Con)

**BAB:** +8/+3

**Saves:** +8 Fort, +9 Ref, +7 Will

**Abilities:** Str 13(24 w/ Battlesuit), Dex 14, Con 14, Int 21, Wis 12, Cha 21

**Skills:** Disable Device +23, Knowledge: Armorsmith +23, Knowledge: Hydraulics +23, Knowledge: Physics +23, Knowledge: Dynamics +23, Open Locks +10, Diplomacy +15, Intimidate +15, Bluff +10, Sense Motive +6, Profession: Investor +12

**Feats:** Signature Ability(Time Jump), Enhanced Intelligence +1, Enhance Con +3, Leadership, Tactician, Vehicular Creation, Exoskeleton, Battlesuit, High Energy Physics

**Powers:** Unique Vehicle(Time Ship)

Superhuman Presence +5

*Magnetism:* +10 Reputation, Reaction rolls, and Leadership

Time Manipulation

*Time Jump:* 100 Years

*Rewind:* reroll one roll per game session

*Fast Forward:* +2 Def and Ref Saves

Danger Sense

*Danger Sense:* Roll 11+ to avoid surprise

*Sixth Sense:* +2 Def

Superhuman Intelligence +3

*Genius:* +4 to all Int-based skills

**Special Abilities:** Signature Ability: *Time Jump(Wis):* The character can actually travel in time, at a "distance" of 10 years per Power Point. If the character travels to the future, he is actually traveling to one of an infinite number of possible futures.

**Disadvantages:** Nemesis: Minuteman (DSR 5), Obsession: Obliterate the "Future"



(DSR 5)

## Equipment

**Time Ship:** no stats are provided for Chronicle's Time Ship (his Unique Vehicle), as he will take care to always keep it out of harm's way, well away from the battle. If a PC should manage to do significant damage to it, however, they will manage to strand Chronicle's Pendulum Agents in the past, as the ship is their only means home.

**Minuteman Mk VI Armor:** This battlesuit has been in the Williams family for many generations.

*Game Stats:* 10 Physical DR, 12 Energy DR, 230'/round Flight, 5d6 Energy Blast, +11 Str

*Cost:* Resource DC 97; 1740 XP

**Followers:** Chronicle leads a group called Pendulum, agents who are the elite of his Army in his future. With a Leadership score of 54 he can have over 1,000 first level agents. However most of these are protecting his base in the future.

## Pendulum Agent

**Origin:** Normal

**Class/Level:** Energy Projector/1

**AL:** LE

**Resources:** +1

**Contacts:** Various

**Initiative:** +1

**Def(Flat-Footed):** 13 (10 Flat-Footed)

**HD(VP):** 1d6 +0 (6)

**WP:** 10

**BAB:** +1

**Melee:** +1

**Ranged:** +2

**Saves:** +0 Fort, +3 Ref, +0 Will

**Abilities:** Str 10, Dex, 13, Con 10, Int 10, Wis 10, Cha 8

**Skills:** Profession: Soldier +2

**Feats:** Concentrated Blast

## Powers

**Blast:** Disadvantage: Hand Held Gadget: Infinity Rifle (DSR 4); these futuristic rifles fire bullets, however, they are "keyed" to the Time Ship, and when the ship returns to the future, so do the bullets.

Physical Blast: 2d6

**Disadvantages:** Code: Loyal to Chronicle (DSR 3)

## Background

Every generation has had its Minuteman. The first Minuteman was a shadowy figure who aided the “rebels” in the Revolutionary War. Although one of the finest marksmen in the Continental Army, he refused commission, refusing even to identify himself as anything other than “just another Minutemen”. Historians have theorized that he was part of a Massachusetts regiment destroyed by a surprise British raid. The Civil War also had its Minuteman, conducting daring, solo raids across the border to rescue slaves from southern plantations, who were then delivered right to Yankee training grounds for induction in the Massachusetts 54<sup>th</sup> Regiment. In WWII, a hero arose again with the distinctive hourglass insignia marking him as the new Minuteman, this time bearing a fantastic suit of armor capable of manipulating Time itself, he volunteered for the fledgling Vigilance Force after the disastrous Battle of Georgetown, in which the German Eugenics Brigade killed 2 of the Force’s five members. Ten years ago, the granddaughter of that most famous Minuteman was working in her grandfather’s laboratory, attempting to cure her brother, an autistic child. She had already agreed to take up this generation’s mantle as the Minuteman, but her lifelong dream was to cure her brother, let him rejoin the world and fight evil at her side. In one of these experiments, something went tragically wrong, and her brother simply *disappeared*. Now, he’s back, bearing strange visions of an apocalyptic future. Willing to kill to further his goals, this madman seeks to prevent the future he grew up in from coming about, at any cost. He tries to bring his sister into this

fight with him, as she tries to cure his madness as she cured his autism.

**Quote:** “If I have to kill 100,000 people to succeed, what difference does it make. I’ll have saved millions from the ravages of war.”

**Role:** Chronicle is the “reasonable madman” seen so often in comics. Certain he is fighting for a good cause, his charm may well give the PCs pause. He has technology from the future, he can manipulate time and travel to the future, what if he’s right? What if he is the only one who can save the human race from itself?

## Adventure Hooks

*Time Steals:* The PCs investigate a series of murders. Arms dealers are turning up dead throughout NightCity. They have been shot by some sort of projectile weapon, but there are no bullets present. Not in the body, not at the crime scene. The PCs will eventually find that Chronicle is behind the killings. Apparently proliferation of arms is one of his “target” temporal occurrences he seeks to alter. The bullets from his Pendulum agents disappear somehow when they return to the future, making these crimes almost perfect.

*Welcome to my Nightmare:* The PCs are fighting Chronicle when he activates his Time Jump to escape and return to the future. But something goes wrong, and the PCs are transported with him. There they see that he is right, his future is a horrible place filled with killer intelligent genetic mutates. Some of these are about to attack Chronicle’s



Stronghold, where the last vestiges of humanity have gathered under his protection. If the PCs aid him, fighting at the side of their erstwhile enemy, he promises to help send them home.

## Ground Zero

**Origin:** Scientific Experiment

**Class/Level:** Energy Projector/PowerHouse 8/1

**AL:** LN/CE (from Altar Ego Disadvantage)

**Resources:** -1

**Contacts:** None

**Initiative:** +3

**Def(Flat-Footed):** 30(19 Flat-Footed)

**HD(VP):** 9d6+63 (97)

**WP:** 24 (24 Con)

**BAB:** +9/+4

**Ranged:** +12/+7

**Saves:** +9 Fort, +11 Ref, +4 Will

**Abilities:** Str 10, Dex 17, Con 24, Int 12, Wis 14, Cha 9

**Skills:** Concentration +19, Hide +9, Move Silently +9

**Feats:** Bolt, Concentrated Blast, PowerBlast, UltraBlast, PureBlast, Devastation, MeltDown

### Powers

Radiation Blast- Disadvantage: Time Bomb 12 Hours, must apply MeltDown(DSR 4):

*Energy Blast:* 14d6 Energy

Light Control- Disadvantage: Exclusive (DSR 2)

*Blinding Attack:* Save DC 20 for 10 rounds

Superhuman Durability x2 +9 Con

*Resistance:* Radiation Resistance +10

*Immunity:* Radiation Immunity 10 DR

Teleport- Disadvantage: Exclusive (DSR 4)

*Teleport:* Range 100'

X-Ray Vision

*X-Ray Vision:* 20'

**Disadvantages:** Enemy: USHER (DSR 5), Enemy: Omega (DSR 5), Altar Ego: AL Shift to CE (+2), Concentration to Resist(+0), DC starts at 10, rising one every hour until Powers are used at full force for an hour(+2) (DSR 4)

### Background

The creature dubbed "Ground Zero" by the press was born Connor Darrow.

Darrow was the all-American son. Graduating top of his class at Stanford, he went on to law school, but the former

football star wanted more action than he could find behind a Prosecutor's desk. After a brief, unfulfilling stint at the FBI's Seattle Field Office, Darrow was approached by USHER for a special assignment. It seemed they needed to infiltrate a group called the Stormfront led by a former USHER agent named Leland McCade. It seems that McCade had also been an FBI agent, and USHER thought that if Darrow played the disaffected golden boy McCade actually was, that he could get close to the terrorist. Intrigued, Darrow accepted, and brilliantly talked his way into McCade's inner circle despite the objections of several senior members of the Stormfront. McCade, it seemed, liked the idea of having a protege. After a near miss during the debacle at the New Millennium Mall, Darrow thought he was ready to finally bring McCade in, bringing down the entire Stormfront with him. Then he learned that McCade was going to try and replicate the experiment that gave him his minor shapechanging abilities in an attempt to gain even greater powers. On his own, cut off and unable to call for help, Darrow made a desperate bid to stop McCade once and for all. However, all the bravery and heroism in the world wouldn't allow one man to defeat 20. He failed. McCade's punishment for Darrow's betrayal was to make him the first test subject for the experiment. McCade watched as the mutagenic energies bathed the chamber, and Darrow disappeared. The explosions started soon after. Now Darrow is on the run. Flesh charred, half mad from pain and radiation sickness, hunted by Villains such as Omega who want to harness his abilities and turn him into an assassin, and USHER, who wants to try and cure him.

Slowly, his sanity is slipping. The clock is always ticking.

**Quote:** Its like having a live animal trying to eat its way out from inside you. And like that animal, sometimes you just have to lash out.

**Role:** Ground Zero is both a sympathetic villain and a victim, all rolled into one. The PCs will have to fight him at some point, and given his power that fight could be a very dangerous one for them. However, the PCs could also be assigned to save him. In such a case, a battle with him, the goal of which would be to capture him unharmed, would be even more dangerous.

#### **Adventure Hooks**

*The Hunt:* After several unsuccessful attempts to capture him using conventional USHER forces, Old Glory decides to call in Superhuman help. However, there is a complication: when the PCs find Ground Zero, he has sought refuge in a Nuclear Power Plant, hoping to find a way to reverse his condition. If the PCs don't get him out before the deadline and he detonates, he could take the whole plant with him, triggering a catastrophic meltdown.

*MacGuffin:* USHER has constructed a harness they think would help Ground Zero control his powers. After capturing him so the device can be used, the PCs learn it has been stolen en route by Omega, who makes an announcement that Ground Zero can have it only if he works for him. Now the PCs must race against time to recover the device before Ground Zero obliterates USHER Headquarters.

# Old Glory

**Origin:** Mutant

**Class/Level:**Energy

Projector/Acrobat/Speed

Demon/Paragon 5/1/4/10

**AL:** LG

**Resources:** +17

**Contacts:** too many to list completely; a short list would be: every living US President, every living US Senator and congressmen, the Joint Chiefs of Staff. Also, Old Glory keeps many unsavory contacts in the mutant community (he's on Roughshod's Contacts list) because he has strong ties to that community, and seeks to bring troubled mutants who he thinks are salvageable over to the cause of good.

**Initiative:** +12/+42 (+8 Dex, +4 Improved Initiative, maximum +30 from Poetry in Motion class ability)

**Def(Flat-Footed):** 46/61 (24 Flat-Footed) (maximum +15 Def from Need for Speed class ability)

**HD(VP):** 10d6 +40, 10d10 +40 (173 VP)

**WP:** 19

**BAB:** +18/+13/+8/+3

**Melee:**+16/+11/+6/+1

**Ranged:**+26/+21/+16/+11

**Saves:** +14 Fort, +20 Ref, +12 Will

**Abilities:** Str 6, Dex 26, Con 19, Int 16, Wis 15, Cha 20 (Note: Old Glory is 77 years old. As such, he has the following ability modifiers already factored in due to age : Str -6, Dex -6, Con -6, Int +3, Wis +3, Cha +3)

**Skills:** Intimidate +24, Sense Motive +12, Diplomacy +20, Spot +20, Escape Artist +18, Profession (Military Commander) +25, Gather Information +20, Knowledge (Military tactics and history) +5, Knowledge (Politics) +6

**Feats:** Combat Flight, Improved Initiative, Lightning Reflexes, Strafe, PowerBlast, Combination Blast (Energy Blast/Darkness), Tactician, Teamwork, Target Practice

**Powers**

Blast: special effect Fire



*Energy Blast:* 20d6 Energy  
 Aura: special effect fire  
*Aura:* 2d6 Energy  
 Flight  
*Flight:* 300'/round  
 Superhuman Durability x2, +7 Con  
*Resistance:* +5 Saves vs Fire/Heat attacks  
*Immunity:* 5 DR vs Fire attacks,  
 Armor- Disadvantage: Worn Gadget (1 DSR)  
*Aarmor:* Physical DR 10  
*Energy Resistance:* Energy DR 10  
 Deflection: special effect melting projectiles before they get close  
*Physical Deflection:* +15 opposed attack rolls vs. Physical attacks  
 Light Control: special effect smoke  
*Darkness:* Darkness 30' radius  
 Superhuman Dexterity x2, +12 Dexterity  
 Spectral Sight  
*Spectral Sight:* +32  
**Disadvantages:** Code of the Crusader (DSR 3), Nemesis: The Savant (DSR 5), Public ID (DSR 1)

## Background

*Interview with Christian Thomason, a.k.a. Old Glory, done for Newstime special Man of the Century Issue asked how he got his famous name:*  
 "I was born in Fort Wayne, Indiana, in 1925. One of the first mutants on record, so they tell me. I was inducted into the US Army-Air Corps on January 17<sup>th</sup> 1938, 3 days after my 13<sup>th</sup> birthday, and was sent to the Tuskegee Superhuman Testing and Training Range, we called it "STT". The Germans had their Eugenics Brigade already of course, and they were having a grand old time high-stepping around Europe. Britain only had The Sword and the Stone at that time, and they had managed to send the Jerries scurrying home with their tails between their legs after the Battle of Britain, but no one else in Europe had anything like those Eugenics scientists, and they turned the tide of battle after battle, Hitler always

yammering on about his "Master Race". But our intelligence boys told us the Germans didn't *make* these "Urbemensch", they were just finding them, training them, and using their science to juice em up. So, the Army started rounding up anyone with unusual abilities. Hell we were all happy to join, and were aching to get in on the action. We knew the score. I was the first, but it wasn't long before I was joined by others. Over the course of that year I was joined by Raymont "Freight Train" Jefferson, they drafted him after his performance in the state football finals, kid broke 11 tackles, and 3 legs, on his way to the end zone for the winning touchdown. Turns out Raymont could pick up cars as well as tacklers. One of those kids he busted up never did walk right again, damn shame, but Raymont did right by him, sent him part of his check every month till the day he died in that... well that's a different story I

guess. I always loved to watch Ray run though. Then there was Fred Wilson, who army intelligence had picked up at a local circus, he had this act see, he'd let folks drive over radios with a car, then have those radios up and running again in 30 seconds or less. Called himself "Captain Miracle", and I guess the Army liked it, cause they used that for his code name too. And me? Well I was given my code name by FDR himself. It was December 8<sup>th</sup> 1939, and with everything else he had going, the President wanted to come down and have a look at us, make sure we were REALLY ready to stand up to the likes of Eastern Front and Götterdämmerung. I was doing combat flying exercises, and I saw him first. Me and the boys had worked out a signal for him bein' there, so we wouldn't be cutting up when he got there. We didn't want him thinking we weren't ready, we wanted to get in there and start pulling America's weight. So anyway, I saw him and snatched up the flag off the top of the PX and buzzed the boys on the ground with it, but I guess I wasn't fast enough. Roosevelt saw me, and said to his wife, "Well if Old Glory's flying with us I guess we'll be all right after all". Old Glory. I liked that just fine. Those army boys had been wanting to call me the "Human Flamethrower" or some such nonsense. But Old Glory... well... let's just say no one argued with Roosevelt. Except maybe Mrs. Roosevelt."

**Quote:** "As long as Old Glory flies, America will not fall."

**Role:** In the modern era, Old Glory works best as a patron and contact for lower level heroes. He is a General in the U.S. Army, and is the commander of USHER (the United States Headquarters for Emergency

Response), which handles metahuman threats of all kinds. In this capacity, he can and will "induct" PCs to help defend America when the situation arises. Old Glory is also active in Mutant Rights, and could be a contact for any mutant PC. In any act of war or crisis involving metahumans, Old Glory would be in command, and, despite his age, is a terrifying foe. He carefully aims his blasts to kick up huge clouds of black smoke, which, with his ability to detect heat (Spectral Sight) pose no targeting barrier to *him* at all. He is constantly in the air, flying at terrific speeds, strafing his opponents, only to be gone by the time the smoke clears.

### **Adventure Seed**

#### *Big Trouble in little Jinxville*

A prominent Jinx is murdered during a bid to become NightCity's first Jinx city councilman. A riot ensues, and the police are unable to control it, since many of the Jinxes have powers themselves. The PCs are called in to quell the rioting, only to find that Old Glory, who was in town conducting a fundraiser for the slain politician, has talked the crowd back into their homes. While he keeps things quiet, he asks the PCs to find the killer

*Recruitment Drive:* This is an excellent adventure seed for the GM who's ready to move the PCs out of their home city, and onto the world stage. Old Glory comes to them with an offer to join a new team he's putting together, which would have government backing, to fight some crisis. Depending on what kind of campaign the GM wants to run, this crisis could be anything from a one-shot mission to take down a SuperVillain team, to a whole campaign.

## Omega

**Origin:**Advanced Training

**AL:** NE

**Resources:** +8 (+2 Cha, +6 Profession)

**Contacts:** Tower, The Savant, Leland McCade

**Class/Level:** Acrobat/Secret Agent/Energy Projector 1/3/8

**Initiative:** +7 (+7 Dexterity)

**Def(Flat-Footed):** 33(16 Flat-Footed)

**HD(VP):** 9d6+18, 3d8+6 (75)

**WP:** 15 (15 Con)

**BAB:** +10/+5

**Ranged:** +17/+12 (+20/+15 with Omega Rifle)

**Saves:** +6 Fort, +17 Ref, +5 Will

**Abilities:** Str 11, Dex 25, Con 15, Int 19, Wis 14, Cha 14

**Skills:** Hide +18, Move Silently +18, Martial Arts (1d8 HTH damage), Escape Artist +12, Tumbling +10,

Climb +4, Balance +11, Jump +4, Spot +13(+20 with Power), Criminology +10, Weapon Master +3 to hit and damage with Omega Rifle, Profession: Assassin +12, Open Lock +10, Disable Device +10, Gather Info +8, Listen +8(+15 with Power), Sense Motive +8,

**Feats:** Cross Training(Criminology), Concentrated Blast, Leadership, Enhanced Dexterity +1, Enhanced Intelligence +4, Tactician, Marksman, Sniper, PowerBlast, Weapon Master: Omega Rifle, Superior Concentration

### **Powers:**

**Blast:** Disadvantage: Gadget, Can be disarmed, Omega Rifle (DSR 4)

**Blast:** 7d6 Physical, Range Increment 120'(Superior Concentration), Fort Save DC 24

**Spectral Sight:** Disadvantage: Gadget, NightHunter Visor (DSR 1)

**Spectral Sight:** +9

**DarkVision:** 90'

**Enhanced Senses:** Disadvantage: Gadget, NightHunter Suit (DSR 1)

**Enhanced Vision:** +7 Spot

**Enhanced Hearing:** +7 Listen

**Superhuman Dexterity** +5

**Swinging** 80'/round

**Armor:** Disadvantage: Gadget, NightHunter Suit (DSR 1)

**Armor:** 5 Physical DR

**Energy Resistance:** 5 Energy DR

**Disadvantages:** Enemy: CIA (DSR 2), Enemy: USHER (DSR 3)





## **Background**

Lisa Carpenter was always one of those people who could get things done. Wetworks they called in the Company. Still, even though she was damn good at her job, assassinating undesirables for the sake of her Country, she always heard the snickers, the whispers, that she couldn't be that good, that she had to be using her "assets" to get close to her marks. This just made Lisa want to stick around the field office even less, working more and more. Until that day, she found the old lab. It had billions of dollars worth of equipment, and one dead scientist. What he was doing with that setup out in the middle of nowhere, Lisa had no idea. What she did know was the value of what she found there. A high-tech suit of armor, a helmet loaded with optics and built in targeting sensors. Then there was the rifle. God what a rifle! Caseless ammunition, capable of damaging a tank, virtually no recoil, completely unmarked except for the Greek letter Omega. Seeing the opportunity of a lifetime, Lisa never returned to her job at the CIA. She would prove who the best assassin in the world was, and in her armor, no one could tell she was a woman. So much the better. Mercenaries were almost worse than those pigs in the Company. Almost. Unknown to anyone, even her old employers, Lisa is the true leader of the Stormfront (see *Mayhem* at the New Millennium Mall and Ground Zero for more information about this shadowy group).

**Quote:** "Boo"

**Role:** Omega is a villain you can use in many different ways. She is definitely

"for hire", and could be given a contract to take out a pesky hero by a high level Enemy with deep pockets. However, she could also fill the role of a Master Villain for a medium level group, especially if teamed with Leland McCade from *Mayhem*.

## **Adventure Hooks**

*Double Blind:* Omega is not the only warrior in the world who enjoys her nightfighting advantages. The US Military uses the best night vision equipment in the world, and, in seeking to extend this advantage, is working on project DoubleBlind, a secret research project to jam enemy night vision equipment. As the test commences, Omega attacks and steals the prototype. The PCs could either be involved as security for the initial test, if they have government contacts, or they could learn of attempts to get the prototype copied from a fence contact or a scientific contact.

## Professor and Moll

### Professor

**Origin:** Advanced Training

**AL:** LE

**Resources:** +25 (Invention +15, Cha +3, Profession +7)

**Contacts:** Roughshod, Tower

**Class/Level:** Gadgeteer 12

**Initiative:** +0

**Def(Flat-Footed):** 22(14 Flat-Footed)

**HD(VP):** 10d6 (50)

**WP:** 10 (10 Con)

**BAB:** +9/+4

**Saves:** +4 Fort, +8 Ref, +4 Will

**Abilities:** Str 6, Dex 10, Con 10, Int 30, Wis 10, Cha 16

**Skills:** Open Lock +15, Armorsmith +25, Demolitions +25, Chemistry +25, Thermodynamics +25, Weaponsmith +25, Profession: Drug Chemist +15, Disable Device +25, Driving +7, Piloting +7, Forgery +17, Listen +4, Spot +3

**Feats:** Designer Chemistry, Vehicular Creation, Ordinance, Arsenal, Enhanced Intelligence +4, Battlesuit, Leadership, Rich, Wealthy, MultiBillionaire

### Powers

Superhuman Intelligence +6

Damage Touch: Disadvantage- Hand-Held Gadget: Hypo Gun (DSR 4)

*Physical:* 6d6 Poison Damage

Ensnaring Attack: Disadvantage- Hand-Held Gadget: Hypo Gun (DSR 4)

*Ensnarement:* Escape Artist/Str Check DC 15

Stunning Attack: Disadvantage- Hand-Held Gadget: Hypo Gun (DSR 4)

*Stunning Attack:* Save DC 17

**Disadvantages:** Enemy: NCPD (DSR 5), Nemesis: Shade (DSR 5)

### Background

For as long as he can remember Gavin Daltro has been fascinated with chemicals. He used to slip sedatives into the food of local animals to see what it did. His ghoulish fascination led him to study the animals, watching the effects, making charts and tables of how different drugs affect different animals. Quickly caught, Gavin spent the rest of his youth in and out of foster care and juvenile hall. On his 18<sup>th</sup> birthday, he disappeared, and opened his first lab. After a recent, near-fatal encounter with Shade, The Professor hired Moll, a half-crazy gun-toting brick who seems to think she's in 1930's Chicago.

**Quote:** "It has such a wonderful aftertaste. Here, try some."



**Role:** The Professor and Moll provide a MasterMind villain for medium to low level street Heroes.

### **Adventure Hooks**

*Electric Blue:* With sales of Twilight Blue booming, The Professor starts experimenting with a new, even more addictive drug, which he's calling Electric Blue. The PCs get a tip from one of their contacts about the new lab he's constructed. It's now a race against time to stop a new deadly drug from hitting the streets.

### **Moll**

**Origin:** Advanced Training

**AL:** CN

**Resources:** +3

**Contacts:**

**Class/Level:** Gangster/Brick 5/5

**Initiative:** +11 (+7 Initiative, +4 Initiative)

**Def(Flat-Footed):** 31(22 Flat-Footed)

**HD(VP):** 5d8+5, 5d10+5 (64)

**WP:** 21 (13 Con, +6 Resilience, +2 Brick)

**BAB:** +8/+3

**Melee:** +13/+8

**Ranged:** +15/+10

**Saves:** +9 Fort, +9 Ref, +2 Will

**Abilities:** Str 21, Dex 24, Con 13, Int 12, Wis 10, Cha 17

**Skills:** Bluff +9, Brawling 1d12 HTH Damage, Driving +12, Gather Information +8, Intimidate +15, Climb +10, Weapon Master +2 to hit and damage with guns, Sense Motive +8

**Feats:** Enhanced Strength +2, Enhanced Charisma +2, Enhanced Dexterity +1, Brawling, Weapon Master(Firearms), Improved Initiative, Banter, Wit

### **Powers**

Superhuman Strength +5

Superhuman Dexterity +3

Superhuman Durability +3

*Resilience:* +6 WP

Armor

*Armor:* 10 Physical DR

*Energy Resistance:* 10 Energy DR

**Disadvantages:** Enemy: NCPD (DSR 3), Code: Loyal to the Professor (DSR 1)

**Quote:** "Well, he might not be Clyde, but I still get to be Bonnie, and hey, it's a living"

## Requiem & Battlecry

### Requiem

**Origin:** Scientific Experiment

**AL:** N

**Resources:** +0

**Contacts:** Omega

**Class/Level:** Brick/Acrobat 6/2

**Initiative:** +7 (+7 Dexterity)

**Def(Flat-Footed):** 30(19 Flat-Footed)

**HD(VP):** 6d10+12, 2d6+4 (62)

**WP:** 17 (14 Con, +3 Brick)

**BAB:** +7/+2

**Melee:** +10/+5(+12/+7 with Claws)

**Ranged:** +14/+9

**Saves:** +9 Fortitude, +11 Reflexes, +1 Will

**Abilities:** Str: 17, Dex 24, Con 14, Int 11, Wis 9, Cha 14

**Skills:** Balance +10, Climb +6, Hide +11, Intimidate +13, Move Silently +11, Tumbling +10

**Feats:** Teamwork, Coordinated Attack, Cooperative Attack

### Powers

Regeneration

*Fast Healing:* 3HP/round

*Regrowth:* +8

Claws +2 Enhancement bonus

Light Control- Disadvantage, Exclusive (DSR 2):

*Darkness:* Darkness 12' radius

Spectral Sight

*Spectral Sight:* +14

Superhuman Dexterity +6

Blast- Special Effect: Requiem can fire 3 of the 5 claw spikes on each hand, which he must Regrow before the power may be used again Disadvantage, Limited Uses 6 (DSR4), Power must be Regrown(takes 10 days) after charges expended (DSR 5)

*Physical Blast:* 7d6

**Disadvantages:** Nemesis: The Professor and Moll (DSR 5), Enemy: NCPD (DSR 3), Frightening Appearance (DSR 2), Obsession: Protect Battlecry (DSR 5), Disability: Mute (DSR 1)

### Battlecry

**Origin:** Scientific Experiment

**Class/Level:** Energy Projector/Acrobat 6/2



**AL:** N

**Resources:** +1

**Contacts:** Omega

**Initiative:** +6 (+6 Dexterity)

**Defense(Flat-Footed):** 29 (16 Flat-Footed)

**HD(VP):** 8d6+16 (52)

**WP:** 14 (14 Con)

**BAB:** +7/+2

**Melee:** +7/+2

**Ranged:** +13/+8

**Saves:** +6 Fort, +13 Reflexes, +3 Will

**Abilities:** Str 10, Dex 22, Con 14, Int 10, Wis 12, Cha 13

**Skills:** Spot +10, Escape Artist +10, Hide +10, Move Silently +10, Listen +12(includes +11 bonus for Enhanced Hearing Power)

**Feats:** Cone Attack, Teamwork, Coordinated Attack, Cooperative Attack

**Powers:**

Blast: special effect sound

*Energy Blast:* 8d6

Flight

*Flight:* 70'/round

Sonar

*Passive Sonar:* -40% Concealment

Enhanced Senses- Disadvantage Exclusive (DSR 10)

*Enhanced Hearing:* +11

Superhuman Dexterity +4

Armor

*Armor:* Physical DR1

*Energy Resistance:* Energy DR 5

**Disadvantages:** Nemesis: The Professor and Moll (DSR 5), Enemy: NCPD (DSR3),

Obsession: Protect Requiem (DSR 5)

## **Background**

*Statement of Jennifer Graves, taken after her arrest and subsequent incarceration in the Gilchrist Superhuman Containment Facility.*

All I ever had was George, you know? When I was little, he used to read to me, change my diapers, fix me dinner. Mom? She wasn't around much. "Working" she called it. Funny how even at that age I knew what she was really doing. But George, he was always there. Later, when we started

school, he watched out for me. The local bullies knew to stay away, everyone was afraid to mess with me, they were all afraid of George. When Mom got married, things at home took a turn for the worse, if you know what I mean. I guess he got bored after awhile, because one night after he got done with Mom he came after me. All I remember is the sound, heavy and wet, as George brought that tire iron down on the back of his head. There was a lot of blood and stuff everywhere, and I said

to George that we should go, before the cops got there. So we did, we went into the Shooting Gallery. The cops don't go there much, so we knew we'd at least be safe from *them*.

Life was actually pretty good there. We worked, odd jobs, you know, dealers always need scouts, mules, that kind of thing. As long as you keep your head up and you don't buy any lines, you're all right. Plus, there was George. Turns out the dealers were as afraid of him as those lunchroom bullies. He just had this way of letting people know he was serious. Then we took this job for the Professor, muling some new drug across the border. All at once we started convulsing, I guess they popped inside us or something. And when we woke up, we were like this. That's ok though, because we still have each other.

**Quote** "My brother doesn't talk anymore, but he still gets mad when people don't give me what I want. So give me what I want, and nobody gets hurt."

**Role** Requiem and Battlecry are Vigilance's "Bonnie and Clyde". Being on the run from everyone, both police and other criminals, has only made these two more devoted to each other. The Professor, in particular, wants them, trying to find the results of his ghoulish experiment to recreate his bitter enemy Shade. Requiem and Battlecry can also be used as filler villains to round out an adventure, as they frequently hire themselves out as muscle. Neither Requiem or Battlecry are evil, and as such a character might take it upon himself to try and "redeem" them.

They are being courted by Omega to join his rising crime organization, and will slowly slip deeper into his clutches for the safety he can provide from the Professor and the NCPD.

Any PC who seriously hurts Battlecry might also find himself with a new Enemy. Requiem has been known to hold a grudge.

### **Adventure Hooks**

*The most dangerous animal....* During a vicious fight with The Professor's men, Battlecry is seriously wounded, losing her powers and lapsing in and out of consciousness. Unable to stay on the move with her in this condition, and with the NCPD closing in, Requiem kidnaps a doctor to help his sister. This doctor could be a contact or dependant of one of the PCs, or they could get involved as Requiem robs drugstores and pharmaceutical companies to get the supplies the doctor needs to cure his sister.

*Stage Two* Having been recruited into USHER's new hero team, the PCs are given an assignment by Old Glory. Contact Requiem and Battlecry... and recruit them. This adventure is best run if the PCs have had extensive contact with the duo before joining USHER.



# Roughshod

**Origin:** Mutant

**Class/Level:** Gangster/Brick 1/3

**AL:** NE

**Resources:** +5 (+3 Intimidation, +1 Profession, +1 Cha)

**Contacts:** The Professor, Moll, Old Glory

**Initiative:** +0

**Def(Flat-footed):** 22 (21 Flat-Footed)

**HD(VP):** 1d8+6, 3d10+18 (50 VP)

**WP:** 31 (22 Con, +8 Resilience, +1 Brick)

**BAB:**+3

**Melee:**+8

**Ranged:**+3

**Saves:** +11 Fort, +1 Ref, +0 Will

**Abilities:** Str 20, Dex 10, Con 22, Int 11, Wis 9, Cha 12

**Skills:** Intimidate +6, Driving +4, Bluff +5, Profession (Drug Dealer) +2

**Feats:** Brawling(Attack: 1d6 HTH), Frenzy

## **Powers**

Armor

*Armor:* Physical DR 10

*Energy Resistance:* Energy DR 8

Superhuman Strength: +3 Str

Superhuman Durability +4 Con

*Resistance:* +9 Saves vs Blinding/Light attacks

*Resilience:* +8 WP

Invisibility

*Invisibility:* 110 Minutes per Day

*Improved Invisibility:* 11 rounds per day

**Disadvantages:** Prejudice (DSR 3), Enemy: NightCity Police (DSR 3)

## **Background**

Luther Watson was not born in "Jinxtown", but he was raised there, at the 19<sup>th</sup> Street Mission. The Mission was a place parents embarrassed by a baby that disappeared, but was still in its crib, could take it and forget about it. They could tell their friends it was stillborn. Jinxtown. That's what people called it. And from an early age, Luther



hated that name, hated being called a Jinx, hated the implication that his mutant birth had dealt him a bad hand, that he was unlucky, like a retarded kid or something. And it didn't matter that he was black. Negroes spit on him and called him Jinx just as often as white folks. He was a Jinx. That's all that mattered.

As a child, even the other Jinxes at the

Mission made fun of Luther, because his powers had surfaced so early that he couldn't control them. Being invisible didn't make you deaf, and Luther hated the snickering every time his desk suddenly went empty, everyone knowing he was still there. Then one day, when Luther was 15, he got tired of it. He had winked out on the playground, and one of the boys was laughing. Suddenly he was getting hit from out of nowhere. By the time the "Juvies" got there, the boy was dead, and Luther was long gone. No one laughs at him now. Not ever. Now Luther is a rising "star" in NightCity's underworld. He sells drugs for The Professor, whose newest concoction "Twilight Blue" has brought Luther more money than he's ever seen before. Although he still dabbles in his original "business", collecting for loan sharks, using his Invisibility to frighten the hardest cases into paying, Luther is slowly but surely slipping into dealing, using his Invisibility to disappear when the NCPD cruisers go by, only to still be there on his corner when a customer drives up.

**Quote:** "I might be here anytime to collect. I might be watching you, I might follow you right into your house and stand by your bed till you're asleep. Until you pay, you get to live with that. I might be here all the time."

**Role:** Luther makes an excellent Enemy or Nemesis for any low- to mid-level mutant hero. Perhaps the character was one of those kids at the Mission. He might not even remember the little kid he teased so long ago, but Luther will remember him. The PC could also be one of Luther's old running buddies. If the PC is "high profile" as a hero,

Luther will start by trying to blackmail him, threatening to reveal his troubled past.

### **Adventure Hooks**

*Twilight Blue:* There is a new drug on the streets, more addictive than crack and with a better high. One euphoric trip and all the poor addicted soul can think of is how to get more. Worse, this drug, called "Twilight Blue" because of its translucent, smoky crystalline structure, is 100% synthetic. There are no fields to burn, no shipments to intercept. It's being made somewhere right in NightCity. Any attempt to stop the spread of this cancer would start with Luther. The NCPD knows this, and would love to take him down. But how can they catch an invisible dealer? Lt. Oswald "Oz" Calabresi will call in a favor, asking one the PCs for help.

# Savant

**Origin:** Scientific Experiment

**Class/Level:** Gadgeteer/MasterMind 10/10

**AL:** LE

**Resources:** +35 (+5 Charisma, +17 Invention, +12 Profession)

**Contacts:** Although technically an outlaw, The Savant maintains numerous contacts in the defense contracting field, still receiving huge sums of money under the table as a “consultant” on arms projects.

**Initiative:** -2 (-2 Dex)

**Def(Flat-Footed):** 27 (19 Flat-Footed)

**HD(VP):** 10d6-10; 10d8-10 (69)

**WP:** 9 (9 Con)

**BAB:** +14/+9/+4

**Melee:** +10/+5/+0

**Ranged:** +12/+7/+2

**Saves:** +9 Fort, +8 Ref, +13 Will

**Abilities:** Str 3, Dex 6, Con 9, Int 36, Wis 17, Cha 21 (Note: The Savant is 83 years old, and as such has the following modifiers factored into his stats due to age: -6 Str, -6 Dex, -6 Con, +3 Int, +3 Wis, +3 Cha)

**Skills:** Knowledge: Armorsmith +32, Knowledge: Cybernetics +32, Knowledge: Physics +32, Knowledge: Dynamics +32, Knowledge: Weaponsmith +32, Knowledge: Hydraulics +32, Knowledge: Optics +32, Disable Device +32, Profession: Engineer +25, Bluff +24, Intimidate +24, Sense Motive +22, Listen +22, Spot +22, Piloting +9

**Feats:** BattleSuit, High Energy Physics, Vehicular Construction, Cybernetics, Arsenal, Optics, Leadership, Tactics

**Powers:**

Armor

*Armor:* 9 Physical DR

*Energy Resistance:* 9 Energy DR

Energy Aura: 4d6

Radar

*Radar:* +6 Sensory Rolls in 360 degree radius

Superhuman Will +2

Superhuman Intelligence x3 +13

Ensnaring Attack

*Ensnaring Attack:* DC 20 Escape Artist or Strength to escape entanglement

**Disadvantages:** Nemesis: Old Glory (DSR 5), Obsession: Live forever (DSR 5), Enemy: USHER (DSR 5), Disability: Unable to walk (DSR 5)



## Equipment:

### Savant's HoverChair(Unique Vehicle)

**Resource Cost:**53

**XP Cost:** 2,210

**Handling:**Perfect

**Speed:**0/100(Ground/Flight)

**Armor:**8 DR/32 HP/ 50% Cover

**Capacity:** 1

**Description:** Due to deteriorating health, the Savant has been forced into this chair. Unable to walk, this chair is both his means of transport, and a mobile life support system. He has plans underway to remove his legs, permanently bonding himself to the chair, to allow greater invasiveness of life support technology.

### NightFlyer(Modified Government Transport)

**Resources:**66

**XP Cost:** 910 XP

**Handling:** Average

**Speed:** 90/900(Ground/Flight)

**Armor:**12 DR/52 HP/90%Cover

**Capacity:** 16

**Description:** Originally built during a "fit" at the Tuskegee Superhuman Testing and Training Range in 1938, the original NightFlyer was the world's first jet powered aircraft. Unable to remember how he built it, and unable to figure out how to duplicate it for several years, the NightFlyer served as Vigilance Force's main form of transportation throughout the war.

**Followers:** With his Leadership score of 25+ and his MasterMind abilities, The Savant is eligible for the following: Cohorts: 4 of 17<sup>th</sup> Level each; Followers: 135 1<sup>st</sup> Level, 13 2<sup>nd</sup> Level, 7 3<sup>rd</sup> Level, 4 4<sup>th</sup> Level, 2 5<sup>th</sup> Level, and 2 6<sup>th</sup> Level. The Savant does not maintain a set group or organization of followers, but will assemble whatever is needed for a given situation (to the limits above). The Savant is never without his "pets", however, Ophelia and Laertes, cybernetically enhanced Hounds detailed below.

### Ophelia and Laertes

**Origin:** Cybernetically Enhanced Wolves

**Class/Level:** Brick 6

**AL:** NE(these are the technological equivalent of "Dire" Wolves)

**Resources:** N/A

**Contacts:** N/A

**Initiative:** +4 (Dexterity)

**Defense(Flat-Footed):** 25(19 Flat-Footed)

**HD(VP):** 2d8+8; 8d10+32 (109 VP)

**WP:** 34 (18 Con, +3 Brick, +3 Toughness, +10 Resilience)

**BAB:** +6/+1      **Melee:** +10/+5 (+14/+9 with Claws)

**Saves:** +9 Fort, +6 Reflexes, +2 Will

**Abilities:** Str 19, Dex 19, Con 18, Int 2, Wis 10, Cha 6

**Skills:** Hide +4, Listen +6, Move Silently +5, Spot +4, Wilderness Lore +5

**Feats:** Toughness, Diesel, Enhanced Strength +4

**Powers:** Superhuman Strength: +2, Superhuman Dexterity: +2, Superhuman Durability:

+3 (Resilience +10), Claws (+4 to hit and damage), Armor (12 Physical DR, 12 Energy DR)

**Special Abilities:** Trip, Scent, +3 Wound Points, Bonus Power (Superhuman Strength), Diesel

**Disadvantages:** Vulnerability (Electrical) +2d6

### **Background**

*The following manuscript was found in a fireproof cylinder in the office of Gen. Fred Williamson, USHER Director of Research in the aftermath of a fire that consumed all research notes and materials, destroying the research wing of USHER's NightCity facilities*

It just isn't fair. I've done so much for you, for all of you, sacrificed, oh god have I sacrificed. How many friends did we watch die Chris? How many times were we reactivated for "emergency situations", thrown into harm's way again and again? And we did it all willingly for them, always willing to take one more chance for life, liberty, the American Dream. And I asked for one thing. Just one. Crazy they said. Trials on human subjects? Thousands of casualties? Short-sighted fools! I was talking about immortality! Not just for me, but for everyone! They claimed it would never work. How many of my inventions did they think would work Chris? How many times did they call on me to solve the unsolvable? I missed VE Day working with them on that damn bomb. Well, no more playing the good soldier for me Chris. They OWE me. I'm collecting. I never had any family, you know, just the Orphanage, and then The Brigade. You have always been the little brother I never had Chris, and I will always love you. And so, I'm going to ask you for just one favor: don't come after me.  
Freddie

**Role:** The Savant is perfect as the Power behind the scenes. Rarely will the PCs even realize they are fighting him until it is too late. He never seeks combat himself, always operating through his Minions. If he ever is cornered, he will seek to disengage as quickly as possible. Although he is never without a personal bodyguard. The Savant is also a good "mad scientist" type Villain, performing crazy experiments in his quest to prolong his life.

### **Adventure Hooks**

*Tower of Babel:* Tower is on the rampage again, destroying midtown, cutting down anyone who crosses his path. After the PCs capture him and lock him away, he is busted out of jail by some of the Savant's men. As the PCs track down the Agents, they find that Tower is still unconscious, and that the Agents are kidnaping him, bringing him back to the Savant for further testing.

*Shadows of the Past:* Something is happening in South America. Guerillas and Drug Dealers are showing up with advanced weapons, destabilizing whole governments and throwing nations into chaos. As the PCs investigate, they begin to see that these guerillas have ties to neo-Nazis who fled to South America after WWII, that the Savant is helping them, and that they have restarted their Eugenics program.

# Shade

**Origin:** Scientific Experiment

**Class/Level:** Vigilante/10

**AL:** LE

**Resources:** +5 (+5 Cha)

**Contacts:** Dr. Amelia Adaire

**Initiative:** +4 (+4 Dex)

**Def(Flat-Footed):** 29 (18 Flat-Footed)

**HD(VP):** 10d8+50 (105)

**WP:** 20 (20 Con)

**BAB:** +7/+2

**Melee:** +8/+3

**Ranged:** +11/+6

**Saves:** +8 Fort, +11 Ref, +4 Will

**Abilities:** Str 13, Dex 19, Con 20, Int 10, Wis 12, Cha 20

**Skills:** Concentration +10, Hide +10, Move Silently +10, Gather Information +10, Performance (Jazz Clarinet) +5

**Feats:** Vengeance (The Professor) +3, Lair, Martial Arts (Attack: 1d8 HTH), Enhanced Dex (+4), Loner, Enhanced Cha (+4), Frenzy

## Powers

Energy Drain

*Life Drain:* 4 levels

Energy Drain

*Memory Drain:* 14 Points

Telepathy- Disadvantage: Touch Only (DSR 2), Disadvantage: Only in conjunction with Memory Drain (DSR 3) Disadvantage: Exclusive (DSR 4)

*ESP* +16

Superhuman Presence +3

*Superstitious Aura:* Save DC 17

Superhuman Dex +6

*Swinging:* 50'/round

Superhuman Durability +6

*Resistance:* +10 Fort Saves vs. Drugs and Poisons

**Disadvantages:** Forbidding Demeanor (DSR 2), Nemesis: the Professor and Moll (DSR 5), Enemy: NCPD (DSR 1), Dependant: Dr. Amelia Adaire (DSR 2)

## Background

Once upon a time there was no brighter star in the NightCity Jazz scene than Grady "G-Key" Giardello. When he played at the Skyline Social Club, NightCity's Jazz haven, there was not a seat to be had. They said you could feel

the pain coming through his clarinet, that he could thrill you, or haunt you, make you dance, or make you cry. What no one knew, was that Grady was also a drug addict, seeking the thrill through chemicals he got from being on stage. He was living the good life, he





was young, beautiful and talented. He was immortal. Then a funny thing happened on the way to success: Grady died. One person in a thousand is allergic to Twilight Blue, and it seemed Grady was the unlucky "Blue Lottery" winner of the month. Or at least, that's what the coroner, Dr. Adaire thought. When she returned to the lab to complete her autopsy later that evening, the body was gone. No one has seen Gkey since that day. About a month later, the first "victim" was found, one of the worst dealers in the Shooting Gallery, a wretched area infested with drugs and prostitution. The NCPD don't go there after dark, but someone was. He calls himself the Shade, and his victims are cold, drained of life, or worse, mindless gibbering idiots. And every time a dealer is found mindless, his entire group, all his associates, both known and unknown, disappear soon thereafter, as if the Shade can read their minds. And at the scene of every dealer's murder, is found the only clue this shadowy figure leaves behind, a token from the Skyline Social Club, a "One Drink Free" token used to advertise the club. Now even the most hardened dealers whisper his name, and when that sad clarinet filters through the streets of the Shooting Gallery, the streets empty, for they know, the Shade is coming.

**Quote:** "I need some information about the Professor. Hold still."

**Role:** Shade is the iconic Vigilante, stalking the night, unloved by Police and Criminals. However, if a character needs to know anything about the Professor, the Shooting Gallery, or

Twilight Blue, Shade is the person to ask. Although terrifying, and not at all above using tactics most heroes would find reprehensible, Shade also protects the innocent, scares punks out of crime and into rehab, and does a lot of good that doesn't get reported nearly as often as his killings of drug dealers.

### **Adventure Hooks**

*The Missing:* A dependant of one of the PCs has disappeared. Although the PC will likely expect one of his Enemies is behind it, he soon learns that his dependant has a drug problem, and has disappeared into the maze of the Gallery. The PC ends up in an uneasy truce with Shade, who will agree to help the PC locate his dependant in return for assistance in taking down one of The Professor's labs.

*Jacob's Ladder:* Dr. Adaire contacts the PCs. She explains to them that she has been studying Shade since he disappeared from her morgue, and has discovered that his condition may be slowly killing him. She thinks she has found a way to reverse the process, but has no way to find Shade. Would the PCs help her find Shade and convince him to come in for treatment?

# Tower

**Origin:** Cybernetic Enhancement

**Class/Level:** Brick/Behemoth 5/10

**AL:** CE

**Resources:** +8 (+3 Cha, +5 Profession)

**Contacts:** Omega, Leland McCade

**Initiative:** -1 (-1 Dexterity)

**Def(Flat-Footed):** 35(32 Flat-Footed)

**HD(VP):** 6d10+54, 11d12+99 (280)

**WP:** 45

**BAB:** +15/+10/+5

**Melee:** +29/+24/+19

**Saves:** +22 Fort, +3 Ref, +4 Will

**Abilities:** Str 39, Dex 8, Con 28, Int 11, Wis 11, Cha 16

**Skills:** Brawling (1d12 HTH Damage), Intimidate +11, Jump +20 (+44 with Superleap), Profession: Mercenary +10

**Feats:** Toughness, Brawling, Crawler, Diesel, Frenzy, Great Fortitude

## Powers

Superhuman Strength(x3) +14

*Superleap:* +24 to Jump skill

Superhuman Durability(x3) +9

*Fire Resistance:* +15 Saves vs. fire attacks

*Fire Immunity:* +10 Energy DR vs. fire attacks

*Poison Resistance:* +5 Saves vs. Poison

*Resilience:* +15 WP

Armor

*Armor:* 30 Physical DR

*Energy Resistance:* 30 Energy DR

Regeneration

*Fast Healing:* 8 VP/round

*Retarded Aging:* 170 years added to each age category

Superhuman Presence +2

*Superstitious Aura:* anyone Level 7 or below must make a Will Save (DC 20) or be Shaken; anyone Level 3 or below must make a Will Save (DC 20) or be Panicked.

**Disadvantages:** Nemesis: The Savant (DSR 5), Nemesis: Old Glory (DSR 5), Enemy: USHER (DSR 5), Vulnerability: Electricity +6d6 (DSR 3)



## Background

Disavowed. That's what Gerald Astor was. Consigned to the life of a soldier

of fortune to avoid military prison for "crimes" against the enemy. What did those paper pushers know about real

combat anyway. Then, the Savant approached him, offered him a way back. Told him he had a way to turn Gerald into the ultimate soldier. Gerald accepted without hesitation. Surely if he had that much power, the government would have to take him back, have to let him in the Army again. When Gerald woke up from the operation, he found he was invincible. The Battlesuit he was in was enormous, 15' tall, and able to shrug off cannon fire without Gerald feeling a thing, and when the suit was damaged, the circuits repaired themselves, just grew back together. But that was just the problem, Gerald couldn't feel *anything*. He could see, he could move, he could fight, but it was like he was weightless, floating in a calm sea, with no sensation at all. Gerald asked one of the lab technicians to help him take the helmet off, and the little man just stared at him, jaw working, obviously unsure what to say. So Gerald picked him up like a ragdoll, and then the geek started babbling that there was no suit. No suit? Gerald threw the man against the wall, where he landed with a sick thud and didn't move. Gerald moved on to the next scientist. Eventually, he got one to lead him to what was left of his body. Brain implantation in a robotic form, they called it. He couldn't feel anything, because he was just a brain floating in fluid, at the control of a giant robot. The body transmitted no pain, and the brain had no nerves of its own. So Gerald felt no pain, no joy, no pleasure, no nothing. Gerald snapped, killed every scientist in the lab, looking for The Savant, who was long gone. Gerald left, looking for the Savant, vowing to get even, to get put back the way he was.

**Quote:** "That didn't hurt at all! Hit me harder! I want to feel it!"

**Role:** Tower is the classic "monster" villain. More like a rampaging beast than a true villain. He also makes for some interesting 3-way combats, as he will frequently show up at any fight involving the Savant's men, only to turn on the heroes when the battle ends, intent on questioning the Savant's followers about his whereabouts.

### **Adventure Hooks**

*Twilight Blues:* In a desperate bid to feel something, Tower has actually begun injecting Twilight Blue into the casing housing his brain. Now, disoriented and high, he stumbles out into the night, ready to have some fun.

*Honey Im Home:* Gerald Astor was once happily married, before his disgrace and dishonorable discharge from the military. Feeling isolated, wallowing in despair, he decides to see his wife. When she reacts with horror, Tower snaps, kidnaping her and rampaging through the streets.

## CHAPTER 2: NEW ORIGINS

### **Cybernetic Enhancement**

The character is part human part artificial. Some characters of this origin are barely recognizable as human, while others walk among humanity undetected.

*Stat Bonus/Penalty:* +2 to one Stat of the character's choice; -2 to one Stat of the character's choice

*Vulnerability:* Cybernetic characters must take Vulnerability to Magnetic or Electrical attacks (character's choice) at a DSR of 2, representing the painful interaction between the natural and artificial systems that results when the character is attacked with these energy forms. The character gets no XP for this disadvantage.

*Bonus Ability:* In combat, a cybernetic character benefits from the parts of his body that are not natural, and thus deliver no pain sensation when they are attacked, and can be easily replaced when damaged. The character receives the Diesel feat for free, without needing the prerequisite, at 1<sup>st</sup> Level.

*Powers:* Cybernetic characters receive one Power every 2 levels.

*Favored Classes:* Brick, Energy Projector, Gadgeteer

### **Normal**

This Origin is for Dependants, Contacts, Thugs, etc. A character could take this origin if he wanted to, but would be at a severe disadvantage.

*Stat Bonus/Penalty:* +2 to one Stat of the character's choice; -2 to one Stat of the character's choice; none of the

character's Stats may exceed 18

*Class Skills:* regardless of the character's class, she may add 2 skills of her choice to her list of class skills.

*Powers:* Characters of this Origin receive no Powers, except bonus Powers from a class. So, a MasterMind might have Agents who were 1<sup>st</sup> level Energy Projectors, armed with Blaster rifles, gained with the bonus Blast Power gained by Energy Projectors at 1<sup>st</sup> level.

*Power Points:* Normals do not receive x4 Power Points at 1<sup>st</sup> level, even if they have a Power to spend it on.

*Favored Classes:* Commoner, Expert

## CHAPTER 3: NEW CHARACTER CLASSES

### Gangster

The character is (or was) a professional criminal. This class is meant to represent the common street “soldier” of organized crime. Although a character can rise high in the ranks of organized crime strictly on his ability to enforce his will, high ranking mob bosses are usually members of the MasterMind Prestige Class. Although a Hero could very easily be *from* this class (many heroes in fact have criminal histories), *staying* a member of this class will impose more and more restrictions on a Hero as he goes up in level. Especially once the character gains the Favor, Reciprocity, and Made Man abilities, the character will be expected to act in a certain way by his “family”. If he does not uphold his obligations to repay favors, collect debts (often through violence), and support other members of his family, the character will find himself cut off from his contacts, and will have a new Enemy Disadvantage.

#### Class Abilities

**Hit Die:** d8

**Alignment:** any non-good

**Class Skills:** Appraise, Bluff, Brawling, Driving, Gather Information, Innuendo, Intimidate, Sense Motive

**Skill Points per Level:** 4+Int Modifier

**Class Powers:** Armor, Blast, Superhuman Presence, Superhuman Strength, Unique Item, Unique Vehicle

**Power Points per Level:** 2+Con Modifier

**Strictly Business:** A Gangster makes

his living in rather unconventional (illegal) ways. He may use any one of his class skills as a Profession to determine his starting resources. Thus a player could decide his character was a fence, and use his Appraise skill to grant a bonus to starting Resources.

**Big Time:** This ability represents the Gangster moving up within his Family. Each time the character gains this ability, he may either raise his resources by one, or take a new Contact. This new Contact may be of any kind, subject to GM approval.

**Favor:** As the character rises in rank, he may call on his people to perform services for him. Each favor a character gains through this ability may be used only *once*. This could be a member of his own family, or even a reputable businessman who owes the mob money or protection. However, such favors are expected to be returned. Whoever performs the service for the character may call on him to perform a service for them at a later date. Failure to provide that service will get the character in deep trouble with his mob associates. However, if he does perform the service, he gets his favor back.

**Reciprocity:** Gangsters have their own culture. A major facet of that culture is Reciprocity (exchange of favors/debts). Anyone who performs well is to be rewarded, while anyone who wrongs you is to be wronged in return. At this level the Gangster may effectively treat anyone who has wronged him as a

avored enemy, at the listed bonus, until he has payed back whatever wrong was done. This ability functions exactly as in the PHB, except that it also provides the listed bonus to Gather Information for "Tracking" purposes.

So if a member of the character's gang were killed, he would gain the bonus in all actions against the killer(s) until he had killed one of *them*. The GM has the final say on when a debt has been repaid, but proportionality should reign supreme. If someone owes you money, you gain this bonus until they repay you, not until you kill them.

**Made Man:** Before this point, a character is on the periphery of his family business. Once a character is *made*, he is in the family *forever*. He may give orders to any lower level member of his family, and those orders are expected to be obeyed. However, the character is expected to obey the orders of those above him as well. This ability also grants the character the ability to exert subtle influence on others, adding his Level to Diplomacy checks made on those inside his family, and adding his Level to Intimidate checks on those who are not in his family.

**Boss:** At this level the character is given

control of his own crime family. Keeping a character in play once he reaches this level will be very difficult. The character effectively gets the Leadership feat for free. Any Gangster in his family of lower level must obey his commands. The character only needs to obey the commands of a Boss of all Bosses.

**Boss of all Bosses:** At this level the

<b>Gangster</b>						
Level	Base	Attack	Fort	Ref	Will	Special
1 <sup>st</sup>	+0		+2	+0	+0	Strictly Business
2 <sup>nd</sup>	+1		+3	+0	+0	
3 <sup>rd</sup>	+2		+3	+1	+1	Big Time +1
4 <sup>th</sup>	+3		+4	+1	+1	Favor
5 <sup>th</sup>	+3		+4	+1	+1	Reciprocity +1
6 <sup>th</sup>	+4		+5	+2	+2	Big Time +2
7 <sup>th</sup>	+5		+5	+2	+2	Made Man
8 <sup>th</sup>	+6/+1		+6	+2	+2	Favor
9 <sup>th</sup>	+6/+1		+6	+3	+3	Big Time +3
10 <sup>th</sup>	+7/+2		+7	+3	+3	Reciprocity +2
11 <sup>th</sup>	+8/+3		+7	+3	+3	Boss
12 <sup>th</sup>	+9/+4		+8	+4	+4	Favor;Big Time +4
13 <sup>th</sup>	+9/+4		+8	+4	+4	
14 <sup>th</sup>	+10/+5		+9	+4	+4	Reciprocity +3
15 <sup>th</sup>	+11/+6/+1		+9	+5	+5	Big Time +5
16 <sup>th</sup>	+12/+7/+2		+10	+5	+5	Favor
17 <sup>th</sup>	+12/+7/+2		+10	+5	+5	
18 <sup>th</sup>	+13/+8/+3		+11	+6	+6	Big Time +6
19 <sup>th</sup>	+14/+9/+4		+11	+6	+6	Reciprocity +4
20 <sup>th</sup>	+15/+10/+5		+12	+6	+6	Boss of all Bosses

character is de facto ruler of all organized crime within certain limits. Each type of gang, often broken down along racial lines will have their own Boss of all Bosses. So there is a Boss of all Bosses for the Italian Mafia, a

Boss of all Bosses for the Chinese Triads and so forth. This is a very dangerous position to hold, for promotion by assassination is very common.

## Vigilante

The Vigilante character is one concerned with Justice. The character holds herself (either through idealism or arrogance) to a higher ideal than the rule of law, instead concerning herself with what is right. Standing outside the system as she does, such a character often finds herself hunted by both law enforcement and criminals.

### Class Abilities

**Hit Die:** d8

**Alignment:** any Lawful

### Class Skills:

Criminology, Driving, Gather Information, Hide, Intimidate, Martial Arts, Move Silently

### Skill Points per

**Level:** 3+ Int Modifier

### Class Powers:

Armor, Blast, Claws, Danger Sense, Ensnaring Attack, Spectral Sight, Superhuman

Dexterity, Superhuman

Presence, Unique Item, Unique Vehicle

### Power Points per

**Level:** 3+ Con Modifier

**Bonus Feats:** every 5 levels, the Vigilante receives a bonus feat from the following list: Arsenal, Combat Driving, Combat Piloting, Lair, Martial Arts, Optics, Ordinance, Vengeance, Vehicular Construction, Weapon Master

**Vigilance:** this ability allows the Vigilante to treat common criminals favored enemies. This ability works exactly as in the PHB, except that it grants the listed bonus to Criminology and Gather Information for "Tracking" purposes.

Vigilante						
Level	Base Attack	Fort	Ref	Will	Special	
1 <sup>st</sup>	+0	+0	+2	+0	Bonus Feat	
2 <sup>nd</sup>	+1	+0	+3	+0		
3 <sup>rd</sup>	+2	+1	+3	+1		
4 <sup>th</sup>	+3	+1	+4	+1	Vigilance +1	
5 <sup>th</sup>	+3	+1	+4	+1	Bonus Feat	
6 <sup>th</sup>	+4	+2	+5	+2		
7 <sup>th</sup>	+5	+2	+5	+2		
8 <sup>th</sup>	+6/+1	+2	+6	+2	Vigilance +2	
9 <sup>th</sup>	+6/+1	+3	+6	+3		
10 <sup>th</sup>	+7/+2	+3	+7	+3	Bonus Feat	
11 <sup>th</sup>	+8/+3	+3	+7	+3		
12 <sup>th</sup>	+9/+4	+4	+8	+4	Vigilance +3	
13 <sup>th</sup>	+9/+4	+4	+8	+4		
14 <sup>th</sup>	+10/+5	+4	+9	+4		
15 <sup>th</sup>	+11/+6/+1	+5	+9	+5	Bonus Feat	
16 <sup>th</sup>	+12/+7/+2	+5	+10	+5	Vigilance +4	
17 <sup>th</sup>	+12/+7/+2	+5	+10	+5		
18 <sup>th</sup>	+13/+8/+3	+6	+11	+6		
19 <sup>th</sup>	+14/+9/+4	+6	+11	+6		
20 <sup>th</sup>	+15/+10/+5	+6	+12	+6	Bonus feat	



## CHAPTER 4: NEW FEATS

### **Cybernetics (Item Creation Feat)**

**Prerequisite:** Gadgeteer Level 5+

This feat allows the Gadgeteer to alter the physiology of Normals and Animals, adding to them the Cybernetic Enhancement Origin. This takes the place of any Origin the character may have previously had (such as Normal). This ability may not be used on a character who already *has* an Origin other than Normal.

*Effect:* Adds the Cybernetic Enhancement Origin to a character.

*Cost:* The resources cost of adding Cybernetics to a follower is  $15 + \frac{1}{2}$  the character's Level. The Gadgeteer performing the operation decides what Powers the "patient" gains from the added Origin, and how any Power Points initially gained are spent.

See the Disadvantages section for details on addiction.

*Cost:* Drugs made with this feat cost Resources of  $10 + \frac{1}{2}$  Skill, and 10 XP per skill point. In other words, a drug made at skill 12 would require a resources roll of 16 and would cost the character 120 XP for each dose.

### **Designer Chemistry (Item Creation Feat)**

**Prerequisite:** Gadgeteer level 1+

This Feat allows the character to create drugs to enhance his performance in combat.

*Effect:* For each 6 Points of the Gadgeteer's Knowledge: Pharmacy skill, the drugs he makes with this feat can temporarily raise Str, Dex, or Con by 1d4 points for 1d6 rounds. Thus a character with 12 Ranks in Pharmacy could make a drug granting +2d4 for 2d6 rounds. Another, more insidious use of this skill (for evil characters only) is to make a highly addictive narcotic. The person taking the drug must make a Fort Save (DC  $10 + \frac{1}{2}$  the Gadgeteer's Pharmacy skill) or become addicted.

## CHAPTER 5: NEW POWERS

### **Beast Form**

*Beast Form(Con; trained only)*

The character possesses the ability to assume the shapes of wild animals. Each shape is a different skill. So, a character who could transform into a Wolf and Bear would take those as separate skills under this one Power. The character may assume Beast Form once per day for every 5 Power Points invested. For each size category different from the character's base size, this cost is doubled. Therefore, a character with the ability to transform into a Black Bear (medium animal) who spent 20 Power Points on the skill, would be able to assume that form 4 times daily. If the same character spent 20 Power Points to assume the form of a Polar Bear (large animal) would be able to assume that form twice per day.

### **Energy Theft; exclusive**

Energy theft is a dangerous Power, difficult to control, as it involves an exchange of life essences. These Powers require the concentration skill to effectively control, requiring the character who possesses them to avoid contact with others. No Class has this Power as a Class Power, which makes it extremely expensive as well. As such, characters with this Power are extremely rare.

*Life Drain(Wis; trained only)*

The character gains a level drain as a touch attack. The character drains one level for each 5 Power Points if the victim fails a Fort Save (DC 10 + ½ Power). This level drain is temporary,

lasting one round for each Power Point the character has in Energy Theft. The character may not drain more than one level for every five Power Points, no matter how many times he touches a target, and the character may not drain more than two levels per attack. If the target gained a Power from a given level, the character gains temporary use of that Power until he loses the level. If the target is reduced to zero level, she must make a Fort Save (DC 10 + 5 per level lost) or the Power transfer is permanent. The target is permanently a normal, zero level person. This does not grant the character additional Powers however, it merely gives him those Powers earlier than he should have gotten them. So, if a 4<sup>th</sup> level Mutant permanently steals 2 Powers that have 20 Power Points spent on them, he does not get a Power of his own choice until 10<sup>th</sup> level, and may not spend Power Points until he has "bought off" the 20 he received from the drain.

If the character fails a Concentration Skill check when he uses this power (DC 10 +5 per level drained), he may acquire physical disadvantages possessed by his target. If the character permanently drains levels and fails this check, he permanently acquires the disadvantages as well.

*Memory Drain(Wis; trained only)*

The character gains the ability drain memories from his target. The target does not lose his memories, the Energy Thief simply gains them also. The character drains one skill point for every

Power Point in this Power. The Power lasts 1 round per Power Point. Skill points are gained from random skills possessed by the target, and skills gained in this way may be used freely by the character.

If the character fails a Concentration skill check (DC 10 +1 per Skill Point drained), he also gains any Mental Disadvantages possessed by his target, picking up his personality traits. If the character rolls a 1 on this check, he permanently gains both the skills, and the Mental Disadvantages. This does not grant the character additional skills, however, it merely grants him skills earlier than he otherwise would have gained them. The character may not choose where he spends his skill points until he "pays off" the skill points drained through this power.

### **Feral**

The character has the blood of a wild animal coursing through his veins. This allows him to spend Power Points to improve the following skills: Animal Empathy, Balance, Climb, Handle Animal, Hide, Intuit Direction, Jump, Move Silently, Ride, Swim, Wilderness Lore. Keep in mind that a character is not limited by level when spending Power Points as he is with Skill Points.

### **Probability Manipulation; exclusive Power**

#### *Good Luck(Wis)*

Once per day for every 10 Power Points the character invests in this power, she may reroll any roll. However, she must abide by the results of the second roll, even if it is worse than the first roll.

#### *Bad Luck(Wis)*

If the character succeeds at a ranged touch attack, his target must make a Will Save (DC 10 + ½ Power Skill), or reroll his next roll, taking the worst of the two results.

### **Stunning Attack**

This is a popular Power among Good heroes. Not only does it allow capture of Villains to face the law, but it also gives a Hero a means to take on normal thugs without running the risk of killing them.

*Stunning Attack(Con):* If the target of this attack is less than ½ the character's level, he must make a Fort Save (DC 10 + ½ Power Skill), or be knocked unconscious for 1-4 minutes. If the target is more than ½ the character's level, he must make a Fort Save or be Stunned for 1-4 rounds.

## CHAPTER 6: NEW DISADVANTAGES

### **Addiction (DSR Variable Character Disadvantage)**

The character is addicted to a harmful or illegal substance. He must make a Will Save (DC 10 + DSR) to avoid indulging in his addiction each day. Each day the character succumbs he either must make a Fort Save (DC 10 + DSR) or take 1-2 Con ability Damage (if the substance is harmful), or runs the risk of getting arrested (roll of 20 on d20 + DSR). If a character rolls a 1 on his Fort Save for a harmful drug, he has overdosed and must make a second Fort Save with the same DC as the first or die. As with normal ability damage, the character heals 1 Con per day. If the character's Con is ever reduced to 0 from his addiction, he succumbs to long term effects of his addiction and dies. Note that if the character is addicted to a substance that is both illegal *and* harmful (such as Heroin) he may take this Disadvantage twice.

### **Disability (DSR Variable Character Disadvantage)**

The character has some physical malady. At DSR one, it would be something that, when it comes into play, would be more of a nuisance than anything (say poor eyesight that gave the character a small penalty to ranged attacks). At the maximum DSR of 5, the character has a severe handicap, such as being unable to walk, only having one arm (which would seriously limit the character's attacks in combat).

### **Frightening Appearance (DSR Variable Character Disadvantage)**

Something about the character frightens people. It could be he is horribly disfigured, or perhaps something about the character just sets people ill at ease. This Disadvantage subtracts the DSR from Resources and all Charisma based skills *except* Intimidation. This Disadvantage adds its DSR to the character's Intimidate skill.

### **Hard Knocks (DSR Variable Character Disadvantage)**

The character has a criminal past. The character can either take this as a Prejudice-like Disadvantage (the DSR reducing starting Resources and Reputation/Cha skills when dealing with law-enforcement), or an Enemy with law-enforcement.

### **Limited Uses (DSR Variable Power Disadvantage)**

The character has a power that he may only use a limited number of times per game session. This disadvantage may only be applied to powers that may normally be used an unlimited number of times each game session. Powers such as Domination, Invisibility, and Desolidification already have this advantage "built in". For each round of use the character gets out of the power less than 10, the DSR of this disadvantage is 1. So, if a character could fly for only 4 rounds each game session, or fire his blast only 4 times each game session, the DSR would be 6.

### **Loose Cannon (DSR Variable Power Disadvantage)**

The character has a power that he can control only through outside aid, or through intense concentration. If the control mechanism is a device the character has easily at hand, and is difficult to disarm from the character, the DSR is 2. If the control mechanism is hard to find, or can be removed with a Disarm maneuver in combat, the DSR is doubled. If the power requires a concentration check to control, the DSR is the DC of the check over 10 (so a DC 13 Concentration check would be DSR 3).

character must make a Concentration check, DC 10. If he makes it, he is safe until the next interval, at which time he must make a Concentration check of 11, and so on.

### **Obsession (DSR 5 Character Disadvantage)**

The character is consumed by some goal. All his waking moments are dedicated to obtaining that goal. What this goal is will determine the character's Alignment. (In other words it is impossible to be Good and have an Obsession that would take an Evil act to complete). Very few heroes will have this Disadvantage, as even a Noble goal tends to be perverted when it becomes an Obsession.

### **Time Bomb (DSR Variable Power Disadvantage)**

This very serious disadvantage turns the character into a time bomb... literally. One of the characters powers goes off whether he wants it to or not, at full force, at a set interval. The base interval is one day, and the base DSR is 1. For each time the interval is halved, the DSR is doubled. If the character must apply a special ability to the Power when it activates, such as a MetaEnergy feat or the OverCharge PowerHouse class ability, this adds +2 to the DSR. When the interval time has elapsed, the

# CHAPTER 7: NEW PRESTIGE CLASSES

## ArchNemesis

This Villain focuses all his hatred on one Hero. Perhaps the Villain was *created* in some fashion by the Hero, or perhaps the Villain has simply fixated on the Hero to the exclusion of all other endeavors. These Villains tend to be loners, unable to attract much in the way of followers due to the “unprofitability” of their goals.

### Requirements

**Alignment:** any evil

**Feats:** Loner

**Disadvantages:** Nemesis (DSR 5) against a Hero who also has Nemesis (DSR 5) with the Villain

**BAB:** +5

### Class Features

**Hit Die:** d8

**Class Skills:** Bluff, Driving, Hide, Gather Information, Intimidate, Listen, Move Silently, Piloting, Profession, Sense Motive, Spot

**Skill Points per**

**Level:** 4+Int.

Modifier

**Class Powers:**

Armor, Aura, Blast, Danger Sense, Enhanced Senses, Ensnaring Attack, Flight, Superhuman

Will, Unique Item, Unique Vehicle

**Power Points per Level:** 4+Con.

Modifier

**Favored Enemy:** Like the ability in the PHB, except that the ArchNemesis gets +1 per level to damage and the listed skills, and he also gains the bonus to his Gather Information skill for “tracking” purposes.

**Exploit Weakness:** The ArchNemesis studies his target’s fighting styles and tendencies closely, gaining unique insight into any weaknesses the Hero may show in combat. This ability extends the Favored Enemy bonuses to all ArchNemesis Class Skills. The character also adds his ArchNemesis level to any attack rolls made against his Enemy.

**Know your Enemy:** The Nemesis knows everyone of the character’s Disadvantages. If the character has a Secret Identity, the ArchNemesis is

ArchNemesis						
Level	Base Attack	Fort	Ref	Will	Special	
1 <sup>st</sup>	+0	+0	+2	+0	Favored Enemy	
2 <sup>nd</sup>	+1	+0	+3	+0	Exploit Weakness	
3 <sup>rd</sup>	+2	+1	+3	+1		
4 <sup>th</sup>	+3	+1	+4	+1		
5 <sup>th</sup>	+3	+1	+4	+1	Know your Enemy	
6 <sup>th</sup>	+4	+2	+5	+2		
7 <sup>th</sup>	+5	+2	+5	+2	Know Yourself	
8 <sup>th</sup>	+6	+2	+6	+2		
9 <sup>th</sup>	+6	+3	+6	+3		
10 <sup>th</sup>	+7	+3	+7	+3	Moment of Weakness	

aware of it.

**Know Yourself:** The character adds his ArchNemesis levels as a circumstance bonus to his Def. when fighting his favored enemy.

**Moment of Weakness:** At this level the ArchNemesis may spend a Villain point and “activate” one of his favored enemy’s Disadvantages. So, at a crucial moment in a combat the Hero’s Dependant might just drive up, or the Hero might be suddenly flooded with memories of the Tragedy that led him to become a Hero.

## ArchVillain

These unspeakable monsters are the ultimate expression of Evil in the world of Vigilance. These characters are serial killers with Powers, horrors of the modern world. These creatures are always loners, for not even their own kind trusts them. Seething cauldrons of anger, they lash out at everyone around them.

### Requirements

**Feats:** Loner

**Alignment:**  
Chaotic Evil

**BAB:** +9

### Class

#### Features

**Hit Die:** d12

#### Class Skills:

Climb,  
Intimidate,  
Jump,  
Profession,  
Swim

#### Skill Points

**per Level:** 2 +

Int Modifier

**Class Powers:** Armor, Claws, Damage Touch, Density Increase, Growth, Life Support, Regeneration, Superhuman Durability, Superhuman Strength

**Power Points per Level:** 8 + Con Modifier

**Heart of Darkness:** By spending a Villainy Point, an ArchVillain may, a certain number of times each day, inflict maximum damage on any successful attack.

**Inspire Fear:** At this level the ArchVillain may Inspire Fear in anyone less than ½ his level, rendering them Shaken if they fail a Will Save (DC 10 + ½ the ArchVillain’s level + the ArchVillain’s Cha Modifier).

**Hatred:** The ArchVillain is constantly filled with hatred. This hatred has no reason, it only needs an outlet. In combat, the ArchVillain can channel all his hatred against his opponent. If the ArchVillain spends a Villainy Point, he may, a certain number of times each day cause any successful hit to be a Critical Threat. This ability may be

ArchVillain Level	Base Attack	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+2	+0	+0	Heart of Darkness 1/day
2 <sup>nd</sup>	+2	+3	+0	+0	Bonus Villainy Point
3 <sup>rd</sup>	+3	+3	+1	+1	Inspire Fear
4 <sup>th</sup>	+4	+4	+1	+1	Bonus Villainy Point
5 <sup>th</sup>	+5	+4	+1	+1	Heart of Darkness 2/day
6 <sup>th</sup>	+6/+1	+5	+2	+2	Bonus Villainy Point
7 <sup>th</sup>	+7/+2	+5	+2	+2	Hatred 1/day
8 <sup>th</sup>	+8/+3	+6	+2	+2	Bonus Villainy Point
9 <sup>th</sup>	+9/+4	+6	+3	+3	Hatred 2/day
10 <sup>th</sup>	+10/+5	+7	+3	+3	Terror of the Night



combined with Heart of Darkness for 2 Villainy Points, resulting in a devastating attack.

**Terror of the Night:** Hating even himself, the ArchVillain has become one with the darkness, preferring it so he doesn't have to see himself or the horrors he commits. The ArchVillain gains DarkVision to a range of 60 feet, and Hide and Move Silently become class skills.

## Fallen Angel

Almost the opposite of the ArchVillain, the Fallen Angel is a difficult opponent precisely because he is *not* totally evil. Heroes have a hard time fighting him because they can sense the good in him. In fact, a character of this Prestige class might at one time have *been* a Hero. However, while a Fallen Angel can be redeemed, the longer he stays in this class the less chance of that there is. His Alignment slips ever more toward evil, his bitterness growing daily.

### Requirements

**Alignment:** Neutral, Chaotic Neutral

**BAB:** +3

### Feats:

Frenzy

### Disadvantages:

the character must have a single Disadvantage with a DSR of 5 or more that acts as the "catalyst" for his anger and

bitterness. This could be a High Prejudice (perfect for a Mutant Villain), a Tragedy, an Enemy, but whatever it is, it is the force driving the character toward evil.

**Special Restrictions:** Once a character takes a level in this class, he may only leave it at the levels when he receives the "Redemption" ability. Even then, he may only leave the class if he makes a Will Save (DC 10 + Fallen Angel level). Once a character successfully leaves this class, he may never return to it. A trip down the dark path should not be taken lightly, and some never return.

### Class Features

**Hit Die:** d8

**Class Skills:** Bluff, Disguise, Hide, Move Silently, Profession

**Skill Points per Level:** 2 + Int Modifier

**Class Powers:** Blast, Claws, Flight, Superhuman Presence, Superhuman Strength, Telekinesis

**Power Points per Level:** 8 + Con Modifier

**Dark Journey:** The character's alignment takes one shift toward evil

Fallen Angel						
Level	Base Attack	Fort	Ref	Will	Special	
1 <sup>st</sup>	+0	+0	+2	+0	Dark Journey	
2 <sup>nd</sup>	+1	+0	+3	+0	Spark of Good 1/game	
3 <sup>rd</sup>	+2	+1	+3	+1	Hint of Evil 1/game	
4 <sup>th</sup>	+3	+1	+4	+1	Spark of Good 2/game	
5 <sup>th</sup>	+3	+1	+4	+1	Redemption	
6 <sup>th</sup>	+4	+2	+5	+2	Spark of Good 3/game	
7 <sup>th</sup>	+5	+2	+5	+2		
8 <sup>th</sup>	+6/+1	+2	+6	+2	Hint of Evil 2/game	
9 <sup>th</sup>	+6/+1	+3	+6	+3	Dark Journey	
10 <sup>th</sup>	+7/+2	+3	+7	+3	Redemption	

(from good to neutral, from neutral to evil).

**Spark of Good:** There is still good within the character, and this often comes out at critical moments of a battle, causing the Fallen Angel's opponents to pull their punches. This ability makes any Critical Hit made by a good character a normal attack, and any normal attack automatically does minimum damage.

**Hint of Evil:** Just as there is good within the character, there is also a growing seed of bitterness and rage. This rage is often directed against heroes of good alignment, who remind the Fallen Angel of a life lived in the light, just out of reach. This ability adds the character's Fallen Angel levels to the damage of any attack made against a good character.

**Redemption:** This ability allows the character to fight the Evil growing within him and step back into the light. The character must succeed at a Will Save (DC 15 at 5<sup>th</sup> level, 20 at 10<sup>th</sup> level). If this save is successful, the character returns to the Alignment he had before taking the Fallen Angel class. Furthermore, the character may leave the class the next time he gains a level.

## Master Mind

Some say the MasterMind is the ultimate Villain. Certainly he is one of the hardest to catch. Hiding as he does behind layer upon layer of followers, both normal and Superhuman, the true MasterMind remains unseen, manipulating strings behind the scenes. The motto of the MasterMind is that he may lose many times, but only needs to

win once.

A MasterMind will always be surrounded by legions of Cohorts and Thug level followers. How he thinks of these followers and how he treats them will depend largely on his Alignment. A Chaotic Evil MasterMind's followers will always be walking on eggshells, for interrupting his nap could lead to disintegration. Lawful Evil MasterMinds usually hold themselves to a larger cause, and while they are willing to sacrifice their followers in pursuit of that cause, they also reward successful cohorts with more power.

### Requirements

**Feats:** Leadership, Tactician

**Abilities:** Int 16+, Wis 12+, Cha 16+

**Alignment:** any Evil

### Class Features

**Hit Die:** d8

**Class Skills:** Bluff, Diplomacy, Intimidate, Listen, Profession, Sense Motive, Spot

**Skill Points per Level:** 2 + Int Modifier

**Class Powers:** Armor, Aura, Danger Sense, Deflection, Ensnaring Attack, Flight, Superhuman Presence, Superhuman Will, Unique Vehicle

**Power Points per Level:** 8 + Con Modifier

**Dark Magnetism:** Perhaps the signature ability of a MasterMind is his ability to attract legions of followers willing to lay down their lives for his "cause". When dealing with people of a

Negative Reputation (Villains), or people of Evil Alignment, the MasterMind's Reputation and Leadership scores are doubled. For Leadership scores over 25, double the number of followers for each 5 points above 25.

MasterMind		Fort	Ref	Will	Special
Level	Base Attack				
1 <sup>st</sup>	+0	+2	+0	+2	Dark Magnetism
2 <sup>nd</sup>	+1	+3	+0	+3	Unique Vehicle
3 <sup>rd</sup>	+2	+3	+1	+3	Force of Personality
4 <sup>th</sup>	+3	+4	+1	+4	2 <sup>nd</sup> Cohort
5 <sup>th</sup>	+3	+4	+1	+4	HQ
6 <sup>th</sup>	+4	+5	+2	+5	3 <sup>rd</sup> Cohort
7 <sup>th</sup>	+5	+5	+2	+5	Notorious
8 <sup>th</sup>	+6/+1	+6	+2	+6	4 <sup>th</sup> Cohort
9 <sup>th</sup>	+6/+1	+6	+3	+6	Infamous
10 <sup>th</sup>	+7/+2	+7	+3	+7	Cult of Personality

**Unique Vehicle:** At 2<sup>nd</sup> Level the MasterMind receives this Power for free.

**Force of Personality:** If the MasterMind is actually fighting with his followers, they receive a bonus to hit and initiative equal to his Will Save Bonus. This is in addition to any bonus he can grant from the Tactician feat. Again, based on Alignment, this bonus might come from the inspiration of their beloved leader's presence, or the fear of failing him.

**Additional Cohorts:** As a MasterMind rises in level, he may have more than one Cohort, eventually enough to form a small team of loyal followers. The only restrictions on the level of these Cohorts is that they may not be higher than the MasterMind's character level, and the MasterMind may not have more than 5 levels of Cohorts for each MasterMind level.

**HQ:** At this level, the MasterMind gets the Gadgeteer ability for free, enabling him to construct an elaborate HQ with Defenses and Sensors.

**Notorious:** At this level, the MasterMind has attracted the attention of the

authorities through his actions, causing a wide ranging response wherever he appears. Subtract the MasterMind's level from his Reputation, and give him Hero Enemies with a total DSR equal to his Level. However, for those with Evil Alignments or negative Reputations, his Leadership score is now *triple* his level. The total levels of Cohorts he can attract is now six times his level instead of five.

**Infamous:** At this level, the MasterMind has such a bad Reputation that he can inspire Fear in anyone of lower level at will, as a free action, in anyone who fails a Will Save (DC 10 + the character's MasterMind Levels + the character's Cha bonus).

**Cult of Personality:** At this level, the MasterMind is a hero to his fellow villains, who almost worship him. The maximum HD of his Cohorts is unlimited, and his Cohorts may even be higher level than him.

## Paragon

The Paragon is the Paladin of Vigilance. He wears his good Alignment both as a badge of honor and a shield, pursuing evil with a tenacity that is often frightening to behold, especially to the dark forces of the night.

### Requirements

**Alignment:** Lawful Good

**BAB:** +9

**Abilities:** Cha 13+

### Class Features

**Hit Die:** d10

**Class Skills:** Diplomacy, Gather Information, Intimidate, Profession, Sense Motive

**Skill Points per Level:** 2 + Int Modifier

**Class Powers:** Armor, Blast, Flight, Regeneration, Super Running, Superhuman Dexterity, Superhuman Durability, Superhuman Presence, Superhuman Strength, Unique item

**Power Points per Level:** 8 + Con Modifier

### Conviction:

The Paragon's desire to do good and defeat evil serves to protect him as he battles the forces of evil. By spending a Hero Point and using this ability, the Paragon automatically

makes a saving throw vs. an attack made by an evil character.

**Righteous Wrath:** When a Paragon attacks an evil character, he may spend a Hero point before his attack roll. His attack automatically hits, and is automatically a threat. He must determine if it is an actual critical in the normal fashion.

**Defender of the Meek:** The Paragon is willing to sacrifice himself to protect those weaker than himself. By activating this ability, the Paragon may automatically move to interpose himself between an attack made by an evil character and someone of less than half his level. The attack automatically hits the Paragon. The Paragon receives a bonus Hero Point for using this ability.

Paragon Level	Base Attack	Fort	Ref	Will	Special
1 <sup>st</sup>	+1	+2	+0	+2	Conviction 1/game
2 <sup>nd</sup>	+2	+3	+0	+3	Bonus Hero Point
3 <sup>rd</sup>	+3	+3	+1	+3	Righteous Wrath 1/game
4 <sup>th</sup>	+4	+4	+1	+4	Bonus Hero Point
5 <sup>th</sup>	+5	+4	+1	+4	Conviction 2/game
6 <sup>th</sup>	+6/+1	+5	+2	+5	Bonus Hero Point
7 <sup>th</sup>	+7/+2	+5	+2	+5	Righteous Wrath 2/game
8 <sup>th</sup>	+8/+3	+6	+2	+6	Defender of the Meek 1/game
9 <sup>th</sup>	+9/+4	+6	+3	+6	Bonus Hero Point
10 <sup>th</sup>	+10/+5	+7	+3	+7	Defender of the Meek 2/game

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