

# OPPONENTS UNLIMITED

**A V&V™ PLAYING AID**

WE NEED HELP!  
WE *CAN'T* HOLD  
THEM ALL OFF  
FOREVER!



**FEATURING:**  
CASUAL  
ENCOUNTERS  
INDIVIDUAL  
VILLAINS  
COMPLETE  
CRIMINAL  
ORGANI-  
ZATIONS

**CONCEIVED  
AND WRITTEN  
BY**  
**STALWART  
STEFAN  
JONES**

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A  
VILLAINS  
AND  
VIGILANTES™  
PLAYING AID

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## EDITORIAL INTRODUCTION

Hi, crimestoppers! You know, scenarios are great but you need more than that to run a good campaign. And ALOT of what you need is right here in **Opponents Unlimited**: ideas for plots, loads of bad guys (that's the 'opponents' part), and criminal organizations to boot. This is **not** simply an adventure: you can't sit down with this book and expect to find a whole game session already laid out for you. What you **will** find is enough raw material to last you game after game. And, there's something for everyone: Stefan's put in space kinda stuff, magic-type stuff, monster stuff, straight comic book stuff, and a liberal dose of silly stuff. No matter what sort of **V&V** campaign you run, this book is for you. Read it and see!

Jeff Dee

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## INTRODUCTION

This booklet is a **Villains and Vigilantes** playing aid supplying easy-to-run encounters and villains to any campaign. The background of all of the situations presented here has been kept vague to allow the Gamemaster to adapt them to his or her needs.

The encounters and adventures within are divided into three categories: **Casual Encounters**, which present situations slightly more challenging than the average case of street crime; **Individuals** with super powers or equipment who do not belong to an organization; and finally, **Organizations**, with a headquarters and complex organizations to coordinate activities.

# 1: ENCOUNTERS

The following encounters are meant to be used while a hero is on daily patrol, or when a hero is on the trail of a villain and the GM believes that a bit of distraction is necessary or called for.

1. A tough looking thug is menacing an old lady in a deserted lot. As the hero(es) watch, the old woman draws a gun and begins to menace the punk. Unless the heroes intervene, the old girl will get away with the thug's wallet, watch, and leather jacket.

Once the woman threatens the punk, she is in the wrong, which creates an interesting dilemma for the player character(s). The old woman will attempt to run if the heroes try to stop her in the process of her unusual criminal activity.

2. A house fire turns sticky when an armaments collection in the basement begins to explode. Depending upon how far the Gamemaster wants to take this situation, the cache of weapons can be illegal, and would require further investigation. The heroes fighting the fire would be exposed to Fire Control and Explosive attacks.

3. A man is lecturing in the street, surrounded by a crowd of children, commuters, and riff-raff. He is rabble-raising for some obscure cause, or perhaps he is just drawing a crowd for pick-pocket accomplices to cull.

4. A giant, saucer-shaped object floats over town dropping leaflets in an obscure language. Investigation proves that the object is an airship, the leaflets advertising for a cultish rock group soon to play in town.

5. A cheap tabloid newspaper hits the newsstands, with 'Superheroes' Secrets Revealed!' splashed on the front page. The paper's source is as shady and unreliable as a subway candy machine, and the exclusive secrets are pure hogwash . . . but will the local populace believe that?

6. Another local paper has a story by a 'professional scientist' who claims that a pothole on Main Street has an interdimensional gate that leads to another world. The scientist is a crackpot who runs an occult/UFO/astrology book store in the next town, and all that is in the pothole is muddy water and gravel.

7. As night falls, panic sets in on the streets of the city: someone has stolen all of the street lights!

8. A group of men in the local pool hall are tearing the place up. When a hero enters to investigate, he or she will have a power-weapon blast directed at him/her. Some thug has gotten hold of the device and has staged the fight to bring a do-gooding hero into range. The range of the weapon is 20 inches. It has 16 shots and does 1D20 damage.

9. A religious cult is staging a sit-in in the middle of Main Street; the hero's attempts to remove the nonviolent protesters should be educational! Excessive force will cause bad publicity for characters, and probably the loss of charisma.

10. The local elementary school suffers a food fight, and the school principal decides to call in the local superhero group to give the kids a lecture on manners and responsibility. If the local villains find out about this a dangerous situation can develop!

11. A group of obnoxious bigots are marching down Main Street; an ugly mob is forming and the police are unsure of what to do . . . the bigots have a parade permit but are itching for a fight.

12. A bunch of kids are defacing a plaque dedicated to a local superhero. The brats will turn their spray cans on any heroes who bug them!

13. A mute, impoverished drifter has set up a stand to sell magical trinkets that apparently work. Buyers experience vivid hallucinations about finding money in the street, winning lotteries, etc. The situation turns dangerous when a man careens down the highway, convinced that he is in a demolition derby. Naturally, the player heroes will be called in to help.

14. A man is standing atop the tallest building in the city, hopefully flapping a pair of homemade wings. It is at the Gamemaster's discretion as to whether or not they work!

15. The populace is convinced that a silent invasion is under way in town . . . a farmer coming into town to sell his giant squash is in imminent danger of being lynched for distributing 'body snatcher pods.'

16. An out-of-town bus pulls into town and disgorges a troupe of amateur musicians who begin practicing their craft around town. Unknown to the authorities, the troupe is a band of master pickpockets and tricksters who are stealing watches and jewelry from the unsuspecting people who help them perform their musical act.

17. Leaping Saurians! A truck transporting a covey of Komodo Dragons has crashed, releasing the giant lizards. The creatures have attacked several people already, and are headed toward the ethnic festival in the town park!

Each bite from a Komodo Dragon requires a 1D20 save vs. Endurance from the victim to avoid contracting a disease.

The players should be up against four of these lizards apiece. If the police are going to be called into play, the GM should plan ahead and include an additional lizard per cop/animal catcher/etc.

## Komodo Dragon

Weight	Agility	Ferocity	Hits	Accuracy	Damage	Power	Move
200	10	20	5	+3	1D10	50	15inches



18. A hero spots a bank robbery in progress. When he or she investigates, the hero will find the tellers and customers struck dumb in disbelief: the robbers are men in zoot suits, wearing fedoras and toting tommyguns.

19. A Chinese/Soviet/Indian/Whatever spaceship descends gracefully into the town park. The locals are convinced an invasion is on and they surround the capsule. The heroes have the responsibility to solve this problem in a manner that will not cause an international incident.

20. The statue of the town hero explodes before the amazed eyes of the local historical society. Investigation will reveal that a bomb was concealed in the pedestal; the heroes will have the job of investigation.

21. Protesters are marching around the headquarters of a company said to be polluting the river, and the situation looks like it is getting out of hand.

22. Not contented with welding metal together, the robot arms at a local factory have taken to scorching the human workers with their torches. The men are boiling out onto the street crying for help. The foreman has been welded into a makeshift cage and the robots are building wheels and other equipment to help prepare their bodies for a raid on the outside world!

**Robotoids**

Identity: Factory robots      Side: Evil  
 Experience: None . . . yet!      Level: 1  
 Age: ?      Training: ?  
 Powers:

1. Robotic Body: 0% humanoid appearance. x4 weight, +14 Strength  
 Bonus Device: Welding torch: no range lightning (arc welding) attack for 1D20 damage, PR = 2 per attack, usable only as an attack
  2. Heightened Intelligence: +16
  3. Natural Weaponry: +3 to hit, +6 damage HTH or welding
- Weakness: Physical Handicap: No legs and only one manipulative hand (the other arm has the arc welder on it).

## Bonus Add-On Parts:

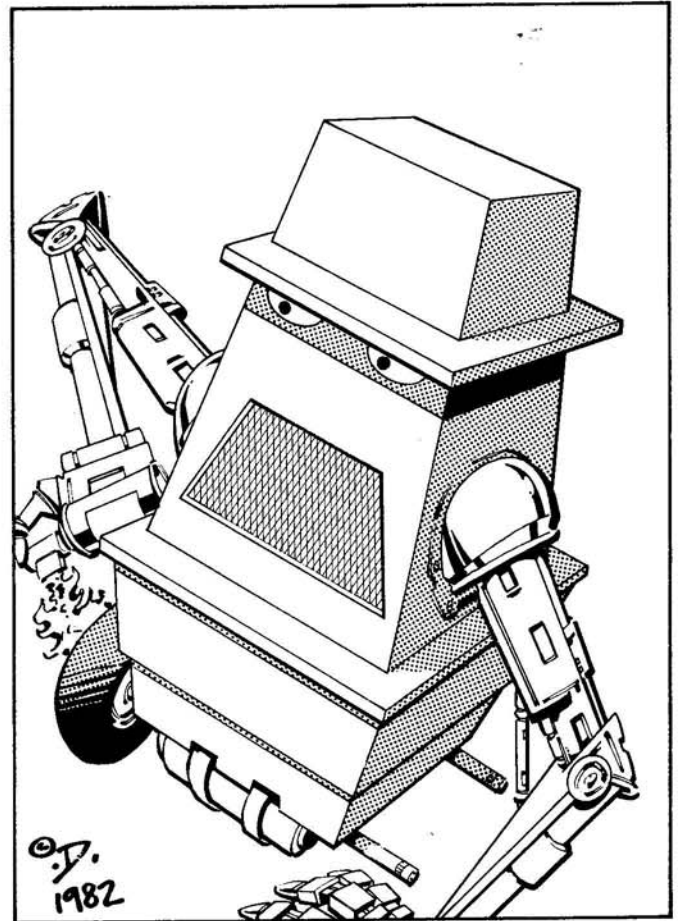
1. Speed Bonus Device (wheels): +40 inches movement
2. Armor B: Armor Defense Rating = 70

Weight: 700 lbs.	Basic Hits: 14
Agility Mod.: -4	Strength: 24
Endurance: 10	Agility: 6
Intelligence: 16	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod.: 1.68	Hit Points: 24
Damage Mod.: +1	Healing Rate: 3.5
Accuracy: -2	Power: 56
Carrying Cap.: 5189 lbs.	Basic HTH: 2D8
Movement Rate: 4 inches ground (44 inches with wheels)	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 1.6	Inventing: 48%

Depending upon how long it takes for the player characters to respond (and on how powerful the GM wants the robotoids to be), they may or may not have completed attaching their wheels and armor plating. The heroes must fight three robots apiece, plus one per policeman or other helping hand called in to assist. The robots will not listen to reason and cannot be dealt with diplomatically.

23. An important foreign official is visiting town, and the mayor has asked the PCs to guard this VIP.

24. Sheets of plastic wrap have begun to appear wound about street signs, fireplugs, trees, and people who stand around in one place for too long. Investigation will reveal that a mischievous human hero (the Prankster) has picked the town for the site of a practical joke he has a heavy wager on. Should the players succeed in capturing the joker, he may become a temporary ally.

**Prankster**

Identity: Paolo Phelps      Side: Good  
 Sex: Male  
 Experience: 0      Level: 1  
 Age: 17      Training: Intelligence  
 Powers:

1. Heightened Agility: +12
2. Invisibility: PR = 1 per hour. See rules on page 14.
3. Non-Corporeality: PR = 4 per hour, movement only to phase some/all, in/out.
4. Telekinesis: TK capacity = 11 pounds, range = 19 inches, TK speed is 13 inches per turn.
5. Special Weapon: Prankster wields a device resembling a magic wand, but with rather curious properties! It can create any substance having a Structural Strength of exactly one, forming one cubic foot or less of the desired substance per point of Power the Prankster channels through the wand. Creating substance in this manner costs Prankster an action. The device can create fully formed items (i.e. a banana, a whipped cream pie on a paper plate, etc.). It cannot create dangerous substances (boiling oil, acid, etc.), nor does it have any significant range. The substance created by the wand is totally real and behaves accordingly.
6. Teleportation: PR = 1, max. range per use = current Power. Max. cargo = 211 pounds.

Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 11
Endurance: 13	Agility: 19
Intelligence: 14	Charisma: 8
Reactions from Good: -	Evil: -
Hit Mod.: 2.926	Hit Points: 12
Damage Mod.: +2	Healing Rate: 1.2
Accuracy: +3	Power: 57
Carrying Cap.: 211 lbs.	Basic HTH: 1D4
Movement Rates: 43 inches ground/floating, PR inches teleport	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 1.4	Inventing: 42%

Origin & Background: American, Performing Arts (Comedy) x 2

# 2: FREELANCERS

Villains and heroes do not always move about in groups . . . some, like those listed in this section, have few (if any) associates and no helpful allies. On the average, the characters discussed are above average in strength and abilities, having had to depend upon their own wits and skills to survive.

## SIRRIANDOR

Identity: Same

Side: Neutral/Friendly

Experience: 5000

Age: 340

Powers:

1. Invulnerability: Retains vulnerability to fire and electrical attacks. The basic power is for 20 points.
2. Adaptation: PR = 1 per turn or per use as a defense.
3. Transformation: Inanimate objects and creatures (19 to 1900 lb. range; actual weight does not change)

Weight: 190 lbs.

Agility Mod': -

Endurance: 15

Intelligence: 40

Reactions to Good: +6

Hit Modifiers: +5

Accuracy: -2

Carrying Cap.: 192

Movement Rate: 31 inches ground

Det. Hidden: 28%

Inventing Points: 9

Sex: Unknown

Level: 3

Training: Charisma

Basic Hits: 4

Strength: 8

Agility: 8

Ferocity: 1

To Evil: +6

Heal Rate: 1.6

Power: 71

Basic HTH: 1D4

Det. Danger: 32%

Inventing: 120%



**Origin & Background:** Not all extraterrestrials are malevolent. Some, like SirrianDor, are downright friendly. This creature is an amoeboid, shape-changing blob who has come to Earth to study her culture and customs, hopefully without bringing too much attention to bear on itself. It's space craft, a five meter diameter sphere that resembles a ball of mercury, is concealed in the river (or bay, or reservoir, or pond).

SirrianDor is curious, shy, and very naive. In the shape of an animal, or common object, it observes local life and ways, sometimes questioning children and adult people, much to the great surprise of those questioned. The alien should be handled carefully, so the heroes will only occasionally encounter the creature, and then only when a greater danger is at hand. One of SirrianDor's favorite tricks is to be at the site of a super-battle to observe the fun, taking this opportunity to impersonate a hero in order to interrogate a passerby.

The space ship is a perfect sphere some five meters in diameter. It has a surface that is polished and mirror finished that can reflect attacks by energy related powers 80% of the time (add 16 to the to-hit number). The ship is entered via a 10cm diameter hole disguised as a hologram; SirrianDor can enter it by merely flowing through the hole; characters may have a harder time.

The hull of the ship has a structural value of 13, and can take 180 internal hits before becoming inoperable. The inside is a maze of small compartments and ooze-ways. Most of the controls are inoperable by human hands. The ship can move at a rate of 450 mph in atmosphere, and at hyper-speeds in space.

## BEN

Identity: Ben E. Jahmoka

Side: Evil, independent

Experience: 2300

Age: 51

Powers:

Sex: Male

Level: 2

Training: Agility

1. Special Weapon: A coin changer that has a number of functions. One dollar's worth of charges can be used per day.
  - a) Penny: a smoke pellet. Range = 20 inches, produces a cloud of dark irritating smoke that is 10 inches by 10 inches. It lasts for 1D4 + 2 turns (less in windy conditions).
  - b) Nickel: a flash pellet with a range of 20 inches. Treat as an attack by blinding light control. The burst diameter is five inches.
  - c) Dime: A power blast with a range of 20 inches.
  - d) Quarter: a jet belt that allows Ben to fly at a rate of 220 mph. The quarter will last for 10 turns.
  - e) Quarter: a paralysis ray, range is 15 inches.
2. Special Vehicle: A mean pick-up truck disguised as a cheerfully decorated ice cream truck. It can move 450 inches per turn, given room. The rear freezer contains a special field that causes deep coma-like sleep. The headlights of the truck can shoot Light Power attacks with a range of 10 inches (10 charges per day). It weighs 6000 lbs., carries a driver and one passenger, has a Cargo Capacity of 2200 lbs., and it takes 60 points of damage to disable it or 120 to demolish the truck.

Weight: 240 lbs.

Agility Mod.: 0

Endurance: 12

Intelligence: 13

Reactions from Good: -

Hit Mod.: 2.95

Damage Mod.: +1

Accuracy: +2

Carrying Cap.: 474 lbs.

Movement Rate: 42 inches ground

Det. Hidden: 10%

Inventing Points: 1.6

Basic Hits: 5

Strength: 14

Agility: 16

Charisma: 11

Evil: -

Hit Points: 15

Heal Rate: 1.5

Power: 55

Basic HTH: 1D8

Det. Danger: 14%

Inventing: 39%



**Origin & Background:** Though he has tried many types of criminal operation, Ben E. Jahmoka has settled on the gruesome crime of organ-legging as his favored activity. Using a plethora of odd devices, Ben kidnaps his victims, cools them down in his freezer truck, and delivers the hibernating prey to an unscrupulous hospital which uses the valuable organs in transplant surgery.

Ben's current cover is that of a Nyce-Flayvor ice cream man. When not lurking in the night for victims, he makes some extra money selling goodies to kids in the street. He is a nasty and cunning fellow, whose idea of a joke is telling small children that the proper way to eat sherbet is to run it in ones hair.

### The SHROUD

Identity: Melvin C. Sarkin

Side: Evil

Sex: Male

Experience: 38,000

Level: 8

Age: 33

Training: Combat accuracy

Powers:

1. **Darkness Control:** Maximum area is a 29 inch diameter sphere. Max. range = 36 inches. PR = 2 to create/reshape; costs one action to create, reshaping is movement only.
2. **Devitalization Ray:** Paralysis attack for 3D10 Power Damage only. Range = 28 inches. PR = 3 per shot.
3. **Magic Spells:**
  - a) **Gloomcloud:** a dense bank of fog appears in an area of 2 inches by 2 inches by 2 inches per point put in the spell. The fog causes low level panic and depression in those caught in the area. The Shroud uses this to confuse and distract civilians. PR = 1 per area. The fog lasts for 8 turns.
  - b) **Spectre:** this spell must be cast near a graveyard, morgue, or other spot where dead bodies are available. It summons a grey, ghost-like image of a cloaked figure that moans, groans, and flies at up to 100 inches per turn. It is permanently non-corporeal, and has the special ability to attack people in a similar condition, ignoring the target's non-corporeality. It can be similarly attacked by non-corporeal characters. The Spectre can also attack with a variant of the Paralysis ray: it has a five inch range and requires that the victim be able to hear the Spectral cries. On a hit, the victim freezes with fright for 1D6 turns. A spectre fights as a 4th level character.

#### Spectre

Weight	Agility	Ferocity	Hits	Accuracy	Damage	Power	Move
(175)	18	18	20	+3	2D8	56	100

c) **Lightning Bolt:** just what it says. The bolt can be used for attacks only. Range = 15 inches. PR = 4.

d) **Zombie:** This spell can only be performed at night, over a recently dead body. The chance that it will succeed is equal to 60% + (5% per day less than 7 that the corpse has been dead) + 2% per point of power spent on the spell. The zombie has twice the normal strength of the living being, three times the endurance, and scores of zero in Agility and Intelligence. The zombie has a charisma of twice that of the creator (16). The Shroud can give mental instructions to his zombies from a distance of up to 200 inches. Uncontrolled zombies attack the nearest living opponent, fighting to the death.

#### Average Zombie

Weight	Agility	Ferocity	Hits	Accuracy	Damage	Power	Move
175	0	16	3	—	2D10	68	52

#### Guardian Zombie

210	0	16	5	—	2D12	78	62
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Weight: 170 lbs.

Agility Mod.: —

Endurance: 14

Intelligence: 20

Reactions from Good: +2

Hit Point Mod.: 2,8392

Damage Mod.: +2

Accuracy: +1

Carrying Cap.: 266 lbs.

Movement Rate: 38 inches ground

Det. Hidden: 14%

Inventing Points: 10.0

Basic Hits: 4

Strength: 12

Agility: 12

Charisma: 8

Evil: —2

Hit Points: 12

Heal Rate: 1.2

Power: 58

Basic HTH: 1D6

Det. Danger: 18%

Inventing: 60%

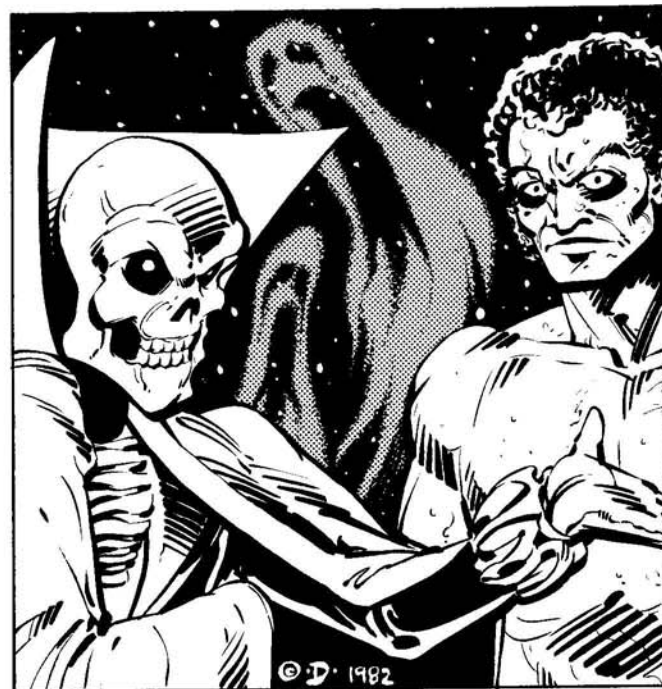
**Origin & Background:** Melvin C. Sarkin is a mortician who has taken to dabbling in the dark art of necromancy. Operating out of his funeral home, Melvin goes forth into the night as the Shroud, searching for fresh bodies and ways to further his knowledge. He is not a strictly evil person, but he is absolutely ruthless in his search and will not

hesitate to use violence to further his aims. Unless provoked, he will stick to scaring, as opposed to killing, magic spells.

As the Shroud, Melvin wears a bright red cape, with a skull mask concealing his face. Artful use of his Darkness Control power also gives him a second disguise: a black cloud that conceals him from sight.

The Shroud's hideout is located in the basement of Melvin C. Sarkin's Funeral Home. It is entered via a morgue-freezer, and is defended by a particularly large guardian zombie. The hideout contains a variety of magical books, alchemical equipment, and grisly artifacts. Four 'missing' bodies are kept handy for quick conversion to zombies.

The usual crimes committed by the Shroud are minor burglaries, grave robbing, and ransacking occult libraries for magical books.



### RONKY

Identity: George D. Ronky

Side: Neutral

Sex: Male

Experience: 5500

Level: 3

Age: 36

Training: Strength

Powers:

1. **Special Weapon:** A mixamatic with three special functions.

a. **Force Field:** 3 charges per day, no damage backlash, lasts up to 8 turns max. per charge. Range = 20 inches.

b. **Gravity Control:** 12 charges per day, range = 20 inches. The change is x1 per charge employed.

c. **Mind Control:** Range = 20 inches, 2 charges per day. Usually used to get out of sticky situations, or to make witnesses to his odd activities forget what they have seen.

The mixamatic can also make thousands of julian fries in seconds, and can blend, chop, puree, and whip.

2. **Lightning Control:** Currently only used as a defense and to control electrical equipment. Ronky is not aware of this power and uses it subconsciously in stressful situations and when repairing balky devices. GM's discretion when to invoke this power; it operates for one phase and then deactivates again, PR = 4 when applicable.

3. **Electronics Skill:** Ronky is very good at repairing devices. He is a ready source of repair for broken hero (and villain) devices.

Weight: 185 lbs.

Basic Hits: 4

Agility Mod.: —

Strength: 11

Endurance: 11

Agility: 15

Intelligence: 17

Ferocity: 15

Reactions to Good: —2

Evil: —2

Hit Point Mod.: 1.92

Hit Points: 8

Damage Mod.: +2

Heal Rate: 1

Accuracy: +2

Power: 54

Carrying Cap.: 225 lbs.

Basic HTH: 1D4

Movement: 37 inches ground

Det. Hidden: 12%

Det. Danger: 16%

Inventing Points: 2.1

Inventing: 51%



**Origin & Background:** Electrical genius George Ronky did not know what he was getting into when he accepted an invitation to ride on a flying saucer that had landed in his backyard. George was made into the agent of Achernar Electronics, T1Q, a super-advanced company that sells sophisticated gadgets to backward planets, like Earth. George has established himself in the campaign area as a stereo repairman who sells advanced appliances on the side. He is an honest man, but will not reveal the true source of his amazingly advanced gadgets. Villains may find him a useful source of inventions, or he may become a passive adversary of the players if they are determined to find his secret.

#### ORION OPERATIVE UIY 2249

Identity: UIY 2249

Side: Evil

Experience: 21,000

Age: 45

Powers:

1. Android Body: Could only be mistaken for human on a foggy night with no moonlight. It is 2.5 meters tall and very oddly proportioned. The body has Adaption power, Armor of 50, and a 50% internal repair capacity.

2. Power Blast Device: Range = 20 inches, 15 charges per day.

3. Heightened Strength: Recorded below.

Weight: 250 lbs.

Agility Mod.: -

Endurance: 22

Intelligence: 12

Reactions from Good: -

Hit Modifiers: 7,436

Damage Mod.: +1 (+3 in HTH)

Accuracy: +1 (+4 in HTH)

Carrying Cap.: 2228 lbs.

Movement Rate: 59 inches ground.

Det. Hidden: 10%

Inventing Points: 3.2

\* UIY has taken 19 hit points of damage that must be repaired by a competent technician.

Sex: Unknown

Level: 6

Training: Combat Accuracy

Basic Hits: 5

Strength: 25

Agility: 12

Charisma: 10

Evil: -

Hit Points: 38\*

Heal Rate: 3

Power: 71

Basic HTH: 1D12

Det. Danger: 14%

Inventing: 36%

**Origin & Background:** Hundreds of light years away, the Chirrdouk Confederacy is involved in a titanic battle with the dread Charinjo Empire. A cyborg-soldier from the latter side has crashed on Earth, and is now, clandestinely, trying to repair his spacecraft, and himself before returning to the battlefields.

This soldier, codenamed UIY 1149, resembles a tremendously tall humanoid with bright green skin. A web of metallic fibers is visible just below the surface of the skin, and the eyes are orbs of glossy black. The android body is damaged, but still formidable.

In the quest for a repairman, UIY has recruited a boy genius and his friends. The lad is enthralled by the star soldier and his tales of the great battles he has been through. Unbeknownst to the egghead and his buddies, UIY plans to kidnap one or more of the kids for use as raw materials for future cyborgs. The GM should invent subtle clues to introduce this NPC, such as a robbery from an electronics store, parents complaining about tardy children, and perhaps the testimony of one of the alien's little helpers who has tired of this Game.

The space craft is an egg-shaped craft with a flat black hull. It has a hull with a structural strength of 12, and is also protected by a Force Screen that can absorb 20 points of damage. Flame and Lightning Control attacks are affected by the screen in addition to those effects already listed. The interior of the ship can take 50 points of damage before becoming inoperable and 150 points before being demolished totally.

The ship can move at virtually unlimited speeds, but must first accelerate at a rate of +100 inches per turn. The ship has three Power Blast weapons that fire at an adjustment of -3 (the ship computer is not in tip-top condition). The ship also has extensive radar, telescopic and sensor equipment.



#### SERGEANT RAMBLE

Identity: Sargeant Jim Ramble

Side: Evil

Experience: 19,000

Age: 44

Powers:

Sex: Male

Level: 5

Training: Intelligence

1. Dimensional Travel: Type 3. The Sargeant knows of several dimensions that have become very familiar to him, and he often uses them as hideouts.
2. Willpower: Type A.
3. Heightened Defense: -4 to be hit.
4. Heightened Endurance: +10, added to stats below.
5. Heightened Attack: See statistics below.
6. Weakness: Prejudice: The taint of the alien dimensions Ramble has traveled through have given him a aura of fear and weirdness. The Sargeant has given up on joining any organization because of this defect.



Weight: 210 lbs.  
 Agility Mod.: —  
 Endurance: 23  
 Intelligence: 10  
 Reactions to Good: —1  
 Hit Mod.: 4.732  
 Damage Mod.: +6  
 Accuracy: +1 (+3 in HTH)  
 Carrying Cap.: 757 lbs.  
 Movement Rate: 53 inches ground  
 Det. Hidden: 8%  
 Inventing Points: 5

Basic Hits: 4  
 Strength: 17  
 Agility: 13  
 Charisma: 14  
 Evil: —1  
 Hit Points: 19  
 Healing Rate: 2.4  
 Power: 63  
 Basic HTH: 1D8  
 Detect Danger: 12%  
 Inventing: 30%



**Origin & Background:** Caught in the path of an early design beam-weapon discharge, Army Sgt. Jim Ramble was knocked out of our dimension altogether. After an amazing series of adventures in the inexplicable spaces of the overcosm, the Sargeant returned to our Earth as a changed man. When he was refused a chance to regain his former post (he was labelled a deserter when he reappeared), the soldier regretfully turned to crime to survive.

Sargeant Ramble uses his dimension-crossing powers to bypass walls and enemy detection, and to gain access to knowledge that can help him pull off the con jobs and nighttime bank robberies that are his specialties.

### The WAVEMISTRESS

Identity: Nancy R. Carlfrat

Side: Evil

Experience: 23,000

Age: 26

Powers:

1. Water Breathing: PR = 1 per hour under water.
2. Weather Control: She has an aquatic version of this power, with tornado, snow and blizzard being replaced by waterspout, gale, and maelstrom respectively.
3. Animal Control: Control over viscous fish.
4. Ice Powers: +2 to hit due to special training, range = 5½", 1D12 damage, PR = 5 per attack.
5. Heightened Agility: +14 to agility.
6. Weakness: Low Self-Control: The WaveMistress has an awful temper and is horribly cruel when in costume. Her terrifying traps are not so much fatal as deathly frightening. She often endangers herself and hirelings in order to put a creative scare in her crimes.

Sex: Female

Level: 6

Training: Endurance



Weight: 130 lbs.  
 Agility Mod.: —  
 Endurance: 12  
 Intelligence: 14  
 Reactions from Good: —1  
 Hit Mod.: 5.39  
 Damage Mod.: +3  
 Accuracy: +4  
 Carrying Cap.: 298 lbs.  
 Movement Rate: 51 inches ground  
 Det. Hidden: 10%  
 Inventing Points: 7.4

Basic Hits: 3  
 Strength: 15  
 Agility: 24  
 Charisma: 13  
 Evil: +1  
 Hit Points: 17  
 Heal Rate: .9  
 Power: 65  
 Basic HTH: 1D6  
 Det. Danger: 14%  
 Inventing: 42%

**Origin & Background:** Nancy R. Carlfrat was on her first assignment as an oceanographer when a combination waterspout/lightning storm hit her vessel. She found herself flung into the air, hit by lightning, and apparently torn to shreds. However, she came to, fathoms below the surface and breathing water easily. Thrilled with her new powers, Nancy took on the guise of WaveMistress and began her campaign of marine terror. Her favorite prey are yachts and party fishing boats. She is ruthless, but not overly cruel, preferring to terrorize rather than kill. The Coast Guard is rumored to be interested in assigning superheroes to hunt for her.

### The HOOPSNAKE

Identity: Rex Jenkins

Side: Evil

Experience: 28,000

Age: 29

Powers:

1. Animal Powers: Serpent Powers
  - a) Natural Weapon: extendable fangs, +2 accuracy, +4 HTH dam.
  - b) Poison/Venom: A successful bite causes paralysis for one hour or until the victim makes a wake-up roll successfully.
  - c) Limited Stretching Power: PR = 2. The Hoopsnake can assume a somewhat snake-like form, useful for navigating narrow places. The maximum amount of stretch (body only) is 5 inches. Arms, legs, etc. may not be stretched, or even used when in this form. It may be used as a normal stretching powers defense when used.
  - d) When in snake form, the Hoopsnake can form into a hoop, taking one action. Rolling along in this form adds 20 inches to movement.

Sex: Male

Level: 7

Training: Intelligence

2. Hypnosis: In a casual (non-combat) situation, the Hoopsnake can bend the will and memories of people he meets. This takes 2D6 minutes, and the chance of success is  $20\% + (\text{extra time in minutes expended}) + (\text{power points expended}) - (\text{intelligence of victim})$ . No harmful or blatantly illegal suggestions can be imposed. PR = 0.
3. Weakness: Obsession: The Hoopsnake will violently curse when he encounters churches, religious people, etc. and he will begin raving about the True faith of Set. As Rex Jenkins, he avoids all such situations carefully.

Weight: 185 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 14
Endurance: 16	Agility: 11
Intelligence: 13	Charisma: 9
Reactions from Good: -	Evil: -
Hit Point Mod.: 2.376	Hit Points: 10
Damage Mod.: +3 (HTH only)	Heal Rate: 1.6
Accuracy: +3 (HTH only)	Power: 54
Carrying Cap.: 403 lbs.	Basic HTH: 1D6
Movement Rate: 41 inches ground, 61 inches rolling	Det. Danger: 14%
Det. Hidden: 10%	Inventing: 39%
Inventing Points: 9.1	

**Origin & Background:** Biologist Rex Jenkins was very surprised to see the snake he had captured attempt to escape by forming a hoop out of its body, and even more surprised when it turned about to attack him. Dying with fever caused by the hoopsnake's venom, Rex pleaded with the delirium-induced visions for help. Help was granted: Rex woke up with amazing powers and with a burning obsession to revive worship of the ancient snake-god Set.

Rex Jenkins has taken to a life of crime to further his aims, and to satisfy the need for violence his serpent-self demands.



## 3: ORGANIZATIONS

With even a very loose organization, minor superheroes become very formidable. If they are backed up by a staff and have a headquarters, such heroes and villains are even more powerful. The following organizations should provide your group of superheroes with everything from a serious challenge to a bit of comic relief. The degree of challenge of any of the following can be lowered or raised by altering the number of thugs or the levels of the NPCs within.

### B.A.D.

The Brotherhood of Amoral Dudes was formed by a group of tough characters who, after many years as drinking buddies, all came into the possession of super powers. 'Auntie' Phil Barton, the dread enforcer of the bandage-roller gang of the Midwest maximum security prison, provided leadership after her release from jail and established the gang in (fill in the name of your own campaign city here).

Specializing in carefully orchestrated robberies and auto theft, the villains of B.A.D. have made quite a reputation for themselves. Their latest racket is the despicable habit of wireheading: an unscrupulous doctor, Oscar Thrip, has set up a clinic where sad cases of humanity come to have their pleasure centers stimulated by electronic gadgetry. While not strictly illegal, the clinic has drawn rowdy crowds and unwholesome types into town and the police would love to connect this place with real criminals!

B.A.D. has a headquarters hidden under a crummy office building in the campaign city. 'Auntie' Phil and several of the B.A.D. men live here full time; others have secret public identities.

### CHARACTERS:

Auntie Phil Barton is a petite late-middle aged woman with a sarcastic manner but also possessing oratory and leadership abilities that have enabled her to captivate the twisted psyches of criminal minds. Starting out as a strong arm in Women's Prison, Phillicia Barton has increasingly tried to gain wealth and power through terror and guile.

#### Auntie Phil

Identity: Phillicia Barton  
Side: B.A.D.  
Experience: 25,600  
Age: 56

Sex: Female  
Level: 6  
Training: Endurance

### Powers:

- Special Weapon: Auntie Phil has trained with an energy-Luger for many years. It is a power-blast weapon, with a +2 to hit modifier. It has 12 charges, and causes 2D8 damage on a hit.
- Persuasion: She has a modified form of Mind Control. Phil must be able to talk to her victim uninterrupted for as many minutes as his/her intelligence score. After this period, Phil's harangue acts as an ordinary Mind Control attack, PR = 5. The chances for the victim to break free of the control under duress are doubled (IQ x 2).

Weight: 112 lbs.	Basic Hits: 3
Agility Mod.: +2	Strength: 9
Endurance: 12	Agility: 15
Intelligence: 16	Charisma: 15
Reactions from Good: -2	Evil: +2
Hit. Mod.: 2.3	Hit Points: 7
Damage Mod.: +2	Heal Rate: .6
Accuracy: +2	Power: 52
Carrying Cap.: 108 lbs.	Basic HTH: 1D3
Movement Rate: 36 inches ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 7.6	Inventing: 48%





Identity: Roger Ford

Side: B.A.D.

Experience: 9100

Age: 31

Powers:

1. Size Change: both up and down. Maximum growth is size 4, weight times 64. Minimum size is 1/4 inch scale.

2. Armor: The Cosmic Zoom's uniform acts as ADR 50 armor. It has been treated to shrink and grow with the Zoom, as has his sword.

Special Requirement: In order to keep his powers going, Roger Ford must make sacrifices - animal or human - every twenty-eight days, on the full moon. Ford does not fully realize what he is doing when he performs the bloody rituals, and has trouble recalling what happens afterward. Ford has kept to using only small animals for his sacrifices, but has not been suspected of being the perpetrator of the pet-kidnapping plague in the area.

Weight: 190 lbs.

Agility Mod: -

Endurance: 14

Intelligence: 16

Reactions from Good: -

Hit Mod.: Variable (see below)

Damage: Variable (see below)

Accuracy: Variable (see below)

Carrying Cap.: Variable

Movement Rate: Variable (see below)

Det. Hidden: 12%

Inventing Points: 5,4

Sex: Male

Level: 4

Training: Agility

Basic Hits: 4

Strength: 18

Agility: Variable

Charisma: 10

Evil: -

Hit Points: Variable (see below)

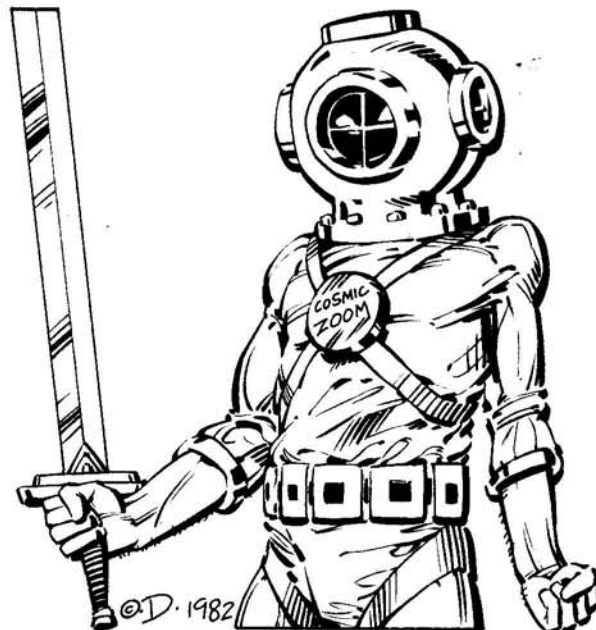
Heal Rate: Variable (see below)

Power: Variable (see below)

Basic HTH: Variable (see below)

Det. Danger: 16%

Inventing: 48%



#### Cosmic Zoom's Growth Chart:

Height Factor	Weight	Basic Hits	Agility	Hits	Damage Mod.	Accuracy	Power	Carry Cap.	Basic HTH Damage	Movement	Heal
4	12160	244	1	181	-1	-6	49	43971	4D10	132	73.2
3	5130	103	3	153	-	-4	51	18551	3D10	105	30.9
2	1520	31	7	81	+1	-2	55	5497	2D8	78	9.3
1.5	646	13	9	49	+1	-	57	2336	1D12	62	3.9
1	190	4	13	20	+2	+1	61	688	1D8	45	1.2
1/2	24	1	21	9	+3	+4	69	87	1D3	27	.3
1/6	1	1	21	9	+3	+4	69	4	1	9	.3
1/24	.015	1	21	9	+3	+4	69	.054	1	2.2	.3
1/72	.0005	1	21	9	+3	+4	69	.0018	1	.7	.3
1/288	.00005	1	21	9	+3	+4	69	.00018	1	.2	.3

#### Zairobs

Jake Gummins was an apprentice spy in the Neta-Gamma intelligence service Inc., when he was caught and jailed by an eastern-bloc government. After years in prison, Jake was offered a chance of release by submitting himself to a test of a hallucinogenic chemical weapon. The horrid stuff worked all too well: besides rendering Jake incapacitated for several hours, it totally drove him off the tight-rope of mental health. He spent several years in a looney bin after being returned home, but during his stay he developed incredible skills in the martial arts, as well as developing psychosomatic stigmata that have unusual effects on all who see him. Eventually released, Jake took to teaching self defense at local high schools. On the side, he has led a secret life of crime, providing fighting assistance to B.A.D. and using his stigmata to scare off casual viewers of his deeds.

Identity: Jake Gummins

Side: B.A.D.

Experience: 2200

Age: 31

Powers:

1. Heightened Expertise: +4 to all attacks with Martial Arts techniques, both with and without weapons.

2. Heightened Attack: +1 per level to damage done (current = +2)

3. Mutation: When fighting or angry, Zairobs' body breaks out in a glowing pattern of mystic symbols that have eerie effects on all witnesses. Each such witness must roll Intelligence or lower on 3D10: if missed, the witness loses power points equal to the roll and immediately tries to flee. The psychic panic lasts for 3D6 turns. Zairobs wears a makeshift uniform and helmet to prevent his stigmata from affecting his allies; the costume is designed to be instantly torn away if necessary.

Psychosis: Zairobs is a real looney, prone to doing bizarre and inappropriate things during an attack. He currently believes himself to be a space hero, like Buck Rogers, and wears an oversized set of



Buck Rogers pajamas as a costume. His helmet is a pretzel can with a spring-loaded visor cut into it. When performing an act of crime, Zairobs will taunt his opponents and behave as though he is saving the universe from their treachery.

Weight: 160 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 14
Endurance: 15	Agility: 18
Intelligence: 9	Charisma: 10
Reactions from Good: -	Evil: -
Hit Mod.: 4.1	Hit Points: 17
Damage Mod.: +2	Heal Rate: 1.2
Accuracy: +3	Power: 56
Carrying Cap.: 340 lbs.	Basic HTH: 1D6
Movement Rate: 47 inches ground	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 1.8	Inventing: 27%

### SWARMaster\*

No one is sure where 'Buzz' Farding came from, or how he became a super-powered villain. The scum from B.A.D. only care that he continues to supply his help to their larcenous enterprises. Normally living a quiet life as a worker in a company that breeds pest-controlling insects, Farding dons a suit of super-chitin and mechanical wings to terrorize the good folk in your campaign area as the SWARMaster. He can control swarms of insects and has the ability to shoot deadly streams of insect poison.



Identity: Samuel B. Farding	Sex: Male
Side: B.A.D.	Level: 2
Experience: 2500	Training: Intelligence
Age: 35	
Powers:	

- Insect Control:** While all types can be controlled, the SWARMaster prefers using ants, termites, bees, etc. When available, locusts and hordes of Gypsy Moth caterpillars are his preferred material due to their reputations and appearance. Up to 32 hit points of insects can be controlled: figure 50 insects per hit point. SWARMaster collects his little pets at work before going out into the field.
- Armor:** He wears a rigid suit of insect shell that acts as ADR 80 armor. The armor is a device, but is 'alive' enough to grow back at a rate of 10 points per day.
- Flight Device:** SWARMaster's chitin armor has a set of wings. They allow flight at a rate of 100 inches per turn. The battery has a life of one hour, but it can be recharged at any electrical outlet at a rate of 1 minute of flying time per 5 minutes of recharging.

- Poison:** A device implanted in the SWARMaster's left forefinger has the power to fire streams of poison-impregnated stingers. The device has a ten burst capacity. Treat the attack as a shotgun burst, allowing multiple targets. Those who take damage must try to roll their Endurance or lower on 2D10, subtracting 1 from their Endurance score for each point of damage that gets through. If this roll is made successfully, no further effects; if the roll fails, the victim is paralyzed for as many hours as points the roll missed by.
- Increased Strength:** While he does not have the proportional power of a flea, SWARMaster has gained +8 to his Strength.

Weight: 210 lbs.	Basic Hits: 5
Agility Mod.: -	Strength: 25
Endurance: 13	Agility: 10
Intelligence: 14	Charisma: 14
Reactions from Good: -1	Evil: +1
Hit Mod.: 3.1	Hit Points: 16
Damage Mod.: -	Heal Rate: 1.5
Accuracy: -	Power: 62
Carrying Cap.: 1778 lbs.	Basic HTH: 1D10
Movement Rates: 48 inches ground, 100 inches flying	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 1.8	Inventing: 42%

### BAD HEADQUARTERS

B.A.D. Headquarters is located in the basement of a run-down office building on the corner of Ninth and North Streets. There are several entrances: through the office of Doc Thrip, via the sewers, and by a ladder in the airshaft of the office building. All of these entrances are monitored by a camera network.

A. This is the waiting room for Doc Thrip's pleasure service. There are a few chairs, a table, and a few dog-eared magazines. The stairway leads up to the street entrance.

B. Receptionist's Office, with a window into the waiting room. There is an intercom here that connects with the network in the headquarters proper.

C. Medical supplies.

D. Pleasure Rooms. Each has a couch and a wierd machine with a metallic helmet attached. Customers using the machines may be found here during business hours, drooling and twiddling their thumbs.

E. The doctor's office. It contains records, and intercom, liquor cabinet, and a safe full of cash. The doc keeps a pistol in his desk drawer. There is a secret door in the west wall.

F. Rest room. There is a secret door in the east wall, opened by saying a password into the hand dryer. The tiny chamber just east of the bathroom has a strongbox of cash - lots of it - and a secret hatch covering the hatch down to the headquarters level.

G. Maze room. This area has a low (4 foot high) ceiling and is very dark. The walls are plasterboard (structural rating of 3) so that any hero worth his salt can kick them down. 'X' marks the ladder up to the secret room in Doc Thrip's office.

H. The first of the pits. Like the others, this pit is activated by pressure on the covering hatch. The pits are all ten feet deep and are connected by three foot wide tunnels. Running about in these tunnels is a mean and hungry cougar. Use the statistics for a black leopard in **V and V** (section 8.8). It has acute night vision. The opening to each pit is three feet across, leaving just enough room for the wary HQ denizens to walk around.

I. These small rooms are quarters for the thugs and villains who lack their own abodes. Each has a bed, dresser, and personal items like televisions or stereo sets. They all have intercoms.

J. The false control room. A thug will be on duty here at all times. The room is furnished with TV monitors which show views of all the entrances on formidable-looking display/control panels. There is also a big safe. Assuming that the thug is dealt with, the characters will be free to fiddle with the controls and open the safe: a very bad move, as this alerts the real control room and floods the room with poison gas. This is treated as a chemical attack, doing 2D6 damage. The fake safe contains a blaster gun that fires when the safe is opened: one random person in the room is subject to a power weapon attack each turn that the gun remains in operation. The blaster gun fires automatically on phase 16 of every turn after activation (it fires once instantly when the safe is opened, regardless of the phase) at any moving character or other moving object in the room. It attacks as a 4th level character. The gun itself has a structural rating of 8 and deactivates automatically if damaged. However, any character approaching the safe to attempt this will be the gun's next target if he fails.

K. This is the inspection tunnel for the town sewer main. A secret door provides entry to the B.A.D. complex. It is monitored by camera.

L. A rest room. If the valves under the sink are pulled, a secret door opens in the south wall.

M. An alcove in the side of the sewer main. Hidden on the west wall is a button which causes a bridge to extend across the noisome stream below.

N. Armory. There are racks of weapons, uniforms for the thugs, explosives, and some electrical equipment. A small refridgerator in the corner contains bowls of meat scraps: food for the cougar when there are no victims to throw down to him.

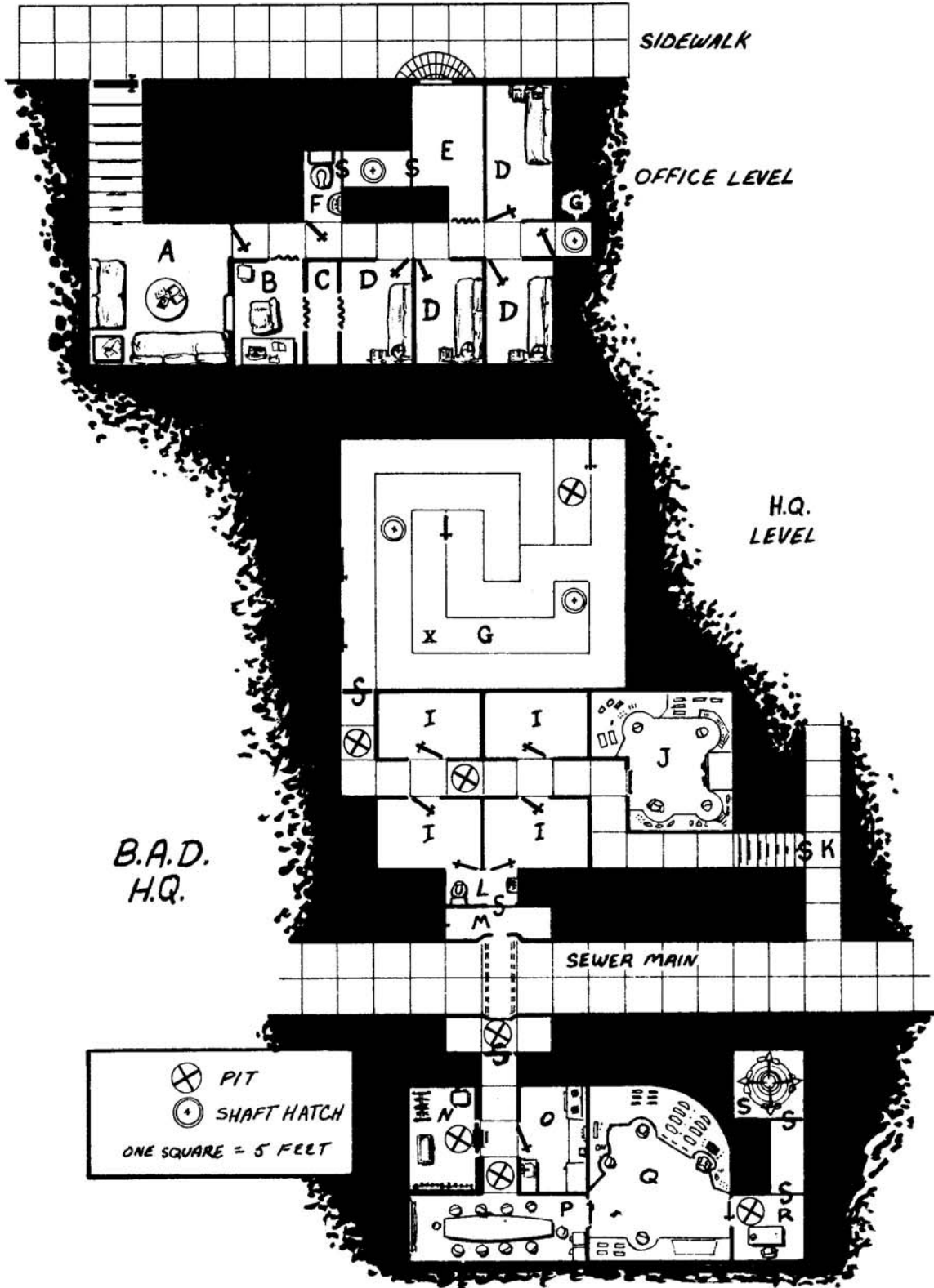
O. A small kitchen, with stove, refridgerator, and counter.

P. Conference Room, with a large table, wall-sized TV, intercom, map of the city, and file cabinets.

Q. The real control room, staffed by two thugs and Melvin Barton (DeathKite). The TV monitors on the walls show views of the entrances to the HQ, as well as the insides of several banks and the local police station!

R. Auntie Phil's office: a bare room with only a desk and Auntie Phil. She has a spare energy-luger in her desk, and a button to open up the pit in front of her desk (note that this special pit is not pressure activated like the others). There is a secret door in the north wall.

S. This is the air shaft of the office building under which B.A.D. headquarters is located. A hidden door provides entrance to the complex.



## THE AMAZING FLOOP BROTHERS

From the depths of the ghettos of various American cities come a team of super-goons who hire out to villains and criminal organizations. The leadership is provided by the actual Floop Brothers, Billy, Butch, Chuck, and Clark. The Floop brothers and their loyal associates may be encountered by themselves or acting as muscle for one villain or another.

### CHARACTERS:

#### Captain ~~Floop~~

Billy Floopinski grew up in the Buntersville maximum security orphanage with his brothers. After graduation, Bill went on his own for a time, learning various con games and trying his hand at muggings and car theft. He was eventually arrested, and while in jail met up with his brothers. Upon their release, the Floop brothers gang was formed. Billy gained his powers from devices made by himself and his allies. Because of his sparkling personality and high intelligence, Billy has become the leader of the Floop Brothers gang in combat situation.

Identity: William Floopinski

Side: Floop Bros. Mercenaries

Sex: Male

Experience: 5300 Level:

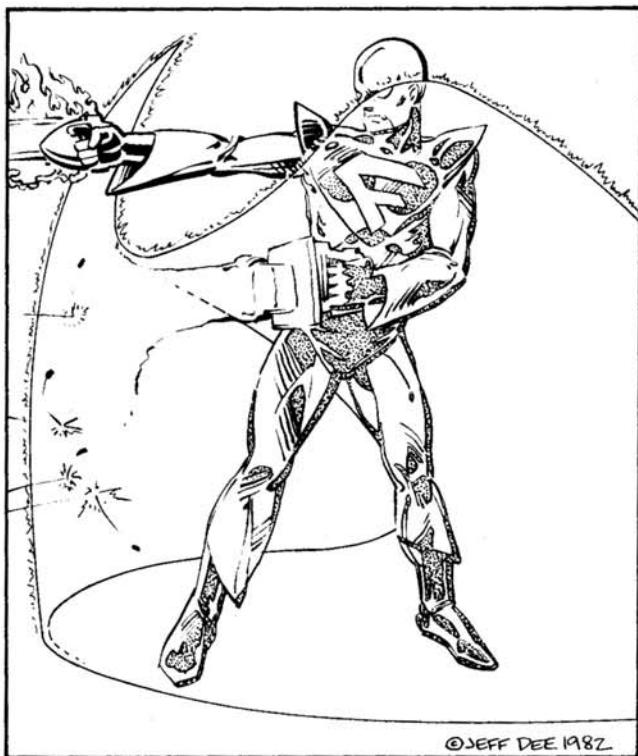
Level:3

Age: 41

Training: Strength

Powers:

1. Force Field Device: The maximum size of the screen is a ten inch square, and the field can only be set up within fifteen inches of the device. There are six charges in the device and the field can take up to 30 points of damage before collapsing. The field can take any shape desired.
2. Flame Power Device: A pistol sized device which can project bolts of flame. It gets ten charges per day, and has a range of twenty-four inches. It causes 1D12 damage on a hit.



Weight: 160 lbs.  
 Agility Mod.: -  
 Endurance: 10  
 Intelligence: 18  
 Reactions from Good: -3  
 Hit Mod.: 1,56  
 Damage Mod.: +1  
 Accuracy: -  
 Carrying Cap.: 218 lbs.  
 Movement Rate: 31 inches ground  
 Det. Hidden: 14%  
 Inventing Points: 3.4

Basic Hits: 4  
 Strength: 12  
 Agility: 9  
 Charisma: 18  
 Evil: +3  
 Hit Points: 7  
 Healing Rate: 1  
 Power: 49  
 Basic HTH: 1D4  
 Det. Danger: 18%  
 Inventing: 54%

### Blastin' Butch

Butch Floopinski is the oldest of the gang, and has been at the job longest also. Butch receives his powers from an odd piece of jewelry he stole from a pawnbroker. This amulet allows Butch to become invulnerable to most physical harm, gives him incredible strength, and enables him to fire the power-blasts he has named himself by. Butch provides much of the fighting power of the gang.



Identity: 'Butch' Floopinski

Side: Floop Brothers

Sex: Male

Experience: 13,400

Level: 4

Age: 43

Training: Strength

Powers:

1. Increased Strength: The amulet doubles his strength when worn. The increased values are: Strength: 36; Carrying Capacity: 6032; Hit Points: 33; Power: 74; Basic HTH: 2D8; Movement: 64 inches.
2. Invulnerability: 12 points of damage may be ignored per turn. This defense is not in operation unless the amulet is worn.
3. Power Blast: At a PR of 8, the amulet can fire energy blasts doing 1D20 damage with a range of 20 inches. This is not an efficient device, but Butch is so proud of it that he often weakens himself using it.
4. Increased Expertise: Butch has a +4 to hit with fists and melee weapons. This skill is unaffected by the amulet he wears.

Weight: 250 lbs.

Basic Hits: 5

Agility Mod.: -2

Strength: 18

Endurance: 16

Agility: 12

Intelligence: 10

Charisma: 13

Reactions from Good: -1

Evil: +1

Hit Mod.: 3,75

Hit Points: 19

Damage Mod.: +1

Heal Rate: 2

Accuracy: +1

Power: 56

Carrying Cap.: 929 lbs.

Basic HTH: 1D8

Movement Rate: 46 inches ground

Det. Danger: 12%

Det. Hidden: 8%

Inventing: 30%

Inventing Points: 4

### Whippet

Clark Floopinski was the black sheep of the family; he finished high school and even completed two years of college. Unfortunately, he volunteered to be used in a campus experiment on a dare. The sophisticated molecular-rearrangement device he was strapped into exploded and Clark ended up with the legs of a greyhound dog, the last specimen used in preliminary tests. Laughed at wherever he showed his legs, Clark quit school and eventually turned to a life of crime. He specializes in scouting missions and, with the help of devices he has built himself, helps his brothers in combat.



Identity: Clark Floopinski  
 Side: Floop Bros. Mercenaries Sex: Male  
 Experience: 9800 Level: 4  
 Age: 24 Training: Intelligence  
 Powers:

1. Mutation: Clark is a dog from the waist down. While this triples his ground speed, the deformity makes him a bit of an outcast in human society. The legs can be disguised by bell bottom trousers, but this reduces his speed by 2/3.
2. Animal Power Device: A helmet resembling a whippet's head. This device gives the wearer a heightened sense of hearing and smell. It can operate for six hours before recharging.
3. Ice Powers Device: Range is twenty inches. The device may not be used to make armor. It inflicts 1D10 damage on a hit (creating ice as described in V&V, page 13).

Weight: 170 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 12
Endurance: 12	Agility: 16
Intelligence: 21	Charisma: 10
Reactions from Good: -	Evil: -
Hit Mod.: 3.8	Hit Points: 16
Damage Mod.: +3	Heal Rate: 1.2
Accuracy: +2	Power: 61
Carrying Cap.: 249 lbs.	Basic HTH: 1D6
Movement Rate: 120 inches ground	
Det. Hidden: 16%	Det. Danger: 20%
Inventing Points: 4.4	Inventing: 63%

#### Psi Demon

Charles Floopinski was all too glad to accept an early release from a twenty year sentence in a maximum security prison. All he had to do was to try out a new drug for the army; something the pentagon hoped would release the latent Psi-potential in everybody. The results were spectacular: Chuck went into a deep coma for several days, and upon recovering, he promptly blew holes through the 65 scientists in the test facility and escaped, apparently by smashing through the walls. He joined his brother's mercenary firm and now provides both fighting strength and mental powers to their efforts.

As the Psi Demon, Chuck wears red tights, gauntlets with nasty titanium claws (+1 to hit HTH, +1D4 damage), and a fearsome helmet with traditional demonic features. He holds a job as a college professor of psychology when off-duty, under an assumed name.

Identity: Charles Floopinski/Raymond James  
 Side: Floop Bros. Mercenaries Sex: Male  
 Experience: 8900 Level: 3

Age: 35 Training: Strength

Powers:

1. Heightened Strength: +13
2. Heightened Intelligence: +7
3. Telekenesis: TK capacity = 810, range = 45 inches, TK speed = 33 inches per turn, PR = 1 per use.
4. Telepathy: 200 inch radius, see V&V (page 17).

Vulnerability: As the Psi Demon, Chuck Floop is very vulnerable to attacks related to psionics, such as mental control, telepathy, etc. These attacks are at +5 to hit when used against him. Only supernatural/psionic forms of these attacks get this bonus; devices function normally. This weakness is due to Psi Demon's fascination with psionic powers; he wants to see how attacks from others work, and is overconfident of his ability to resist the attacks.

Special Requirement: To maintain his powers, Chuck Floop/Psi Demon requires a dose of the drug which first released his psi-energy. One dose is required per day in which the powers are used, and costs are \$300 per dose synthesized.



Weight: 170 lbs.	Basic Hits: 4
Agility Mod.: -	Strength: 27
Endurance: 11	Agility: 15
Intelligence: 20	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Mod.: 4.576	Hit Points: 19
Damage Mod.: +2	Healing Rate: 1
Accuracy: +2	Power: 73
Carrying Cap.: 1766 lbs.	Basic HTH: 1D10
Movement Rate: 53 inches ground	
Det. Hidden: 14%	Det. Danger: 18%
Inventing Points: 6	Inventing: 60%

#### The LodeStone\*

Burt Hammond started out as an average punk, mugging old ladies, cutting classes, and producing prodigious amounts of graffiti. His big break came one day when he was watching a superhero (a magic using shrimp who tossed impressive bolts of lightning) fight a man wielding a force field generator. The wizard was about to finish off his opponent when Burt began to feel oddly light headed and hot. The wizard's bolt never fired, and the other combatant had time to finish off the surprised mage with a powerful pummeling attack. Burt was later contacted by the Floop Brothers, who had used Charles Floop's telepathy to find him. After a few tests by underworld psychics, it was determined that Burt acted as a magical lightning rod or damper, funneling all magical power in the area harmlessly into himself. He was recruited into the Floop Brother organization, and began his training as a supervillain.





Identity: Burt Hammond  
 Side: Floop Bros. Mercenaries  
 Experience: 10,000  
 Age: 23  
 Powers:

Sex: Male  
 Level: 4  
 Training: Strength

1. Mutation: The LodeStone may deaden all magic within thirty inches by spending an action per turn. PR cost of magic cast in this area is funneled into his own power score; this boost lasts for six hours after these points are absorbed.
2. Heightened Strength: +4 points
3. Heightened Attack: +4 points of damage caused in any attack.
4. Special Weapon: A pistol which shoots grenade-strength explosive bullets, or smoke bombs (5 inch radius cloud, 12 turns duration). He carries 8 grenades at a time, selecting the mix in response to what his mission calls for.

Weight: 210 lbs.  
 Agility Mod.: -  
 Endurance: 10  
 Intelligence: 8  
 Reactions from Good: -  
 Hit Mod.: 2.016  
 Damage Mod.: -  
 Accuracy: +2  
 Carrying Cap.: 535 lbs.  
 Movement Rate: 41 inches ground  
 Det. Hidden: 6%  
 Inventing Points: 3.2

Basic Hits: 5  
 Strength: 16  
 Agility: 15  
 Charisma: 10  
 Evil: -  
 Hit Points: 11  
 Healing Rate: 1.25  
 Power: 49  
 Basic HTH: 1D8  
 Det. Danger: 11%  
 Invention: 24%

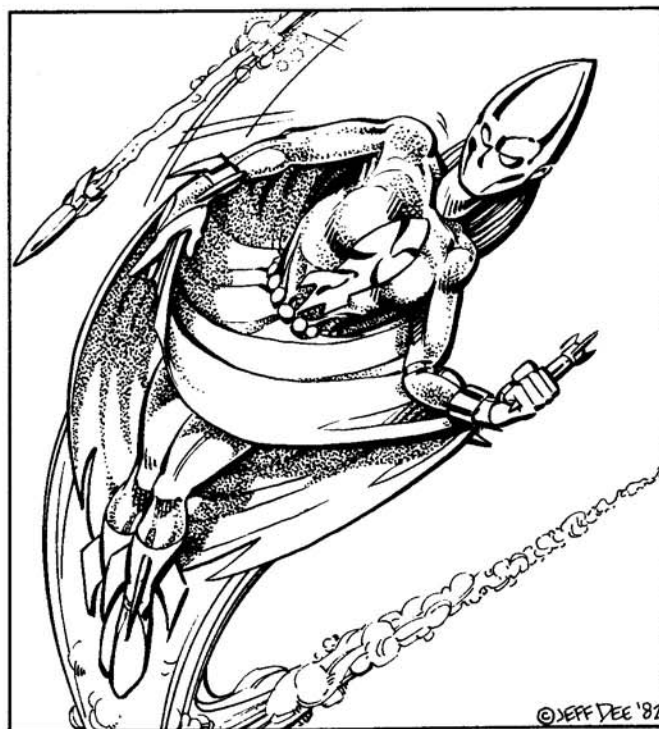
### Rocket Ma'am

Ida Rollins worked for three months in the Oberth Fireworks plant before she found her husband (a foreman in the shipping section) fooling around with the secretaries. Over the next few months, Ida worked herself up through the ranks and became head of development. Studying frantically, she learned more about fireworks than anyone else alive, and formulated a fiendish plot against her unfaithful spouse. George Rollins suffered greatly when Ida let him have it, but managed to splash molten tar in her face before he died. Ida managed to make her vengeance look like an accident, but was fired soon after the incident anyway. Taking up the identity of a mild-mannered secretary in police headquarters, Ida developed her alter-ego, the Rocket Ma'am. As this vengeful siren, Ida makes extra cash and satisfies her obsession with pyrotechnic devices. Her costume is a flimsy robe of special fibers which sparkle with fire and technicolor lights, and a mask that conceals her scarred face. She is very careful to avoid connecting her alter-ego with the homely girl who works at police headquarters, and is therefore not always available when the Floop Brothers want her services.

Identity: Ida Rollins  
 Side: Floop Bros. Mercenaries  
 Experience: 5600  
 Age: 36  
 Powers:

Sex: Female  
 Level: 3  
 Training: Strength

1. Special Weapons: Ida/Rocket Ma'am has come up with a huge variety of special pyrotechnic devices, most based in hand-launched rockets. The Rocket Ma'am has a robe with many concealed pockets, and she can toss one rocket/device per action phase allowed. Some examples are:
  - A. Explosive Rocket: Range = 200 inches, velocity = 100 inches per turn. A small bomb warhead.
  - B. Smoke Cloud Rocket: Range = 500 inches, velocity = 100 inches per turn. Creates a dense cloud of smoke 20 inches in diameter, which lasts 8 turns or until dispersed.
  - C. Illusion Bomb/Rocket: Range = 100 inches, creates an illuminated visual/auditory illusion that lasts three turns.
  - D. Roman Candle: Each of the ten balls is a power blast with a range of 10 inches for 2D6 damage each.
  - E. Knock-Out Gas Rocket: Range, velocity as per the smoke cloud rocket, but the gas produced is soporific. Endurance save per turn exposed is required to avoid falling unconscious. Normal wake-up rolls apply thereafter.
2. Flight Device: A special rocket pack allows Rocket Ma'am to fly 200 inches per turn for up to ten turns before reloading. These rockets cannot be restarted once extinguished so she generally uses the device for emergency escapes.



Weight: 130 lbs.  
 Agility Mod.: -  
 Endurance: 14  
 Intelligence: 15  
 Reactions from Good: +2  
 Hit Mod.: 3.192  
 Damage Mod.: +3  
 Accuracy: +3  
 Carrying Cap.: 178 lbs.  
 Movement Rates: 43 inches ground; 200 inches flying  
 Det. Hidden: 12%  
 Inventing Points: .5

Basic Hits: 3  
 Strength: 11  
 Agility: 18  
 Charisma: 8  
 Evil: -2  
 Hit Points: 10  
 Healing Rate: .9  
 Power: 58  
 Basic HTH: 1D4  
 Det. Danger: 16%  
 Inventing: 45%

### Floop Brothers Powered Armor: \*

The Floop Brothers have five suits of powered armor which they distribute to their unpowered thugs when needed for combat duty. The suits are technological in design, give the wearer a carrying capacity of 7500 lbs., basic HTH damage of 2D8, and armor protection of 100. The user's scores for the above are replaced by those listed for the suit.

not increased by these listed numbers. The helmets have built-in IR visors and binoculars, and the left gauntlet has a Flame weapon installed\*. The suit has a ground movement rate of 36 inches and it has a power cell good for six hours of use. The user must remove the suit before the power is totally drained, or he/she will be stuck inside. The suits have a mass of about 500 lbs. each.

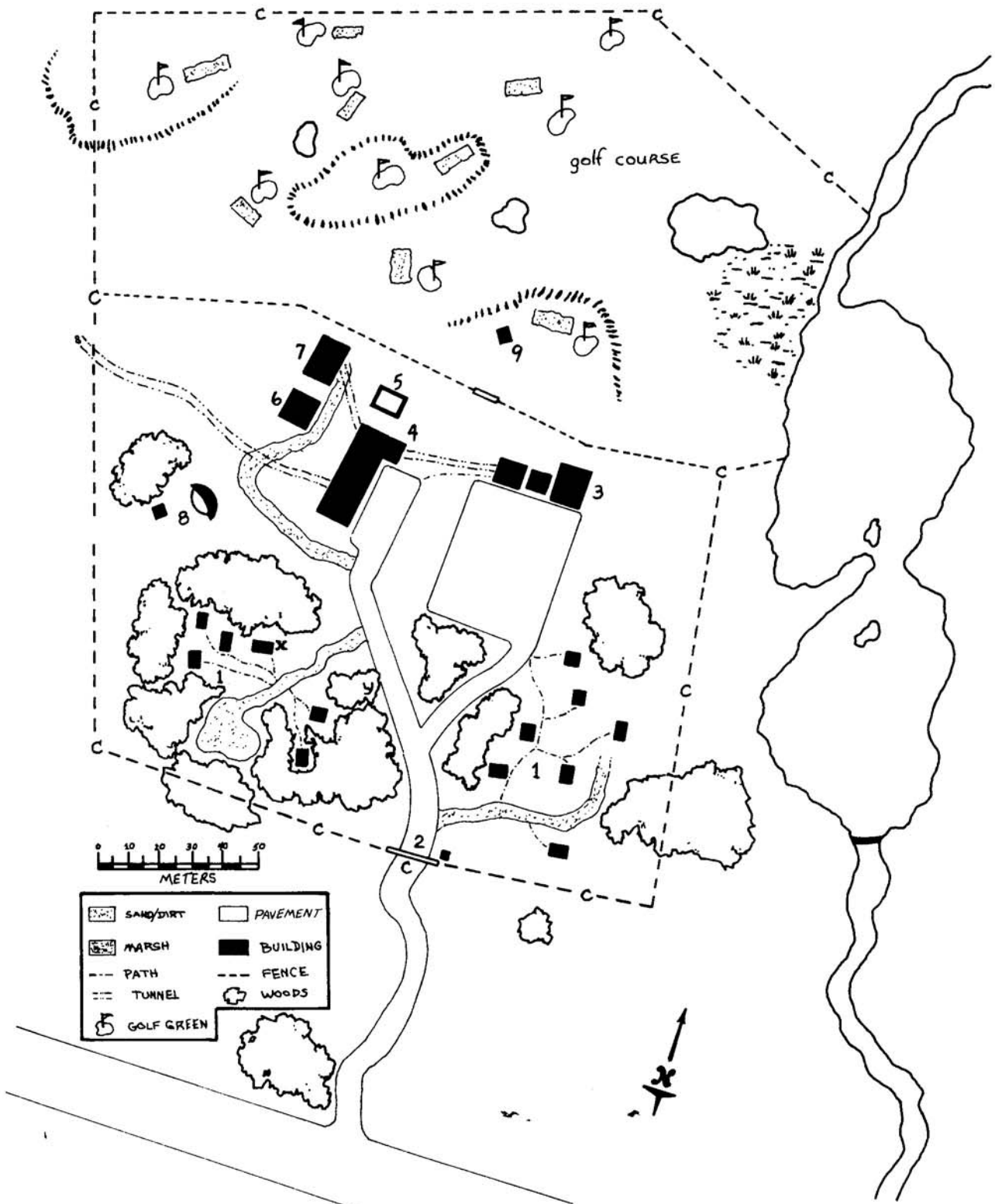
\* The flame device has a 10 inch range and inflicts 1D10 damage.

**HEADQUARTERS**

The Floop Brothers base of operations is located in a wooded, hilly area, and is disguised as a retreat for tired executives. In fact, the place is a favorite haunt of organized crime bosses and shady foreign interests

and the Floop brothers take advantage of this popularity to demonstrate their fighting prowess. The camp is guarded by 32 thugs with pistols and bullet-proof vests (10 pts. invulnerability against impact/projectile attacks only), an electric fence, five guard dogs (large), and a closed-circuit TV monitor system. If a serious threat to the security of the base is in the offing, five thugs in powered armor (and eventually the Floop brothers and their allies) will move to defend the base. A small plane, and several armored vans (armor 50, armed with a heavy machine gun, smoke thrower, and a flame weapon) are available for getaways. The heavy machine gun: HTH: +5, 1D12 damage (automatic fire), A x:12 range. Flame Canon: 40 inch range flame attack for 1D20 damage, 10 shots.

**FLOOP BROTHERS MERCENARY H.Q.**



### Key to the Headquarters Map:

1. These are small wood frame buildings, individual cabins with electricity and running water. There is a 40% chance that any given cabin will be occupied by a criminal type, plus a guard or two and possibly a wife or other female companion. All of the cabins are bugged, and some have TV monitors. The cabin marked 'x' is the home of the LodeStone, who works here as a gardener.

2. The Main Gate: The gate consists of a grill of steel rods set in a cement frame. A small hut contains an intercom, a few TV monitors for the camera system, and controls for the gate's opening mechanism. A guard will always be on duty, and will have a pistol and a club.

3. The three buildings north of the main parking lot are garages and repair facilities for vehicles. The retreat's plane is stored in the larger building. Mechanics frequent these buildings in the daytime, and they are regularly patrolled at night. Each of the other two garages contains four getaway vans.

Hidden in each is a basement-crawlway with an entrance into a tunnel that leads to the main building; an escape route for use in emergencies.

4. The Main Building: This is a luxurious three-story building that contains the offices for the retreat, kitchens and dining rooms, as well as the main meeting rooms and conference halls. Security is tight, and secret doors and monitors allow the guards to patrol effectively. Above ground all is apparently within the law; the basement is another story entirely. A large casino and brothel are located behind seemingly little-

used doors, and hidden entrances provide access to the heart of the Floop Brothers' operation. Training and meeting rooms, as well as the armories and living quarters are located here. Tunnels lead to the garage (3), the tennis courts (7), and to a secret entrance outside the fence, to the west of the complex.

5. A large heated pool, with a collapsable dome for winter use.

6. This building is a utility plant with boiler and air conditioning facilities for the main building. In the basement is a work room, equipped with sophisticated tools for the building of super-powered devices. A guard is always present in this building, in addition to any technicians and/or janitorial types who might be there.

7. Tennis Courts: This building is a dome-like structure that houses several tennis courts. The pro shop has a hidden hatch in the floor that gives entrance to a tunnel leading to the main building.

When not being used by clients, the courts double as an athletic training ground and drilling yard for the more ordinary of the Floop Brothers mercenaries. If not being used by the latter, the only guard will be the pro shop salesman, who is armed and has an intercom to the main building, as is the case in all buildings here.

8. This area is an outdoor auditorium/party ground. A small structure housing chairs, tables, and other such hardware and a large concert shell are the only building/structures on this site.

9. This small concession stand sells drinks and spare balls to the golfers on the club's 9-hole course. The back room contains a lounge for security personnel and another bank of TV monitors.

## TAROT MASTERS

The Tarot Masters are an interesting phenomenon: a supervillain organization in its infancy. The Mysterious Mr. Norman, apparently a magician of great power, has convinced a group of thugs and low-level supervillains that an organization based upon the Tarot deck of fortune-telling cards would become very important in the future, and that they could be this organization. Using his powers and his overpowering charisma, Norman has made his group into a cult-like brotherhood. Secret laboratories work through the night in hidden locations making technological devices to equip the 'Minor Arcana,' the combat wing of the Tarot Masters. Recruiting teams are scouring the slums and cities of the land for promising supervillains who match in some way the twenty-two cards in the Major arcana. Below are the results of the Masters' efforts to date.

### ORGANIZATION

The Tarot Masters consist of two wings: the minor and major arcana. The Minor arcana will consist of four groups of 13 highly skilled warriors and agents, all armed with technological weaponry. Nine of these thirteen will be ordinary soldier types, corresponding with the cards 2-10 in each of the four Tarot suits (Swords, Wands, Cups, and Pentacles), while the 'nobility' cards (The King, Queen, Knight, and Page) would be equipped with more formidable equipment and would be assigned special tasks related to running the suit/squad of warriors.

Leading the Minor Arcana would be the Aces, four supernaturally powered types who watch over the operation of the Minor arcana and enforce discipline.

Finally, the Major Arcana would all be supervillains with supernatural or psionic powers. They would act as free agents, spreading the word of the Tarot and making Mr. Norman's dream of world power come true. Only three of the Major Arcana have been found to date: 'The Fool,' 'The Magician,' and 'Justice.' Though Mr. Norman has great confidence in his scheme, it will be very difficult to find the remaining superbeings necessary to fill out the Major Arcana.

### CHARACTERS

#### Mr. Norman: 'The Magician'

Oliver Danials background is known to few, but it is speculated that he came from deep in the heart of Eastern Europe, as the language he curses and mumbles in resembles that of an obscure gypsy clan that roams about in that region. How he came to this country and how he came into his powers is not known.

Mr. Norman wears a bizarre suit of red and blue clothing, all inscribed with weird symbols and medallions of various sorts of precious metals. He is a tall, swarthy man with a long, sinister-looking black mustache. He carries a wand of ivory which is rumored to be the source of his magical powers.

Identity: Mr. Oliver Danials

Side: The Tarot Masters

Experience: 39,000

Age: 53

Powers:

Sex: Male

Level: 8

Training: Combat Accuracy

1. Heightened Charisma: +20 to score, noted below.

2. Magical Device: The ivory wand has three spells. Its power store contains 50 points, which regenerate at a rate of 1 per minute.

a) Weather Control: Uses the wand's power source. It is with this spell that Mr. Norman is currently training for accuracy.

b) Transmutation: At a PR cost of (Target's Mass)/10, this spell can change a living thing into another living thing up to two times larger or 1/10 the size of the current target being's size. The new form will retain the intelligence of the original, but extraordinary powers (i.e. a dragon's breath, a cockatrice's paralyzing touch) will not be duplicated. The effects last twelve hours minus one hour per IQ/10 of the target being.

c) Illusion, Solid Energy Type: The wand has twice its remaining energy points of illusion-capacity, based on weather/ice energy.

3. Willpower: Type A.

4. Heightened Endurance: +11 to the score, as noted below.

Obsession: Whenever Mr. Norman loses morale (either during combat or otherwise), there is a 50% chance that he will sit in a corner and fiddle around for 2D6 hours with a greasy and creased deck of Tarot cards that he keeps with him. If attacked or directly threatened, he will snap out of the trance in 1D6 phases. No amount of persuasion will get him to break the trance in other circumstances, and he is totally uncommunicative during these times.

Weight: 190 lbs.

Agility Mod.: -

Endurance: 22

Intelligence: 16

Reactions from Good: -6

Hit Mod.: 4,368

Damage Mod.: +1

Accuracy: -

Carrying Cap.: 598 lbs.

Movement Rate: 49 inches ground

Det. Hidden: 12%

Inventing Points: 7.8

Basic Hits: 4

Strength: 16

Agility: 11

Charisma: 32

Evil: +6

Hit Points: 18

Healing Rate: 2.4

Power: 65

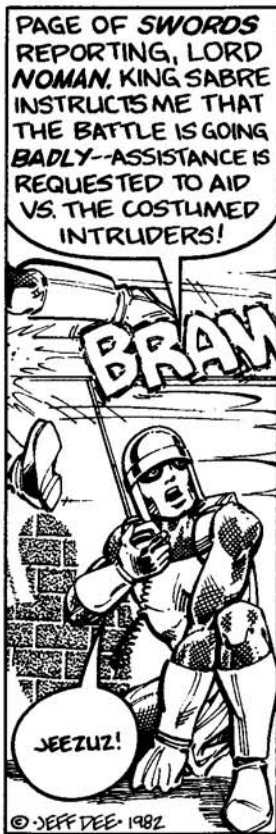
Basic HTH: 1D8

Det. Danger: 16%

Inventing: 48%

#### The Fool

Ernest Fitzson was making a living in a circus sideshow by showing off his trick dogs-cum-balancing act when he was contacted by Mr. Norman. With a little training, Ernest became a crack con-man and now provides the Tarot Masters with much needed income and comic relief.



Over several years he has learned a number of tricks and skills to help him and his faithful dog, Fluff, on their criminal exploits. As the Fool, he wears a suit of medieval garb and puts on a show of being a naive nitwit, something he resents, but he likes to humor Mr. Noman's weird obsession with the Tarot.

Identity: Ernest Fitzson  
 Side: The Tarot Masters  
 Experience: 3000  
 Age: 21  
 Sex: Male  
 Level: 2  
 Training: Charisma

- Powers:
1. Animal Control: Control of small dogs. The Fool can totally entrance small dogs, and seems to have the additional ability to see through his victims' senses, and can in some cases project his own consciousness into the bodies of his victims, a form of astral projection. A maximum of 22 hit points worth of small dogs can be controlled.
  2. Emotion Control: The Fool can inspire overwhelming trust in a person. If used in a prosaic situation — such as selling the Brooklyn Bridge to an old lady — there is a chance equal to (5 x The Fool's charisma) — (3 x the victim's charisma) that the effect will last for as long as the Fool keeps in daily contact with the victim. This effect comes in handy when pulling off 'stings.'

Weight: 160 lbs.  
 Agility Mod.: —  
 Endurance: 9  
 Intelligence: 13  
 Reactions from Good: -2  
 Hit Mod.: 2.5  
 Damage Mod.: +2  
 Accuracy: +3  
 Carrying Cap.: 248 lbs.  
 Movement Rate: 40 inches ground  
 Det. Hidden: 10%  
 Inventing Pts.: 2.6

Basic Hits: 4  
 Strength: 13  
 Agility: 18  
 Charisma: 17  
 Evil: +2  
 Hit Points: 11  
 Healing Rate: 1  
 Power: 53  
 Basic HTH: 1D6  
 Det. Danger: 14%  
 Inventing: 39%

#### Justice-Avenger

Lucy Douglas was an ordinary teenage girl until Mr. Noman approached her at her college dorm. Noman had deduced with his Tarot

cards that Lucy was actually a super-heroine, and he kindly offered to assist her in attaining her full potential. Since then, Lucy has donned the robes of Justice-Avenger, a 'heroine' out to rid the world of evil. Lucy has yet to realize the truth: Noman intends to sway her into becoming a wrathful tyrant whose job will be to rid the Tarot Masters of traitors and selfish parasites. As yet, her skills have only been tested on real criminals, people who have gotten in the way of Mr. Noman's mad schemes. If approached in the right way, she could be converted to the side of good and the law before it is too late.

As Justice-Avenger, Lucy wears a fancy robe with a crown, and is armed with a nasty sword that Noman has encouraged her to train with to develop her strength and coordination.

Identity: Lucy Douglas  
 Side: The Tarot Masters  
 Experience: 300  
 Age: 20  
 Sex: Female  
 Level: 1  
 Training: Strength

- Powers:
1. Telepathy: 250 inch radius, see V&V, page 17 for full rules.
  2. Heightened Intelligence: +16
  3. Cosmic Awareness: Undeveloped. Lucy has occasional flashes of insight, but has yet to realize the full potential of this power.
  4. Heightened Expertise: +4 to hit with swords.
  5. Special Weapon: The Sword does an additional 2D4 points of shock damage if a second attack as per lightning control is successfully made.

Weight: 110 lbs.  
 Agility Mod.: +2  
 Endurance: 14  
 Intelligence: 25  
 Reactions from Good: +1  
 Hit Mod.: 2.73  
 Damage Mod.: +3  
 Accuracy: +1  
 Carrying Cap.: 118 lbs.  
 Movement Rate: 36 inches ground  
 Det. Hidden: 18%  
 Inventing Pts.: 2.5

Basic Hits: 3  
 Strength: 9  
 Agility: 13  
 Charisma: 13  
 Evil: -1 (she is not evil yet)  
 Hit Points: 9  
 Healing Rate: .9  
 Power: 51  
 Basic HTH: 1D3  
 Det. Danger: 22%  
 Inventing: 75%

### Minor Arcana Equipment

Most of the positions in the minor arcana squads are filled. The warriors in these units have the same basic equipment: a suit of ADR50 armor decorated in baroque style, and bearing the wearer's personal 'card' on the plastic breastplate and helmet. Each soldier also has a laser pistol (equivalent to an energy pistol weapon, but doing 2D8 damage), a communicator, and a special weapon unique to his or her suit:

**Swords** bear large, two-handed swords (HTH +2, +1D8) which act as carriers for a paralysis attack. The battery can hold 20 charges.

**Pentacles** wield throwing discs, with the same characteristics as a boomerang. If a successful attack is made, make another roll for a disintegration attack, with the appropriate damage (1D20). The disc is not destroyed by the attack; it returns automatically, whether the attack hits successfully or not.

**Wands** are HTH weapons (treated as a large club, giving the user an additional -3 to be hit by HTH weapons while evading) and are launchers for lightning control attacks. Each wand is good for six attacks per day, 14 inch range, 2D6 damage for such attacks.

**Cups** are high-tech devices which can produce weird and useful chemicals and compounds on command. Typical products of cups include smoke producing charges, acids, knock-out gasses, drugs, etc. The stuff produced is rarely usable in actual combat, being more of a support weapon than the other Tarot devices. Each cup can make ten 'doses' of material per day, of up to three types.

The nobility of each suit have additional equipment: **Pages** have sensor gear and communications equipment; **Knights** are the field commanders of their suits and have ADR80 powered armor that doubles

carrying capacity and provides life support; **Queens** usually stay off the battlefield, but have forcefield devices and are trained in administration and logistics for their function of running the business and intelligence end of the semi-independent suits. The **Kings** also have Knight-style powered armor, and can generally obtain one or two technological devices for use in battle. Kings are the supreme commanders of their suits and are of high charisma.

Twos through Tens are all first through fourth level characters with characteristics averaging 11 to 13 points.

Pages are fourth through sixth level characters with statistics that average 12 to 14 points, except for agility, which must be at least 15.

Knights are as Pages, except that it is their Strength rather than their Agility which must be at least 15.

Queens are the same as Pages and Knights but they specialize in high Intelligence scores.

Kings are at least sixth level, with all statistics averaging 14 to 16 points, except for Charisma which must be at least 18.

### HEADQUARTERS

The Tarot Masters do not have any single recognizable headquarters. Their meeting places and research labs are scattered all over the country, and contact between the suits is kept to a minimum except at carefully controlled meetings and conferences. Mr. Noman and a few aides run the show at the moment, but Noman plans to extend power to the entire major arcana when it is filled. The Aces will act as overseers and representatives of the minor arcana.

### V.I.L.E.: Villains in Larcenous Enterprise

When the cosmic axis shifted and the citizens of Earth found that they could obtain super-powers, existing criminal organizations were forced to sink or swim. Without a few super-powered villains to help, the average gang could not get by in a world of resourceful vigilantes. V.I.L.E. realized this and set out to hire or create a set of super-villains. Once firmly established, V.I.L.E. re-started its criminal activities and is now a successful, modern-day super-crime ring. They specialize in carefully planned heists, industrial espionage, and long-term business rip-offs. The two current projects which are showing promise are:

1. The manufacture and sale of gimmicky products that allow kids to imitate superheroes (plastic armor exoskeletons, strap-on wings, fake devices, and pills that cause various hallucinations and nasty side effects.

2. A program to clone leaders of corporations and plant the clones in attempts to take over major industries. V.I.L.E. is using a popular dude ranch to accomplish the switchover of business moguls for programmed clones.

### CHARACTERS

#### Proditor Cappela

Arnold Kisling thought the aliens which picked him up on a lonely country road were of the enlightened and benevolent type. They offered him a ride home and gave him a nifty looking suit — complete with super powers — as a going away gift. Unfortunately, the Cappelan extraterrestrials were as benevolent as a hogshead of rabid wolverines. The suit made Arnold seek out a criminal organization to exercise the suit's powers in a way that would weaken Earth's democracies and begin the building of a power base from which to conquer and rule the Earth when the Cappelans make their takeover attempt. Arnold, never a strictly honest guy, adapted easily to a life of crime and he eventually helped the semi-intelligent suit in criminal exploits. As Proditor Cappela, Arnold provides V.I.L.E. with a great deal of fighting power and tactical expertise.

Identity: Arnold Kisling

Side: V.I.L.E.

Experience: 7000

Age: 27

Powers:

Sex: Male

Level: 3

Training: Agility

1. Super-suit: This device is an extraterrestrial invention which bestows the following powers on Arnold:

a) Flight: 602 MPH = 2648 inches/turn, Hyperflight, PR = 1/hour.

b) Heightened Strength: +30, as listed below.

c) Invulnerability: the first 15 points of physical-matter attacks per turn may be ignored. Energy or psychic damage is not reduced by this power.



**Psychosis:** Due to the constant nagging of the suit and its alien masters, Arnold is highly gullible and open to suggestion. If two people are shouting orders at him, he will listen to the most charismatic of the two and begin to follow their orders, even if that person is a hero! Arnold spends much of his free time buying all sorts of junk that is persuasively advertised. If more than four people are ordering him, Arnold may curl up into a little ball and whimper.

Weight: 180 lbs.	Basic Hits: 4
Agility Mod.: —	Strength: 43
Endurance: 14	Agility: 15
Intelligence: 10	Charisma: 10
Reactions from Good: —	Evil: —
Hit Mod.: 7.168	Hit Points: 29
Damage Mod.: +1	Heal Rate: 1.2
Accuracy: +2	Power: 82
Carrying Cap.: 7281 lbs.	Basic HTH: 2D8
Movement Rate: 72 inches ground	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Pts.: 3.0	Inventing: 30%

### Doctor Wraithman

Sociology student Ken Washington was researching tribal medicine rituals in Central Africa when a vision in a dream led him to a cave, seemingly of artificial origin. Against the advice of his native friends, Ken went inside and was confronted by a weird figure that immediately attacked him. He nearly died in the cave, but his high school wrestling practice paid off; he came back and pinned the ghostly figure. Speaking in an archaic form of the local tongue, the wraith surrendered and informed Ken that only one of a certain family could defeat one of the ghost-wraiths that haunted these lands. It taught Ken secret arts that enabled him to manipulate ectoplasm and summon wraiths in exchange for its freedom. Ken returned to the U.S. (or wherever) and tried to complete his studies, only to find out that he had been dropped from college. He swore to get revenge and now uses his powers to loot and terrorize. He joined V.I.L.E. after they offered him a chance to avenge himself against the politician who caused the loss of his scholarship/grant from his college.



Identity: Ken Washington	Sex: Male
Side: V.I.L.E.	Level: 2
Experience: 2400	
Powers:	

1. **Summon Vibrowraiths:** By expending 4 PR, Dr. Wraithman can summon a Vibrowraith: these ectoplasmic creatures have 10 hit points, but can only be damaged by weapons or attacks which are magical or psionic in nature. They have a movement of 80 inches,

are non-corporeal, and have an agility of 20, power of 30, and attack by projecting a vibratory power attack on all characters within one inch. The wraiths last for a maximum of 15 turns.

2. **Heightened Agility:** +12 to score.
3. **Invulnerability:** Dr. Wraithman wears a streamlined, modernistic version of an African witch doctor's costume. It gives him invulnerability —10 to psionic, magical, and mental attacks and gives him —4 protection on to hit rolls by non-damage attacks.
4. **Heightened Senses:** When wearing his costume, Detect Hidden and Detect Danger scores are tripled.
5. **Heightened Intelligence:** Due to long study and training, Intelligence score is +10.
6. **Emotion Control Device:** A staff covered with mystic symbols and devices gives the Doctor an emotion control: Fear ability. It has five charges, which regenerate by magic at sunrise each day. It has a range of 20 inches.

Weight: 190 lbs.	Basic Hits: 4
Agility Mod.: —	Strength: 10
Endurance: 15	Agility: 25
Intelligence: 23	Charisma: 12
Reactions from Good: —1	evil: +1
Hit Mod.: 6.3	Hit Points: 26
Damage Mod.: +5	Heal Rate: 1.6
Accuracy: +4	Power: 73
Carrying Cap.: 237 lbs.	Basic HTH: 1D4
Movement Rate: 50 inches ground	
Det. Hidden: 48%	Det. Danger: 60%
Inventing Pts.: 4.6	Inventing: 69%

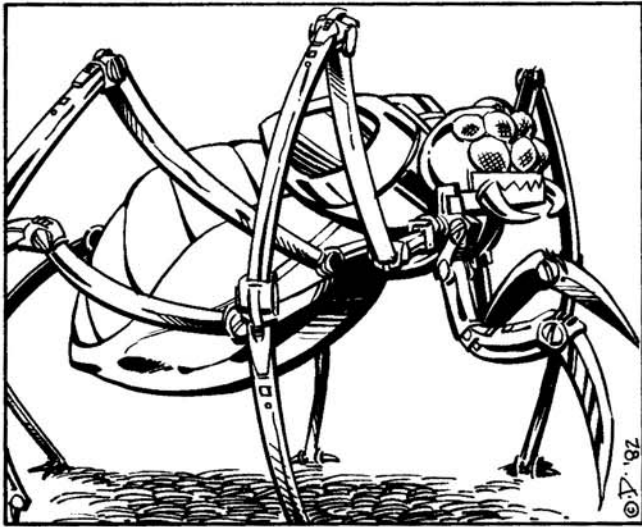
### R.A.M. 101

Robot, Arachnoid Marauder, is an invention of the staff of V.I.L.E. laboratories. It was designed to provide combat support for super-villains operating in combat. R.A.M. looks like a giant spider, with eight jointed legs and a large number of sensory domes. Besides a formidable HTH combat capability, R.A.M. has several long-range weapons and special abilities.

Identity: Robot	Sex: ?
Side: V.I.L.E.	
Attacks as a level four character; no experience.	
Powers:	

1. **Robotic Body:**
  - a) Weight x 4, Strength bonus of +11, cannot pass as human.
  - b) Steel claws and blades allow the robot to attack up to four opponents in HTH combat at once, with a —1 to hit for each opponent over one. +8 HTH damage due to weaponry.
2. **Heightened Senses:** +24
3. **Armor:** ADR85
4. **Flight:** Mach 67 in atmosphere, warp factor 3 in space. Power comes from R.A.M. store, PR = 1 per hour.
5. **Heightened Senses:** The robot can see in the dark and has radar and sonar, and can pick up vibrations in the ground.
6. **Independence from Atmosphere:** resistant to chemicals and pressure and other environmental influences (same effects as Life Support).
7. **Heightened Agility:** +28
8. **Power Blast Weapon:** Range = 30 inches, 1D20 damage. Power comes from the robot's power score, PR = 1 per shot.
9. **Tractor Webs:** R.A.M. can throw force field webs that can pin targets caught under them. Webs have a range of 36 inches and cover two square inches for each point of power put into creating them. If someone is covered by a web, they must make a HTH attack on the web to break free and do at least 8 points of damage in the attack. People in the web do not suffer damage, but are immobilized and can do nothing other than attempt to break free. The victims are not protected from damage by the webs. Webs last for eight combat turns before dissolving.
10. **Limited Programming:** While R.A.M. is an excellent fighter, it has a hard time doing anything else. It is very poor at figuring out things and relating to living beings. Thus, R.A.M. will almost never be sent on a mission alone.

Weight: 720 lbs.	Basic Hits: 15
Agility Mod.: —4	Strength: 45
Endurance: 15	Agility: 36
Intelligence: 10	Charisma: 10
Reactions from Good: —	Evil: —
Hit Mod.: 22.644	Hit Points: 340
Damage Mod.: +5	Healing Rate: None



Accuracy: +6  
 Carrying Cap.: 33,345 lbs.  
 Movement Rate: 96 inches ground, hyperflight  
 Det. Hidden: 8%  
 No inventing capability

Power: 106  
 Basic HTH: 4D10  
 Det. Danger: 12%

R.A.M. is obviously very formidable. V.I.L.E. is very wary of using the robot, and has only done so twice to date. R.A.M. is kept in VILE headquarters for protection against intruders while off-duty.

#### Blake Sagle: Boosterman

Milton Wendeston was a daring stuntman for the Bee Productions Motion Picture Company when he had a terrible accident. Both of his legs were broken, and he spent a year in therapy getting back on his feet. At the same time he studied biology and chemistry and came up with a technique that would enable him to temporarily boost his strength, endurance or coordination by will power and certain health foods. When he was ready to go back to work as a stuntman, Milt found that his reputation was permanently scarred and that he was out of a job. He changed his name to Blake Sagle, and toured the country giving strong-man shows at carnivals. Soon the more uncouth elements of the carney life intruded and Blake became involved in criminal activities. He turned his mobile home/lab into a super-sophisticated wheeled base, and he now tours the shady world of the underground seeking opportunities to gain illicit cash and technological gadgets. He joined V.I.L.E. to give himself a winter job and to use the organization's superb workshop/lab facilities.

Identity: Blake Sagle (Milton Wendeston)  
 Side: V.I.L.E.  
 Experience: 12,000  
 Age: 29  
 Powers:

Sex: Male  
 Level: 4  
 Training: Agility

1. Boosting: For a period of up to 24 hours at a time, Blake may increase any one of his physical attributes by a factor of 2, 3, or 4. After the boost wears off, the score drops to normal and Blake cannot use this power again for a period of time equal to the factor of boosting times the period of duration of the boost, with a minimum of one day of resting the power. For example, Blake increases his strength by a factor of three for twelve hours. He must refrain from boosting for  $(3^2 \times 12 = 108)$  hours) 4.5 days. The chart below gives the new factors for each such boost-level.

Boost	Score	Power	Ht.Pts.	Carry Cap.	HTH	Dmg.	Acc.	Mov.
ST x 2	26	62	14	2087 lbs.	1D12	—	—	51
ST x 3	39	75	21	6679 lbs.	2D8	—	—	64
ST x 4	52	88	27	15620 lbs.	3D10	—	—	77
EN x 2	28	63	21	550 lbs.	1D8	—	—	52
EN x 3	42	77	33	704 lbs.	1D8	—	—	66
EN x 4	56	91	42	858 lbs.	1D8	—	—	80
AG x 2	22	60	18	396 lbs.	1D6	+2	+4	49
AG x 3	33	71	29	396 lbs.	1D6	+4	+6	60
AG x 4	44	82	37	396 lbs.	1D6	+6	+7	71

Blake obviously must plan his deeds carefully so he has the right stuff for the job at hand; if he plans to use devices, for example, he would pick to boost agility; if faced with a physically challenging task he would boost his strength.

2. Special Weapon: Blake has invented a new weapon he calls a repulsor rifle. It can project a force field (force screens only, each taking 20 points of damage before dropping) and can make repulsor attacks. These attack as a Force Field, but affect a 30° arc in front of the gun: all targets in this area must roll for hits, out to a range of 1 x A. If fired on a narrow beam, range equals 3 x A. The attack does 2D8 damage, but when determining "knock back," multiply damage by three (i.e. Newsboy, who has a basic hit score of 2, is hit with a Repulsor field and takes 5 hit points of damage. He is knocked back  $(3 \times 5 = 15, 15 - 2 = 13)$  thirteen inches.) The weapon has eight charges in its magazine, which may be recharged at V.I.L.E. HQ or in Blake's van at a rate of one charge per two hours of recharging time.
3. Vehicle: Blake's home on wheels is actually a formidable vehicle. It has a top speed of 660 inches a turn (150 mph), a hull with structural rating 12, and can take 50 points of internal damage before becoming disabled (150 points to demolish). Special plastic and metal surfaces on the hull allow the vehicle to change appearance into that of any vehicle or object of comparable size: a tank, a truck, a roadside diner, etc. The vehicle has a fairly complete lab and workshop and is armed with a roof-mounted power blast weapon; 1D20 damage, 12 charges/day, 40 inch range.



Weight: 220 lbs.  
 Agility Mod.: —  
 Endurance: 14  
 Intelligence: 11  
 Reactions from Good: —2  
 Hit Mod.: 1.68  
 Damage Mod.: —  
 Accuracy: —  
 Carrying Cap.: 396 lbs.  
 Movement Rate: 38 inches ground  
 Det. Hidden: 8%  
 Inventing Points: 2.4

Basic Hits: 5  
 Strength: 13  
 Agility: 11  
 Charisma: 17  
 Evil: +2  
 Hit Points: 9  
 Healing Rate: 1.5  
 Power: 49  
 Basic HTH: 1D6

Det. Danger: 12%  
 Inventing: 33%

#### Jovia

Karla Triesdale is a literally homemade super-villain. Her scientist-inventor father convinced her mother to raise her in a high-gravity crib, playpen, and later playroom. The increased pull made Karla into an incredibly healthy young girl, and when she reached school age she con-

tinued to keep her strength up by wearing a belt that created a high gee force around her. Unfortunately, Karla fell in with a bad crowd at school and soon turned to using her strength for beating kids up for money, and for vandalism. After a stint in a reform school, Karla went off on her own, preserving her strength and stamina by use of her high gravity field belt. She now works for V.I.L.E. as a warrior woman and undercover agent: her huge muscles make her look like a dumpy housewife. Her secret identity is as a maid, Julia Smith.



Identity: Karla Truesdale

Side: V.I.L.E.

Experience: 23,000

Age: 29

Powers:

1. Increased Strength: +15
2. Increased Endurance: +19
3. Gravity Control Device: S = 20, for range and power purposes. The device has 20 charges.
4. Willpower: Karla/Jovia can withstand massive amounts of pain, as well as fatigue and exhaustion. The GM should modify effects of pain and fatigue to reflect this.
5. Density: Karla's body is much denser and tougher than the norm. She can only swim for short period of time without aid and she weighs far more than is readily apparent.

Weight: 360 lbs.

Agility Mod.: -2

Endurance: 27

Intelligence: 8

Reactions from Good: -

Hit Mod.: 9.547

Damage Mod.: -

Accuracy: +1

Carrying Cap.: 5848 lbs.

Movement Rate: 35 inches ground (halved due to density)

Det. Hidden: 6%

Inventing Points: 4.8

Basic Hits: 5

Strength: 31

Agility: 12

Charisma: 10

Evil: -

Hit Points: 67

Healing Rate: 6.4

Power: 78

Basic HTH: 2D8

Det. Danger: 11%

Det. Danger: 11%

Inventing: 24%

#### Sir Lemur

After the V.I.L.E. 'heroes' liberated a secret formula from a genetic engineering company, one of the staff brought in a pet lemur, only to have it commandeered for experimental purposes. The little animal was injected with the formula, which put it into deep pain for days and, finally, caused it to go into a coma. When it recovered, the lemur began sending telepathic messages to its captors, demanding his freedom. When this produced no results, he used his super-developed mental



faculties to make the lab crew open his cage and show him out of V.I.L.E. headquarters. But, before the impetuous little primate could make good his escape, Dr. Wraithman (who was immune to the mental attacks of the super animal) knocked the creature out and recaged him. Eventually a deal was worked out between V.I.L.E. and 'Sir' Lemur, as he likes to be called. V.I.L.E. provided cushy accommodations and servile human companions in exchange for Sir Lemur's help. Sir Lemur wears naught but his own fur, or a disguise to allow him to pass for a dog or large cat. He usually stays on-base in his employer's HQ, but does occasionally go out on reconnaissance missions.

Identity: Experimental Animal

Side: V.I.L.E.

Experience: 3000

Age: 5

Power:

1. Heightened Intelligence: +13

2. Mind Control.

3. Telepathy.

4. Mammal Powers:

a) Small size

b) Lowered endurance: -6

c) Heightened Agility: +18

d) Heightened Senses: Smell, detect danger % is doubled.

e) Movement bonus: +30 inches to Sir Lemur's movement rate when in a natural setting with trees, etc. He can also climb with great skill in any environment.

Weight: 30 lbs.

Agility Mod.: +8

Endurance: 7

Intelligence: 13

Reactions from Good: -

Hit Mod.: 3.168

Damage Mod.: +5

Accuracy: +6

Carrying Cap.: 43 lbs.

Movement Rates: 61 inches ground; 91 inches trees

Det. Hidden: 10%

Inventing Points: 2.6

Sex: Male

Level: 2

Training: Endurance

Basic Hits: 1

Strength: 13

Agility: 41

Charisma: 10

Evil: -

Hit Points: 4

Healing Rate: .2

Power: 74

Basic HTH: 1D2

Det. Danger: 28%

Det. Danger: 28%

Inventing: 39%

#### V.I.L.E. HEADQUARTERS

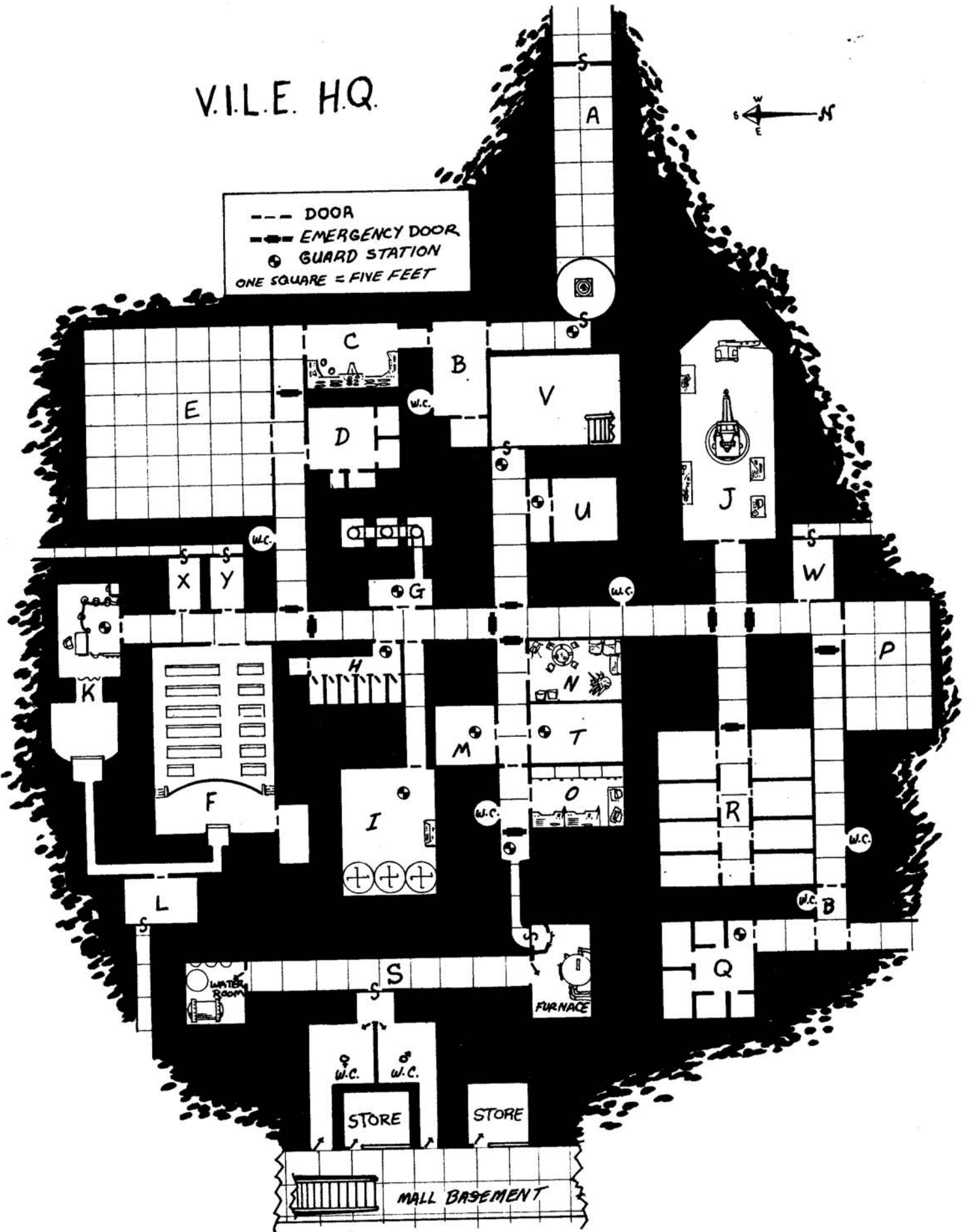
V.I.L.E. has built a roomy hideout under a shopping mall right in the center of town. Entrance is via basement doorways in buildings near the headquarters, as well as in the mall itself. No noisy activities are performed at the prime HQ, as accidents or side effects of experiments might blow the organization's cover. A map of the headquarters follows.



# V.I.L.E. H.Q.



--- DOOR  
 - - - EMERGENCY DOOR  
 ⊕ GUARD STATION  
 ONE SQUARE = FIVE FEET



### Map Key

A. This corridor leads to the 'Main' entrance, which is located about 200 meters west of the complex proper. Access is in the basement of a bingo hall, in a brook closet/elevator. The corridor is littered with old boxes (some of which contain spy-eyes and mikes) and other junk which might lead a casual observer to think that the corridor is actually an abandoned moonshiners/rumrunners' hideout. The corridor ends abruptly in a brick wall that is apparently covering up a dirt face. A secret door is concealed in this wall. Beyond the fake wall is a neatly polished, brightly lit hall that ends in a raised circular dais, on which is a meter-high pedestal. The pedestal is a hand-print identification unit; all comers must place their palms on the pedestal top within fifteen seconds of stepping on the dais or be hit with a paralysis attack, followed by a power blast barrage if the target does not keel over. A secret door behind the dais will open if all comers are approved by the palm-scanner's memory bank. The automatic weaponry is concealed within the pedestal supporting the hand print analyzer.

B. Security Checkpoint: All persons must check in here and have badges issued. Three guards, armed with submachine guns, are present. An intercom and camera are permanently on in this room. The small room to the south is a bathroom; if anyone suspicious comes in, the guards will ask them to clean up as per regulations, and to don the breath masks in the medicine cabinet over the sink. . . this will give the guards a chance to do further checking and to gas the trespassers safely in the bathroom if necessary.

C. This room is lined with banks of TV monitors and controls for a system of air-tight doors, and a system of gas-sprayers that can flood sections of the corridors as needed. All intercoms (located in each room and every 15 meters of corridor) are controlled here, as is the wiretap and spy-eye network on the outside. Two guards and three technicians are on duty here at all times.

D. This office is the administrative center for V.I.L.E. The various secretaries for the officers work here and keep hardcopy files of the many records of loot, experiments, and past and future missions. The enclosed cubicles are the offices of the officers themselves. From two to seven secretaries and up to 3 officers will be present at a time. Each officer (0 - 3) will have a bodyguard, armed with a pistol and brass knuckles.

E. This large room is a lab/workspace where various projects and experiments are conducted. At the moment, the offices and home of an important businessman have been reconstructed to train a clone prior to his substitution for the real industrialist.

F. This auditorium is used for briefings of the entire organization. The small room on stage is actually an overhead booth for the mysterious leader of V.I.L.E. The room to the north of the stage is a store room for custodial tools.

G. These are special cells for holding super-powered types. The control room has controls for various technological and psionic power-neutralizers. The walls of the cells are titanium, and can be charged with electricity if needed . . . treat as a lightning control attack. Force fields in the surrounding rock prevent escape by non-corporeal heroes.

H. These are regular tiger-cage cells, with heavy steel walls. When necessary, each can be flooded with knock out gas.

I. A highly sophisticated torture chamber. The glassteel booths in the east part of the room can simulate many ancient tortures via force fields and psionic stimulators. Two technicians are required to run the equipment, and a guard armed with a power blast weapon is on duty here at all times.

J. Another lab area. This one is currently being used as a workshop to build advanced weaponry. A large blaster cannon is being stored here pending shipment to an isolated test center.

K. The offices of the Boss's secretary and aide. The western section is the office proper; the eastern half is a conference area with an overhead viewing booth for the Boss.

L. This is the private office of the Boss. It is equipped with the latest in office equipment and entertainment facilities. The secret door

leads to the city's sewer system. There is an anti-intruder system active in the room at all times: the Boss likes his privacy. If anyone enters, they will be attacked by fierce gravity control attacks with a power of 10, followed by Power Blast attacks from a concealed turret in the ceiling. Note that the Boss is rarely in this office; his living quarters are located in an unknown part of the city.

M. This is the V.I.L.E. armory. A wide variety of guns, explosives, and miscellaneous military equipment are stored here.

N. This is a lounge area for technicians and guards employed by V.I.L.E. 2D6 guards and technicians will be present at any given time. Furnishings include TVs, video games, bookshelves, and a liquor cabinet. The robot, R.A.M., is also kept here.

O. The computer room: several large computers and terminals are kept running here. 2D4 technicians and 1D4 guards will be present at all times. The computers are used for industrial espionage and research into new criminal projects.

P. Another lab, this one is used for non-weapon research. 1D4 technicians and researchers will be present, and there is a 20% chance that a super-villain or officer will be here supervising the work in progress.

Q. This is a dormitory for technicians and guards who must, or who prefer to, live in the HQ. Each room has two bunk-beds and a foot locker for each occupant.

R. These are much more lavish quarters for the super-villains and guards who need accommodations while recovering from a job, or who do not maintain secret identities. The rooms include fancy furniture, TVs, computer terminals, and personal additions to decor and equipment. A fancy executive washroom is also located here.

S. This is a secret entrance located in the basement of the shopping mall. Hidden under a sink in a utility closet adjacent to the mall rest rooms is a secret door. This opens on a disused, but conventional, basement corridor that looks like it might have been stocked as a bomb shelter. At one end is an old, unused room that contains a water tank; the other end opens into an old furnace room with a coal bin that contains realistic plastic-foam coal. Beneath this fake coal is a secret door and tunnel into the complex.

T. This room contains loot of a monetary/valuable nature, such as actual cash, jewelry, and precious metals. The guard has a power blast weapon and wears ADR50 armor.

U. Another treasure room, this one containing scientific and super-item loot. If a hero is captured, his or her devices will be stored here. The guard is armed as the one in Room T. The inner room may only be entered by an officer or super-type, and then only with an escort.

V. This entrance is located in the bargain basement of a bookstore. The owners are V.I.L.E. agents, and they control the access to the secret door, which is hidden behind a sliding bookcase. The basement can be monitored from Room C.

W, X, and Y. These are private accommodations for the officers and are equipped with all the comforts, similar to those in area R. They have private baths and secret exits (unlike area R). Room W is the room of Sir Lemur, and is furnished like a forest, with live trees and 'natural' decor.

**Doors:** All doors in the complex are of steel (SR = 11), and require 15 points of damage to totally break down.

**Emergency Doors:** These are sliding curtains which seal off strategic sections of corridor to allow for the discharge of knockout gas without flooding the entire complex. The doors take one turn to close fully and have a structural rating of 12, requiring 20 damage points to break down.

**Walls:** Walls are one-foot thick concrete faced with a layer of inch-thick steel. If needed, force fields can be activated that provide force field protection and prevent the entry (or exit) of non-corporeal beings. The force field can be erected for a maximum of one hour per day.

THIS IS A PLAYING AID FOR VILLAINS AND VIGILANTES; IT IS NOT A STAND-ALONE PRODUCT, BUT A READY SOURCE OF IDEAS FOR THE GM IN NEED OF A QUICK VILLAIN, OR A WHOLE SQUAD OF BAD-GUYS! INCLUDED ARE OVER TWO DOZEN NPCs, WITH CASUAL ENCOUNTER IDEAS AND FOUR COMPLETE EVIL ORGANIZATIONS!!

# ROLL CALL:

					
BEN JAHMOKA	BLASTIN' BLUTCH	BOOSTERMAN	CAPTAIN FLOOP	COSMIC ZOOM	DEATH-KITE
					
DR. WRAITHMAN	the FOOL	GEORGE RONKY	HOOPSNAKE	JOVIA	JUSTICE-AVENER
					
KLUDEBUCK	LODESTONE	MR. NOMAN	PHILLICIA BARTON	PRANKSTER	PRODITOR CAPPELLA
					
PSI-DEMON	R.A.M. 101	ROCKET MA'AM	SGT. RAMBLE	the SHROUD	SIR LEMLIR
					
SIRRIAN DOR	SWARMASTER	LILY Z249	WAVEMISTRESS	WHIPPET	ZAIROBS