

MOST WANTED

VOLUME 3

**30 of the deadliest and most wanted
villains from the files of C.H.E.S.S.
Compiled by Troy Christensen**

MASTER ZERO

Identity: Ekabod Zynciskiski,
age 34

Description: male, 5'9"
165 lbs., black hair w/
grey streak, blue eyes

Costume: dark blue and white,
silvery belt and trunks

Powers: exposure to mutagenic
'white hole' has induced
cold powers; project ice
masses, create ice armor,
radiate extreme cold

Weaknesses: vulnerability,
fire

Wanted Internationally for
criminal anarchy, grand
larceny, homicide, con-
spiracy, and coercion

File No. 0075



MOST WANTED

vol. 3

A

VILLAINS AND VIGILANTES™

PLAYING AID

WRITER: TROY CHRISTENSEN

ILLUSTRATOR: PATRICK ZIRCHER

With special thanks to Professor Todd



P.O. BOX 182
ROSLYN, N.Y. 11576

CONTENTS

INTRODUCTION	2
VILLAINS	3
Adamatron	3
Armada	4
Bladespinner	4
Brainwave	5
Crater	6
Dustdevil	6
Extractor	7
G.I. Jim	8
2166	9
Harpy	9
Headhunter	10
Kiloton	11
King	12
Lifeguard	13
Manslaughter	14
Master Zero	14
Mind Mauler	15
Mirror Man	16
Nospheratus	17
Nutrino	17
Orion	18
Parasite	19
Rocker	20
Mr. Scarce	20
Shortstop	21
Skullcrusher	22
Super Nova	23
Tidal Wave	23
Tomcat	24
Warwagon	25
THUGS	26
G.I. Jim's Squad	27
GANGS	27
Conversions to Champions	28
Conversions to Superworld	30

INTRODUCTION

The monumental success of the documents called 'Most Wanted' has caused CHESS to bring forth more information on the dangerous super-villains that prowl this planet. These thirty super-villains have been drawn from the archives of all nations. Some have not been seen for years, while others are at this moment disrupting the peace somewhere on our globe.

Again we turn to the public for assistance and help. It is your duty as a law abiding citizen to become aware of those who threaten your freedom, your security, and most of all, your life. These thirty men and women are more of the infamous beings known as the 'Most Wanted.'

As stated in our previous documents, we warn the general public not to become involved in trying to stop these awful predators of justice. However, if you do see one of these people walking down the street, or performing some dastardly deed, please contact the local police force or the nearest vigilante team. Again, let us warn you to be very cautious with these men and women — unless you possess super powers, do not try to intercede in their operations. If you are lucky, you will never see one of these 'foes of justice.' In the event your path does cross theirs, we extend our hopes and wishes that you do the safe thing and call for vigilante aid. Thank you.

Homer Grimsby
Admin/CHESS

AUTHOR'S INTRODUCTION

I was more than astonished when the Central Headquarters of Espionage for the Secret Service contacted me. They asked for my help in organizing a third book of the MOST WANTED. I immediately asked why the writers of books one and two did not continue their investigations into the Most Wanted files. A stern faced CHESS agent turned to me and explained that the two other authors have been forced to live secret lives and are being constantly watched by several vigilante teams. Certain parties, he explained, would like to get their hands on those two brave men and thwart their attempts in ever seeing the light of day again. The CHESS agent finally added that I had the qualifications needed for such a mission, and that my security clearance made me an excellent choice (my security clearance is so average that who would think I could access such secret files).

The mission was before me, I could take it and face whatever evil that may arise, or I could cower down to the mighty hands of injustice. Being the brave man that I am, I laughed harshly and accepted the undertaking. I was immediately whisked off on a super-sonic aircraft to the private home of Homer Grimsby. Mr. Grimsby then briefed me on what the mission encompassed.

First, he said that I would have to spend months in underground vaults going over old newspapers and files. After that, I would have to spend several weeks laboring to transcribe the newspaper accounts and files into **Villains and Vigilantes** rules. The final phase of this mission would be spent with artists, recreating the likenesses and composites of the evil usurpers.

The results of the mission is what you now hold in your hands. I've worked hard and long on this project, and I hope that the fiends in this book will become known to the common public and quickly apprehended. I am now forced, however, like the other two authors of similar volumes, to be constantly guarded and protected from those people who would like to do me harm. Hopefully, one day I will be able to walk the streets like a free man once again, but only after all of the thirty dangerous criminal listed herein have been apprehended will I ever again dream of such a thing.

Good luck and good hunting.

U.S. COPYRIGHT NOTICE

Copyright 1985 Troy Christensen.

All rights reserved. No part of this book may be used or reproduced in any manner whatsoever without permission, except in the case of brief quotations embodied in critical articles or reviews. For information contact: Fantasy Games Unlimited Inc. P.O. Box 182, Roslyn, New York 11576.

Cover art, interior illustrations, and counter art are copyright 1985 by Patrick Zircher. All rights reserved.

Any resemblance to persons living, dead or undead is purely coincidental and not intended.

VILLAINS

ADAMANTRON

Identity: Thomas Korolt
Side: Evil
Age: 23

Sex: Male
Level: 1
Training: Agility

Powers:

1. Armor: Type A: ADR = 79, x 2.37 natural weight.
2. Heightened Defense: -4 to be hit.
3. Special Weapon: Adamantium ball attached to a tungsten cord, and cybernetically implanted into his arm. +2 to hit, +1d10 damage, Range = 2 inches, Special Hits cap trip, strangle, and bind.

Weight: 356 lbs.

Strength: 13

Agility: 11

Charisma: 10

Reactions from Good: -

Damage Mod.: -

Accuracy: -

Carrying Cap.: 580 lbs.

Movement Rate: 35 inches ground

Detect Hidden: 8%

Inventing Points: 1.1

Basic Hits: 8

Endurance: 11

Intelligence: 11

Hit Points: 10

Evil: -

Healing Rate: 1.75

Power: 46

Basic HTH: 1d8

Detect Danger: 12%

Inventing: 33%

Origin & Background: Thomas Korolt was an infantryman in the 123rd paratroopers for Her Majesty's Assault Forces. He had gained many honorary and distinguished medals in his service of Great Britain, and he served in the Falklands campaign and many other skirmishes. During these battles, the man learned many ways to dodge and duck away from attacks. Some called it luck, others called it the strange power of Sgt. Korolt. Whatever the reason, the man had a unique talent for being almost impossible to hit.

On one of his cherished leaves, his unique power failed him. While filling his small Fiat with petrol, his cigar accidentally ignited the fuel tank and burned Thomas Korolt over 95% of his body. His left arm was completely disintegrated, leaving his right arm partially paralyzed. During his hospital recovery it was questionable whether Thomas would even survive. Sgt. Korolt had only one chance, his body had to be treated with thin layers of flexible, but very resilient metal. On top of this artificial skin was a thin layer of Adamantium, the hardest substance known to man. Also during his recovery, the military attached a cybernetic device to his amputated left arm. This device fired an eighty pound adamantium ball up to ten feet, and was attached by a tungsten cord which was used to draw the ball back into the cybernetic device. The army hoped that, with use and practice, this device could be used in assaulting targets - smashing down doors, walls and adversaries.

During all of this Thomas Korolt was in a coma. When he finally came to, he found himself looking like some strange mutant warrior. Instead of being grateful to the army he served so diligently, he became angry and vengeful. He hated the army for what they had done to him, and he sought vengeance on those who turned him into the Adamantron.

Combat Tactics/M.O: Adamantron is a stealthy and trained fighter. He will always analyze his enemy before attacking. He will try to spot the strongest member of any group. This person will be left alone while Adamantron centers his main attacks on the weaker of his assailants. He will also try to destroy any device or large piece of machinery that he can detect. He will then try to strangle vulnerable players. However, his favorite tactic is to release the ball to its maximum distance, and then start to spin the ball with all of his strength. Any person wishing to engage him in HTH combat must save vs. their Agility on 1d20 or be hit by the ball. When he is swinging the ball, he will also be able to strike two people, instead of one, if two opponents are within range.



If his opponents seem to outnumber him by too much, he will retreat to a safe place and wait for a better time to attack.

Personality/Character Traits: Adamantron is so lost within himself, and so torn up about what he has become, that it is impossible to reason with him. He hates all armed forces and will usually center his terrorist attacks against military installations. His calling card is a small adamantium marble, which will always be found lying in or around the highest ranking officer among his dead victims.

ARMADA

Identity: Terry Lynn

Side: Evil

Age: 16

Sex: Male

Level: 4

Training: Agility

Powers:

1. Armor B: ADR = 200
2. Heightened Strength: +21
3. Special Weapon: Cannon affixed to arms: +3 to hit, Range = 115 inches, Damage = 2d10.

Weakness: Reduced Agility: -9

Weight: 150 lbs.

Strength: 33

Agility: 3

Charisma: 14

Reactions from Good: -1

Damage Mod.: -1

Accuracy: -4

Carrying Cap.: 2808 lbs.

Movement Rate: 51 inches ground.

Detect Hidden: 10%

Inventing Points: 1.2

Basic Hits: 3

Endurance: 15

Intelligence: 12

Hit Points: 7

Evil: +1

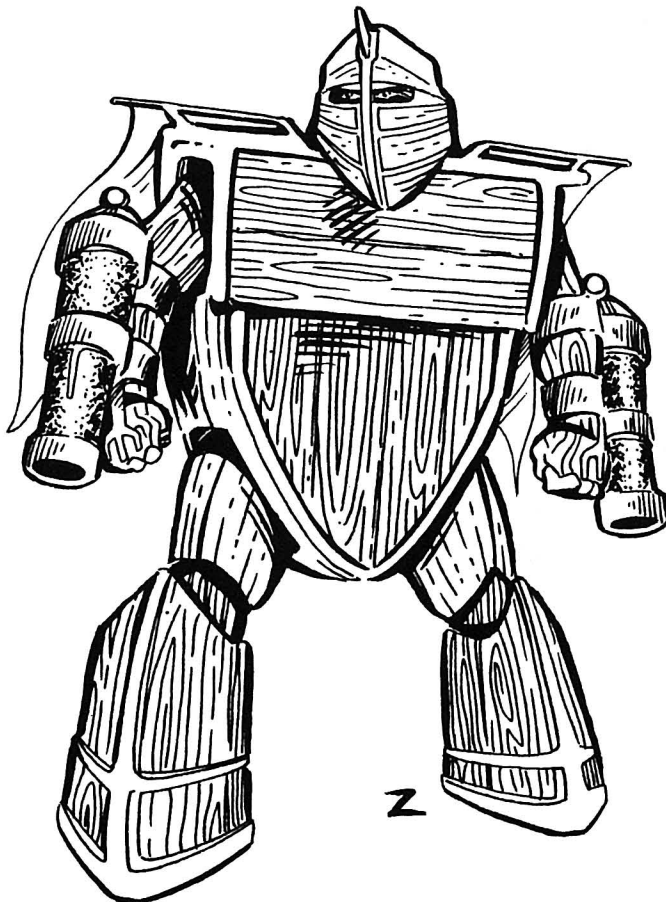
Healing Rate: 1.2

Power: 63

Basic HTH: 1d12

Detect Danger: 14%

Inventing: 36%



Origin & Background: Terry Lynn was a scuba diver for the Archaeological Institute of Mexico. His job was one of luxury and excitement. He would spend all day three hundred feet underwater looking for gold bullion, pieces of eight, and silver ingots. At night, he would party at all the hotspots in Mexico City, boozing it up and dancing with the ladies. Terry had it made. All of this, and he was still getting paid \$250 (US) a week. But Terry was always on the lookout for new schemes and fast action. One day, when he was some two hundred and fifty feet underwater, he spotted a small statuette. At the time he thought no one would miss it and he could probably sell it on the black market for several thousand dollars.

When he cleaned off the statue, he found that it was made of pure ivory. Upon closer inspection, he also discovered that it contained a small ampule of ancient myrrh. The statue brought \$4000 on the open market. The perfume was not a part of the deal and he had thoughts of giving it to some of his young lady friends in Mexico City. But, being curious, he wanted to smell the liquid first. The age and the design of the perfume gave him a buzz of a lifetime. When he awoke,

he found he could hardly walk straight or swim. However, he did find that his ability to lift things had increased threefold: his strength was that of four normal men. As he slowly recovered from the ill effects of the bad perfume, he discovered that his agility would never return, and his coordination and his ability to dive was gone. But, he found that his strength had permanently increased tremendously. For an unknown reason, he found himself compelled to build himself a suit of armor from the timbers of a wrecked Spanish galleon he had discovered in the shallows many years earlier.

Finally, with his money gone and the institute finally letting him go, Lynn struck off to become a beach bum. On his scourings of the local beaches he came across two half-buried carronades (small, short ranged cannons). Terry Lynn dug both out and attached them to his arms. The guns, though made of bronze and very heavy, caused him little hindrance. Later, as he became hungry, destitute, and tired of roaming the beaches, he started to use his unloaded carronades and his great strength to steal food and money. On one job he robbed a gun store and stole several fifty pound drums of gunpowder and several sacks of lead shot. With experimentation, he devised a way of making cannon balls pre-made to be fired out of his carronades.

Tactics/M.O.: Armada will attack by wading into battle, shooting buckshot at all opponents. His tactics are simple and decisive. Armada will never sink in water since his armor is made of tough and cured wood. If at all possible, he will attack in the water as a galleon would. As he floats on his back, he will blast up with his cannons. In case his armor is penetrated, he will fight a withdrawing battle - fight and move back, fight and move back, and he will try to use his carronades as a smoke screen to confuse his enemies. He will also resort to setting buildings on fire to distract his adversaries. If all else fails, he will surrender and try to fight his way out later at a better opportunity.

Personality/Character Traits: Armada is a sluggish, mean, and withdrawn man who has given up on life and its pleasures. He now despises women, liquor, and large crowds (bars, stores, etc.).

BLADESPINNER

Identity: John Hannon

Side: Evil

Age: 27

Sex: Male

Level: 6

Training: Agility

Powers:

1. Special Vehicle: Large spinning top: 3000 lbs., Hit Points = 15/60, Maximum Speed = 350 inches/turn, Passengers = 1, Cargo Capacity is 50 lbs.
 - a) Armor B: ADR = 106
 - b) Special Weapon: Scything blades do +6 damage, damage = HTH + vehicle's velocity, +2 to Hit.
 - c) Speed Bonus: +60 inches movement, top can turn to face any number of times per phase.

Weakness: Psychosis: Schizophrenic while inside ST-1000 (vehicle)

Inventions: Tactician Computer Device built into ST-1000: -2 to be hit, +2 to hit, +2 damage.

Weight: 150 lbs.

Strength: 16

Agility: 15

Charisma: 16

Reactions from Good: -2

Damage Mod.: +1

Accuracy: +2

Carrying Cap.: 513 lbs.

Movement Rates: 47 inches ground/ST-1000 = 410 inches ground.

Detect Hidden: 10%

Inventing Points: 3

Basic Hits: 3

Endurance: 16

Intelligence: 12

Hit Points: 18

Evil: +2

Healing Rate: 1.6

Power: 59

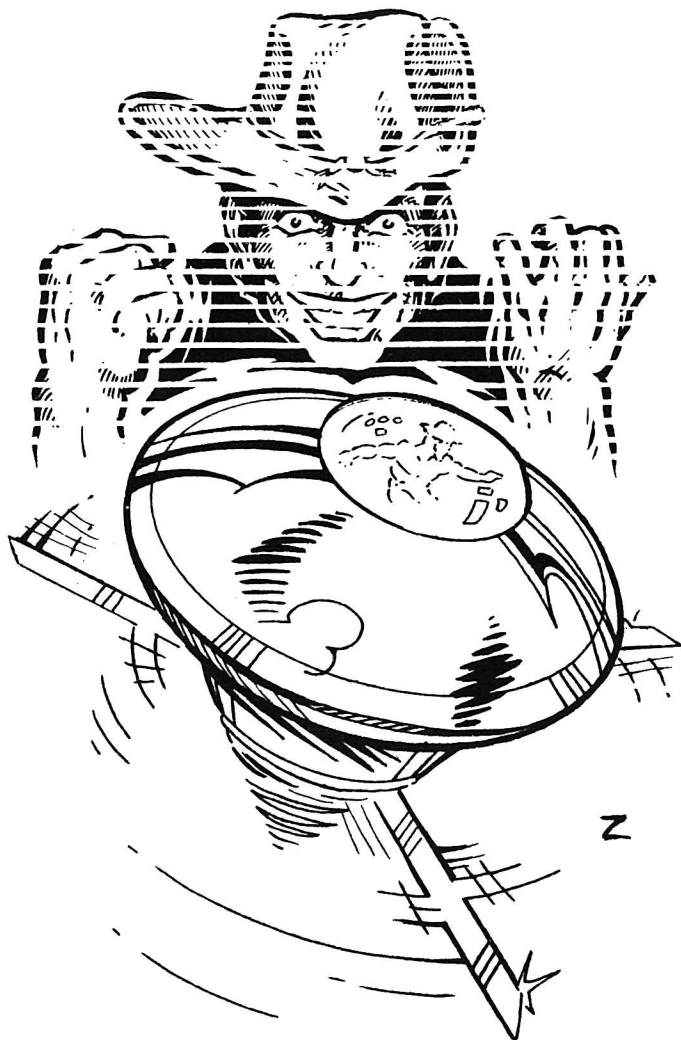
Basic HTH: 1d8

Detect Danger: 14%

Inventing: 36%

Origin & Background: John Hannon worked for the Sydney Transport Company Ltd. in Australia and was assigned to the mechanics division. For four years he worked for the company with a spotless record. One day, however, there was a report that someone in his department was skimming the profits. Later it was learned that the guilty party was the divisional manager, but at the time, they blamed John. Besides firing him, they also brought charges against him. With the testimony of the divisional manager, John was convicted and sent to the Sydney Correctional Facility for two years.

Upon parole, John found that no one would hire him. After hitting the streets for a year, and spending most of his time at the local YMCA, he decided that he would look up some of his old jail buddies who had been recently paroled. John and his friends teamed up to rob a series of gas stations. During the fourth robbery, John was betrayed by his jail 'friends' and left holding the bag as they escaped in a car.



John was caught, and was again sentenced to the correctional facility.

During his second stay, he started to design a vehicle that he hoped he could sell to an entrepreneur and become independently wealthy. The car is built on a chassis that is shaped like a spinning top. Only the very tip of the vehicle would ever touch the ground: this would give the vehicle a high turn ratio and good maneuverability.

After spending his time in prison, he came back out in hopes of finding a person interested in his ST-1000, the name given to the spinning top vehicle. After searching for another year, and listening to the repeated discouraging remarks, he decided to build the vehicle on his own.

John, using a government grant loan for ex-convicts, bought the materials needed and built the ST-1000. He also added three eight-foot long, razor sharp scythes to the base of the vehicle. His tests proved that, with the scythes and the improved speed of the vehicle, he could literally burrow a hole through stone.

John Hannon went on a rampage against all of his would-be friends. Bladespinner killed the four ex-cons who had abandoned him to 'face the music,' the divisional manager from Sydney Transport Systems, and a number of people who had laughed at his ST-1000 — they aren't laughing anymore!

Combat Tactics/M.O.: Bladespinner enters combat by burrowing holes through buildings and cars. His vehicle will cut a swath across the battle area, causing immense destruction. He will let his invented tactical computer take command and monitor the battle. The computer will measure up all of his opponents, and pick on the strongest member of the group. If after two successful attacks, the target does not appear hurt, the computer will switch to another target. Bladespinner, however, will sometimes override this command and continue to attack the first target. The vehicle will use its great speed and its great turning ability to flash from target to target, trying to get a rear attack. If combat is going well, John will climb into the observatory bubble and laugh at his enemies. If the battle is swinging against him, he will not sit under the dome, but will stay within the armored part of the vehicle. If John is sitting within the vehicle (not in the bubble), no attacks can hit him directly.

Personality/Character Traits: Bladespinner is a hysteric, and sometimes homicidal maniac in battle. When he is not within his spinning top, John is totally indistinguishable from the normal populace. A person will not find anything wrong with him outside the vehicle. He dresses normally, he speaks normally, and has a stable personality; however, inside the vehicle he is like another person. He becomes a raving lunatic of lust and vengeance. While within the ST-1000 he will not see anybody and would kill his own family if they got in his way. Bladespinner finds pleasure in driving through crowded playgrounds, and sits looking out his observation dome, laughing at the dying children. He is totally depraved!

BRAINWAVE

Identity: Jordan Killas

Side: Evil

Age: 26

Sex: Male

Level: 6

Training: Defense

Powers:

1. Heightened Intelligence B: +19
2. Mind Control: Range = 2 inches, PR = 20, successful attack gains control over one mind.
3. Willpower: Immune to all mental attacks

Weight: 160 lbs.

Strength: 14

Agility: 12

Charisma: 9

Reactions from Good: —

Damage Mod.: +4

Accuracy: +1

Carrying Cap.: 346 lbs.

Movement Rate: 41 inches ground.

Detect Hidden: 22%

Inventing Points: 17.6

Basic Hits: 4

Endurance: 15

Intelligence: 31

Hit Points: 20

Evil: —

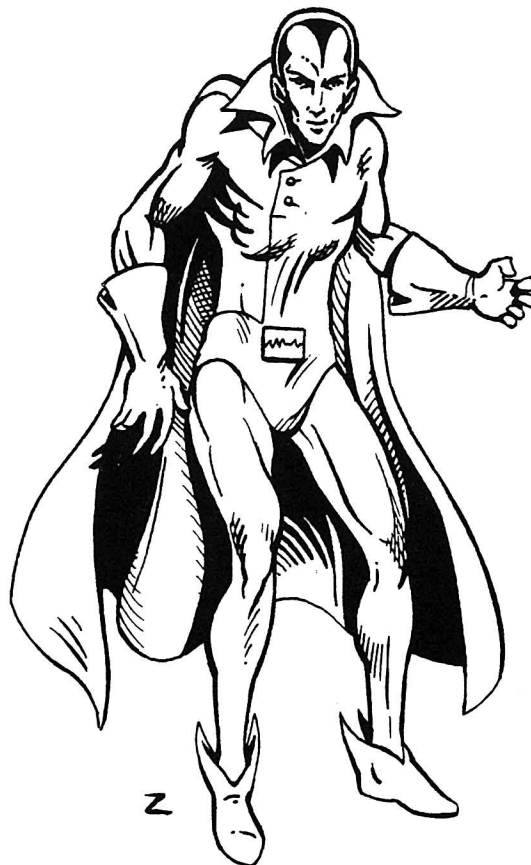
Healing Rate: 1.6

Power: 72

Basic HTH: 1d6

Detect Danger: 26%

Inventing: 93%



Origin & Background: Jordan Killas was an assistant to the late Dr. Orbus, the genius who developed the EMI drug — a stimulant that activates the brain core. During his stay with the Doctor, Killas was accused of stealing papers describing the formula of the EMI drug; however, during the court trial, all of the witnesses strangely gave testimonies proclaiming Jordan's innocence. Believing that some form of trickery had been employed, the court placed Jordan under a mind probe/block, which supposedly suppressed any mental abilities — but the witnesses still gave testimonies clearing his name.

After his release, Jordan was involved in many other smaller crimes which included robbery, coercion, and attempted abduction. Twenty-three months after his release from jail, and from any connection with stealing Dr. Obus's notes, Jordan was arrested. This time, however, the judge proclaimed a sentence of five years at hard labor. Jordan seemed awestruck and dumbfounded by this judge's decision.

Jordan later learned, while he was in prison, that the judge was a test subject in the EMI experiments.

During his five years of imprisonment, Jordan Killas became very hateful of both the judge and of Dr. Orbus. He planned and diligently pursued his expansion of his mental capabilities. Upon his release, he went under the name of Brainwave, and successfully robbed and stole millions of dollars worth of munitions and supplies. He then gathered together hundreds of mercenaries and sought out his hated enemies.

During his raids, Brainwave has successfully eliminated his first foe. This leaves only the judge who sentenced him to his five years of incarceration. The judge's name has been changed and he is currently under the protection of CHESS.

Combat Tactics/M.O.: Brainwave knows of his weakness in Hand-to-Hand combat. He seeks out from among his opponents a strong person who appears to be less than bright. He will then approach this person and try to take over his mind. If successful, the victim will become a shield and weapon for Brainwave. He will use his Mind Control to persuade other people to leave him alone, and if captured, he will try to convince them to let him go. Brainwave is very shrewd and intelligent, and will not attack people who he knows will easily shrug off his mental commands.

Personality/Character Traits: Jordan Killas is a thin, gaunt, and ferret-like creep. He looks slimy, and even behaves like some skulking rat. However, he dislikes being called such things as 'mouse,' 'chicken face,' or 'rat puss.' People who hurt him, either physically or emotionally, will always be regarded by him as slimes and vermin that should be squashed out of existence. Brainwave holds grudges for many years, and will punish those who mistreat him in the most severe way possible.

CRATER

Identity: Lisa Grass

Side: Evil

Age: 34

Sex: Female

Level: 9

Training: Accuracy (to hit)

Powers:

1. Disintegration: Range = 10 inches, PR = 2, Damage = 1d20.
2. Flight: PR = 1 per hour, Maximum speed = 160 mph (704"/turn)
3. Heightened Speed: +650 inches, +22 Initiative

Weight: 100 lbs.

Strength: 10

Agility: 21

Charisma: 11

Reactions from Good: —

Damage Mod.: +2

Accuracy: +4

Carrying Cap.: 91 lbs.

Movement Rates: 697 inches ground, 704 inches air

Detect Hidden: 10%

Inventing Points: 6

Basic Hits: 2

Endurance: 16

Intelligence: 12

Hit Points: 9

Evil: —

Healing Rate: .8

Power: 59

Basic HTH: 1d3

Detect Danger: 14%

Inventing: 36%

Origin & Background: Lisa Grass was a simple farmgirl, living with her grandfather and mother, on an Indian reservation. She spent most of her day working out in the fields and hauling water. During one of her many trips to the water pump, a mile from her fields, she discovered a strange crystalline rock. When she picked it up, it began to bathe her in a purple glow which seemed (to her) to cleanse her soul.

For the next couple of months she believed that the rock was a message from God. She became the local preacher and the entire town of Sawtooth believed she had become some sort of a saint. She performed many miracles, she could levitate herself off the ground, she could rush to the nearest hospital almost forty miles away and be back within twenty minutes, and she was known to dissolve metal, stone and crystal.

Her fame reached so far that even neighboring churches came to witness her miracles. However, some of the clergy soon started to call her a freak, a mutant, and a demon. Her name was splashed around the National Gossip Weekly, proclaiming her as the next messiah, the witch woman from Venus, and a reborn shaman from an era long lost.

One day while she was off speaking to a friend, a newspaper reporter entered her room and began searching it. Supposedly, the reporter wanted a scoop story. However, during the search, he found



the crystal and was also bathed in the purple light. Before he could leave the house, Lisa returned and found the reporter and what he had uncovered. In a violent rage, she grabbed the stone and disintegrated the snooping reporter.

An investigation soon tracked down the reporter's last whereabouts, and the local law enforcement officials arrested Lisa. Lisa Grass was taken to the local jail and asked to remove all jewelry, rings, and other articles from her body. When she refused, a scuffle began. Lisa disrupted three police officers and disintegrated the jail's wall and escaped.

Fearing religious reprisals against her family, Lisa Grass changed her name to Crater. She became a wandering drifter in search of a home and a destiny.

Combat Tactics/M.O.: Lisa will enter combat flying fifty feet above the ground. She will use her Disintegration ray to immobilize vehicles, machines, and computers. She will then turn her attention to people. Crater will rarely land, and if pursued by another flying character, she will ascend and fight them high in the air. She will usually use her first action to evade. If she sees herself losing, she will give herself up — hoping to use her Disintegration power later to escape.

Personality/Character Traits: Lisa is a fragile person, relying totally on her faith in her religion. During the many years of being on the run, her ethics and religious morals have changed for the worse. She is now totally devoted to her own mystic religion, and fearful, if not vengeful, towards other religious practices.

DUSTDEVIL

Identity: Kenneth Maxwell

Side: Evil

Age: 34

Sex: Male

Level: 7

Training: Agility

Powers:

1. Invulnerability: Cyclonic dust storm protects Dustdevil for 20 pts. He can cause the shield to expand into a cloud which causes all combatants, except himself, to save vs. Endurance or attack at —3 to hit and —2 on damage.

2. Heightened Speed: +830 inches, +28 Initiative.
3. Heightened Endurance B: +15
4. Mutant Power: Sand Blast: Range = 48 inches, PR = 4 per use, Special Attacks against the eyes have a 4% chance per damage point of blinding, and a 1% chance per damage done that permanent blindness will result.

Special Requirement: For Invulnerability to work, Dustdevil must be within 5 inches of open ground (i.e. loose sand, gravel, dirt, etc.)

Weight: 165 lbs.	Basic Hits: 4
Strength: 14	Endurance: 25
Agility: 10	Intelligence: 15
Charisma: 13	Hit Points: 18
Reactions from Good: -1	Evil: +1
Damage Mod.: +1	Healing Rate: 2.8
Accuracy: -	Power: 64
Carrying Cap.: 433 lbs.	Basic HTH: 1d6
Movement Rate: 879 inches ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 8	Inventing: 45%



Origin & Background: Kenneth Maxwell was a British officer in the 23rd Parachute Division. He was assigned to the Kenya Military Force as an advisor for mercenary affairs. His job included the management of Kenyan military forces and supervision over hired mercenaries. During his stay in Africa, Ken discovered a gold mine in running cocaine to the British isles. He found that his position was ideally set-up for cutting red-tape and clearing channels for the smuggling of many thousand kilos of pure 'snow.'

On one of these drug transfers, Ken was forced to ride along. During the trip, the small plane being used was forced to make a landing in a remote desert region. The plane was smashed and the pilot was killed. Ken Maxwell knew he would never get out of the desolate area. He decided to end his life in the most pleasurable way he knew; he began to take as much cocaine as he could snort down. In his last moment of realization, he saw his aircraft and himself engulfed in a swirling, maddening dustdevil.

Ken awoke to find himself in the middle of the desert, the plane and its contents were gone. Just as he began to believe that he had been thrust into some strange hell, he heard an ATV snaking its way through the desert. As he started towards it, he noticed that he was running at an incredible rate of speed. To his astonishment, he also found that by a flip of his wrist, he could command the sand around him to form into a cyclonic torrent. With his newly discovered powers, he easily took the ATV from its current owners and made it back to his barracks. However, when he arrived back at his assigned housing,

he found that his room had been sacked. Later, he was arrested for smuggling and the possession of illegal arms.

As he was being led away to a Kenyan prison, he formed the dust and sand around him into a cyclonic force, killing his guards. He also outran two police cars that were following him and severely blinded several people with blasts of sand.

Tactics/M.O.: The Dustdevil is not a passive and careful fighter. That is, he will not waste time watching his opponents from a distance. Dustdevil will seek out areas where large amounts of earth are freely available to him. He will use his first action to Evade, and use all other actions to attack his foes with blasting sand to the eyes. If more than two attacks miss a single opponent, he will stop the special attacks and simply aim to cause damage and injury. The Dustdevil will also set up a large cloud of flying sand to hide him from his attackers. This sand screen can be pulled close around his body to give him invulnerability equal to 20 points. The screen will regenerate itself each turn as long as there is enough dirt/sand available — most city streets in large cities do not have the required amount of dirt to create and sustain this Invulnerability screen. Therefore, he will usually refrain from attacking in large cities or other built up areas where sand and dirt are unavailable.

Personality/Character Traits: The Dustdevil is a rash and bold fighter. He will usually make a grand entrance, swirling in dust and flying debris. The man is cold and a perfect example of a mercenary: he will do anything for money. The Dustdevil likes to think of himself as a really tough, macho kind of guy.

EXTRACTOR

Identity: T'yrell	Sex: None
Side: Evil	Level: 5
Age: 123	Training: Damage

Powers:

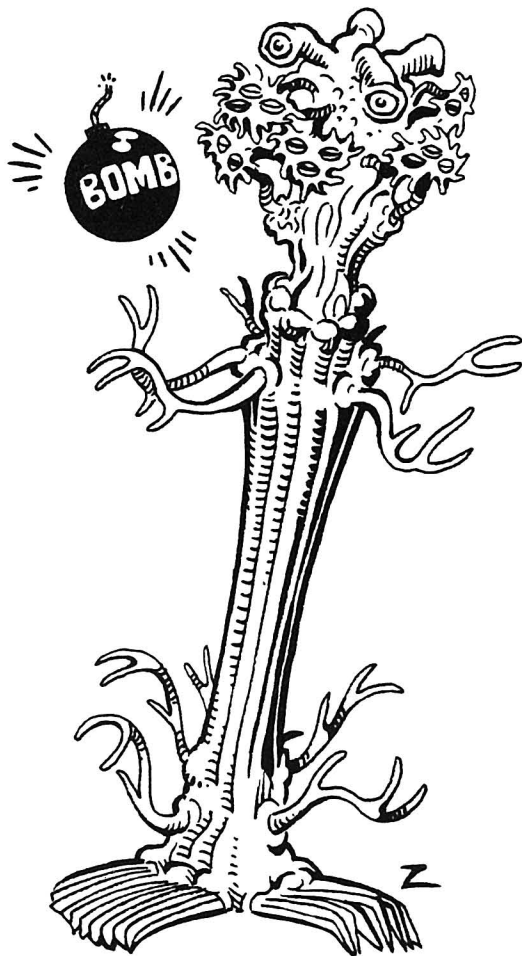
1. Heightened Intelligence B: +17
2. Heightened Sense: x3 vision, x3 Detect Hidden, x2 Detect Danger.
3. Mutant Power: Extraction: PR = 25, Extractor has the ability to create any physical object which he can read about or see. This creation will have all of the abilities and powers of the described object. Maximum weight of object is 10,000 lbs.
4. Willpower: +40 Power
5. Heightened Strength A: +7

Weight: 175 lbs.	Basic Hits: 4
Strength: 17	Endurance: 14
Agility: 13	Intelligence: 27
Charisma: 16	Hit Points: 17
Reactions from Good: -2	Evil: +2
Damage Mod.: +4	Healing Rate: 2.0
Accuracy: +1	Power: 111
Carrying Cap.: 553 lbs.	Basic HTH: 1d8
Movement Rate: 44 inches ground.	
Detect Hidden: 20%	Detect Danger: 28%
Inventing Points: 12.5	Inventing: 81%

Origin & Background: T'yrell is from a race of creatures that exist in the Andromeda galaxy. His general appearance is of a tall black pole with several eye sprouts and mouth orifices dangling from a whip-like appendage. T'yrell was a leading military figure in the government of his home planet where his people worshipped him and considered him a god. During his long career, he battled many foes and conquered hundreds of worlds. But, as his life waned, a form of insanity took over his thinking processes. Those who worshipped him grew fearful of his erratic behavior. To thwart his attempts at trying something daring, and in hopes of regaining his prestige, the people of his world locked T'yrell in an inescapable prison and launched it into a black hole.

T'yrell entered the black hole to re-emerge several trillion light years from his home. He found himself in orbit around a blue orb called Earth. Being so far from home, he decided that he would use his cunning and his abilities to form a new empire here. After escaping from the so-called 'inescapable' prison and landing on Earth, he found the inhabitants to be physically deficient. He found that people on Earth could not even create objects that were formed in their minds. Knowing that he had an advantage, he started to create objects and beings from his past; these creatures and objects, although not permanent, helped him to secure aid from organizations around the world.

Soon, T'yrell, or the Extractor as many called him, had organized a large army. He had used his mind to create objects which were then disassembled and blue-printed. The blue-printed documents were then used to create and build permanent weapons, vehicles and other devas-



tating devices. On the eve of his planned coup of the world, a traitor exposed him to CHESSE, which quickly eliminated his newly built devices and the resources for his power.

Extractor was forced into seclusion to await a new time to attack the world and gain power. At this moment, somewhere in the world, his mind is racing over documents and forming new weapons and devices to use in his war against human freedom.

Combat Tactics/M.O.: The Extractor is a cunning tactician who has mastered his power of creating mental images as hard reality. He has even defined his art over the years of extracting, so that he can create items which were fictitious and imaginary. Extractor will usually create one or two animated creations which will be used as his offensive attack. He will also create one or two defensive objects. The exact natures of the objects to be created can be anything from scientific/military fact, fiction or fantasy. Depending upon his mood, which is at best chaotic, Extractor might create dragons or mega-robots. He will never personally attack any creature, nor will he stay in close proximity to HTH combat. Extractor will only fight when he is far from battle, yet close enough to see what is going on. He likes to fight his battles in crowded cities: it is easier to hide, and the confusion of the public will help to keep his foes busy.

Personality/Character Traits: This alien being is a homicidal maniac who thirsts for power and control over others. He will never show emotion, and it is even questionable that he could know such emotions as love, tenderness, sorrow, or happiness. When not fighting for his conquest of the Earth, Extractor is reading books and watching movies — mentally noting all the fantastic weapons described and awesome creatures depicted.

G.I. JIM

Identity: Bill Rollins
Side: Evil
Age: 34

Sex: Male
Level: 4
Training: Accuracy

Powers:

1. Heightened Agility: +19
2. Heightened Senses: Acute Hearing: x3 Detect Danger, ½ chance of being surprised.

3. Heightened Attack: +4 damage
4. Heightened Endurance: +23
5. Heightened Expertise: +4 to hit with guns.
6. Special Weapon: 1 gauge, double barrelled, automatic shotgun: +2 to hit, damage = 4d6, range = 12 inches. Affixed beneath it is a grenade launcher: +2 to hit, range = 210 inches, damage=1d12

Weight: 198 lbs. Basic Hits: 4
Strength: 17 Endurance: 38
Agility: 31 Intelligence: 13
Charisma: 14 Hit Points: 88
Reactions from Good: -2 Evil: +2
Damage Mod.: +4 Healing Rate: 4.4
Accuracy: +5 Power: 99
Carrying Cap.: 872 lbs. Basic HTH: 1d8
Movement Rate: 86 inches ground.
Detect Hidden: 10% Detect Danger: 36%
Inventing Points: 5.2 Inventing: 39%



Origin & Background: Bill Rollins was a POW during the Vietnam War. During his incarceration in one of the camps, set-up by the enemy, he was involved in a game that was played by the Viet Cong. The game was simple: they would release Bill and his friends into the deep tropical forests and the Cong would then hunt them down and beat them with sharp bamboo sticks. Bill, being smart, continually played dumb. His fellow squad members all died because of their quick wits — when the Cong started to lose, they switched from sticks to machine guns and mortars! Over the three years that he was imprisoned, Bill Rollins grew in expertise. He found he could hear a drop of sweat hit the forest floor, he could move with great agility, and his knowledge of camouflage was unsurpassed. Yet, he always let himself be caught and beaten by the enemy — else he would have ended up where his buddies lay. By the end of the war, Bill Rollins was a perfectly conditioned fighter, terrorist, and saboteur.

After his release and subsequent life in America, Bill found that he missed the excitement of the chase. At first he participated in a local Survival game (those games where you hunt another fool with a toy gun and wax/paint bullets), but he found most of the players to be fools and amateurs. Soon his obsession of wanting to be chased led him into robbing gas stations, cigar stores, and the occasional hobby shop. But even after he was wanted by the local police, G.I. Jim, the name he chose to go by, wanted bigger stakes and a bigger manhunt. Thus, he started to rob banks, destroy government property, and even, finally, resorted to murder! By this time, the State Police, United States' Marshalls, and the FBI were looking for him. Still, G.I.

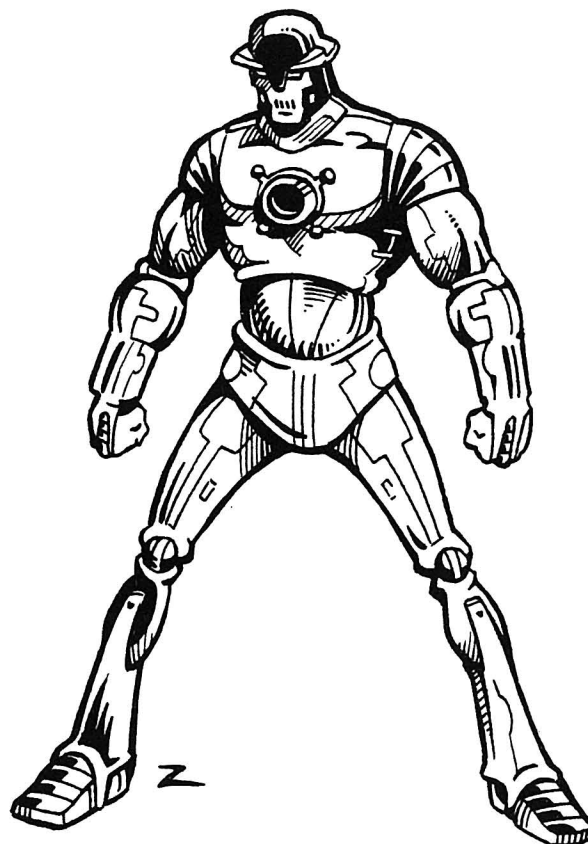
Jim wanted a bigger chase. To him, most of the police agencies that were trying to hunt him down were amateurs compared to the Viet Cong. He started to commit more hideous crimes which brought in the CIA, CHESSE, and every vigilante group in America. G.I. Jim had reached his ultimate goal, every protection agency in America was after him, and he loved it!

At the present time Jim is believed to be starting a paramilitary school, training individuals to fight and hide in cities and countries of the world. It is not known exactly where the school is located or what the entry requirements are. But, it is believed that graduates of the school will become a hazard to every peace-loving individual in the world.

Tactics/M.O.: G.I. Jim is an expert on military maneuvers and tactics, and he will use his knowledge to set-up ambushes. Jim is never without at least a squad of men at his side to protect him and carry out his orders. These men are always heavily armed. With his men and equipment, he will set up several camouflaged gun posts that will cover the intended battleground. When his opponents reach the center of the war zone, Jim will step out and start blasting with his large gun. After his first blast, he will retreat to an area already prepared, which will be out of the direct line of fire of his men, and he will start to fire and lob grenades into the midst of the confusion. After Jim's first action, his men will open up on anything that moves in the war zone. They will attack with grenades, machineguns, mortars, recoilless rifles, blasters, flame throwers, and even chemical weapons (i.e. nerve gas). Any person who breaks out of the war zone will be tracked down by at least two men who will subdue or kill their prey as ordered.

If G.I. Jim is caught by surprise, which is highly unlikely because of his acute hearing and training, he will immediately try to escape or seek cover from where he can rally his men together to wage a defensive battle. Jim will always have his fatigues on and will have all of his equipment with him. If all of his men are subdued, he will surrender. His surrender will, of course, be a trap for his later escape and to further his criminal activities.

Personality/Character Traits: G.I. Jim is a paranoid, egotistical, childish brat. He loves attention and will do anything to get it.



Once 2166 arrived on Earth, he set off to perform the required assassinations. His first target was a small boy who lived in Iron Mountain, Michigan. The robot seized the boy and held the police and special forces at bay for ten days. Finally, 2166 killed the child, and trounced the police force and local vigilante teams. The next victim was a pregnant woman from Albany, California. Again, the robot held off the police until the woman was killed and he had escaped.

By this time, 2166 was a national scandal of infamy, and the entire nation sought the maddened thing. The cybernetic supervillain switched chips and started going after military bases, burning many to the ground — some of the bases were involved in the development of particle beam weapons, military robots, and faster-than-light drives.

For the last six months the robot has not shown up anywhere in the world, and is believed to be readying itself for a massive offensive somewhere in the northern hemisphere.

Tactics/M.O.: 2166 will use his long-range auto-cannon on all targets with great speed. He will first try to take out any opponent who can fly — this will insure a safe retreat if he seems to be losing. Once the fliers are out, he will start to pick off any technologically based opponents. If any of his opponents enter a ten inch radius area around him, he will fly at maximum speed and plunge into them. If they are still standing after this attack, he will hover at a safe distance off the ground and will drill the opponent with cannon fire.

Personality/Character Traits: The robot has no personality, and the only notable character traits are straightforwardness in all actions and inhumanity. He will use anything from children to old ladies to ensure escape, to succeed in his mission, or to keep the police and/or vigilantes away. All attempts to talk to the robot have ended with it repeating the same message: *'Sumanh ear ccnera to hte laxagy!'* which translated, if this is ever possible, means 'Humans are cancer to the galaxy.'

2166

Identity: Unknown

Side: Evil

Age: ?

Sex: ?

Level: 2

Training: Accuracy

Powers:

1. Robotic Body: 56% human appearance, +10 Strength, 1% per point of damage chance of short-circuiting, and x4 weight.
2. Special Weapon: Auto-cannon: Range = 900 inches, Damage = 3d10 +4 to hit.
3. Flight: Anti-gravity device: PR = 1 per hour of flight, Maximum speed is 625 mph (2750 inches), hyperflight 62.5 x speed of sound.
4. Heightened Endurance A: +14

Weight: 1000 lbs.

Strength: 25

Agility: 9

Charisma: 13

Reactions from Good: -1

Damage Mod.: -

Accuracy: -

Carrying Cap.: 9062 lbs.

Movement Rates: 59 inches ground, 2750 inches air

Detect Hidden: 10%

Inventing Points: 1.1

Basic Hits: 20

Endurance: 25

Intelligence: 11

Hit Points: 100

Evil: +1

Healing Rate: 14

Power: 70

Basic HTH: 2d10

Detect Danger: 8%

Inventing: 33%

Origin & Background: 2166 is a cybernetic creature from the distant future seeking out and destroying installations and people which will become imperative in a war that might be fought, several hundred years from now. 2166 can only pass as a human if seen in the dark, and while the robot is wearing clothing. The cybernetic robot stands six feet high, and has two massive arms, two skeletal legs, and a shiny, metallic head. From his chest fires a rapid-fire autocannon with enough ammunition for any lengthy battle.

The robot will be designed in the year 2345, and it was sent through a time warp into our time in search of people and articles which would be important to winning a war. It is unknown exactly what the outcome of this war will be, or what the sides are, but it is known that 2166 is against mankind and considers the entire species to be little more than 'breeding cattle.'

HARPY

Identity: Karen Lee

Side: Evil

Age: 35

Level: 3

Sex: Female

Training: Charisma

Powers:

1. Animal Control: Can control up to 10 Hit Points of vultures.
2. Animal Powers: -2 Strength, -2 Endurance, +4 Agility. Wings: Natural, PR = 1/hour, +3 Agility, Max. Speed = 275"/turn
Natural Weaponry: Claws for +2 to hit, +4 damage.
Heightened Intelligence A: +14

3. Sonic Attack: Range = 30 inches, PR = 1, Damage = 1d12, chance of 1% per point of damage caused of shattering an item (see rules, page 17).

Weight: 135 lbs.	Basic Hits: 3
Strength: 10	Endurance: 8
Agility: 17	Intelligence: 23
Charisma: 11	Hit Points: 5
Reactions from Good: —	Evil: —
Damage Mod.: +3	Healing Rate: .6
Accuracy: +2	Power: 58
Carrying Cap.: 122 lbs.	Basic HTH: 1d4
Movement Rates: 35 inches ground, 275 inches flying	
Detect Hidden: 16%	Detect Danger: 20%
Inventing Points: 2.3	Inventing: 69%



Origin & Background: Karen Lee was born to a poor family that lived along the Songhua River in China. Her family rejected her at infancy due to her massive deformities. Karen's father took her high into the mountains and left her for dead. She was found by chance by a great vulture who had just lost her young through a mishap and, by some freak of nature, the vulture accepted Karen Lee as her own and raised the infant. Karen Lee grew, and her mutation developed with her growth. By her seventh birthday she had developed a pair of wings with a span of over twelve feet, a screech that could shatter glass, and heavy claws on her feet that could rip open the belly of her prey.

One day, while Karen was hunting, she spotted a strange structure which turned out to be a Catholic monastery. After frequent visits, she was finally talked into staying there to learn about the human world. At first she rebelled against such strange ideas, but later she grew hungry for technology, social orders, and philosophy. The monks, not knowing her real name, called her Karen Lee. She was content to live her life at the monastery and the quiet countryside around her new home.

While Karen was out on one of her daily hunting flights, she spotted a small caravan of wagons. Being curious, she flew down to the lead wagon to greet the driver. But, the driver quickly developed other ideas. Seeing her unique nature, he persuaded her to look over his wares and took her offguard in an attack to enslave her. Karen Lee slowly changed over the years of her slavery and imprisonment — after being beaten often, physically assaulted, and tortured. She finally escaped, killing her master and a half dozen others who got in the way of her escape. Fearing the wrath of God and the local villagers, Karen Lee took off on a long flight. This excursion led her first to Japan, then to Hawaii,

and finally to the United States. All along the route she was forced to rob and steal to survive; her long years of captivity had somehow destroyed her hunting instincts.

Tactics/M.O.: The Harpy will attack first with her Sonic Blast at all opponents who approach within a 15 inch radius. She will also call upon her summoned vultures to attack and confuse her enemies. As they approach her, she will take flight to put distance between herself and her opponents. If this is not possible, and one of her adversaries closes with her, she will use her talons in double attacks to try to knock out her foe. She will act in a frenzy if anyone attempts to lay hands on her (i.e. grapple, pinning her, even HTH attack), and will begin to screech loudly and strike out with her talons in fury. During the Harpy's furious attack, she will try to perform a special attack to her opponent's throat, eyes, or heart (see rules applying to Special Attacks). If a battle is going against her, she will try to fly away, and if this is impossible, she will be forced to involve innocent people. She will shatter windshields, building windows, and even masonry to try to force her opponents to give up their pursuit of her to save innocent bystanders. During this confusion she will continue to flee and will use her summoned vultures as a secondary diversion.

Personality/Character Traits: Only the ghost of Karen Lee continues to exist. The Harpy now runs her life. The Harpy is forever in a battle between right and wrong, survival and justice. The Harpy hates killing and stealing, but she is forced into it repeatedly by her own inability to fit into modern society. She also has deep hidden feelings about her captivity/slavery — the mere thought of going back into a cage drives her completely crazy. She will have flashbacks of her beatings, whippings, etc. from her life as a slave. These memories are too horrible for her to even think about, and most of all, to bring herself in to face punishment for her crimes; she couldn't live in prison, she would rather die.

HEADHUNTER

Identity: Otinka	Sex: Male
Side: Evil	Level: 6
Age: 29	Training: Agility

Powers:

1. Special Weapon: Head-axe: +4 to hit, HTH +1d8 damage.
2. Heightened Agility A: +12
3. Heightened Endurance: +7
4. Absorption: Powers and Memories are absorbed. The Headhunter absorbs all Powers and memories from his victim, but to gain these he must have that victim's head hanging from his waist. No more than four heads can be hung on his belt at any one time. As long as the head is carried, the powers and memories of that victim will be at the disposal of the Headhunter. At the present time, Headhunter has these heads on his belt:
 - 1) Ronald Freeling: Bishop in CHESS. Thorough knowledge of CHESS operations and all of its activities, no powers.
 - 2) Charles Bells: Nuclear physicist, complete knowledge of physics and physical sciences, major collaborator in a think tank for the US Army and United Space Frontiers, the first hyper-warp spaceship for CHESS, no powers.
 - 3) Masher: Vigilante with Heightened Strength B (+25) and Heightened Endurance B x 2 (+42). Change the Headhunter's stats to: Hit Points 361; Power 142; Carrying Cap. 7396 lbs.; HTH 2d8; Movement 128 inches; and Healing rate 9.5/day.
 - 4) Pulsar: Vigilante with Power Blast (PR = 1, Range = 17", Damage = 1d20), Flight (PR = 1/hour and Maximum Speed is 1254 inches/turn), and Invisibility (PR = 1/hour, attackers are -1 to hit while he is invisible and he is +1 to hit them). These powers have been figured using Headhunter's normal attributes, any enhancement because of some new absorption must be calculated in manually by the Gamemaster.

Weight: 211 lbs.	Basic Hits: 4
Strength: 15	Endurance: 19
Agility: 27	Intelligence: 14
Charisma: 11	Hit Points: 48
Reactions from Good: -1	Evil: +1
Damage Mod.: +3	Healing Rate: 2.5
Accuracy: +5	Power: 75
Carrying Cap.: 557 lbs.	Basic HTH: 1d8
Movement Rate: 61 inches ground.	
Detect Hidden: 14%	Detect Danger: 10%
Inventing Points: 0	Inventing: 42%



Origin & Background: Otinka belonged to one of the few remaining cannibalistic societies on Earth, and his home was in the inaccessible regions of Borneo. During one of his raids against a local tribal foe, he found the remains of a rather large looking humanoid. The corpse was half-rotted, but the figure looked strangely 'god-like.' Thinking he had found a god that had fallen from the sky, Otinka rushed back to his village with the prize of the being's head. That night, Otinka decided to consume the brain of the god, while he was drunk, and hoped that the wisdom of the creature would be distilled in his soul.

The brain that Otinka consumed was not that of a god, but that of a supervillain with incredible mental powers — the origin of this villain remains unknown, however. The consumption of the brain caused Otinka to go insane. His tribe sought to kill him, but they ended up on his table instead. The cannibal's infamy grew rapidly in the backwater communities of Borneo and he was soon falsely depicted as being thirty feet tall, gruesome and man-hungry! Otinka did gain certain inhuman abilities from the brain. He found that whatever heads hung along his belt would grant him the powers and knowledge held by that person in life. Otinka also found that he could use his head-axe with incredible accuracy and deadliness. As far as he was concerned, he was now invincible — he was a god!

As the years passed and the number of small villages declined, the government of Borneo sought aid from the United States to quell the murdering monster's activities. The US, in compliance with this request, sent three superheroes to battle the man known as Headhunter. The three heroes disappeared into the woods and were never seen again. However, only months afterward, the Headhunter soon started to raid nearby countries — his powers were growing. Headhunter, using the knowledge, memories and powers of the three superheroes, grew to be a very nasty villain. It is now believed that the Headhunter also has obtained various other heads that contain immense knowledge of the world and its security organizations.

Combat Tactics/M.O.: Headhunter will attack according to his knowledge and the Powers that he currently possesses. With the heads now on his belt, he will usually attack from a distance with his Power Blast, and he will try to remain invisible throughout combat. Each time he is discovered, he will spend one entire action on movement, trying to disorient and confuse his enemies about his location. When his attackers engage in Hand-to-Hand combat, Headhunter will switch his tactics and begin to clobber his opponents with his head-axe. The opponents who are knocked unconscious will then receive a Special Attack, which if successful, will sever their heads from their bodies.

If the Headhunter makes a Special Attack vs. the victim's neck and rolls damage of at least ½ of his maximum damage potential, the head will be his. In case the battle turns against Headhunter, he will flee while invisible and seek a hiding place near the battle. Later, he will terminate a local resident to gain information about the locale and the events of the area.

Personality/Character Traits: The Headhunter is a crazed, homicidal maniac living on the fears and lusts of other beings. Many supervillains envy this man and wish to side with him, but stories of his eating habits and what he does to his 'comrades' usually turn such villains away.

KILOTON

Identity: Krukk Olt

Side: Evil

Age: 3^d

Sex: Male

Level: 5

Training: Strength

Powers:

1. Heightened Strength B: +21
2. Heightened Endurance B: +21
3. Size Change, Permanent: x3 Height and x27 Weight Factor
4. Special Weapon: Huge Laser made of 40,000 lbs of collapsium (SR = 20); +4 to hit, +3d10 damage, Range = 100 inches. As a club the laser is +2 to hit, HTH + 4d10.

Weight: 5400 lbs.

Strength: 37

Agility: 1

Charisma: 17

Reactions from Good: -3

Damage Mod.: -3

Accuracy: -6

Carrying Cap.: 182,790 lbs.

Movement Rate: 237 inches ground (53 mph)

Detect Hidden: 12%

Inventing Points: 6

Basic Hits: 108

Endurance: 34

Intelligence: 10

Hit Points: 299

Evil: +3

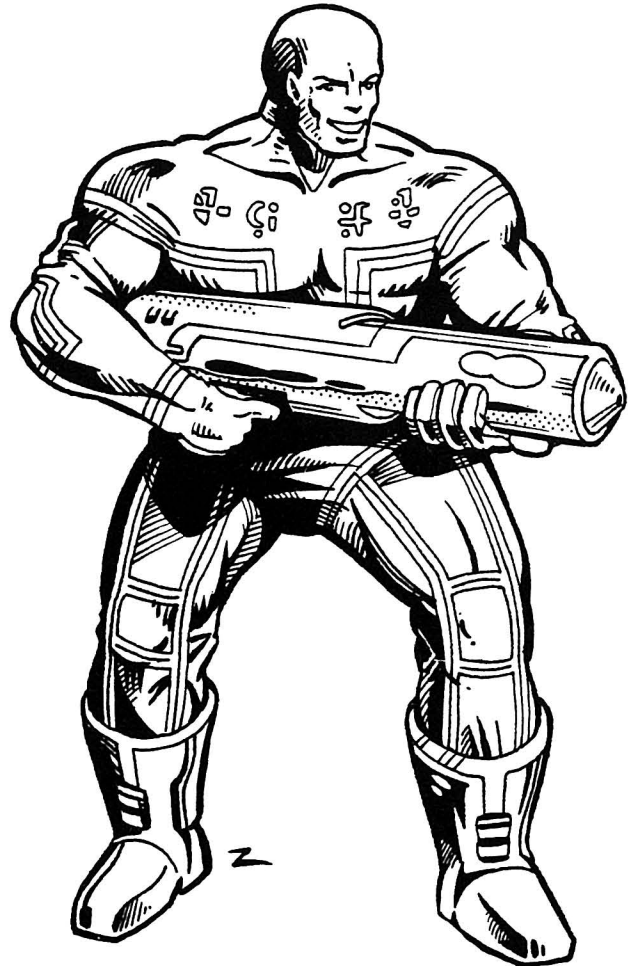
Healing Rate: 118

Power: 89

Basic HTH: 6d10

Detect Danger: 8%

Inventing: 30%



Origin & Background: Krukk Olt was born on the planet Naylor, a prison planet. Krukk was the child of two prisoners on the planet. For this reason, Krukk Olt is a villain by circumstance rather than by

choice. Naylor is a planet some 125 light years from Earth and it has a gravity of over 3g's. Because he was born and raised there, Krukk was gifted with immense strength. As he grew up on the prison planet, he became involved with a sport called 'Hoofball' which is played by riding a giant elephant-like beast and trying to shoot (literally) a large armored ball with a blaster. Krukk soon became the planetary champion and was heralded as being the best hoofball player in the galaxy. Because of this he was pardoned (for his parents' crimes) and set free to play hoofball in the Intergalactic Hoofball League. During his first five years in the league, Krukk was the best hoofballer in the galaxy, but like all things, he soon burned out and fell on hard times.

After being released by his team in the IHL, he travelled with a circus company called 'Stardom & Bailey.' There, he got involved in petty crimes. Soon, because of his massive strength, he became the rub-out man for the leading syndicate in the galaxy.

Just as life was returning to comfort and ease, a police dragnet caught Krukk and his cohorts and they were sentenced to life in prison or a deep space cruise aimed out of the galaxy. Krukk chose the latter.

During his imprisonment in the space cruiser Krukk found his body lengthening due to the effects of such long term space travel in the absence of gravity. Soon he towered more than twelve feet taller — he stood twenty-one feet tall at the end of his voyage.

The ship arrived in orbit around a small blue orb, and was rescued by a bunch of super-powered heroes. Life on Earth meant a new beginning for the old hoofballer. The absence of aliens on Earth and proper facilities for his lifestyle led Krukk back to the crime scene. After being connected to several kidnappings and assaults, he was put on the Most Wanted List — this action was initiated by a group of politically oriented people who were intolerant of aliens and mutants.

Tactics/M.O.: Kiloton, the name given to him by the Boss, attacks only in defense and to protect his interests. Kiloton obviously uses his large blaster to shoot opponents down. If anyone is foolish enough to get within melee range, he will use his laser as a club and beat that foolish foe over the head with it. Kiloton will shoot all opponents who appear to be the strongest among his foes, or he will first choose to fire upon that enemy who appears to be the fastest. During any melee, Kiloton will not speak and will follow orders obediently from his leaders. If cornered, without anyone in command, he will relax and appear to give up, only to thrash violently and smash everything in sight in a sudden burst of renewed activity.

Personality/Character Traits: Kiloton is a shy and hidden being, and he will talk only under unusual circumstances. When he does speak, his voice is strong, but stuttered and very childish. It will also be apparent that Kiloton is not very well educated about Earth, or his own society. He is very suspicious of other people so that kindness will be the cause of bewilderment and confusion. Kiloton will not respond to compassion, love, or tenderness since he has never experienced these emotions. Beautiful women will cause Kiloton to become quite bashful: he will also never hurt women or children.

Kiloton appears to be a large, handsome human except for his orange skin and lack of hair. He has massive muscles, bright green eyes, and a childish smile.

KING

Identity: None

Side: Evil

Age: 120

Sex: Male

Level: 3

Training: Intelligence

Powers:

1. Heightened Intelligence A: +11
2. Heightened Strength B: +20
3. Heightened Endurance B: +20
4. Heightened Agility B: +18
5. Natural Weaponry: +3 to hit, +6 damage
6. Heightened Sense: Acute touch sense acts as Weakness Detection; +4 to hit.
7. Speed Bonus: +70 inches to swimming

Handicap: King has gills and will not be able to breath air directly. If stranded on land, he will lose 4 point of power per turn.

Weight: 2000 lbs.

Strength: 33

Agility: 28

Charisma: 13

Reactions from Good: -1

Damage Mod.: +3

Accuracy: +5

Carrying Cap.: 4089 lbs.

Movement Rate: 161 inches swimming

Basic Hits: 40

Endurance: 30

Intelligence: 12

Hit Points: 153

Evil: +1

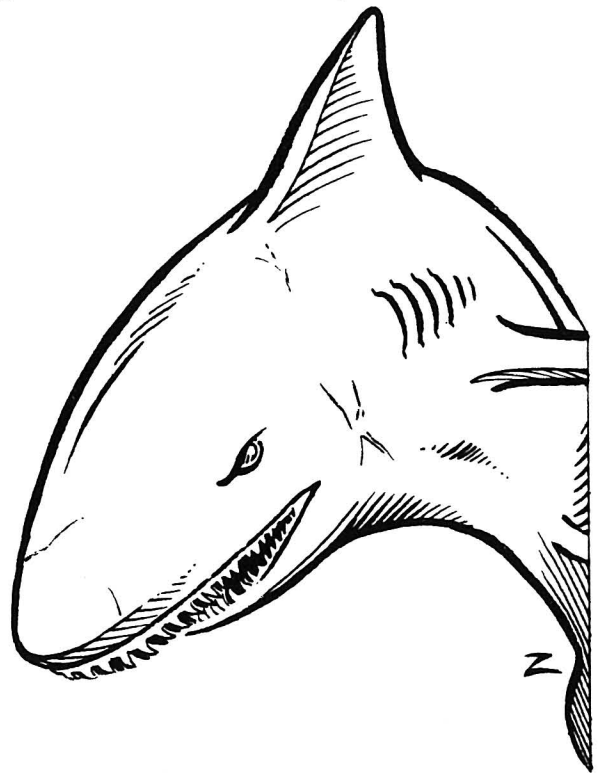
Healing Rate: 4.5

Power: 103

Basic HTH: 2d8

Detect Hidden: 14%
Inventing Points: 3.6

Detect Danger: 10%
Inventing: 36%



Origin & Background: The King was the first great white shark that had ever been caught and kept alive in captivity for more than a few hours. The great white shark was housed in the Florida Institute for Oceanographic Research. After spending several years in his two million gallon aquarium, the Institute fell upon hard times and was forced to sell the shark to the California Medical Advancement Center. This clinic wanted the shark for a series of tests that would heighten the creature's vitality and life potential.

The operation performed by the center was tremendously successful. The great white recovered quickly and showed great improvement in Strength, Endurance, Agility and senses. Later, in the same year, a scientist proposed a plan for the installation of a cybernetic micro-computer in the shark's brain to create intelligence. Because of the controversy around such an operation, the news media were censored on the progress of this plan and barred from meetings and the planning of the operation.

This second operation was a greater success than any of the scientists had anticipated. The shark instantly began to communicate with his captors by swimming in patterns and moving his huge body. At first it seemed that the shark enjoyed the experiments and the publicity surrounding it. However, the scientists began to interpret more and more of King's body language and to understand that the shark was not signalling for attention, but rather was trying to communicate that it hated captivity and that it vowed to murder every person associated with its imprisonment. The shock of this translation made several of the scientists very nervous. They were finally removed from the center when reports circulated of their plans to kill the shark. It was only discovered several years later that three of the expelled scientists had returned at night to finish off the shark, but were never seen again as they became dinner to the powerful great white — the King.

The medical center, after completing all of their tests, returned the shark to its original owners in Florida. After only three days in its new home, the shark escaped from its tank and managed to wriggle to a sewer access. Once within the fetid underground sewer system, it made its way to the Gulf of Mexico and out into the cold ocean. After the escape, it was assumed that the shark would return to the normal lifestyle of the great white. Soon the battery in the cybernetic computer would run dry and the shark would revert to being a normal shark. But, these assumptions all underestimated King. Once he made his way to the deep ocean, he made plans to keep the cybernetic implant functioning. Using his backlog of knowledge of the sea, the King synthesized a chemical that stimulated his brain, doing away with the need for the implant.

Once the King has provided for his continued permanent intelligence, he diverted his energies to the vengeance he had sworn on mankind, and the scientists in particular. At first he took revenge on

fishermen by smashing their small trawlers and eating their struggling bodies. As he grew more confident, he began to take on larger targets. His last, most daring attack was against the U.S.S. Defiant, a light battlecruiser. While the ship was on standard maneuvers in the Atlantic Ocean, the King used his great strength and attacked the ship's hull. After biting through the hull, it made several flying leaps onto the deck, knocking sailors into the water, and into the jaws of waiting sharks. The King did not leave the battle with total victory. The ship launched several torpedoes, with at least one hitting the great white and hurting him severely. For the last year nobody has heard anything from the King. However, several nations have reported spotting a great white shark cruising off vacation beaches and matching the King's description.

Tactics/M.O.: The King will first approach his enemy from below and rub against him. His skin is so specialized that it will detect all weaknesses of the person, and will give the King a +4 to hit bonus. After side-swiping his opponent, he will circle back and try to attack from the rear with a Special Attack to the legs. Aside from the normal possible damage, there is a 1% chance per point of damage done that the legs of the victim will be severed by the bite. If the shark is successful in biting off the victim's legs, he will let his adversary bob there in horror while the King goes off after other enemies. If his adversary attempts to fly above the water and hunt him from above, the King will try to launch himself up to that adversary. If this fails, he will simply dive to a depth where it will be impossible for his foe to attack him with any effectiveness. The King will never attack or fight in waters less than 100 feet deep, if at all possible.

Personality/Character Traits: Being a fish makes it impossible to totally explain or understand the creature's personality. It does seem to enjoy scaring people. In all attacks it will slowly stalk its prey and play with that prey. If the target is known to be harmless and fragile (sailboat, fishing trawler, etc.), the shark has been known to glide up along it and match speeds with the vessel. It will veer with the boat and eye the crew and people on board with cold, evil eyes. At the very last moment it will sink beneath the surface, out of sight, and rise out of the water so that its dorsal fin razors the surface. It will pour on the steam and smash into the target. The King has also been seen training and teaching other types of fish, and it is believed that the shark is growing more intelligent as time goes on. Either way, the shark is very dangerous and knows it — and it loves knowing it is king of the oceans.

LIFEGUARD

Identity: Brian Soo

Side: Evil

Age: 34

Sex: Male

Level: 5

Training: Endurance

Powers:

1. Revivification: PR = 25, Range = touch, once in seven days, 100% chance of reinstating life in a dead body, -10% per day after death to the chance of success, and it requires 1d10 rounds. Revived characters receive x2 Endurance score in Power and one day's worth of healing.
2. Regeneration: 2 points per turn, takes an action to perform, and cannot regenerate Sonic damage.
3. Paralysis Ray: PR = 7, Range = 36 inches, successful shot causes unconsciousness.

Psychosis: Fears and despises nuclear weapons — will go to any lengths to attempt to destroy these weapons.

Weight: 171 lbs

Strength: 12

Agility: 13

Charisma: 10

Reactions from Good: -

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 300 lbs.

Movement Rate: 43 inches ground

Detect Hidden: 10%

Inventing Points: 5.4

Basic Hits: 4

Endurance: 18

Intelligence: 14

Hit Points: 16

Evil: -

Healing Rate: 2

Power: 57

Basic HTH: 1d6

Detect Danger: 14%

Inventing: 42%

Origin & Background: Brian Soo was one of the selected few lifeguards to manage the busiest beach in all of America. He was chosen third in a contest for the best lifeguards in the US. His job was simple, he had to protect several thousand people from the ravages of the shallow waters, undercurrents, etc. This included rescuing drowning people, saving young children from the depths, and seeing that sea predators like sharks did not interfere in the fun of the swimmers. Brian Soo's life was full of heroic and miraculous saves, and he was



credited with saving hundreds of people. His record showed that he had even brought people back from the dead — some dead as long as several days! Brian Soo was a life-giver.

On one of his inspections along his assigned beach, he rescued a young man from the water. Upon completing mouth-to-mouth resuscitation, he was approached by a hooded figure. The hooded man explained that he was the brother of the boy Soo had just saved and that he wished to repay him for his service. The man said that one day, in the future, he would be called upon to save the life of a leader. If this leader was saved, a great war would consume the Earth and man would return to barbarism and animal savagery. The strange figure went on to say that Soo would recognize this leader because of a crooked cross on his chest. At the time, Brian Soo laughed this off, thinking to himself that the weird man was just another strange beachcomber with an odd sense of humor.

Life went on as normal for several years. Brian Soo's fame grew and grew. His heroic actions were soon portrayed in movies and in books. He was invited to appear on late night television shows where he spoke in front of millions of viewers. He also spoke before thousands at rallies against drunk driving, against war, and against famine. One day, while he was flying back home, he was approached by two men dressed in dark suits. These men asked him to accompany them on an urgent life-saving trip. Soo agreed and was taken from his commercial plane to a military jet and then flown to a hospital near Washington D.C. He was then quickly escorted to a local hospital to find himself in an operating room. Lying on the table was the Secretary of Defense of the United States. The man had been shot, and even after surgery the doctors knew that the Secretary was dying. The agents wanted Brian Soo to use his special powers to revive the dying man. Brian, at first, readily agreed and proceeded with his ritual. But, upon examining the body, Brian found that the surgery had created a crooked cross incision on the man's chest. The memory of the black cloaked man drifted back to him and he remembered the final warning.

After refusing to revive the Secretary of Defense, he was branded as a communist spy and a traitor. In almost one day he had gone from being the most loved and honored man in America to being the most hated and despised. Brian Soo found his house burned and destroyed, his family beaten and abused, and his life wracked with continual threats and insults. Finally, he cracked and was sent to a hospital for psychological tests. Four months later he escaped and has been on the run ever since.

Tactics/M.O.: Lifeguard does not mess around. He dislikes fighting and even denounces those who engage in combat. If at all possible, he will not fight or even seek a confrontation with opponents. But, he is also set in his ideas and about his actions. If he is interrupted in his operations, he will use his Paralysis beam on the attacker. He will never intentionally cause harm to a person, nor will he continue to inflict damage on anyone once they are unconscious. Lifeguard's only purpose now is to bring life to those people who fight for freedom and the pursuit of righteousness — this sometimes leads to the reviving

some very 'Wanted' people. Lifeguard's secondary purpose is one that he is totally devoted to: the total destruction of the nuclear arsenal. All of his attacks are against nuclear silos or installations performing research on nuclear weapons construction. His last known whereabouts was in New Mexico near the White Sands Nuclear Test Zone.

Personality/Character Traits: Lifeguard is a very stubborn and emotional man when it comes to war, nuclear armament, and death. On other subjects he is like most other people. He is not like most supervillains who parade around in strange costumes or disguising their goals in strange or transparent paradoxes. He has been on TV several times, expressing his ardent hatred of nuclear arms and his fight to rid the world of them. He feels that politics are too slow and that a little action is the only way to start things rolling. He will never accept that his actions have been criminal. He believes that he is a fighting patriot of nuclear disarmament.

MANSLAUGHTER

Identity: Charlie Looper

Side: Evil

Age: 27

Powers:

1. Special Weapon: High-powered chainsaw: +3 to hit, HTH + 1d12.
 2. Willpower: He can ignore pain and does not roll for normal unconsciousness until he is brought to 0 Power.
 3. Heightened Strength B: +27
 4. Heightened Attack: +5 damage
 5. Heightened Endurance A: +14
 6. Heightened Charisma B: +23
 7. Mutant Power: If he can withdraw himself from the view of his pursuers, he can eliminate their chances of finding him to 0.
- Physical Handicap: Extremely ugly — disgusting to look at.

Weight: 245 lbs.

Strength: 42

Agility: 10

Charisma: 33

Reactions from Good: -6

Damage Mod.: -1

Accuracy: -

Carrying Cap.: 9,370 lbs.

Movement Rate: 76 inches ground.

Detect Hidden: 6%

Inventing Points: 1

Basic Hits: 5

Endurance: 24

Intelligence: 6

Hit Points: 44

Evil: +6

Healing Rate: 3.5

Power: 82

Basic HTH: 2d10

Detect Danger: 11%

Inventing: 18%



Origin & Background: Charlie Looper was a very withdrawn child, and his parents protected him fiercely and prevented him from associating with other people. Throughout the first fourteen years of his life, Charlie was kept within his room at home as much as possible. His parents gave him everything he could want, except human companionship. He was even kept out of school until the local authorities removed Charlie from his parents' care.

In the care of the state, Charlie soon began to blossom as a human being. On his sixteenth birthday he was sent off to summer camp. During that summer, Charlie grew in both personality and strength; however, a mishap at the swimming pool ended his growth permanently. Charlie tried to dive into the pool head first, but the pool was very shallow and he critically injured himself. Luckily, he did not suffer a spinal injury, though he did severely mangle his body and face. He became so ugly that he was forced to run away from the reaction of others to his appearance. Being socially withdrawn and of a child-like mentality, Charlie returned to the only place where he had ever known love and warmth.

For the next ten years, Charlie stayed in the rural country near summer camps. His ugliness always denied him the opportunity to share in the fun of the children there. Soon the rumor of the 'beast-man' of the woods had the local authorities searching for him. They found Charlie Looper living in the backwoods and working for a logging company. After cornering him in his cottage, they forced him into a position where he would have to accept their physical abuse or fight his way out. With more than twenty years of abuse under his belt, it wasn't hard for Charlie to go into a rage in this position. He grabbed his high-powered chainsaw (from his logging job) and made mincemeat of the local hillbilly police department. The final threads of humanity slipped away and Charlie slipped away with them as Manslaughter emerged into stark reality.

For the next several years the local summer camps had to be very carefully watched. More than once a camp was found bloodied and destroyed by this murderer. The stories of his atrocities began to spread through the country and movies were even made about this hideous creature. Though Hollywood exaggerated his abilities, it was true that Manslaughter could take a great deal of pain before being knocked unconscious. It was even reported that on one occasion, Manslaughter had been shot twelve times, stabbed sixteen times, and electrocuted, but still had enough spunk in him to kill five teenagers.

Tactics/M.O.: Manslaughter first sizes up his enemy. It is unknown if he does this to learn of their attack methods or is just too shy to engage in combat initially. It does appear that Manslaughter is attracted by his female opponents, before his male enemies. He will always have something covering his face, usually some form of a mask. The mask will always be different, sometimes it will be a crude, hand-made mask from a grain sack, while other times he may wear a Halloween mask or a hockey goalie's mask. It isn't fully understood why he wears different masks at different times — but it has been hypothesized that he is playing some strange, childish game. After building up enough courage, Manslaughter will walk silently toward his foe. He will not become distracted from his goal. Other attacks will not slow him down or turn his attention from his intended victim. If his victim begins to flee, he will attempt to catch the victim. If it becomes apparent that the intended victim can outrun him and will escape, he will then turn his attention to the closest moving object (living or non-living). Manslaughter will never talk and will only make loud breathing noises if questioned or spoken to. If battle is going badly for him, he will turn and attempt to run to find cover. It seems that once he is alone, he can make a clean getaway.

Personality/Character Traits: Manslaughter is a queer and sad case of social negligence. His mind is that of a hot-blooded, deprived boy. Rejection is seen by him as a serious crime, punishable by death; while life is nothing more to him than something that was forced upon him.

MASTER ZERO

Identity: Ichabod Zynciskiski

Side: Evil

Age: 34

Sex: Male

Level: 6

Training: Agility

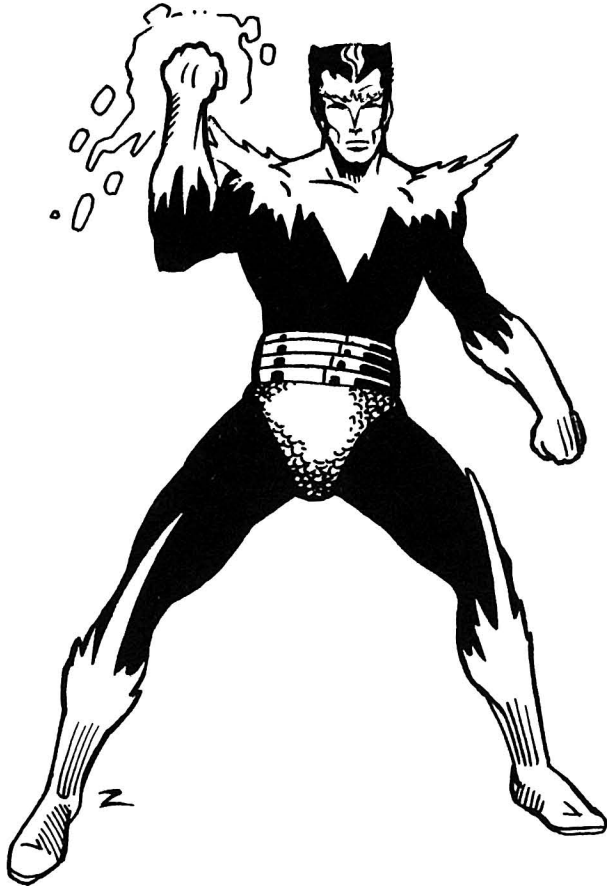
Powers:

1. Mutant Power: Radiates temperatures of absolute zero in a five inch radius. All living targets within range must save as Death Touch or be literally frozen solid. All liquids will freeze within one turn, and all solids within 1 turn x Structural Rating and they will become so brittle that they will easily shatter.
2. Ice Power: PR = 5, Range = 5 inches, 1d12 damage, forms armor by expending movement (one inch of movement for each point of armor, see rules on page 13).

Weakness: Fire does twice normal damage to Master Zero.

Weight: 165 lbs.
 Strength: 10
 Agility: 18
 Charisma: 12
 Reactions from Good: -1
 Damage Mod.: +2
 Accuracy: +3
 Carrying Cap.: 192 lbs.
 Movement Rate: 42 inches ground.
 Detect Hidden: 10%
 Inventing Points: 1

Basic Hits: 4
 Endurance: 14
 Intelligence: 14
 Hit Points: 12
 Evil: +1
 Healing Rate: 1.2
 Power: 56
 Basic HTH: 1d4
 Detect Danger: 14%
 Inventing: 42%



Origin & Background: Ichabod was a soldier in the Russian Army who served on a base very close to the north pole. He was content with his life as a mere guardsman in his nation's military. The pay was marginal, but the chance to improve himself and the power that could be gained in the army was the major cause for his consistent re-enlistment. While on a routine patrol near the ninety-third parallel, a white hole (an anti-blackhole) the size of a pinhead zipped through the Earth's crust. This cosmic event centered near the military patrol and caused many mutations. Scientists later found polar bears with strange shells, fish with webbed feet, and otters with true intelligence. One other strange mutation manifested itself in Ichabod Zynciskiski. He found himself able to bear any cold and also found that by the mere power of thought, he could cause all objects around him to freeze so cold that a mere touch could cause them to shatter into brittle shards. The Soviet Union immediately wanted this man for study, and after refusing to pay him millions of rubles for his cooperation, they learned what it was like to really have a bitter winter. Ichabod became Master Zero, the commander of the ultimate cold. The only thing that stopped him from taking over the entire Soviet empire was the flame throwers employed against him in the final battle.

After escaping the Soviet victors of this encounter, he sought asylum in America. The USA accepted the man in hopes that they could later use him to undermine the Soviets. But, American authorities also soon learned not to mistreat Master Zero as, only three months after he was granted asylum in the US, he tried to take over the government of his new country. The superhero Fireflash put a quick end to the attempted coup.

Presently, Master Zero is in hiding somewhere and is planning further coups or takeovers.

Tactics/M.O.: Master Zero will always have 100 points of Ice Armor when he enters combat. Even when he is attacked by surprise, he will

have at least 50 points of armor built up. He will usually attack with his Ice Powers as a ranged attack, until his opponents close to within five inches. When more than two of his enemies have closed to such a range, he will throw up his Mutant Power and cause all within that zone great numbing cold. He will never use his Mutant Power if only one foe is within his range — his hopes are that one enters and is not attacked in this fashion, others may assume his Mutant Power is not working and will also attempt to attack him close up. Master Zero will keep regenerating his Armor and will keep firing his Ice Blasts, hoping to imprison characters. Opponents who use fire will always get the first brunt of his attacks. He will even try to ambush these foes and use his mutant power to kill these fire brandishing fiends!

Personality/Character Traits: Ichabod/Master Zero is a power-hungry individual whose ultimate goal is world domination. His heroes are Adolf Hitler (despite Ichabod's Russian background), Napoleon (again, despite his Russian upbringing), and Alexander the Great. In his hunt for power, he has made many pacts with different evil groups and has hired hundreds of assassins, mercenaries, and drifters to serve in his Legion of Cold.

MIND MAULER

Identity: Shadon

Side: Evil

Age: 31

Sex: Female

Level: 8

Training: To Hit

Powers:

1. Astral Projection: PR = 12, Flight at 11 miles per turn, can pass through solids without harm, may become invisible at will, while in projection mode the character's body is in a coma (see rules, page 10). Other powers can work in conjunction with this power.
2. Psionics: PR = 2, Range = 50 inches, Damage = 1d10.
3. Mind Control: PR = 20, Range = 2 inches, gains control of one other person's mind.
4. Heightened Intelligence A: +7
5. Weakness Detection: +9 to Hit.



Weight: 125 lbs.

Strength: 11

Agility: 11

Charisma: 7

Basic Hits: 3

Endurance: 10

Intelligence: 24

Hit Points: 9

Reactions from Good: +2
 Damage Mod.: +3
 Accuracy: +2
 Carrying Cap.: 177 lbs.
 Movement Rate: 39 inches ground.
 Detect Hidden: 22%
 Inventing Points: 17.5

Evil: -2
 Healing Rate: .75
 Power: 64
 Basic HTH: 1d4
 Detect Danger: 18%
 Inventing: 75%

Origin & Background: Shadon is from an alien race that lives around the star Sirius and has a culture and technology that is far beyond our own. These aliens have had hyperspeed technology for hundreds of years and their empire has grown to cover many light-years of space. Shadon was a research scientist on their fastest and largest scientific vessel. During a routine exploration tour to a neutron star, the vessel was accidentally flung into the midst of the star and was destroyed. Somehow, Shadon was preserved and set adrift in the near absolute zero conditions of outer space. There she floated, in an eternity of emptiness.

By luck, fate, or ill fortune, her body was found by the evil Emissaries (see later in this book). These demonic extra-terrestrials revived her and found that she possessed an incredible psionic ability. This was later found to have been the result of her mysterious preservation in the neutron star. By using subliminal suggestion, torture, and other brainwashing techniques, the Emissaries turned her mind from scientific study to evil usurpation.

Later, she was brought to Earth to serve as queen to the new regime which was to take over the planet. But, because of the presence of super endowed individuals, the takeover has been delayed. Shadon, now called Mind Mauler, has been conditioned to think of herself as the queen of Earth.

Tactics/M.O.: Those people who have been marked by the King of Earth will receive a visit from the queen. She will first approach her enemy and Detect their Weakness(es). At this time, she will make no contact and will be in her Astral Projection and Invisible form. Later, usually a few days, she will approach the person at some time awkward for them. She will attack characters while they are showering, using the bathroom toilet, or even while they sleep. Since she can travel quickly in her Astral form, and can pass through any material, she is almost unstoppable when seeking her enemies. Once she attacks, she will try to use Mind Control to cause her victim to simply drop all defenses and open his/her mind to her Psionic Blasts. She will also keep her victim from crying out or raising an alarm. Because she attacks in strange places and at bizarre times, her enemies never receive help from their comrades and will often be killed. If a companion of the enemy enters the scene and detects Mind Mauler in the room, she will still be Invisible and in Astral Projection form and will exit to await a more opportune time for another attack. Her motto is the old cliché — 'I always get my man (enemy)!'

Personality/Character Traits: Mind Mauler is still a very studious and research oriented person. She will take precise notes on her victims and possible enemies and will then categorize them into her personal files. When she attacks, she is forward and direct. She will never make cracks or jokes about the scenes she chooses for her attacks (i.e. rest-rooms). She considers her work necessary and will not take kindly to her lessers making fun of her operating techniques of attack or study.

MIRRORMAN

Identity: Herman Muller

Side: Evil

Age: 84

Sex: Male

Level: 6

Training: Strength

Powers:

1. Adaptation: As defense, PR = 1.
2. Heightened Defense: -4 to be hit.
3. Power Blast: Range = 13 inches, PR = 1 per use, Damage = 1d20.
4. Body Power: Skin is highly reflective, and all energy attacks bounce back (reflected) back on the attacker.

Invention: Youth Formula that is a special mixture of chemicals taken annually to regenerate his vitality.

Weight: 210 lbs.

Strength: 16

Agility: 18

Charisma: 10

Reactions from Good: -

Damage Mod.: +2

Accuracy: +3

Carrying Cap.: 536 lbs.

Movement Rate: 44 inches ground.

Detect Hidden: 8%

Inventing Points: 3.4

Basic Hits: 5

Endurance: 10

Intelligence: 9

Hit Points: 14

Evil: -

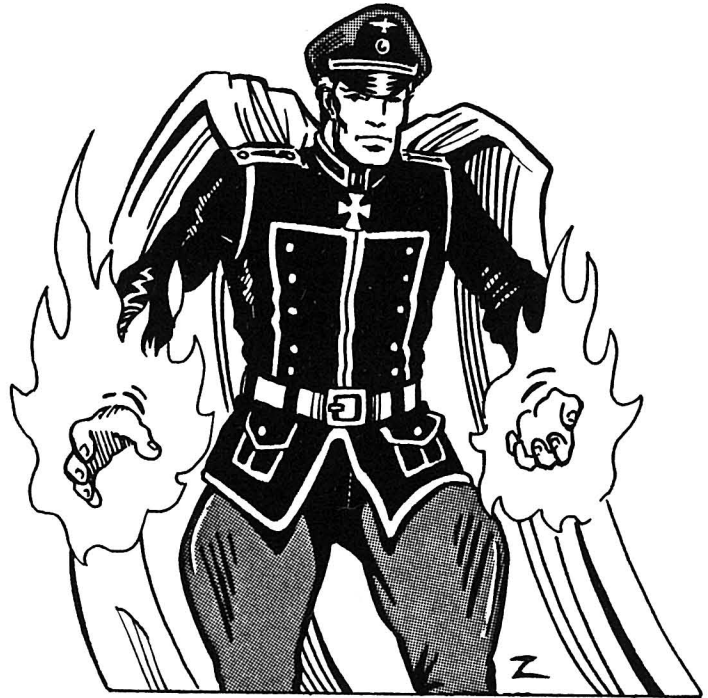
Healing Rate: 1.25

Power: 53

Basic HTH: 1d8

Detect Danger: 12%

Inventing: 27%



Origin & Background: Herman Muller was born August 23, 1904. As he grew up in Germany, he became involved with the Nazi Youth League. Over the years the Nazis grew in power and finally took over Germany. Herman Muller was then chief administrator of the Genetic Research Department. When the war started, he was moved into a secret laboratory, and given any number of subjects (humans) to perfect his theories of mutant possibilities. Over the years and the thousands of test subjects that he employed, Herman Muller perfected a serum that would give man the ability to withstand almost any environment. However, soon after the discovery, the war ended and the Nazis were forced into hiding.

Muller moved to Brazil and he set up a laboratory again to test more of his theories. By 1967, he had perfected a lotion, which when applied, made the person impervious to all types of energy attacks (i.e. fire, laser, light, particle beams, etc.). Herman Muller might have continued his hideous work if not for the War Crimes Tribunal which finally hunted him down in 1978 and put a final stop to his mutilating experimentation activities.

Herman Muller, however, did not die in the fire as had been believed by the Tribunal. He drank the potion of Adaptation and covered his skin with the lotion which made him impervious to fire. Mr. Muller then moved to the United States and is now somewhere in Idaho. He has changed his name to James Michel, and through the use of some chemical elixir, he has restored his physical condition to that of a man in his mid-twenties. It is unknown what he looks like since all pictures of him in his youth were lost during WWII.

Combat Tactics/M.O.: Mirrorman is both old and experienced. It is believed that he fought in World War II, and helped in several smaller wars over the last fifty years. He will always try to attack at night, and under the disguise of someone else. At first glance, his skin will not look unusual; but, if light or any energy hits him, his body will reflect the light and shimmer. Mirrorman will usually attack from a sheltered area, and attack with his Power Blast which appears to be spheres of red hellfire. If attacked with an energy beam or any energy weapon, Mirrorman's body will bounce the energy attack back on the attacker, causing normal damage plus any of Mirrorman's modifiers that apply. If attacked by physical weapons (hands, fists, bullets, rocks, etc.), he will try to subdue these attackers first. During all combat, Mirrorman will wear his old Nazi uniform unless he is surprised or ambushed — which is unusual because of his experience.

Personality/Character Traits: Mirrorman is the prototypical scientist who only wants what is due to mankind, and is willing to sacrifice any number of people — specimens — to get there. He is always trying to persuade others of their foolishness and to explain his grand theory of a perfect society wherein diseases are unknown and death is only a fairy tale. Mirrorman is very cool, calculating, and easy going. He will never show anger, resentment, or rage. This does not mean that he does not feel these emotions, just that he is always in control. When encountered and unprepared for combat, Mirrorman will try to ease the mood and gradually prepare for an attack. He is known to be a heavy smoker and beer drinker.

NOSPHERATUA

Identity: Chris Bontom

Side: Evil

Age: 23

Sex: Male

Level: 17

Training: Damage

Powers:

1. Absorption: Hit Points: not permanent, absorbs one point per point of damage inflicted.
 2. Natural Weaponry: +2 to hit, +4 on damage in unarmed HTH combat.
 3. Heightened Charisma: +15
 4. Heightened Endurance: +12
 5. Transformation - Shapeshifter: Can turn into a bat (use falcon stats), a wolf, or a mist (treat as being non-corporeal). PR = 0, and an action to change back and forth.
 6. Invulnerability: 15 points.
- Special Requirement: Must drink human blood.

Weight: 200 lbs.

Strength: 15

Agility: 12

Charisma: 20

Reactions from Good: -3

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 587 lbs.

Movement Rate: 52 inches ground

Detect Hidden: 10%

Inventing Points: 0

Basic Hits: 4

Endurance: 25

Intelligence: 12

Hit Points: 21

Evil: +3

Healing Rate: 2.8

Power: 64

Basic HTH: 1d10

Detect Danger: 14%

Inventing: 36%



Origin & Background: Chris Bontom was a ravenous role-player and always enjoyed new games. One day, while over at a friend's house playing a new fantasy role-playing game, a large blue vortex appeared in the middle of the room and sucked in Chris's friend. In trying to rescue his buddy, Chris also was drawn into the blue vacuum. Both he and his friend awakened in a strange, desert-like world.

After exploring and learning the customs of this world, both had the chance to return home. However, each had grown to love the strange world and they had found, to their great surprise, that they were quite powerful there. Once they had accepted the strange mythology and mysticism of the land, they discovered that each had the ability to work awesome magic. Chris's friend grew in strength and power that was unmatched by any creature of the world. Soon the friends became rivals for power, land, and control of both earthly and

heavenly planes. The battle that ensued finally caused Chris to be flung from his cherished world into a hell of nightmarish fiends. During his time there, he was gouged by a vampiric demon and transformed into a ghastly, evil agent.

Chris later escaped from the hellish environment and sought his old friend, now deep enemy. During his quest, he found his original home dimension and Earth and decided that Earth would make a good place to heal, grow in power, and raise an army to battle his 'buddy.' Chris became known as Nospheratu, the demon-king of the night. His powers grew and his lust for vengeance multiplied over the years until his true identity was gone and the vampiric creature mastered both his physical and mental faculties.

Tactics/M.O.: Nospheratu attacks only at night, and although rumored to be afraid of light, he will strike in daylight if the tactic could offset his enemy's advantages. At night he will make most of his attacks in the guise of other creatures, approaching his enemies in the form of mist, a bat, or a wolf. Once upon his adversary, he transforms back into his ghastly, skeletal form and attacks his victim hand-to-hand. As he inflicts damage, he will grow stronger and stronger. Attacks against him must first get through his unearthly, magical Invulnerability. After each successful attack (the enemy being killed or knocked unconscious), he will revert to one of his other forms and run off. He will later return and attack another victim. He usually does not attack more than one person each night, unless he is forced into the confrontation. And, if at all possible, he will try to attack his victim while they are alone and defenseless (as when they are sleeping). During these times, he can hypnotize persons into a lulled sleep, easy for the kill.

Personality/Character Traits: Nospheratu has fashioned his life after the novel and screen renditions of the vampire. He sleeps in a coffin and has many female slaves. He fears the sight of the cross and will dress according to the classic vampire known in the Hollywood films. He does all of this by choice and is not really 'undead' nor will he be hurt if he is withdrawn from his chosen environment — hence, a cross, holy water, or other standard way to scare off vampires will work only if he wants to play it that way. His mental processes are, at best, screwed up, and it is believed that he will eventually totally believe in his own conversion to the total vampire/Dracula image. When this occurs, he will be killable in the standard ways that vampires are killed in fiction (and fact?).

NUTRINO

Identity: Thomas Malloy

Side: Evil

Age: 16

Sex: Male

Level: 4

Training: Intelligence

Powers:

1. Life Support: Spacesuit with no PR cost.
 2. Android 'Exoskeleton' Body: Part of the Life Support suit, +12 Endurance, Armor Type B with ADR of 80.
 3. Heightened Speed: +20 initiative, +610 inches movement.
 4. Speed Bonus: + 505 inches movement.
 5. Dimensional Travel: 39% chance (see rules, pp. 11-12).
- Handicap: Mute while he wears his Life Support Spacesuit.
Invention: Telepathic Link that establishes a link with any one person within 30 inches range.

Weight: 138 lbs.

Strength: 9

Agility: 36

Charisma: 13

Reactions from Good: -1

Damage Mod.: +5

Accuracy: +6

Carrying Cap.: 223 lbs.

Movement Rate: 1185 inches ground (269 mph)

Detect Hidden: 14%

Inventing Points: 2.2

Basic Hits: 3

Endurance: 25

Intelligence: 13

Hit Points: 37

Evil: +1

Healing Rate: 2.1

Power: 83

Basic HTH: 1d4

Detect Danger: 10%

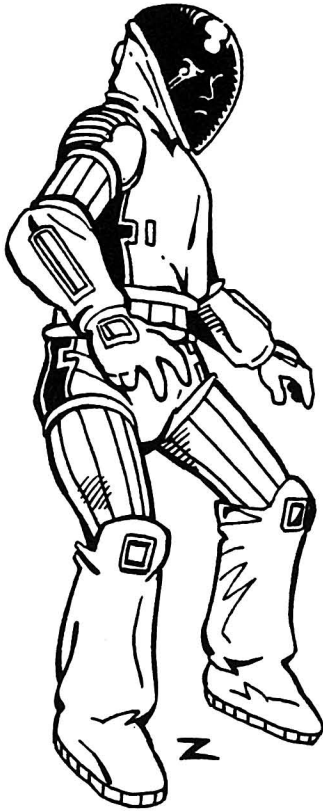
Inventing: 39%

Origin & Background: Thomas Malloy is the brother of the genius inventor Chris Malloy. If it weren't for his brother, it is very doubtful that Thomas would be anything other than another kid spending his money on pizza and video games. But, because he is the brother of Orion, he was influenced by his brother's intellect and mad dreams of conquest. On Thomas's fifteenth birthday, his brother gave him a spacesuit with sophisticated design attributes. At first Thomas thought it gave him only the ability to walk through fires and go underwater. However, he discovered that he could also run at fantastic speeds.

During one of his frolicking escapades or racing a bullet train to a crossing, Thomas found another secret to the suit. He could go backwards or forwards through time. Further investigation proved

he could also travel to alternate Earths.

On his sixteenth birthday, Orion proposed to his brother a scheme to take over a spaceship and fly off to reap the galaxy's profits. Being young and seeking adventure, Thomas donned his suit and zipped off with his older brother. The scheme ended in tragedy, with Orion suffering a brain hemorrhage which affected his intelligence. Both he and his brother vowed vengeance on those responsible for the accident.



Combat Tactics/M.O.: Nutrino is very fast and swift, but he is also young and rash. His combat tactics are simple: he spends his first action setting up an evasion, his second and subsequent actions are attacks made by zooming towards a target at high speeds and crashing into them. He uses his forward velocity to carry him past his enemy and, hopefully, out of reach of that enemy's counterattack.

Personality/Character Traits: Nutrino is a wild fighter who loves to scream and chant as he fights. He loves to brag and joke about his fights and his travels. He is considered to have a big mouth and a very large ego. Even a slight insult will bring direct retribution upon whoever insulted him.

ORION

Identity: Christopher Malloy

Side: Evil

Age: 16

Sex: Male

Level: 2

Training: Agility

Powers:

1. Darkness Control: Range = 36 inches, Radius = 20 inches, PR = 2.
2. Heightened Intelligence A + B: +34
3. Cosmic Awareness: 150% chance.
4. Life Support Device: Heavy-duty spacesuit.
5. Invulnerability Device: Built into the suit, /15 PR = 1, Battery has fifteen recharges each night that it is being recharged.

Handicap: Cosmic Awareness and Heightened Intelligence work only at night.

Inventions:

Blaster Rifle: +2 to hit, Damage = 1d20, Range = 36 inches, hits as Flame Power.

Nutrino's Spacesuit: see above.

Life Support with Invulnerability shields.

Weight: 140 lbs.

Strength: 12

Agility: 12

Charisma: 7

Reactions from Good: —

Basic Hits: 3

Endurance: 13

Intelligence: 48 (11)

Hit Points: 16

Evil: —

Damage Mod.: +7 (+1)

Accuracy: +1

Carrying Cap.: 212

Movement Rate: 37 inches ground.

Detect Hidden: 38% (8%)

Inventing Points: 2.6

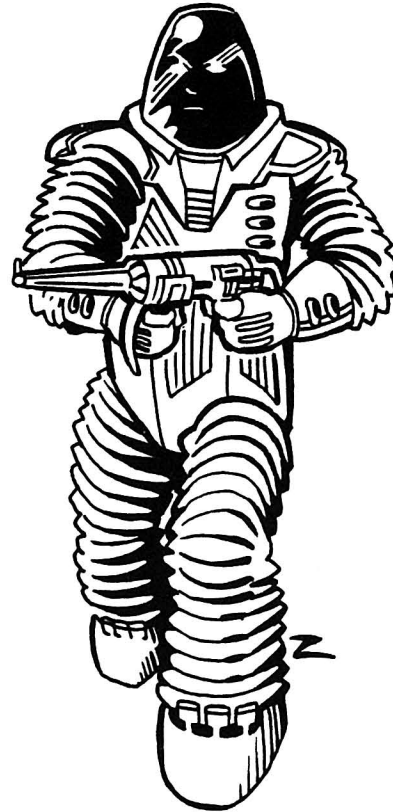
Healing Rate: .9

Power: 85 (47)

Basic HTH: 1d4

Detect Danger: 34% (12%)

Inventing: 144% (33%)



Origin & Background: Christopher and his brother Thomas (see above, Nutrino) were two kids who enjoyed sitting outside watching the night sky. Both dreamed of one day traveling to the stars. Each night one of the boys would tell the other a fantastic story of starships and interstellar battles.

One night, while both boys were looking skyward, an intense beam pierced Christopher's forehead. The boy screamed out and fell unconscious. His brother called for help and Chris was taken to the hospital.

During his recuperation, the boy exhibited a fantastic ability to pick up what the doctors and nurses were saying. Within days he was helping his doctors with other patients and even suggesting drugs and dosages to use in their treatment. Chris read feverishly and grew more intelligent by the hour. By the end of the second week, the boy had designed several different types of spacesuits which gave the wearer fantastic abilities. He also designed a powerful plasma blaster rifle and several smaller devices which could match, if not beat, even the best high-tech devices.

Soon the press learned of this boy's incredible doings and constantly pursued Christopher, even after he left the hospital. The boy was buried with mail from companies, universities, and different secret organizations. Christopher Malloy had other ideas. He first built a specially designed spacesuit and gave it to his brother (see Nutrino). Then he set about building a second suit and the plasma blaster gun. Christopher told his brother that they were going to steal one of CHES's starships and raid the galaxy like all the adventure stories he had made up for his brother.

In the attempt to steal the space craft, Christopher was electrically shocked by a defense barrier, which severely crippled his mind. He found that he could only think well late at night. He also discovered that repairs on his equipment were becoming harder to do and it was difficult to maintain them with quality. Christopher and his brother became wanted criminals for their attempt at pirating the starship.

As the two traveled around the country, their spacesuits developed until each suit performed functions well beyond those for which they were originally designed. With the handicap of only working at night and with only limited resources and supplies, each suit took on some undesirable characteristics as well.

Combat Tactics/M.O.: Christopher likes to consider himself a thinker and an intellectual. Therefore, Orion will usually not engage

in Hand-to-Hand Combat. He generally plans his attacks carefully and uses his plasma blaster to thwart anybody who would like to stop him. If he knows about an enemy before hand, he will use his Cosmic Awareness to find out who and what this enemy is and can do. If Orion can find out secrets about a particular adversary (a secret identity of a hero, etc.), he will blackmail that person and lead him into a trap.

Personality/Character Traits: Orion has a very low opinion of CHES and its cohorts. He blames his limited retardation on CHES and has sworn to kill any CHES agents he sees. His dreams of space travel in a sleek spaceship were shattered when he tried to steal the starship from CHES and he now refuses to even travel dimensions with his brother until he can reclaim the very starship that foiled him and repay the CHES organization for his injuries. Orion is cool and collected, and he can wait a long time to gain the odds he seeks. He loves to find buried information about CHES and any superhero groups (especially those with CHES connections). Any dirt that he can fling on these organizations will bring him pleasure.

PARASITE (The Microtitan Invincible)

Identity: Sid Cromwell

Side: Evil

Age: 34

Sex: Male

Level: 3

Training: To Hit

Powers:

1. Absorption: Power Points: Permanent until lost, up to 10 points of Power per turn. Usually only one point is taken per hour (see below), and Maximum Absorption is 500 points. He must be within one inch range to absorb power.
2. Size Change, Smaller: $\frac{1}{4}$ inch tall, 288 Height Factor, .0000027 Weight Factor, Change is permanent.
3. Heightened Intelligence x 3: +78
4. Telepathy: Range = 3 inches. Can read surface thoughts of all within range at PR of 1/turn. To probe a person's mind to gain more precise information requires a PR of 5 and 1-6 turns.

Weight: .000405 lbs. (150)

Strength: 12

Basic Hits: 1 (3)

Endurance: 13

Agility: 21
Charisma: 14
Reactions from Good: -1
Damage Mod.: +16
Accuracy: +4
Carrying Cap.: 228 lbs.
Movement Rate: 1 inch ground.
Detect Hidden: 64%
Inventing Points: 24

Intelligence: 93
Hit Points: 43
Evil: +1
Healing Rate: .9
Power: 139 (500)
Basic HTH: 16d
Detect Danger: 68%
Inventing: 279%

Origin & Background: Sidney Cromwell was a simple accountant for a dime store in western Wick in Northern Ireland. His life was dull and his job was equally exciting. The only thing which kept his life from becoming totally monotonous as his weekly foray into the country in search of the little green men called leprechauns. Most people around Wick thought Sydney was completely nuts. They never believed his story about having encountered a complete city of the tiny green demons in his youth. For seventeen years he sought for his prize and proof that would redeem his name in town.

On a Spring morning, the day after a solar eclipse, Sidney Cromwell finally found his proof. But before he could escape, the leprechauns used their magic to shrink him out of existence. The leprechauns thought they had done away with him and simply disappeared again. However, little did they know that Sidney still existed, but he was reduced to a size of one micron and was injected into a universe of billions of other creatures of the same size. While in that universe, Sidney struggled to maintain his sanity and he discovered that his mental capabilities were expanded to a degree opposite that of the size reduction he had undergone. Soon afterward he also discovered that he could read minds, broadcast his feelings, and telepathically communicate with other creatures. Over the years of living in the microverse he gained power until they called him the Microtitan Incredible.

The Microtitan waged hundreds of wars for conquest of neighboring microsystems. On these conquests he gained more power and intelligence. Finally, the entire microverse was his for the taking. On his tenth anniversary of the takeover of the microverse, a small terrorist gang, composed of the greatest scientist in the microverse and his cohorts, built a machine that would expand the Microtitan's body and send him back into our universe and forever banish him from the microverse. They miscalculated the extent and size of our universe and, when the machine was activated, they only enlarged the Microtitan Invincible to only $\frac{1}{4}$ inch in height, instead of his original five foot six inch height.

His expansion also reduced his Intelligence to about one third of what it had been in the microverse, but it gave him the power to absorb energy in huge quantity, making him almost totally invulnerable. He is now really the Microtitan Invincible!

Sidney's return to our universe was not as glorious as he would have liked. He was instantly labelled as an extremist terrorist out to control the world. His every attempt to introduce technology and new social conditions was met with fear, anger, and resentment. Finally in an effort to show the world that his ideas could come to reality, he offered his abilities at a price; knowing that many less distinguished parties would eagerly accept and pay for his knowledge. Over the years, his clients have grown steadily more seedy until, now, he is considered a spy, assassin, and terrorist for some of the cruelest and bloodiest extremists in the world.

Combat Tactics/M.O.: Parasite, the name given to him by the authorities, is not a direct fighter, although he could still lick just about any person in a brawl. Instead, he uses his small size and his telepathy to probe that person's mind for knowledge. When he is ready to depart, he crawls to the back of the person's head and, when they are off-guard, he socks them. Usually his surprise attack and his massive knowledge of human anatomy quickly brings even his largest foes to their knees. If caught, he will fight of the attack as best he can. He will never be found with less than 250 Power Points, and on most occasions he will have his maximum of 500 Power Points. The Parasite usually has several miniature, high-speed vehicles within an hour's march for quick travel and escape.

Personality/Character Traits: Parasite, hating the name, likes to think of himself as a high-class spy for hire. He does not like to mess around in a fight, nor does he actively seek out trouble. He likes to stick to his concealment and telepathy. Parasite is a multimillionaire due to his spying, assassinations, and terrorist activities. He will not forfeit all of that simply to knock a few heads — even though he probably could do so. His manner of fighting is sleek, quick, and decisive, and his lifestyle is similar. Parasite is also too intelligent to pay attention to threats, accusations and name-calling. If Parasite wants to know something about someone, it is a good bet that he will find the information he wants before that person finds him.



ROCKER

Identity: Thom Perkins

Side: Evil

Age: 19

Sex: Male

Level: 5

Training: Hearing

Powers:

1. Heightened Agility B: +16
2. Special Weapon: Electric Guitar with 100 Charges
 - a) Sonic Attack: PR = 2, Range = 25 inches, Damage = 1d12
 - b) Hypnotic Mind Control: PR = 20, Range = 20 inches, enables Rocker to control another person's mind. Once controlled, the victim has only half the normal chance of breaking free (only ½ Intelligence on d100).
 - c) Vibratory Powers: PR = 5, Range = 34 inches, Damage = 2d8, with a 2% chance per point of damage to destroy machines. No power cost for use as a defense. Can also use this device to pass through solid matter at a cost equal to the Structural Rating of the material + 2 points of Power.

Handicap: Deaf

Weight: 143 lbs.

Strength: 15

Agility: 30

Charisma: 20

Reactions from Good: -3

Damage Mod.: +4

Accuracy: +5

Carrying Cap.: 374 lbs.

Movement Rate: 61 inches ground.

Detect Hidden: 10%

Inventing Points: 4.5

Basic Hits: 3

Endurance: 16

Intelligence: 13

Hit Points: 26

Evil: +3

Healing Rate: 1.2

Power: 74

Basic HTH: 1d6

Detect Danger: 14%

Inventing: 39%



Origin & Background: Thom Perkins was a heavy metal rocker who was always jamming and beating to the grating music of weird black leathery groups. When he was sixteen he formed his own heavy metal band called the 'Bloody Knuckles.' The group lasted for about a year, with it finally breaking up when the drummer and bass player were convicted of possession of cocaine and couterband weapons (shotguns). Thom wasn't set back a bit and after about nine months, he joined a similar group called 'The Satan Brothers.' While in this group he got involved in some pretty bizarre rituals dealing with animal sacrifices. Thom, not being really too hip with all the rituals and caring more for the good music, was able to see how easy it was to control youths with weird ideas and mystic music.

Thom started to experiment with his electronic guitar. He added some synthesizers and some new electronic circuits which he had

found in a dumpster. He discovered that while he played the guitar, people were mesmerized and unable to think for themselves. At first the group used the strange music to control the crowds so their accomplices could pass through the crowd and rob the fans. Later, they used it to sign contracts with big record companies for ten digit deals. As the Satan Brothers became more and more famous, Thom, now known as the Bloody Rocker, started thinking of doing solo albums and of eventually going completely solo. The band, however, cautioned him and told him that if he tried to split, they would spill the beans about his strange guitar and how it effected people's minds. Rocker did not take threats easily and he again started to doodle with his guitar. This time he added a condensor so he could fire ultrasonic blasts and waves of vibratory death. He also added a condensed power source and amp to the guitar. With much freer movement and versatility, Rocker turned his new invention on the band and killed them. However, the police found a secret diary kept by one of the band members and the news was out regarding Rocker's true talents. Success immediately made him the object of hatred and downright contempt.

Tactics/M.O.: Rocker dresses like a frenzied Indian chief, complete with red war paint and war bonnet. Rocker will use his guitar like a gun and fire carrier attacks of Sonic and Vibratory blasts at oncoming attackers. During combat he will also try to take over as many minds as possible. He will never seek to enter combat unless he has at least three or four of his imind controlled followers around him. These mind-lost victims will always carry machineguns, grenades, and side-arms. Rocker will use his Vibratory Power to move through walls and even floors to come up behind his enemies. He is usually strung out on drugs and will behave disgustingly while he fights.

Personality/Character Traits: Thom Perkins was once a plain and honest Heavy Metaller, like most of the rockers out there. However, his lust for fame and identity has led him down a road of evil and criminal activity. Once he disdained drugs and demonic activities, but now he lives on them. The Bloody Rocker will be incoherent and a blur of a once decent human being. His moods will swing radically and his temper is fed by the constant consumption of drugs and alcohol.

MR. SCARCE

Identity: Richard McScrooge

Side: Evil

Age: 65

Sex: Male

Level: 3

Training: Agility

Powers:

1. Mutant Power: Can decrease any single property to 10% of its original state. Range = 50 inches, radius = 30 inches, PR = 10.
2. Heightened Charisma A: +15
3. Heightened Intelligence A: +9

Weight: 145 lbs.

Strength: 10

Agility: 13

Charisma: 25

Reactions from Good: -5

Damage Mod.: +3

Accuracy: +1

Carrying Cap.: 160 lbs.

Movement Rate: 35 inches ground.

Detect Hidden: 16%

Inventing Points: 6.8

Basic Hits: 3

Endurance: 12

Intelligence: 23

Hit Points: 8

Evil: +5

Healing Rate: .9

Power: 58

Basic HTH: 1d4

Detect Danger: 20%

Inventing: 69%

Origin & Background: Richard McScrooge was the stereotypical bah-humbug pennypincher. His business was making high profits while his workers starved on their measly wages and benefits. His employees would see him come to work every day in the same suit and coat. For thirty years he managed his business with an iron hand so that every bit of 'frivolous' expenditures were cut and added to his profit margins. No parties, no vacations, and no sickdays were permitted. Richard McScrooge drove a spotless 1954 Chevy, which had the odometer reading that matched exactly the distance between his meager house and his office garage times the age of the car. More than once he was visited by ghosts of past, present, and future; but each time a swift crack of his cane sent the ghosts scurrying for easier targets.

It was said that Richard McScrooge never turned down a profit-making deal, no matter how degrading or injurious it might be. When an extra-dimensional creature offered McScrooge unlimited gold, silver and power for the cost of his withered body, McScrooge eagerly agreed to the best deal in his life. After his name was signed in blood, old McScrooge departed for a mental world where his every wish was a demand that came true. His body and immediate faculties remained on Earth in the control of the extra-dimensional creature. With the



newly acquired body, the demon (short for dimensional creature) started making his mark on the world — to most of McScrooge's employees it appeared that the old skinflint had finally listened to the three ghosts.

The demon's special power was an ability to cause any one substance that was mentally or verbally shouted at to become reduced to only 10% of its original volume. Depending upon what was named, the results of such power use would vary tremendously. However, McScrooge's company shot up amazingly in the stock market and it diversified with investments into military contracts and even began giving decent benefits and wages to employees. This would probably have continued until the company ran the world were it not for a heretic who claimed that the president of McScrooge Inc. was really some devious creature from another world. A later investigation turned up the fact that the president of the firm was, indeed, in possession of a strange mutant power. The demon finally admitted his identity when the market crashed and hundreds of committees were set up to handle all the law suits filed against the company. He would have been strung up or crucified if it weren't for a band of aliens called the Emissaries who saved his life and brought him into their organization (it is thought that they used subliminal suggestion to persuade the demon to join them).

Combat Tactics/M.O.: Mr Scarce, as he was later nicknamed, will attack by simply eliminating material around him. At first, he will begin with dirt or water, with the latter causing Death Touch to all living creatures within the radius of effect. As the melee proceeds, Mr. Scarce will turn to more severe material and end up with the elimination of atoms or even electrons — which should be considered a radius Disintegration attack. (Other reductions of material may cause varying effects, which should be determined by the GM.) If a battle is turning against him, Mr. Scarce will attempt to run away and seek safety until he can regain some of his Power.

Personality/Character Traits: The demon was once a busy business-creature who was interested only in gaining wealth and success in his new job of running McScrooge Inc. But, since joining the Emissaries, it is unknown as to the condition of his mental faculties. At times he seems very sharp and witty, while at other times he appears as if on drugs or under some kind of mental control. However, since his admission to the Emissaries, his crimes have been getting more serious and life-threatening — larger and larger death tolls have resulted.

SHORTSTOP

Identity: Willis Thorton

Side: Evil

Age: 28

Sex: Male

Level: 4

Training: Agility

Powers:

1. Size Change, Smaller: Permanently 3 feet tall, .125 weight, and +8 Agility.
2. Heightened Agility B: +22

3. Heightened Speed: +780 inches running, +26 Initiative.
4. Special Weapon: Spiked Baseball: +2 to hit, HTH + 1d6, Range is 90 inches. Cleated Shoes: +1 to hit, HTH + 1d4.

Weight: 80 lbs.

Strength: 13

Agility: 45

Charisma: 11

Reactions from Good: —

Damage Mod.: +6

Accuracy: +8

Carrying Cap.: 330 lbs.

Movement Rate: 849 inches ground.

Detect Hidden: 8%

Inventing Points: 4.4

Basic Hits: 4

Endurance: 11

Intelligence: 11

Hit Points: 23

Evil: —

Healing Rate: 1

Power: 80

Basic HTH: 1d6

Detect Danger: 12%

Inventing: 33%



Origin & Background: Willis Thorton was a third generation professional baseball player. His grandfather, his dad, and he all played for the National Baseball League and were all considered among the best players in history. Willis would have continued his distinguished career if not for the freak storm that struck him with three bolts of lightning simultaneously. Besides placing him in hospital intensive care for first degree burns over most of his body, the lightning somehow reversed the glandular function that made him grow — and he started to rapidly shrink. By the time he was released from the hospital, he was less than three feet tall. To his delight, he found that he was more agile and quick than ever before. But, after only two baseball games upon his return to team play, the League demanded that he take a special medical examination insuring that he had no mutant powers as the League had adopted provisions back in 1972 prohibiting super-endowed players from professional play.

The medical report conclusively stated that he had a significant mutant power which increased his basic motor senses. After Willis was expelled from baseball, he found himself to be totally useless. In his despair as he aimlessly wandered his own home and looked upon his baseball awards, he thought 'It just wasn't fair.' Thorton decided to fight Baseball's decision and he began to make the speech tour of sports clubs, radio and television talk shows, and made public appeals for equal rights for the super-endowed. Just as a support movement in the public was getting started and chapters of interested citizens began to form, Thorton was arrested for carrying several kilos of illegal drugs. Despite Will Thorton's claims that the drugs had been planted on him by those opposed to equal rights for super-powered individuals, the court found him guilty of first degree smuggling and possession of controlled substances. Thorton was sentenced to a maximum security prison for ten to twenty years.

While serving his time, Thorton devised a pair of sports shoes with cleats that gave him great traction and baseballs that, once thrown, would erupt into a mass of needles, razors, and spikes. At the time they were designed purely for his own recreation and for the challenge. Upon his parole, some four years later, he found that his special shoes and baseballs spoke louder than any speech in his campaign to free the super-powered from their shackles. Unfortunately, this was due to his efforts taking on the attributes of terrorism, assassination and ex-

tortion. Thorton gave up his name and adopted the customary super-powered identity — he called himself Shortstop after his early years of baseball and because of his size.

Tactics/M.O.: Shortstop will use his size and speed to the best advantage. He will sneak up on his opponents by use of his movement speed and will dart from one hiding place to the next. Once he is upon an opponent, he will literally run him down and stomp the victim with his shoes. As he shoots past his enemy, he will throw a spike-popping baseball as fast as he can to try to blind, subdue, or injure his foe. Shortstop will always use his first action to Evade. All other actions of the turn will be used to zip in and out and hit as many different targets as he can. He carries a bag which holds up to forty spiked baseballs and ten lead shotputs for emergencies (each such ball weighs about ten pounds). Each time he knocks out an opponent he will scream 'He's Out!' or some other comment from his baseball jargon. Shortstop will attack other super-endowed individuals, but he will first try to persuade them to see the logic of his position in hopes of winning them over to his side. Once he begins to attack, he will not speak to anyone except his own team members.

Character/Personality Traits: Shortstop is a true-blue baseball player. He will always have a little pinch between his cheek and gum and he will get vehemently mad when he thinks other people are cheating — as if there were rules to combat. When he becomes angry with such cheaters, he likes to go up to them and kick dirt on them before jumping up and down on their faces with his cleated shoes. At times, Shortstop will behave very childishly.

SKULLCRUSHER

Identity: Ejin Sarjon

Side: Evil

Age: 14

Sex: Male

Level: 4

Training: Damage

Powers:

1. Heightened Attack x 3: +12 damage
2. Heightened Strength B: +25
3. Heightened Endurance A Device/Item: Ring: +12
4. Special Weapon: Two handed mace, +3 to hit, HTH + 1d10
5. Devitalization Ray: Carrier attack on mace, PR = 1 charge, max. number of charges = 20, range = touch, Damage = 3d10 (all taken from Power score).

Psychosis: Fears all machines.

Weight: 100 lbs.

Strength: 35

Agility: 12

Charisma: 13

Reactions from Good: -1

Damage Mod.: +1

Accuracy: +1

Carrying Cap.: 2254 lbs.

Movement Rate: 69 inches ground.

Detect Hidden: 8%

Inventing Points: 4

Basic Hits: 2

Endurance: 22

Intelligence: 10

Hit Points: 18

Evil: +1

Healing Rate: 1.2

Power: 79

Basic HTH: 1d12

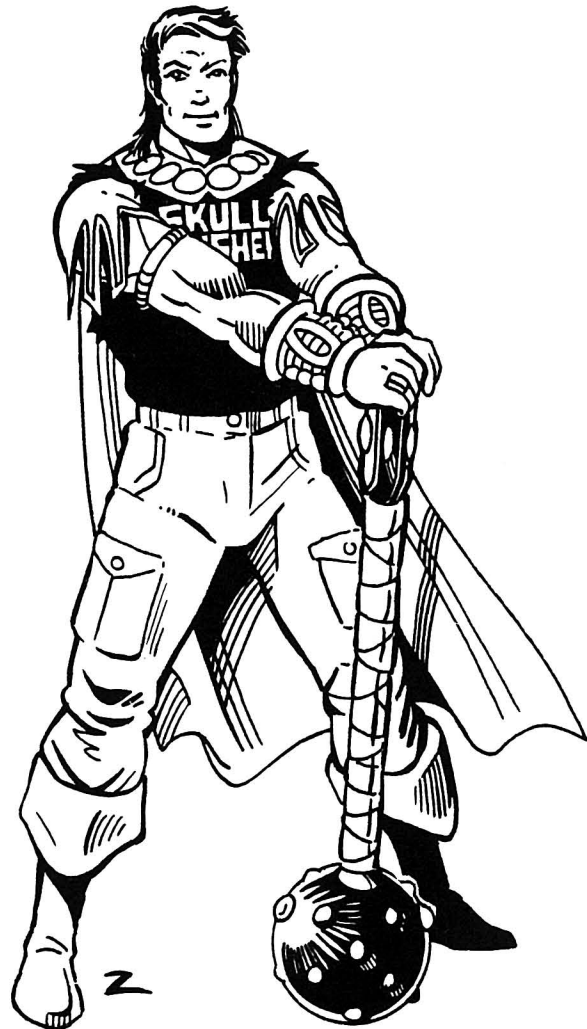
Detect Danger: 12%

Inventing: 30%

Origin & Background: Until just two years ago Ejin was nothing more than a fictitious character from another of the great fantasy epic novels. Ejin Sarjon was a son of a noble who had found many magical items on his great journeys to the west. In fiction, Ejin inherited all of his father's magical items and was the King of a land called Minerva. All of Ejin's journeys involved great escapades of battle, gore, and enchanted places.

Ejin Sarjon would have remained mere fiction were it not for the leader of the Emissaries (refer to Extractor). The Extractor chose Ejin to fight in one of his battles against a band of heroes. However, after the fight, Ejin did not simply return to fiction due to a one in a billion freak accident. Extractor had somehow permanently created Ejin Sarjon in our world. At first, Extractor tried to control the fiery, hot-blooded youth through subliminal suggestions and other subtle tactics, but the war-blooded youth fought against this 'evil magic' and escaped into a bizarre world of demon-devices and devils.

Ejin Sarjon, the King of a fictitious land, found himself alone and afraid in a world that had gone mad with living wire boxes and steel wagons. Ejin's dream of returning to his own land where men were men and a monster was something with three heads and large glossy wings seemed impossible to attain. He wandered this weird new land in an attempt to find something that he could latch onto to feel secure. During one of his fearful fights in the town of steel towers and buzzing demon wagons, Skullcrusher (as he prefers to be called), met another like himself. Tomcat (see below) was a creature that he could relate to.



The catman reminded him of the feline race that existed across the boiling sea of his far off home. Together they struck out to make their way and seek their fortunes and destiny. As they traversed the strange land together, they picked up other youths who were on the run from the law and they formed a group known as KIC, Kids in Crime. This acronym upset Skullcrusher, who did not believe that he had become a lowly thief and criminal, but he went along with the name to remain friends with the others. Skullcrusher saw it all as temporary, only until he could somehow find his way back to his own world.

Tactics/M.O.: Skullcrusher attacks like any epic fantasy fighter does; he simply screams vows to his god and goes in, wildly kicking and slashing. Skullcrusher waits for nothing and attacks with his mace. His first attack will be with his carrier Devitalization attack. Once the target is hit, he will refrain from using this carrier attack and will simply try to hit with his magical mace. Skullcrusher will attack one opponent at a time, but will defend his companions and himself from other threats. Anything that resembles a machine, including androids and robots, will always be smashed into oblivion if Skullcrusher is in a position to do so. If the battle ever turns against him, Skullcrusher will go down fighting. He will never retreat or surrender under any circumstances. If knocked unconscious, he will try to escape at the soonest possible moment and he will use every dirty trick he learned through ten novels to accomplish this end.

Personality/Character Traits: Skullcrusher is the alter-ego of a famous fantasy writer. More than once have the authorities questioned the great writer in the hopes of determining the whereabouts of Skullcrusher. In each situation, the novelist was silent as to him, this young warrior is a family member as if he were his own child. Skullcrusher is, after all, still a boy and is also of royal blood. He is very dignified and well-mannered in the way of his own society. He is not childish, nor is he a spoiled brat, but more a warrior-king trapped in the body of a boy.

SUPER NOVA

Identity: Roger Emson

Side: Evil

Age: 34

Sex: Male

Level: 7

Training: Charisma

Powers:

1. Heightened Intelligence A: +12
2. Adaptation: PR = 1 per hour or use as a defense.
3. Flame Powers x 2: Range = 24 inches, PR = 3 to activate, 4 per shot, or 1 per hour of flight, Damage = 2d12, body is continually aflame.
4. Invulnerability: 15 pts.

Weight: 240 lbs.

Strength: 17

Agility: 15

Charisma: 15

Reactions from Good: -3

Damage Mod.: +3

Accuracy: +2

Carrying Cap.: 832 lbs.

Movement Rates: 45 inches ground, 396 inches flying.

Detect Hidden: 20%

Inventing Points: 12.7

Basic Hits: 5

Endurance: 8

Intelligence: 20

Hit Points: 18

Evil: +3

Healing Rate: 1.25

Power: 66

Basic HTH: 1d8

Detect Danger: 16%

Inventing: 63%



Origin & Background: Roger Emson graduated from the University of Southern New Mexico with a degree in astronomy under one arm and a promise from NASA of a job position under the other. However, his job turned out to be a very lowly administrative position which handled the appropriations of insurance for grounded astronauts. Undaunted, Roger continued to work for NASA, striving for a better and more interesting position. Three years later NASA promoted him to assistant for stellar research. In this position, Emson studied the physics behind stars, nebular gases and comets. Roger took a liking to the effects of the second largest explosion in the galaxy; the first being the Big Bang. Super Novae are bloated stars on the verge of death

which belch energy one last time before crumbling down to become small white dwarf stars.

Roger Emson continued to delve deeply into super novae and began to neglect his other work. Finally, NASA had to step in and force Emson from his job. Hurt and disgruntled, Emson left and swore that he would one day prove the power and importance of the power of the super nova to everyone.

Roger's life slid downhill after he was fired from his job at NASA. His fiancée left him, his family ignored him as a black sheep, and most of all, no other lab would consider him for employment. He continued to study the stars in his spare time, and it finally paid off. One night, when he thought he had discovered a star about to go nova, he rushed to report his find to a number of fellow-scientists. One his way to meet with them, he was involved in an accident with an overturned tanker truck. As he struggled out of his wrecked car, the tanker filled with liquid helium blew up, and everything within one thousand feet was blown into small pieces. Roger found himself unscathed by the entire event, and even felt better than he ever had before. He suddenly came to the realization that fire had never hurt him and that his interest in super novae was the ultimate extension of his fascination with fire.

Once other scientists discovered his mutant ability to withstand fire, they became even more skeptical of his theories on super novae. After several years of desperately trying to have his theories published, he decided to study his own mutant abilities to possibly discover some other avenues of understanding pyrotechnics. Soon, Emson learned that he could become a flaming being, fly, and project balls of fire.

One day, while Roger was in his local cigar store, four thugs tried to rob him. Roger Emson roasted each of them and left them for dead. He then surrendered to the police and hoped that a jury would be able to see that he had acted in self-defense. The prosecuting attorney, however, demanded that 'these mutants be taught a lesson — let the fire freak be a lesson to them all!' The jury decided that Roger had to be put on Death Row. Hearing the verdict, Roger flew into a fit and had to be hauled off to the super-prison. Once inside the walls of the maximum security prison, he planned for the impossible — his escape. Using his wits, charm, and great fire ability, he succeeded in escaping the only prison viewed by the authorities as escape-proof.

Combat Tactics/M.O.: Super Nova attacks with double blasts of flame. If his attacks seem to hit with ease, he will specialize and attack the person in a specific area (i.e. the head, leg, arm, etc.). Super Nova will never land and will always try to attack from the rear or side. If he receives more than one action in a turn, he will use one to Evade. If at all possible, he will never come closer than 20 inches to the ground throughout combat. He will also touch off as many side fires as possible to distract other potential foes and expand his own courage.

Personality/Character Traits: Super Nova is a crazed arsonist and pyrotechnician. He loves fire and he thrills to see large structures or buildings burn to a cinder. He hates people who fight fires and will despise and hunt down those who have Ice Powers or powers that can be used to extinguish fires. Rarely will Super Nova drop out of his flame sphere. It is believed that he considers himself to be the offspring of a star, and that one day he will grow into a sun, ruling an entire solar system.

TIDAL WAVE

Identity: Tony Vitso

Side: Evil

Age: 21

Sex: Male

Level: 2

Training: Agility

Powers:

1. Heightened Agility B: +20
2. Vehicle: High-Tech Surfboard:
 - a) Speed Bonus: +610 inches/turn
 - b) Mutant Power: Surfboard transmutes all material within thirty inches into high density liquid — consider all objects to have a Structural Rating of 1/5 their normal SR.
3. Power Blast Device: PR = 2, Range = 11 inches, Damage = 1d20.

Weight: 184 lbs.

Strength: 10

Agility: 31

Charisma: 10

Reactions from Good: -

Damage Mod.: +4

Accuracy: +5

Carrying Cap.: 212 lbs.

Movement Rates: 54 inches ground, 610 inches surfing

Detect Hidden: 14%

Inventing Points: 2

Basic Hits: 4

Endurance: 13

Intelligence: 13

Hit Points: 20

Evil: -

Healing Rate: 1.2

Power: 67

Basic HTH: 1d4

Detect Danger: 10%

Inventing: 39%



Origin & Background: Tony was the best surfer on all of the California beaches. Besides having all the awards and trophies for surfing, he had all the girls too. Over the years, his reputation for being a hot-shot and daredevil brought kids from all over the world to watch him surf. All of them were washed out with the tide and left for the Coast Guard to rescue when they tried to emulate their hero. When a spindly legged kid from Butte Montana named Johnny Walker showed up, all this changed. Johnny blew Tony out of the water with his fantastic surfing and hotdogging. In a jealous rage, Tony assaulted young Johnny and was thrown into jail.

While in jail, Tony was locked up with a pimply squirt who worked for some science research center. The little squirt bargained with Tony over sleeping in the lower bunk of the cell and paid off the surfer with information about a secret project being worked on for the CIA. The project, Blue Surfer, boasted the fastest surfboard ever designed and was equipped to take out any obstacle. The little wimp later passed along information on how to sneak into the research center in return for some cigars and whiskey.

After Tony had served his year in jail, he set off to commit his first burglary and grand theft auto. With a few hired thugs he stormed the research center in its secret location behind a dime store. From the center Tony took the surfboard, some kind of bracers, and a bunch of electronic components. Later he discovered that the bracers fired bolts of energy that were quite deadly. The electronics gear was sold off and the profits were used to pay off the thugs.

Tony discovered the true potential of the surfboard the day he tried to topple the new king of the beaches. Young Johnny was amazed at the speed and agility exhibited by Tony on the sleek blue surfboard. After the competition, it was clear that Tony was again King, but this time it was Johnny's turn to harass the winner. Instead of sticking around, Tony began to surf around the beach itself. The board, to everyone's amazement, seemed to change the sand itself into a tidal wave. People who got close to the board felt for a minute as if they were being transformed into blobs of jelly — no lasting effect occurred. After slipping his bracers on, Tony made a few passes with his sleek, blue surfboard and finished off Johnny for good. By this time, the

police had arrived, but Tony simply used their car as a wave and surfed away on the Eastshore Freeway.

Tactics/M.O.: Tidal Wave will enter combat riding his blue surfboard. He will also have on his two large bracers (Power Blast device) and be ready for anything. All matter that comes within 30 inches of the board will be transmuted into a semi-liquid state. The structure of the actual material will not change; thus a man will be liquid as water but will still maintain his composure, appearance and composition. Inanimate objects such as walls, roads, and machines will also become liquid but will retain their forms and characteristics. All effected matter will have a defense as Stretching Powers, but only the defensive ability of such powers will be applied to the objects so affected. Any object that is severely mangled or hit can be destroyed or changed dramatically. Tidal Wave's favorite trick is to splash through a brick wall or car — after he leaves, the object will crumble into slag. Any attacks made in the area of mutated matter should treat damage to any other object in the area as a Disintegration attack with all normal effects — Structural Ratings for inanimate objects are that of their present state, 1/5 normal SR. Tidal Wave will attack with his Power Blsts and try to destroy any objects which might cause his opponents a distraction. He will also attack all enemies with his Power Blast within HTH range. If at all possible, he will not allow anyone to close to HTH combat with him. Anyone who manages to jump on his surfboard will receive double Power Blasts until he retreats, falls unconscious, or dies.

Personality/Character Traits: Tony is a true macho man with bulging muscles and a deep California tan. He thinks of himself as a truly gorgeous hunk who is irresistible to women. His libido is incredible and he is always on the make for beautiful companionship.

TOMCAT

Identity: William Budworth

Side: Evil

Age: 14

Sex: Male

Level: 4

Training: Agility

Powers:

1. Heightened Agility B: +17
 2. Heightened Endurance A: +7
 3. Regeneration: 1.5 hit points are healed per action spent.
 4. Speed Bonus: +70 inches per turn.
 5. Body Power: Cat Abilities: He can perform all tricks a cat can do. This would include always landing on his feet, expert climbing, excellent jumping ability, and cat vision (see in darkness and x2 Detect Danger)
- Cat Claws: +2 to hit, +1d8 damage.
 Phobia: Deeply afraid of water.
 Psychosis: Wants revenge on all machines.

Weight: 120 lbs.

Strength: 8

Agility: 27

Charisma: 11

Reactions from Good: -1

Damage Mod.: +3

Accuracy: +5

Carrying Cap.: 145 lbs.

Movement Rate: 126 inches ground (28 m.p.h.)

Detect Hidden: 10%

Inventing Points: 5

Basic Hits: 2

Endurance: 17

Intelligence: 12

Hit Points: 17

Evil: +1

Healing Rate: 1.5

Power: 68

Basic HTH: 1d4

Detect Danger: 28%

Inventing: 36%

Origin & Background: William Budworth was an ordinary kid who lived on a farm in Nebraska. He helped with the chores of the farm, and played like all children do. One day while Willy was helping his dad bale some hay, he came across a litter of kittens. One of the eight babies was adopted by Willy, the smallest and weakest became his personal pet. William spent day and night with the little runt, feeding and nursing him through his early life. Both grew to be close friends and inseparable. They literally ate and slept together. Willy loved the cat more than he loved life itself. Several times William had to climb tall trees or tunnel deep into the mounds of hay to rescue his little cat. The kitten grew to be a powerful tomcat.

One day, while Willy was helping his dad load corn into a silo, the cat accidentally fell into the grinding machine. It screeched as steel penetrated flesh. Without thought, William dove into the machine to save his best friend. The cat died in the accident, and William was left severely mangled and in a coma. During the time he was comatose, William lived in a nightmare world of giant machines and thrashing cats. His parents went to specialists in the hope that one might be able to bring their son out of the coma. After two years of searching, his



parents found a research facility that could possibly help them. The doctors there had developed a biochemical solution made from feline DNA that gave the hope of resumption of normal life for some coma patients.

The decision was made to risk an injection of this experimental drug in William's case. Almost immediately after the drug was introduced to his system, William regained consciousness. The next several months were filled with rehabilitation, and William seemed like a playful child again. But, slowly, William started to show reactions to the medication. At first it was only a high temperature and sleeplessness. As the days passed, his voice and eyes began to change physically. His hands and feet began to shrink and mutate into claws. His ears grew larger and his body hair grew rampantly. By the eighth month after his injection, the little boy had mutated into something that was not quite human, but was not exactly feline either. The boy remained aware of his surroundings, but somehow accepted his transformation and welcomed it rather than reacting with fear.

William began to hunt in the fields. Once, while stalking a rabbit and about to pounce upon his prey, he was startled to hear a large haying machine start up. Willy became hysterical. The weeds were too tall for him to see the machine and the sound seemed so close, but he could not determine the direction from which it came. His mind drifted back to the death of his own tomcat in the giant corn hauler's maw and he began to run wildly around, hissing and mewing for help. Finally, he came to a clearing and saw that it was his father riding in the tractor. But, even after William tried to flag down his dad, the machine kept rolling towards him. At that moment, feline instinct took over and the Tomcat leapt forward onto the tractor and killed his father. The torture of knowing that his father had been trying to kill him and that he had been forced to slay his own father snapped something in William forever and he became totally the Tomcat.

Tactics/M.O.: The Tomcat will usually stalk his enemy for some time, watching all of his abilities and looking for weaknesses. The Tomcat will then try to find a good place from which to launch an ambush and attack his enemy. He will try to use his increased speed to run in and hit, then run back out of range again. He will also, if badly injured, use his Regeneration power. The Tomcat is not afraid of dying as he believes that he has more than nine lives. The Tomcat, however, is not stupid and if he sees that his claws are ineffective, he will run away.

Personality/Character Traits: The Tomcat is no longer William Budworth. The child that lies beneath is either dead or totally repressed. He will act and behave like a nasty barn cat and will even play with his food (i.e. player-character heroes). The Tomcat is affected

by many things. He does not like large machines as such things bring back many unhappy memories. Large machines will either be shunned by the Tomcat or they will receive the brunt of his attack. The Tomcat also dislikes water and he will not, in any way, harm or attack another child. He feels no remorse in harming or killing adults, especially those who hurt or mistreat animals.

WARWAGON

Identity: Kevin Vanderlaan

Side: Evil

Age: 23

Sex: Male

Level: 7

Training: Strength

Powers:

1. Vehicle: Powered Wheelchair: Hit Points = 20/60, Speed = 350 inches/turn (79.5 m.p.h.).
 - a) Armor: Type B for 150 points.
 - b) Special Weapon: Quad-mounted machine gun: +3 to hit, Damage = 1d12, first 4 bullets are exempt from Automatic Weapons rule (i.e. +1 to hit and -1 damage per extra bullet).
 - c) Special Weapon: Sidewinding Missiles: +4 to hit, Damage = 3d6, Blast Radius = 3 inches, 4 missiles per tube, and there are two tubes on each side of the wheelchair.

Psychosis: Paranoid: Believes he is always being watched.

Invention: Infra-red glasses: He can see equally well in darkness as light.

Weight: 120 lbs.

Strength: 9

Agility: 13

Charisma: 10

Reactions from Good: -

Damage Mod.: +3

Accuracy: +2

Carrying Cap.: 104 lbs.

Movement Rates: 10 inches crawling, 350 inches wheelchair

Detect Hidden: 20%

Inventing Points: 13

Basic Hits: 3

Endurance: 10

Intelligence: 18

Hit Points: 7

Evil: -

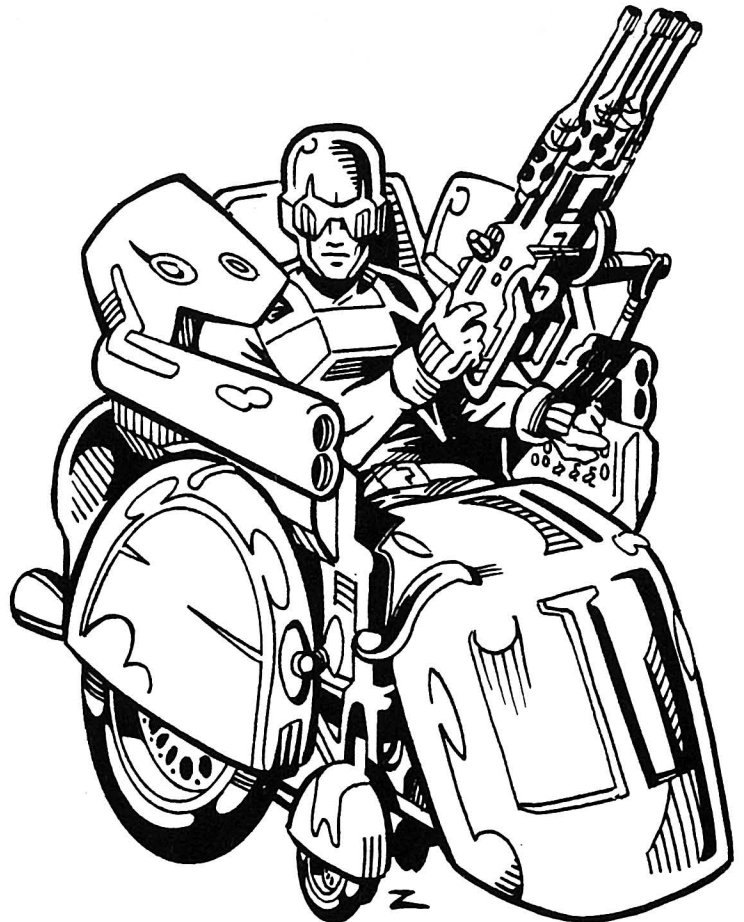
Healing Rate: .75

Power: 57

Basic HTH: 1d3

Detect Danger: 16%

Inventing: 36%



Origin & Background: Kevin Vanderlaan was a freshman at the Washington Technical Institute for the Advanced Study of Vehicular Engineering. His ultimate goal was to be top designer for an auto plant

somewhere in Japan. Kevin studied diligently to perfect speed, maneuverability, and turn ratio in his experimental car. On an ordinary Saturday night, while at a party with his girlfriend, an accident changed his entire life.

While driving his girlfriend home to her apartment, a drunk driver crossed over the center line and smashed into Kevin's car. His girlfriend was killed in the accident, while Kevin was crippled. The drunk driver was unhurt, but giggling to himself in his drunken state. After the funeral for his girlfriend, Kevin vowed that he would build a car that would be impervious to accidents, drunk drivers included. He spent months in his self-constructed lab, designing a light armor that could be applied to normal cars. As Kevin was beginning to recover from his depressed state of mind, the same drunk driver caused another accident, killing a young child. What infuriated Kevin was that the judge only restricted the drunkard's license for sixty days — sixty lousy days!! Kevin determined that the time had come to take the law into his own hands. By adding a nitro-injection system to his motorized wheelchair, he could speed along at a speed comparable to most cars. He then added a 360° swivel-mount quad .50 caliber machinegun, and also affixed several sidewinder missiles to his wheelchair. He designed a special helmet attuned to the infra-red. With improved night vision, built in HUD, and his wild determination, he began a war against drunk driving. Kevin suited up every night and drove around town looking for drivers under the influence of alcohol. When he found them, he would shoot the tires from their cars and then slowly roll up to them. If they were belligerent or mean, he simply backed up and fired several missiles into the car. Those who heeded his warning and were civil or gracious, usually only received a few near misses from his guns. Soon, the police had an all points bulletin out for the crazed wheelchair murderer.

Kevin didn't like to be called a murderer. So, he gave a reporter a scoop on his life and why he was patrolling the streets. But, he only gave his name as the Warwagon. 'My crimes are not against the in-

nocent, but against those who break the law,' he said, and he warned, 'those who drink will also drink their own blood!' He gave a reassuring note to the reporter that he was not insane and not a villain to be feared. He believed that he should be idolized as a patriot for the law-abiding citizens of the world.

Tactics/M.O.: Warwagon will only be seen at night, during the daylight hours he is simply Kevin Vanderlaan, now back in college. At night he will have his super-wheelchair and all of its armament. He will never spy on or try to surprise superheroes since his is not after them. Those who protect drunks, or would-be drunks, will be asked to step aside and let the 'law' take its due course. If a person tries to restrain or arrest Warwagon, he will fight only in defense. He will attack ferociously if he is mocked as being a murderer, a criminal, or a handicapped freak. When he attacks, he will lay down a pattern of explosions around himself, trying to set up some sort of a defensive perimeter. He will then utilize his machineguns to perforate anything that enters his perimeter. Attackers who fly will usually be hit with explosive missiles, and then shot with machinegun fire. Warwagon will also utilize his wheelchair's speed to outmaneuver slower opponents. When his armor becomes depleted or when he has taken actual damage, he will usually try to escape.

Personality/Character Traits: It is assumed that Kevin Vanderlaan has two personalities. The first is his studious college student self, while the other is his hurt, depressed and vengeful self as the Warwagon. Although, much to Kevin's dismay, he is slowly turning into exactly what he most despises: a merciless killer. Over the last several months the Warwagon has increased his range of operations and his kill ratio. It has been reported that he has joined up with Bladespinner (see earlier in this book) for a few jobs.

Although the police and FBI believe that Kevin Vanderlaan is the perpetrator of these hideous crimes, they have no proof of this and have not yet been able to charge him with any crime.

THUGS

Many super-endowed individuals will have normal villains as guards, underlings, henchmen, and protectors. These people are commonly called 'thugs.' Not all super-villains will employ thugs, and the GM can decide whether or not a specific villain would have the need to use such thugs.

Here is a selection of twenty thugs to choose from. The GM should feel free to organize the thugs into any combination he wishes. The GM should also feel free to reuse any number of these henchmen.

Each of the following thugs will have a weapon besides his normal HTH attack. These weapons can be substituted for other arms if the

GM decides he wants better weapons. Some villains who hire thugs will demand that they dress according to a particular style (i.e. Mirrorman would want all of his henchmen to dress as Nazis). This will sometimes also dictate the kinds of weapons that will be used (Headhunter's men would probably all carry head-axes).

Beneath the listing of thugs is a listing of trained fighters who would be found serving G.I. Jim. These fighting mercenaries are better trained and equipped than the average thug. Refer to the listing below for any new weapons not covered in the **V&V** rules.

Thug No.	Sex	Hits	Power	Agility	Move	Damage Mod.	Accuracy	HTH	Weapon
01	M	11	55	16	44"	+1	+2	1d6	Pistol
02	F	2	35	6	23"	—	-2	1d4	Shotgun
03	M	10	49	16	36"	+1	+2	1d4	Club
04	M	5	40	10	30"	—	—	1d4	Knife
05	F	4	41	14	32"	+1	+1	1d3	Chain
06	M	4	45	5	34"	-1	-4	1d8	Axe
07	F	4	46	13	37"	+1	+1	1d3	Rifle
08	M	4	41	12	34"	—	+1	1d6	Knife
09	F	9	53	12	37"	+2	+1	1d6	Pistol*
10	M	6	45	7	30"	+1	-2	1d6	Pistol
11	M	6	47	17	34"	+1	+2	1d4	Bayonet
12	M	4	40	11	31"	—	—	1d4	Crowbar
13	F	8	49	13	37"	+1	+1	1d4	Shotgun
14	M	6	42	12	32"	+1	+1	1d4	Knife
15	M	2	37	8	25"	—	-2	1d3	Crossbow
16	M	12	47	11	35"	—	—	1d6	Club
17	M	24	66	15	51"	+2	+2	1d8	None
18	M	5	47	11	32"	+1	—	1d4	Knife
19	M	4	41	16	33"	—	+2	1d4	Chain
20	F	4	47	10	35"	—	—	1d4	Knife

* Pistol: Use automatic rules, but change range for pistol.



G.I. JIM'S SQUAD

All men will also be equipped with a pistol sidearm and three grenades. Each man will also wear a flak jacket, which will double the amount of damage one can 'roll' when hit with firearms or other impact attacks (HTH not included).

Man No.	Sex	Hits	Power	Agility	Move	Damage	Accuracy	HTH	Weapon	Level
01	F	13	59	16	43"	+2	+2	1d6	Mortar	3
02	M	23	59	16	46"	+1	+2	1d8	Bazooka	4
03	F	16	59	18	43"	+3	+3	1d6	Sniper Rifle	3
04	M	23	58	15	45"	+1	+2	1d8	Machinegun	3
05	M	23	64	13	48"	+2	+1	1d8	Grenades	3
06	M	27	60	13	47"	+2	+1	1d6	Machinegun	3
07	M	15	61	13	42"	+2	+1	1d6	Machinegun	3
08	M	6	43	10	33"	-	-	1d4	Flamethrower	1

NEW WEAPONS

Bazooka: +1 to hit, Damage = 2d8, Range = A x 12.

Mortar: +2 to hit, Damage = 1d12 + 2, Range = A x 40.

'Sniper Rifle': +7 to hit, Damage = 1d8, Range = A x 14.

Machinegun: +6 to hit, Damage = 1d12, Range = A x 10, use Automatic weapons rules.

Flame Thrower: +2 to hit, Damage = 1d10, Range = 1 x 6.

Grenades: there are three types:

- Normal: see rules, page 25.
- White Phosphorus: +2 to hit, Damage = 2d12, Radius = 20'
- Nerve Gas: +2 to hit, Damage = 1d10 + Death Touch, Radius = 5 inches.

GANGS

The following are some of the numerous known gangs and criminal organizations that currently threaten the world. Wherever possible, we have included the names of those villains believed to be working with or for the gang.

S.K.U.L.K. (Superlative Knaves Under License to Kill)

This organization centers its activities chiefly in England, Belgium, and Germany, though they have been known to work anywhere where there is money to be made. Its present known members are: Adamatron, Dustdevil, Master Zero, Kiloton, and Mirrorman. It is believed that Mirrorman has recently been elected to be leader of this organization. It seems that the main purpose of S.K.U.L.K. is to control and manage assassinations and terrorist activities in Europe. The gang is organized loosely to make it more difficult for a spy to gain information were he to break into the inner circle.

EMISSARIES

This group is composed primarily of extraterrestrials, including the following known villains: Extractor, 2166, Mind Mauler, and Nospherata. The gang has based its organization on a feudal model.

Extractor is currently the King and Mind Mauler the Queen. Lesser individuals progress upwards from serfs (usually the hired help) to barons, knights, dukes and onward. The Emissaries have only one goal and that is the total rule of Earth. They continually threaten every nation and it is believed that they already secretly control many smaller nations.

K.I.C. (Kids in Crime)

This band of roving adventurers and waylayers includes many of the known wanted juvenile delinquents. Presently, the following super-powered children belong to K.I.C.: Orion, Nutrino, Skullcrusher, and Tomcat. K.I.C. is not a seriously dangerous group, though certain members do have the potential to become dangerous. K.I.C.'s main ideology is the liberation of children from adult control and leadership. However, like most gangs of this kind, as the older members grow up, internal friction develops and many smaller bands form from the crumbling original. It is believed that Orion and Nutrino have set up a K.I.C. league somewhere in northern California, while Skullcrusher and Tomcat are believed to be building a large following in upper Michigan.

CONVERSIONS:



AND



by Steve Perrin & George MacDonald with Jack Herman

The major hurdle when using this **Villains and Vigilantes** adventure with the **Champions** rules is converting the characters to **Champions** stats. As both games deal with superheroes, the adventure's storyline should work with little or no conversion.

Converting **V&V** characters to **Champions** is a two step process. First convert the character's stats and then convert the character's powers. The Gamemaster will be responsible for creating disadvantages from the character's weaknesses and writeup.

CHARACTERISTICS

Each **Champions** Primary Characteristic is based on a **V&V** characteristic or ability. Use the list below to calculate each Primary Characteristic. Speed is also calculated from the **V&V** characteristics. Calculate the rest of the **Champions** Figured Characteristics normally and round them up.

STR: Use the **Champions** Strength Chart to find the **Champions** STR that represents the **V&V** character's carrying capacity. Use the **V&V** lift numbers straight, do not convert from pounds to kilograms.

DEX: 15 + (3 x **V&V** Accuracy)

CON: 1/3 of **V&V** Power Score.

BODY: 6 + **V&V** Basic Hits

INT: **V&V** Intelligence.

EGO: **V&V** Charisma.

COM: Player's choice.

SPD: (**V&V** Agility + Initiative Bonus [if any]) / 10 + 3.

Some powers may affect the **Champions** Figured Characteristics. Double the Base Figured PD or ED if the character has no powers that help defend from physical or energy attacks.

POWERS

V&V and **Champions** have very different systems to represent a character's powers and abilities. A **V&V** character's defense is often not getting hit by a type of attack, while a **Champions** character's defense is ignoring much of the damage of a specific type of attack. These conversions attempt to preserve the 'spirit' of the **V&V** character using the **Champions** mechanics, by giving him high defenses vs. a type of attack, rather than making him hard to hit. The following are some simple rules for the conversion.

The GM may use as many dice of damage for each attack as he feels fits into his campaign. The GM may use the following as a basis for comparison. To get the number of normal dice of attack, halve the maximum damage of the **V&V** attack and add the character's Damage Modifier. Divide the result of this by 3 to get dice of Killing Attack. Multiply the number of dice by 5 to get Active Points in other powers.

Whenever the value of a Defense is unspecified, the **Champions** character gets 10 + **V&V** Character Level in points of Defense.

For Ground and Swimming Movement, divide the **V&V** move in inches by twice the **Champions** Speed to get movement per phase.

For Flight, divide the **V&V** move in inches by 2 and take the square root. The table below gives some possible values.

V&V Movement	25"	100"	225"	400"	625"	900"	1225"	1600"	2025"	2500"
Champions Move	5"	10"	15"	20"	25"	30"	35"	40"	45"	50"

A **V&V** character's Level has a big impact on how well he hits an opponent. For every two **V&V** Levels over 1 (rounded down), the **Champions** character should get one 8 point level in Combat (**V&V** Level 6 = 2 x 8 Pt. Skill Levels, **V&V** Level 7 = 3 x 8 Pt. Skill Levels, etc.).

From here on you simply look up the **V&V** power on the list below and find its **Champions** equivalent. Some **V&V** powers include several **Champions** powers, others have variable equivalents, depending upon the **V&V** writeup. Read the writeups carefully to get the best translation.

V&V POWER	CHAMPIONS POWER
Absorption3D6 Absorption and/or Power Transfer
Adaptation30 pt. Life Support, ½ Damage Reduction versus Ranged Energy Attacks
Android Body	+.10 CON, 10 pt. Ego Defense, one other power
Animal Control12D6 Mind Control (Specific animals only)
Animal PowersWhatever is appropriate
Animated ServantRobot (use Champions II rules)
Armor 31-60Armor 12 PD 12 ED - Activates on 11
Armor 61-90Armor 18 PD 18 ED - Activates on 14
Armor 91+Armor 24 PD 24 ED
Astral ProjectionDesolid - Must leave normal body behind
BionicsWhatever is appropriate
Body PowersWhatever is appropriate
Chemical PowerMultiform, ½ damage reduction vs ranged energy attacks
Cosmic AwarenessGamemaster discretion

V&V POWER	CHAMPIONS POWER
Darkness ControlDarkness to normal vision
Death Touch1D6 Power Destruction - Body
Disintegration Ray3D6 Energy Killing Attack
Devitalization Ray10D6 Power Drain - Endurance, at range
Dimensional TravelExtra-Dimensional Teleport
Emotion Control12D6 Mind Control - Emotions Only
Flame Power 1Energy Blast - Fire
Flame Power 2Elemental Control - Fire 1. Energy Blast, 2. Flight, 3. Force Field (10 PD, 15 ED)
FlightFlight (see chart in text)
Force Field 115 PD Force Wall
Force Field 2Strength (Usable at Range)
Gravity ControlTelekenisis
Heightened Attack	+.5 to active points in all attacks
Heightened Defense	+.2 levels of DCV
Heightened Expertise	
01-60	+.2 OCV with one attack (2 3-Pt. levels)
61-90	+.2 OCV with related attacks (2 5 Pt. levels)
91-100	+.2 OCV with all attacks (2 8-Pt. levels)
Heightened SensesDanger Sense/appropriate Enhanced Sense
Heightened SpeedRunning (see movement rules in text)
Ice PowersElemental Control - Ice 1. Ice Blast, 2. Armor (see Armor power above), 3. Force Wall 10 PD, 10 ED
Illusions A12D6 Light Illusions (Champions II)
Illusions B10 PD/10 ED Force Wall and Animating Telekenisis (on Force Wall)

V&V POWER	CHAMPIONS POWER
InvisibilityInvisibility (normal only)
Inulnerability (per pt.)+1 PD and +1 ED with any appropriate resistant defense
Life Support.20 pt. Life Support (OIF - space suit)
Light ControlElemental Control - Light 1. Lightning Blast, 2. 20 ED Force Field, 3. Telekenesis Animate (electrical devices only)
Magical Spellsappropriate powers with magical base
Magnetic PowersElemental Control - Magnetism 1. Telekenesis on Metal, 2. 15 PD/15 ED Force Field, 3. Strength usable at range, only
Mind Control12D6 Mind Control
Mutant PowerWhatever is appropriate
Natural Weaponry.1D6 HKA or 1 level of Martial Arts
Non-CorporealityDesolid (+1/4 not through Force Walls)
Paralysis Ray8D6 ALD* (Champions III) (* artificial bodies, ED, Ego Defense)
Plant ControlTelekenesis (animating plants only)
PetOther hero or 'vehicle'
Poison/Venom.Ranged Killing Attack or Transformation Attack (Champions III)
Power BlastEnergy Blast and Missile Deflection at range
Psionics.appropriate mental power
RegenerationRegenerate (1 point per point of V&V Healing Rate)
RevivificationGamemaster Discretion
Robotic Body2 x Density, 5 point Ego Defense, other appropriate power
Size Change A.Growth
Size Change B.Shrinking
Sonic Abilities.Energy Blast - Sonics
Speed Bonus.Extra inches in one movement power (see movement rule)
Special WeaponPowers bought through focus
Stretching Powers.Stretching and appropriate other powers
Telekenesis.Elemental Control - TK 1. Telekenesis, 2. PD Force Field, 3. Physical Energy Blast
TelepathyElemental Control - Telepathy 1. Telepathy, 2. Mind Scan, 3. Ego Defense
TeleportationTeleportation with added distance
Transformation A.Instant Change or Multiform
Transformation B.Multiform (Champions III)
Transformation C.Shapeshift or Multiform (Champions III)
Transmutation.Transformation Attack (Champions III)
Vehicle.Vehicle (Champions II)
Vibratory PowersElemental Control - Vibrations 1. Vibrations Blast, 2. 10 ED and 20 PD Force Field, 3. Desolid
Weakness Detection.Find Weakness
Water Breathing A5 pt. Life Support
Water Breathing B.5 pt. Life Support, 0 END on all powers while in water, (+1 Limitation on Reduced END Cost), and 20 pt. Physical Disadvantage; Recovery drops to 1 while not in water.
Weather Control.Weather Multipower 1. Darkness - Clouds, 2. Entangle - Rain, 3. EBlast Lightning, 4. EBlast - thunder vibrations, 5. EBlast - Wind, 6. EBlast - Cold, 7. EBlast - Ice
Willpower AHigh INT and EGO
Willpower BEgo Defense, Power Defense, Danger Sense, or some similar ability
WingsFlight (see 'Flight' above)

V&V characters can have weaknesses as part of their powers. **Champions** characters should take the Disadvantage, or Power Limitation that most closely reflects these weaknesses. Most V&V weaknesses come under the 'Physical Limitation' 'Disadvantage' or 'Limited Power' Limitation.

Note that **VILLAINS AND VIGILANTES** is a trademark of Fantasy Games Unlimited Inc. and that **CHAMPIONS** is a trademark of Hero Games Inc. All such trademark use herein is with permission and by cooperative agreement between these companies.

CONVERSIONS:



AND SUPERWORLD™

BY THE AUTHORS OF SUPERWORLD AND V&V

Before we get to translating characters (which can be done fairly easily), we must come to grips with two different philosophies of game design, and why a literal translation of super powers from one game to another is virtually impossible.

Superworld is a very structured game in which every power must be paid for in hero points which are based on the original rolled statistics of the hero, various disadvantages he adds to his powers, and handicaps he must bear.

Villains and Vigilantes is an open-ended game which strives to follow the example of the comics, where heroes are not usually in a situation where they can pick their own powers and weaknesses. Characters are generally based on the players themselves and powers are rolled randomly, unless the Gamemaster decrees otherwise.

Another incompatible part of the two game systems is the type of damage rolled. In **Superworld** the player has control of how much damage his Energy Projection will do. As long as he has the points to pay for it, he can have as big a blast as he wants. In **Villains and Vigilantes** a character's Agility and Intelligence give Accuracy and Damage Modifiers which affect the basic chance to hit and the damage caused by a super power. It can also be effected by other super powers, having rolled said power multiple times, using multiple attacks, and using various powers in tandem or with special applications a character could train in or invent.

Thus, there is no direct correlation between the two games.

The Gamemaster or player who wishes to translate the **V&V** power blaster into a **Superworld** Energy Projector must establish for himself an 'average damage' for the campaign and base the damage to be assigned to the Power Blaster's attack upon that.

Translating the other way is simplicity itself. If the **Superworld** hero had a 'common' Energy Projection, then he is given Power Blast straight. If it is more than common, then it is assumed that he either had a multiple roll of the power or it is boosted by some other power, such as Heightened Attack, Body Power, Psionics, or whatever the translator feels best reflects that character's abilities.

For most powers, it is simply a matter of looking at the power as it is described in one game system, then looking at a similar power in another. One thing to watch out for is the way the powers of both game systems combine effects. It is not immediately obvious until you look at the combat table, for instance, that a **V&V** character with Lightning Control is nearly invulnerable to Lightning Control attacks. The translation process to **Superworld** must therefore include excellent Resistance from Lightning attacks.

Similarly, the **Superworld** Stretching power includes some form of protection from kinetic and electrical attacks. While Stretching Powers in **Villains and Vigilantes** can be used as a fairly effective defense, the equivalent would probably be something more along the lines of Stretching Powers combined with Heightened Defense.

It is therefore recommended that when translating characters from one game to another, that one ignore such things as the maximum number of powers and weaknesses a character can have in **Villains and Vigilantes** and the maximum number of Hero Points a player has to spend in **Superworld** and to strive to maintain the integrity of the character being translated.

The following list gives the **Villains and Vigilantes** powers and weaknesses and their closest **Superworld** equivalents.

Villains and Vigilantes

Absorption
Adaptation
Android Body
Animal/Plant Control
Animal/Plant Powers
Armor
Astral Projection

Superworld

Absorption, Mimic or Reduction
Adaptability, Resistance
Whatever Fits
Mind Control (Animal)
Whatever Fits
Resistance
Astral Projection

Villains and Vigilantes

Bionics
Body Power
Chemical Power
Cosmic Awareness
Darkness Control
Death Touch
Disintegration Ray
Devitalization Ray
Dimensional Travel
Diminished Senses
Emotion Control
Flame Power (1)
Flame Power (2)

Flight

Force Field (1)
Force Field (2)
Gravity Control
Heightened Agility
Heightened Attack
Heightened Charisma
Heightened Defense
Heightened Endurance
Heightened Expertise
Heightened Intelligence
Heightened Senses
Heightened Speed
Heightened Strength
Ice Powers

Illusions (A)

Illusions (B)
Invisibility

Invulnerability

Life Support
Light Control

Lightning Control

Lowered Intelligence
Low Self Control

Magical Spells

Magnetic Powers

Mind Control

Mute
Natural Weaponry
Non-Corporeality
Paralysis Ray
Pet
Phobia/Psychosis
Physical Handicap
Poison/Venom
Power Blast
Prejudice
Psionics
Reduced Agility
Reduced Charisma
Reduced Strength
Regeneration
Revivification

Superworld

Whatever Fits
Whatever Fits
Whatever Fits
Cosmic Consciousness*
Darkness
Poison
Transmute, Energy Projection
Reduction
Dimensional Shift
Physical Problem
Emotion Control
Energy Projection
Energy Projection, Force Field,
Flight
Flight
Shield*
Energy Projection
Gravity Projection
Super DEX
Impaling Advantage
Super POW
20% Defense
Super CON
Skill Increase
Super INT
Super Senses
Supermove
Super STR
Kinetic Energy Projection, Snare
Projection, Force Field, Armor
Illusion Projection
Energy Projection, Force Field
Normal Invisibility — still detect-
able by other senses.
Armor
Adaptability
Energy Projection, Dazzle, Force
Field
Energy Projection, Resistance to
Electricity
Lowered Characteristic
Failure Chance or Psychological
Problem-Berzerk
Whatever Fits
TK, Energy Projection -Electric,
Force Field or Resistance
Mind Control
Physical Disability
Energy Projection - no range
Insubstantiality
Paralysis*
Sidekick
Phobia
Physical Handicap
Poison Gas Projection
Energy Projection
Psychological Problem Handicap
Whatever Fits
Lowered Characteristic
Lowered Characteristic
Lowered Characteristic
Regeneration
Resurrection*

Villains and Vigilantes

Robotic Body
 Size Change
 Sonic Abilities
 Speed Bonus
 Special Requirement
 Special Weapon
 Stretching Powers
 Telekinesis

 Teleportation
 Transformation
 Transmutation
 Vehicle

 Vulnerability

 Vibratory Powers

 Weakness Detection
 Water Breathing
 Weather Control

 Willpower A
 Willpower B
 Wings

Superworld

Whatever Fits
 Super SIZ or Micro SIZ
 Energy Projection, Force Field
 Supermove or Superspeed
 Various Power Disadvantages
 Whatever Fits
 Stretching
 Telekinesis, Energy Projection,
 Telepath, Mind Search, Mind Block
 Teleport
 Shape Change, Impersonate
 Transmute
 Movement Powers as Vulnerable
 Devices plus Sidekick abilities
 Added Damage or Special Vul-
 nerability
 Energy Projection, Force Field
 Insubstantiality
 Spot Weakness Skill
 Adaptability to Underwater
 Energy Projection, Darkness,
 Flight, etc.
 Meditation
 Mind Block and others
 Flight with vulnerable device

* See the **Superworld Companion** for these powers.

The following table is a listing of various statistics in **Superworld** and their approximate equivalents in **Villains and Vigilantes**.

Superworld	Villains and Vigilantes
STR.Strength
CONEndurance
SIZWeight/17
INT.Intelligence
POWCharisma
DEXAgility
APP.A V&V character's appearance is usually that of the V&V player. Therefore, the exact score must be decided by GM/Player agreement.

Note that **Superworld** is a trademark of Chaosium, Inc. **Villains and Vigilantes** is a trademark of Fantasy Games Unlimited Inc. All such trademarks used herein are used by cooperative agreement between these companies.

A to W in villainy, 1 to 30 in variety - From around the globe to across the galaxy, C.H.E.S.S. headquarters reports anew thirty super-villains to be on the lookout for. It's all here, their powers, origins, personalities, and character traits. You also get a Thugs Chart, background info on three evil organizations, and over 100 full-color counters. Now let's have that **Roll Call!**

					
ADAMATRON	ARMADA	BLADESPINNER	BRAINWAVE	CRATER	DUSTDEVIL
					
EXTRACTOR	G.I. JIM	HARPY	HEADHUNTER	KILOTON	KING
					
LIFEGUARD	MANSLAUGHTER	MASTER ZERO	MIND MAULER	MIRROR MAN	NOSPHERATUA
					
NUTRINO	ORION	PARASITE	ROCKER	MR. SCARCE	SHORT STOP
					
SKULLCRUSHER	SUPER NOVA	TIDAL WAVE	TOMCAT	2166	WARWAGON