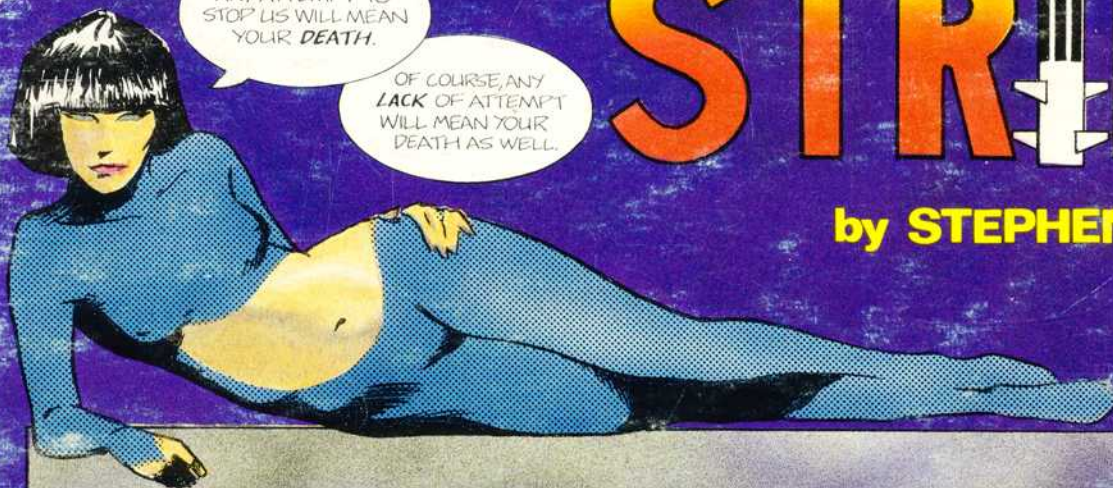


PRE-EMPTIVE STRIKE

ANY ATTEMPT TO
STOP US WILL MEAN
YOUR DEATH.

OF COURSE, ANY
LACK OF ATTEMPT
WILL MEAN YOUR
DEATH AS WELL.

by STEPHEN DEDMAN



Pre-Emptive Strike

A
**VILLAINS
AND
VIGILANTES™**
ADVENTURE

WRITER: STEPHEN DEDMAN

ILLUSTRATOR: SEAN KNIGHT



EDITORIAL INTRODUCTION

Pre-emptive Strike is actually a multi-part adventure or two distinct adventures that can be run separately. The second adventure, **Finity Quest**, can be a part of the main adventure, or it can be run at a later time.

This marks the first **V&V** adventure from Stephen Dedman and comes all the way from Australia. Though this is the first, it will not be the last we see from Stephen, who is already finishing up a second adventure pack.

Gamemasters and players should note that this pack comes with full-color cut-apart counters, as has become standard with **Villains and Vigilantes**. These should be carefully removed from the booklet and then mounted on heavy board. They should then be carefully cut apart with a craft knife.

Well, enough of this editorial stuff, on with the adventure and saving humanity from a nuclear threat!

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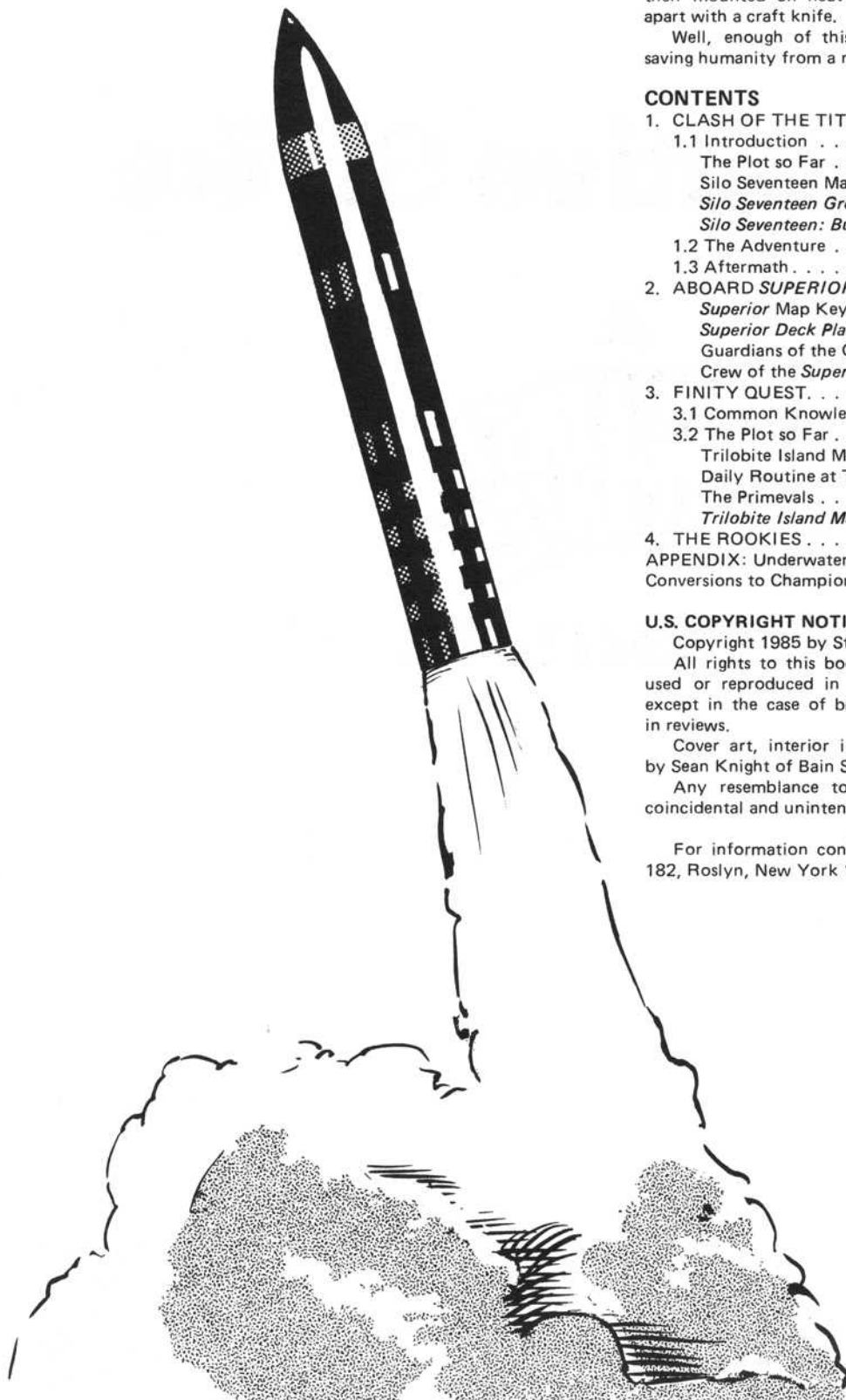
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1. CLASH of the TITANS

1.1 GAMEMASTER'S INTRODUCTION

This adventure is designed for six moderately experienced players — preferably second or third level. If more than six players are involved, add a duplicate TROJAN I robot, or if many of the players are above third level, increase the levels of Vendetta and Tympanus accordingly. If less than six player heroes are involved, add some Rookies to the game to make up the numbers.

Besides the usual combat powers and skills, the heroes would benefit from Lightning Control, Telepathy, Non-Corporeality or Vibratory Powers. These powers will make it easier to bargain with Tympanus, or, if necessary, to take over the controls of *Superior* and return home. Otherwise, the players may well find themselves stranded in a pilotless alien spaceship, in an unidentified nebula, some thousands of light years from Earth, and embarrassingly in need of rescue!

The Supplementary Adventure *Finity Quest* is included as a contingency plan, a 'death trap' if the player heroes should fail in their first attack on *Superior*, or a continuation of the adventure should they fumble in their attempt to Dimension Travel back to their own world. It may also be used as a separate adventure if the players are sufficiently skilled, or luck, or both, not to require its use as a basic part of this adventure.

COMMON KNOWLEDGE

Pre-Emptive Strike is set in the late 1970's to late 1980's, when Titan missiles with single warheads are still located in immovable silos (though being slowly phased out in favor of a massive subway to prevent a pre-emptive strike on stationary missiles and silos).

THE PLOT SO FAR

At approximately 2 o'clock p.m., Titan Missile Silo Seventeen (controlling nine missiles) was attacked from within. Nothing passed through the gates, nothing was recorded by the video cameras scanning from above the control center (blockhouse), no one used the elevator, no unidentified fingerprints have been found . . . but something or someone removed the two ton door to the bunker and killed the two S.A.C. (Strategic Air Command) officers inside. The two officers were apparently killed by some explosive force, though no chemical residues have been found, and seem to have fired on an intruder with their side arms (submachine guns) . . . but the guns are missing, and a pattern of bullet scars on the floor, walls and ceiling suggests that the bullets ricocheted from the target. There is no exit large enough to admit the bunker door, yet it has entirely disappeared, as has the smaller safe door — the safe that hid two keys to fire the missiles — and both keys are also missing.

The Strategic Air Command, reluctantly, called GIANT (Government Investigation into the Application of New Technologies) at 6:20 p.m., and GIANT has called in the nearest superheroes — the players, from twelve hundred miles away, and (if necessary) other heroes, the Rookies, from sixteen hundred and fifty miles away. The call arrives at the heroes headquarters or with their contact at 8:12 p.m. and a jet will be provided to collect anyone who cannot fly, taking them to the silo at once for an arrival time of 1:30 a.m., the next morning. Even if the heroes arrive before this (by flight or by providing their own faster transportation), they will not be admitted without a forty minute security scan (and a reaction roll for General McGough). If required, the Rookies will arrive at 3:00 a.m.

Further tests by GIANT's Investigative Team have revealed that the only remnants of the bunker door, the gigantic hinges, were not affected by heat, tearing, or vibration: the door was either disintegrated, absorbed, or teleported away. As the door was fitted with an alarm system that would alert the men in the bunker and in the sec-

urity station if it were even touched slightly, it is puzzling that no alarm was received upstairs. No apparent attempt has been made to sabotage either the launch system or the missiles themselves. All of the launch tubes have inset cameras and are monitored from the bunker. An infra-red examination of the floor has revealed no footprints. There have been no apparent security leaks, no computer taps, no missing files, no defections, and the records of both officers in the bunker and the security team upstairs are excellent. In all, no evidence whatsoever of treason exists. All of this information is available to the players if they ask the appropriate questions.

Teams of soldiers with small Surface-to-Air missiles (SAMs) are stationed around the launch tubes, in the hope that they will be able to knock out the missiles if, and when, the hatches open. The Strategic Air Command is ready, of course, to attempt to override the silo's launch controls from the six other silos with which Silo Seventeen is linked, but as there was no attempt to prevent this, General McGough fears that the intruder can override the overrides.

Silo Seventeen Map Key

STRUCTURAL DATA:

Ceilings are ten feet high. Exterior walls and the missile launching hatches are two feet thick of steel-reinforced concrete (structural rating = 8). Interior walls are four inches thick, of the same material. The elevator door is one inch thick steel (SR = 11); the door inside the bunker and the blockhouse are one inch thick hardwood (SR = 3). The exterior door is of one half inch titanium (SR = 12).

SECURITY LEVEL & BLOCKHOUSE

S Security Station: There are desks for two officers, two phones — one red (external), one white (to the bunker) on each desk; both phones may be put on scramble. There is a monitor on the west wall on which the officer at the eastern desk can call up the images from any of the launch tubes, the fixed camera overlooking the gate, or the mobile camera from the top of the blockhouse (which is controlled from the bunker). Two dials above the elevator door show the weight the elevator is carrying, and its position. Also on the eastern desk are the controls for the gates, the exterior door, and the elevator. The drawers of each desk contain security manuals, a pistol, and a clip of ammunition. On the wall is a map of the state.

Since the intrusion, General McGough has set up his own two additional phones (a hotline to the Pentagon and another to his mobile headquarters), pinned up more maps, and brought in replacements for the security officers, who are being debriefed at the mobile headquarters.

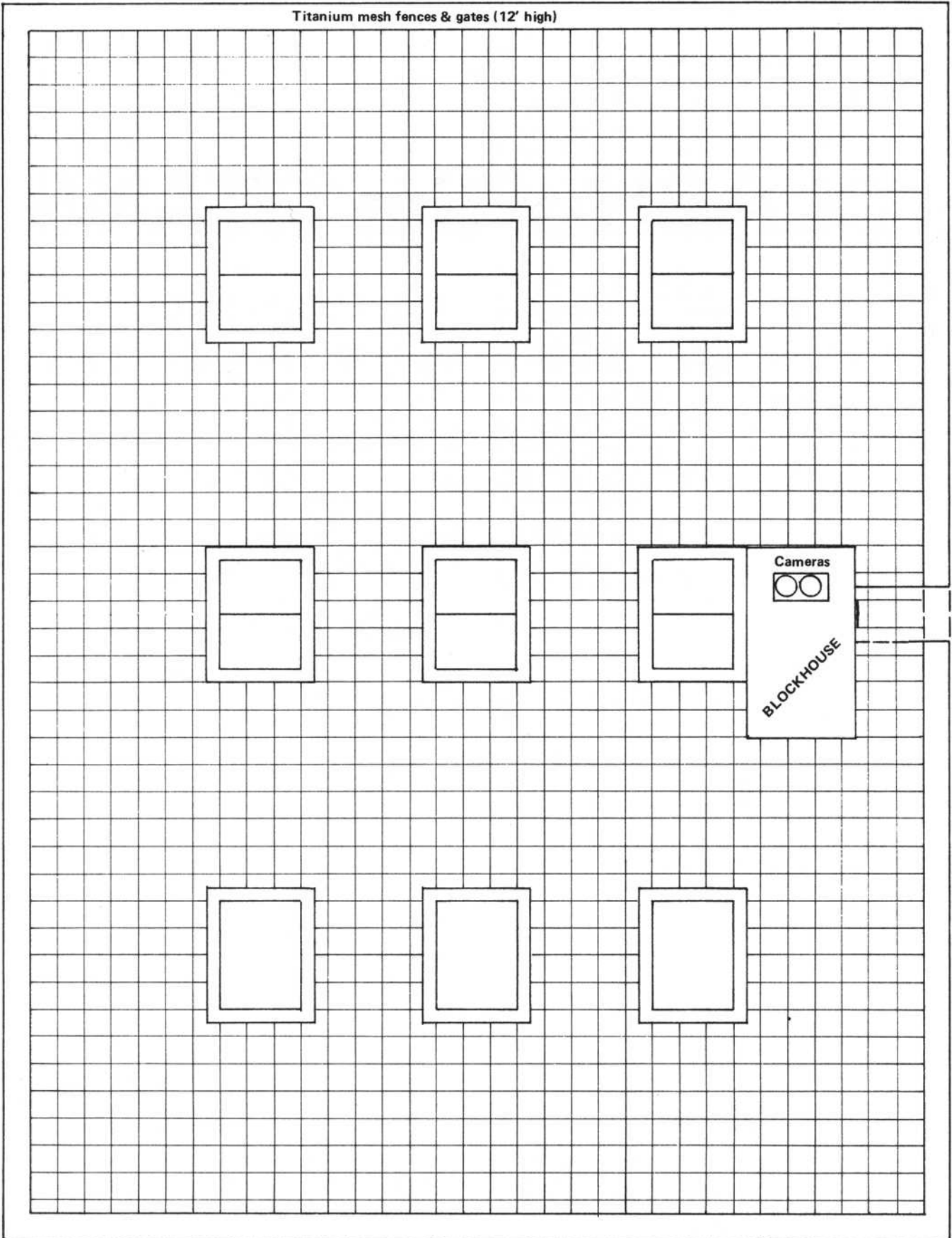
Q Quarters: Contains bunk beds, a rack for two automatic rifles, a cupboard containing canned food, a small hotplate, a coffee maker, and two lockers for the officers' uniforms and personal effects (transistor radios, cassettes, paperback books, etc.).

W Washroom: Contains a toilet, a shower, a handbasin, and a small first-aid cabinet.

E Elevator: Carrying Capacity of this elevator is only four hundred pounds, monitored from both the Bunker and the Security room upstairs. The shaft between the Security room and this level is forty feet. The elevator controls are up, down, and stop, and may be overridden from the security station. The door will open for ten phases and the descent or ascent takes a full turn.

BUNKER LEVEL

C Corridor: Walls, floor and ceiling are of reinforced concrete. The corridor is lit by fluorescent tubes every ten feet.



L Launch Tube: The missile is 103 feet tall and the tube is one hundred and eighty feet deep. A recessed camera near the hatch watches the missile.

B Bunker: Two bolted down swivel chairs, ten feet apart, overlook the locked control panels for the missile launching. Two phones — one red (external), one white (to the security room) — rest beside each panel. Each position also controls a monitor, and can call up the images from any of the launch tubes, the fixed camera overlooking the gate, or the mobile camera from the top of the blockhouse. The controls for the mobile camera, and the weight and position monitor for the Elevator, are beside the left panel. The small safe, minus door, is set in the left wall.

Any damage inflicted on either of the control panels, or any fumbled attempt to take control with Lightning Control, will sound an alarm in the Security Center, and probably activate one of the panels' built in defenses (5% chance per point of damage). These are:

1) Electrifying the metal of the top of the control panel: 2d8 damage, defend as against Lightning Control.

2) Releasing a poisonous gas which blinds for 3d6 turns, paralyzes (as Paralysis Ray) and inflicts 1d2 of damage between turns until a saving throw against Endurance (d100) is made. The quantity of gas is sufficient to fill the bunker, the quarters, the corridor, and even the launch tube.

3) Activating a sonic weapon which inflicts 1d12 points of damage on living tissue, but is harmless to metal and plastic, for four phases.

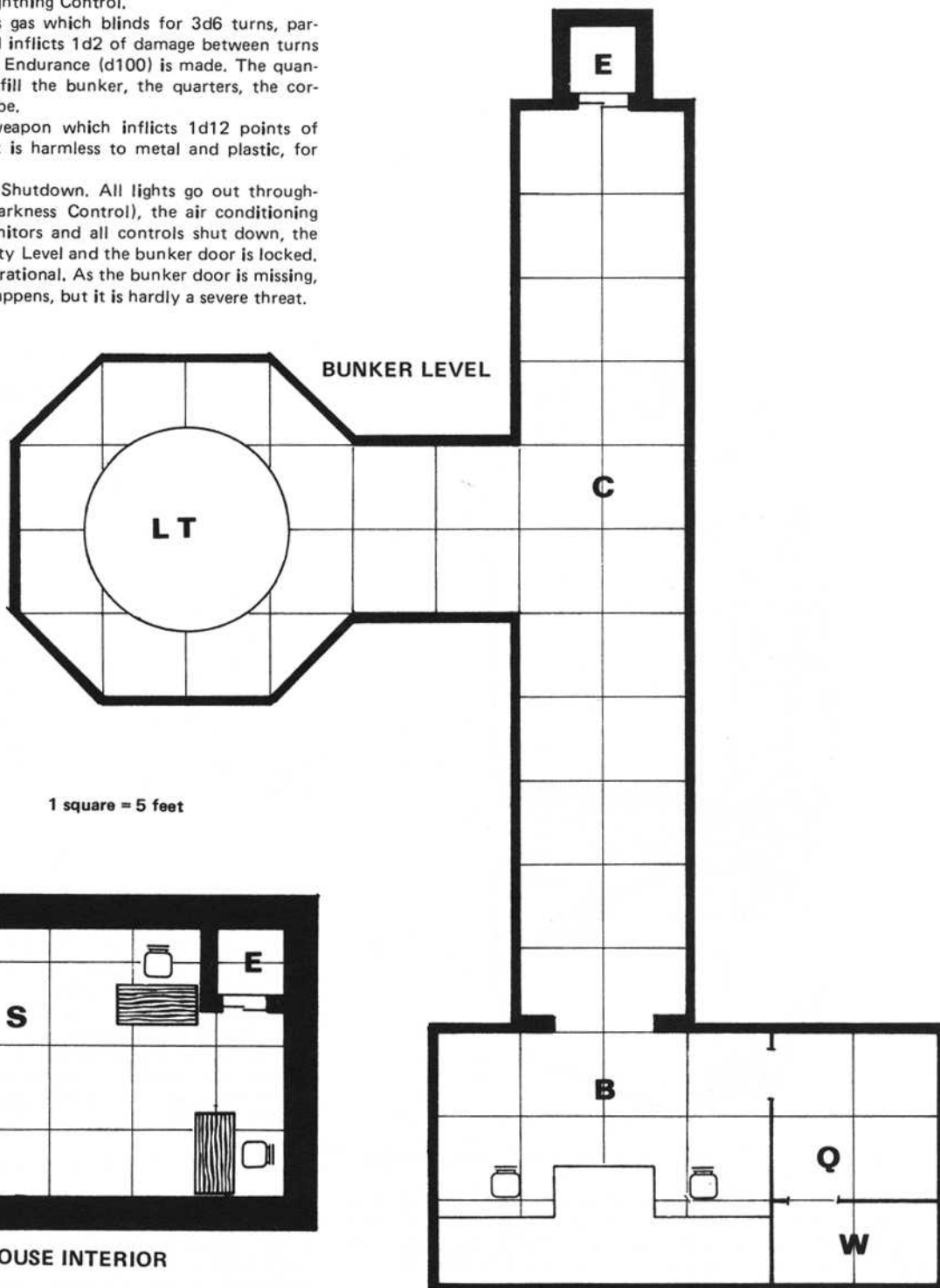
4) Life Support System Shutdown. All lights go out throughout the bunker level (as Darkness Control), the air conditioning system shuts down, the monitors and all controls shut down, the elevator returns to the Security Level and the bunker door is locked. Only the phones are still operational. As the bunker door is missing, this may be a nuisance if it happens, but it is hardly a severe threat.

Q Quarters: Contains bunk beds, a rack for two automatic rifles (missing), a cupboard containing canned food, a small hotplate, a coffee maker and two lockers (now empty).

W Washroom: Contains a toilet, a shower, a handbasin, and a small first-aid cabinet.

1.2 THE ADVENTURE

At 1:53 p.m., the next day, a black, opaque rectangle five feet wide by ten feet high appears in the corridor before the elevator. The players should, before now, have rolled for initiative. Voltoid will walk through the rectangle on his first phase, preserving an action to retaliate with Lightning Control if he is attacked. His objective is the bunker: he will, if not stopped, take control of the launch computer and begin the three minute countdown to launch the missiles. If Voltoid finds a barrier he considers to be impassable between himself and the bunker, or if he is damaged beyond his internal repair capacity and opposition remains, he will alert Tympanus, who will



send TROJAN I to assist Voltoid. TROJAN I will require a full turn to arrive.

The portal will remain open for seven turns. Proceed with the battle.

Voltoid

Identity: Tympan Android

Side: Tympanus

Experience: N/A

Powers:

1. Android Body: 8% human appearance; +17 Endurance; Body Power: Heightened Agility +20. Interior mechanisms 'heal' the first 72 points of damage taken (88%).
 2. Heightened Intelligence Device: (built-in) +24
 3. Lightning Control Device: Built into the android body; 54 inch range, 2d8 damage, PR = 4 per attack. One action is required to start electrical defense, but no further cost is imposed. PR = 4 to start electrical defense, but no further cost is imposed. PR = 4 to control electrical devices, requiring a special attack.
- Weakness: Mute: Communication is restricted to *Superior's* computer, and thus to Tympanus, Vendetta, and TROJAN I.

Weight: 160 lbs.

Agility Mod.: -

Endurance: 27

Intelligence: 36

Reactions from Good: -1

Hit Mod.: 20.026

Damage Mod.: +8

Accuracy: +5

Carrying Cap.: 296 lbs.

Movement Rate: 67 inches, ground

Detect Hidden: 26%

Inventing Points: 14.4

Basic Hits: 4

Strength: 10

Agility: 30

Charisma: 12

Evil: +1

Hit Points: 81

Healing Rate: 2.8/day

Power: 103

Basic HTH: 1d6

Detect Danger: 30%

Inventing: 100%



ORIGIN & BACKGROUND: Modified from Tympan technology by Vendetta and Tympanus.

COMBAT TACTICS: Voltoid will have activated his Lightning defense before stepping through the portal; he will not attack unless he is attacked first, but he will fire a Lightning bolt from each hand at the first two people who oppose him, and will only resort to Hand-to-Hand combat if his power falls below 30.

TROJAN I

Identity: Tympan Combat Robot

Side: Tympanus

Sex: N/A

Age & Experience: N/A

Level: 4

Powers:

1. Robotic Body: Weight x 3; 29% human appearance.
 2. Heightened Strength Device (inbuilt): +9
 2. Disintegration Ray Device (inbuilt): 19 inch range, inflicts 1d20 damage.
 3. Heightened Expertise: Disintegration Ray Device is +4 to hit.
 4. Flight Device (inbuilt): Maximum speed is 342 miles per hour, PR = 4 per hour.
 5. Heightened Senses Device (inbuilt): Infra-red, detect invisible.
- Weakness: Mute.

Weight: 420 lbs.

Agility Mod.: -2

Endurance: 18

Intelligence: 11

Reactions from Good: -

Hit Mod.: 3.52

Damage Mod.: -

Accuracy: -

Carrying Cap.: 1819 lbs.

Movement Rates: 47 inches, ground, 1505 inches, flying

Detect Hidden: 10%

Inventing Points: 4.4

Basic Hits: 9

Strength: 19

Agility: 10

Charisma: 11

Evil: -

Hit Points: 32

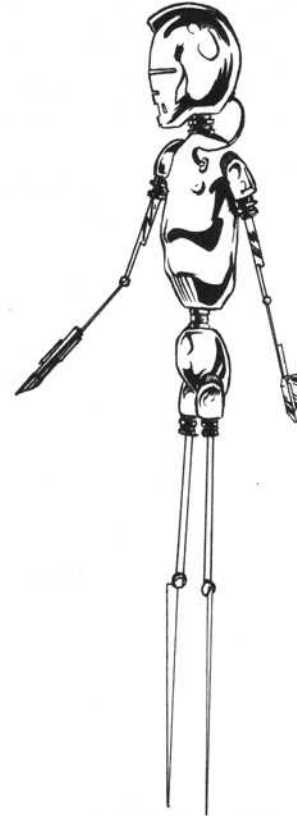
Healing Rate: N/A

Power: 58

Basic HTH: 1d10

Detect Danger: 14%

Inventing: 33%



ORIGIN & BACKGROUND: Tympan Combat Robot (a restored antique: the Tympanoids have had no wars for nearly two millenia), previously used for removing the bunker door.

COMBAT TACTICS: TROJAN I will use his Disintegration Ray against any opposition unless they stand between him and the controls for the missile launch, when he will resort to Hand-to-Hand combat. Unless otherwise instructed by Voltoid, he will concentrate on the first character to attack him until that character is visibly incapacitated, and he will then proceed in numerical order until no opponents remain.

1.3 AFTERMATH

Voltoid's Lightning Control is, of course, able to override any restrictions placed on the control panel, unless it is largely demolished. If he fumbles and triggers the defenses, this will not disturb him: Voltoid is immune to poisonous gases and to the anti-biological sub-

stance sonic device. Furthermore, he does not need light to use his Lightning Control.

If Voltoid is not stopped, the players will have three minutes (twelve turns) before the missiles are fired. For the last turn, the massive hatches will be open and the missiles themselves will be exposed. The SAM teams posted outside will throw grenades into the launch tubes. Only if this tactic is unsuccessful will these teams need to use their SAMs. As a Titan missile is little more than a payload at one end, an engine at the other, and a large fuel tank in between, it need only sustain 5 points of damage to be disabled. This, however, will cause an explosion equivalent to that of a large chemical bomb, and a slowly poisonous plutonium fire — less disastrous than a nuclear explosion, but still undesirable, particularly for the SAM teams in their exposed positions. If the missiles explode in their tubes, the blast radius will also extend into the corridor of the bunker level. The player heroes may be able to invent safer ways of preventing the missiles from being launched: e.g. Gravity Control to let the Titan exhaust its fuel without actually going anywhere, Dimensional Travel portals opened up above the launch tubes, etc.

If Voltoid is defeated, but no one proceeds through the portal, it will close (disappear) at the pre-ordained time. Even if someone does proceed through, it will close at the pre-ordained time, but the adventure will continue without pause.

The portal is impervious to light, sound, Astral Projection, Telepathy, and any other form of psionic probing. From behind (the elevator), there is no evidence of its existence: one may see through it, walk through it, or use weapons through it as though it were not there.

If Voltoid and/or TROJAN I are stranded on Earth, but conscious, when the portal closes, they are programmed to destroy themselves — TROJAN I with his disintegrator, Voltoid by short-circuiting himself with his Lightning Control — to prevent their Tympan technology from falling into merely human hands.

If no one dares the portal, it will reappear at the same time the next day, to release a new Voltoid and a TROJAN I robot. If this attempt fails and none of the heroes proceeds through the portal (if the Gamemaster is using the Rookies as NPCs, at least one of them should risk it), Vendetta and Tympanus will sit back, frustrated, and think of some other, equally nasty scheme.

2. ABOARD SUPERIOR

SUPERIOR MAP KEY

Structural Data:

All surfaces, unless otherwise indicated, are of superalloy (SR = 17), and the hull is three inches thick. Beyond this, it is surrounded by an irregular iron asteroid, 1d12 inches thick in any specific direction. The asteroid floats alone inside a nebula: none of the constellations visible are even remotely recognizable.

A. Anteroom: Inhabited by the Guardians of the Gate, a Flame Dragon and a Frost Dragon too large for either of the portals. Lighting comes from an unbearably bright point source at the highest point of the ceiling. Both dragons will attack unidentified intruders on sight.

The portal, when closed, is protected by a force field which blocks any form of probing travel (except teleportation, and there is nowhere safe within seven light years). The door to the corridor is hidden by an illusion: all the walls appear to be identical.

C1 Corridor: Dark, featureless and uninhabited.

P Pyramid: Enclosed by one-way force fields flush with the walls on all sides, admitting anything but permitting nothing larger than an oxygen molecule to leave — including energy, astral bodies or psionics. The only aperture in the force-field is the apex and three inches on a side — a lighting source surrounding a camera lens.

Entering the pyramid will trip a silent alarm to Sprite, in the Observation Gallery. When she is convinced that she has trapped as many intruders as possible, she will commence filling the room with a slightly visible (Detect Danger rolls allowed) knockout gas from vents hidden in the floor. The heavy gas will fill the pyramid from the floor up, at a rate of four feet per turn. Anyone not protected (by Life Support, Adaptation, Willpower, Robotic Body, etc.) will have to save vs. Endurance on 1d100 between turns as soon as the gas reaches their nostrils, or be rendered unconscious. The gas will stop at a height of twenty-eight feet, after seven turns. If, seven turns later, anyone is still conscious, Sprite will alert Tympanus, who will send in the TROJAN I robot from his quarters. (If the TROJAN I robot was used in the attack on the silo, the gas will be drained — in two turns, necessitating cancellation of the force field from the floor — and Sprite and Vendetta will attack.) If no one is conscious at the end of the seven turns, the gas will be drained, and TROJAN I (or Sprite) and Vendetta will enter to carry the bodies to the portal, and dump them, minus any devices, into an inhabitable parallel world (Tympanus, though she has a low opinion of human beings, does not condone unnecessary violence or cruelty). The controls to the force field pyramid are in the Observation Gallery, with an overriding control in Tympanus's computer.

Destroying the light source and camera requires two points of damage, and will plunge the other players into darkness (which will not affect TROJAN I). A conduit, two inches in diameter and seven feet four inches in length, leads from the camera to the Observation Gallery. A person three inches tall or less can climb

this conduit easily at half (modified) ground movement rate, or fly, and emerge beneath the control panel.

O. Observation Gallery: Monitors the pyramid through the camera and television when the force field is activated, through one-way glass when the force field is not activated. The console features controls for the Pyramid Force Field, for the camera and lighting, for the knockout gas, for an intercom to Vendetta in the room below, and for a teletype to Tympanus. The only escape is via a 'mousehole' four inches high by two wide, covered by a door disguised as a three-pin power point (socket), leading to an elevator to the Quarters.

Q. Quarters for Vendetta and Sprite. The door slides down into the floor, and has the same structural rating as the wall. It is normally self-opening, but it will have been locked from the master control in Vendetta's computer (built into the desk). There is a double bed, Vendetta's desk, a food synthesizer on the west wall, and a sound and video system on the north wall (see map). The bed has a Gravity Control Device built in (effect restricted to the area immediately above the bed, weight factor 4 to -2; standard setting is for one-tenth normal Earth gravity). The computer contains Vendetta's texts on space medicine, psionics, biofeedback, and prosthetics. It also controls the life support for Vendetta and Sprite and can translate from Tympanic into English. The instructions for the food synthesizer are in English. The walls are decorated with Voyager and Viking photographs, astronomical photographs (taken by Vendetta during his travels with Tympanus) of planets, galaxies and nebulae beyond the range of telescopes on Earth, and van Dyke's college certificates and awards, framed.

B Bathroom.

CW, Walk-in closet. Most of the clothes here belong to Sprite.

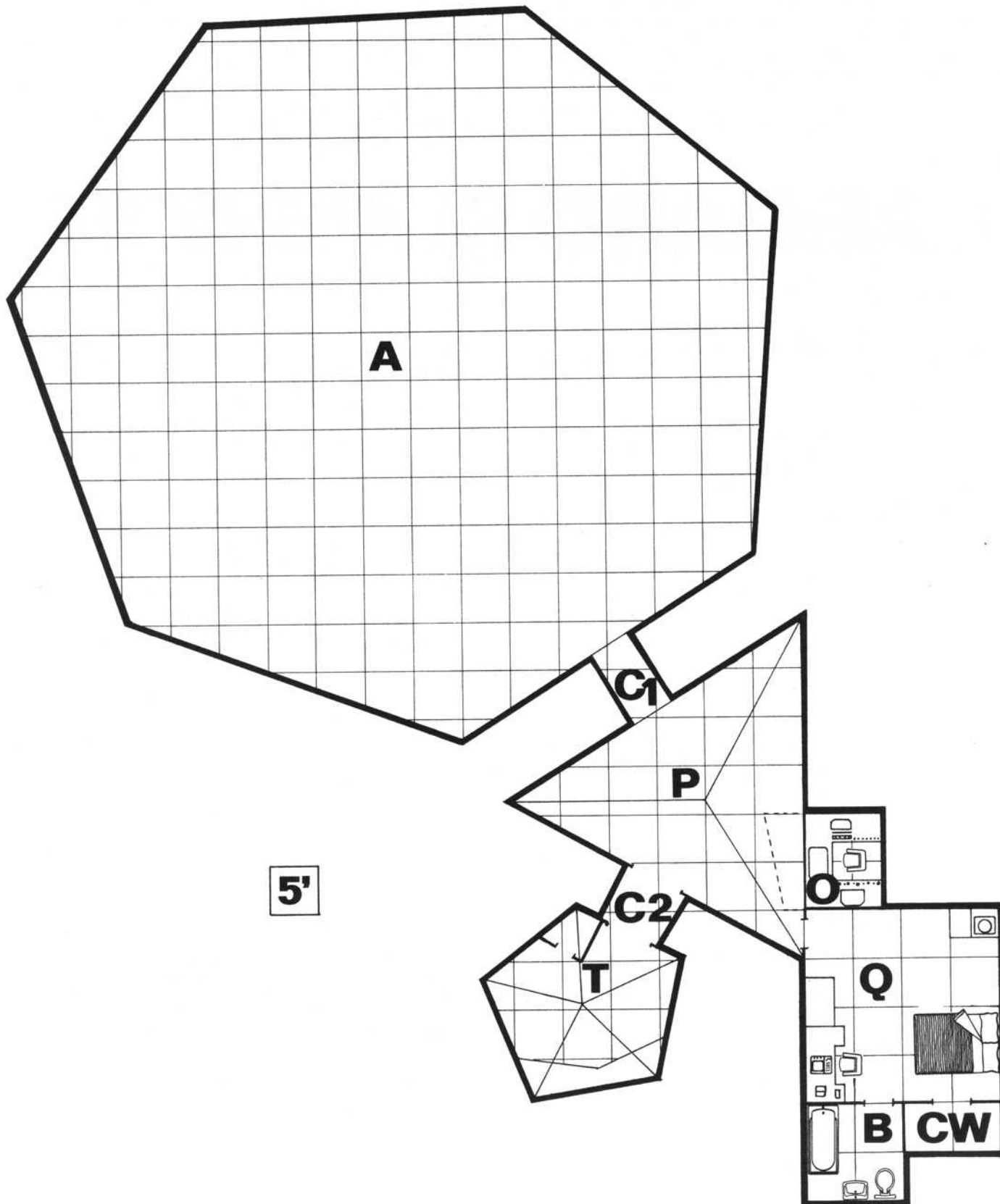
C2. Corridor: The doors at each end slide into the floor and have the same Structural Rating as the wall. The door to the Environment Chamber is bright yellow, marked with a red trefoil, and 'Danger — Radiation! Trespassers Will Be Mourned' (typical Vendetta humor) written in large, unfriendly black letters.

T. Tympanus's Environment Chamber: The air is sufficiently radioactive to be a danger to human life. Characters without a suitable defense must save vs. Endurance between turns or become contaminated (a cure for radiation sickness exists in Vendetta's computer). The cubicle to the north is a zero-gravity chamber, where Tympanus sleeps. The panel beside it produces Tympanus's liquid nutrients (non-poisonous to humans, but unpleasant to human taste). The trefoils and 'Danger — Radiation!' signs on each wall should be believed. The console which lines the south wall is designed for the Tympan sonar sense, vocal range, and seven-fingered hands, and largely incomprehensible by human standards (differences in color and light, for example, are meaningless). The console controls (1) the portal (opening, closing, and Dimension Travel 2: any fumble with its controls will probably break its contact with twentieth-century Earth and send the portal into

a parallel world), (2) the life-support system (overriding Vendetta's control over the rest of *Superior*, including control of the gas in the pyramid – which, incidentally, is harmless to Tympanus), (3) communications, with Vendetta, TROJAN I, Voltoid, and the Observation Gallery, including translation from Tympanic to English, (4) data retrieval (in Tympanic language), (5) the self-opening door (locked) and, (6) the override for the pyramid force-field. Attempts to use Lightning Control to take over the console

will only grant control of any one aspect (roll 1d6); the positioning system for the portal, and the data retrieval, require an inventing point apiece to operate.

The twenty-four hour cycle of the portal's appearances is dictated by the rotation of the Earth. An attempt to open the portal at the wrong time without changing the setting on the Z axis is 70% likely to open it to water and flood the antechamber, passage and pyramid, and 20% likely to open it uselessly to solid rock or



earth. The seven-turn duration of its appearance is also unalterable. If *Superior's* crew is incapacitated, the piloting computer has no standing orders.

GUARDIANS OF THE GATE

Frost Dragon

Weight: 15000 lbs. Agility: 14
Endurance: 12 Intelligence: 11
Ferocity (treat as Charisma for Emotion Control): 15
Hit Points: 120 Accuracy: +1
Basic HTH: 2d12 Power: 44
Movement Rates: 120 inches ground, 320 inches flying
Detect Hidden: 8% Detect Danger: 12%

Powers:

1. Ice Power: 6 inch range, 2d12 damage, PR = 10 per attack.
2. Emotion Control: 10 inch radius, causes terror in victims who must save vs. Charisma on 1d20 for immediate lost morale. PR = 8 per attack.



Flame Dragon

Powers:

1. Flame Power A: 27 inch range, 2d12 damage, PR = 4 per attack.
2. Heightened Senses: Infrared vision, detects invisible.

Weight: 15000 lbs. Agility: 19
Endurance: 12 Intelligence: 6
Ferocity: 8
Hit Points: 120 Accuracy: +3
Basic HTH: 2d12 Power: 48
Movement Rates: 125 inches ground, 350 inches flying
Detect Hidden: 6% Detect Danger: 11%

CREW OF THE SUPERIOR

Sprite

Identity: Rita Spender
Side: Tympanus
Age: 23

Sex: Female
Level: 5
Training: Strength

Powers:

1. Size Change/Smaller: Height Factor = 72, Weight Factor = .000027. Changed height is 3/4 inch, changed Agility is 18, Accuracy +3, Damage Modifier +2. Movement Rate is 14 inches. Telekinesis range is three feet six inches.
2. Telekinesis: TK capacity = 550 lbs. TK defense costs PR of 1 to set up and per attack repulsed, plus one action to establish. TK Blast damage = 1d8 with a PR of 1 per attack or per turn, attacks as Hand-to-Hand. TK Blast range = 50 inches, with a maximum velocity of 60 inches per turn.
3. Heightened Speed: +930 inches per turn, +31 to initiative rolls.
4. Illusions: Visual and Audible components only. PR = 2 per illusion maintained. Requires one action and 2 power points per turn to maintain. Alterations cost movement only. Characters save

vs. Intelligence on 1d100 to determine that the illusion is not real.

Weight: 140 lbs.
Agility Mod.: —
Endurance: 12
Intelligence: 11
Reactions from Good: —1
Hit Mod.: 1.4
Damage Mod.: —
Accuracy: —

Basic Hits: 3
Strength: 11
Agility: 10
Charisma: 14
Evil: +1
Hit Points: 5
Healing Rate: .9/day
Power: 44



Carrying Cap.: 177 lbs. Basic HTH: 1d4
Movement Rate: 963 inches, ground
Detect Hidden: 8% Detect Danger: 12%
Inventing Points: 4.4 Inventing: 33%

ORIGIN & BACKGROUND: Rita Spender was the daughter and assistant of Vendetta's teacher/colleague, Charles (Cash) Spender, and became attracted to Vendetta even after he used her as a guinea-pig in his experiments with psionics and physical efficiency, in which she gained her powers. It is notable that Sprite is still, basically, a very ordinary person, and that Vendetta has made no attempt to change that.

COMBAT TACTICS: Sprite creates illusions of monstrous creatures, less to frighten her enemies than to distract them from the brawling weapons (if available) she throws around with her Telekinesis. She will attempt to stay outside the thick of combat, but, if cornered, will shrink and run for cover, firing TK Blasts at anyone who comes near.

Vendetta

Identity: Pieter van Dyke
Side: Tympanus
Age: 30

Sex: Male
Level: 6
Training: Endurance

Powers:

- Willpower: PR = 1 per turn
 - Heightened Intelligence: +17
 - Heightened Agility: +13
- Weakness Detection: Determines one weakness and gains a +11 modifier to hit after spending one action within one inch of an opponent.
- Special Weapon: Death Ray Pistol: 174 inch range, inflicts 1d8 damage, plus Death Touch. No damage to non-living matter, in which case it attacks as a Paralysis Ray. 21 charges. Pistol is only usable by Vendetta as the butt is modified to recognize the holder of the pistol. If used by anyone else, the pistol will explode, doing 1d4 points of damage for each remaining charge, with a blast radius of 3 inches, and a to Hit Mod. of +3.

Weight: 240 lbs.
Agility Mod.: —
Endurance: 14
Intelligence: 32
Reactions from Good: -2
Hit Mod.: 10.3292
Damage Mod.: +6
Accuracy: +5
Carrying Cap.: 573 lbs.
Movement Rate: 58 inches, ground
Detect Hidden: 22%
Inventing Points: 19.2

Basic Hits: 5
Strength: 15
Agility: 29
Charisma: 17
Evil: +2
Hit Points: 52
Healing Rate: 1.5
Power: 90
Basic HTH: 1d8
Detect Danger: 26%
Inventing: 96%



ORIGIN & BACKGROUND: Professor Pieter van Dyke was an expert in space medicine and a major theorist in exobiology, and an influential figure in the scientific community until the early 1970's. After the cancellation of Project Apollo, and the subsequent murderous cutbacks in NASA's budget, however, van Dyke found himself consigned to relative oblivion in a small University. When he claimed, years later, to have made contact with an intelligent extraterrestrial race from a planet orbiting Barnard's Star, he was dismissed from his post as a crank.

Professor van Dyke was not so easily thwarted, and he and 'Cash' Spender soon established regular communications with Tympanus. Spender died, apparently of radiation poisoning, shortly after Tympanus's first visit to Earth, but van Dyke's biofeedback techniques

enabled him to survive. He allied himself with Tympanus, and found that she had access to much knowledge he had thirsted for over the years. Convinced that the dying Tympanus race had a greater right to survival than his own, which he saw as destined for ignorant barbarism, van Dyke literally offered Tympanus the Earth.

Vendetta retains a warped patriotism, and his plan for irradiating the Earth is nonetheless designed to give the U.S.A. a chance to fire its missiles first, and perhaps survive long enough to build fallout-proof enclaves, or at least achieve a form of 'moral victory.' His refusal to fire the Titans after the first infiltration of Silo Seventeen was inspired by a hope that the Strategic Air Command might regard it as an unsuccessful attack by another country, and fire the missiles at their own initiative (also granting extra time for defensive preparations).

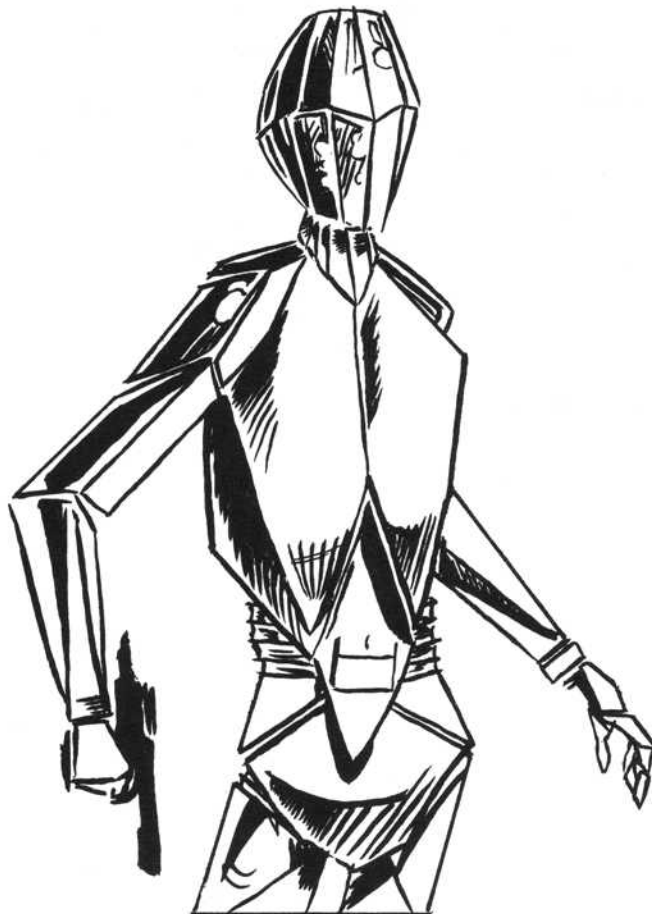
COMBAT TACTICS: Vendetta will monitor the performance of the superheroes in the pyramid, attempt to determine who is the leader, and, if any come within one inch of the camera at the apex, he will examine them for weaknesses. Forced into combat, he will use his Death Ray Pistol on whoever attacks him, and attempt to hamper the group by killing their leader (if any). Only if his victim saves against the Death Ray more than once, will Vendetta use his Weakness Detection skill.

Tympanus

Identity: Unpronounceable, untransliterable
Side: Tympanus
Age: 168
Sex: Female?
Level: 6
Training: Agility

Powers:

- Sonic Abilities: 32 inch range, 1d12 damage, 13% chance of destroying non-living objects on a special attack. PR = 1 per shot.
- Special Weapon: Multi-function ray pistol, 20 inch range, 21 charges
 - Improved Disintegrator, does 1d20 damage, may be set for any particular non-living material, sparing all others.
 - Paralysis Ray.
 - Overload. Blast radius = 8 inches, +5 to hit, Damage = 1d20 + remaining charges. Weapon itself will be totally disintegrated by the blast. 7 phase countdown to overload blast.
- Arachnid (Alien) Powers:
 - Heightened Endurance: +9
 - Heightened Intelligence: +13



(c) Armor B: ADR 93.

(d) Heightened Senses: Sonar, 360 degree scanning, no bonuses to hit from rear or side, Detect Invisible (but not Non-Corporeal)

4. Reduced Senses: Blind. Tympanus's only long-range sense is her sonar, range of 576 inches. A special attack to unarmored head will not increase the chances of knocking Tympanus unconscious (her brain is in her thorax), but it will yield a 2% chance per hit of 'deafening' her.

| | |
|----------------------------------|-----------------------|
| Weight: 662 lbs. | Basic Hits: 14 |
| Agility Mod.: -2 | Strength: 16 |
| Endurance: 23 | Intelligence: 26 |
| Agility: 10 | Charisma: 11 |
| Reactions from Good: - | Evil: - |
| Hit Mod.: 5.46 | Hit Points: 77 |
| Damage Mod.: +2 | Healing Rate: 8.4/day |
| Accuracy: - | Power: 75 |
| Carrying Cap.: 2117 lbs. | Basic HTH: 1d12 |
| Movement Rate: 49 inches, ground | |
| Detect Hidden: 18% | Detect Danger: 22% |
| Inventing Points: 15.6 | Inventing: 78% |

ORIGIN & BACKGROUND: Coming from a radioactive, but otherwise Earthlike planet orbiting Barnard's Star, Tympanus's race is dying as the radiation they need for their metabolism dwindles. Lured by Vendetta's promise of a radioactive northern hemisphere after the launch of the Titan missiles sparks World War III, and aided by her students, she modified Voltoid, TROJAN I, and *Superior* from her people's technology.

Tympanus is not, by nature, violent, and will readily agree to any viable counter-proposal to save her people — such as the irradiation of an uninhabited alternate earth.

Tympanus neither speaks nor understands English without the help of her computer, and a telepath may be required to parley with her. Even a telepath, however, will have to roll to Detect Hidden meanings in Tympanus's more abstract thoughts.

COMBAT TACTICS: Tympanus will not use her sonic attack or defense in her own quarters, for fear of altering the controls on the console, but, if pressed, will carry the battle into the pyramid. She will attack with the Paralysis Ray where practical, or use the Disintegrator for special attacks against Devices or other weapons. If deafened and unable to parley, she will set her pistol on Overload, an action which may damage the console beyond use.

3. FINITY QUEST

3.1 COMMON KNOWLEDGE

Time travelers are constantly creating divergent worlds — even universes — with each jaunt into a past or future. Not *the* past or *the* future, but timelines which would not have existed without them. Man may have become extinct in a dozen worlds — but on ours, he survives. Lincoln, Kennedy, Sadat and King have been saved from assassination by hundreds of timelines — but their deaths are still history in thousands of others, and in thousands of others, they were never even born. Finity exists on such a timeline: it is an Earth which was sterilized by a solar flare during the Devonian Era, two hundred million years before the first dinosaurs, four hundred million years before man. The cause of the solar flare is uncertain, but its date has been measured to within a few dozen years. And, a use was found for this doomed Earth — as a prison colony for those supercriminals who could not be restricted or confined by normal methods (such as the villainous Primevils), a colony with a life expectancy of a thousand years.

Finity was the discovery of Mythryl, a Dimension-hopping being (a Changeling) who is said to have inspired tales of Merlin, and he alone knows the correct path through the twisted timelines to reach it. Since the recent discovery of force fields to confine the Non-Corporeal, the Vibratory, and the most destructive criminals, and the development of guard robots to supervise prisons without the use of human sentries open to psionics, Mind Control, Death Touch, and other powers, Finity has been little used, and its population is less than a hundred criminals. But, these are exceptionally powerful criminals, and there are few superheroes in our world who do not have an enemy there (if not in this time line, then in another).

The Devonian Era (not-so-common knowledge)

It is unlikely, unless so decreed by the Gamemaster, that the players will recognize Finity automatically. In fact, until met by Alexander, they may even doubt that they are on Earth. All of the landmarks are wrong; the continents have yet to drift very far apart from the single major land mass, most mountain chains and rivers are yet to be formed, the Mediterranean is a dry canyon, etc. Life on land consists of plants, arthropods and amphibians — the plants are giant ferns, tree sphenopsids and lycopsids (both rather resembling thick bamboo, but solid), horsetails, mosses, liverworts, and mushrooms. The arthropods are scorpions, insects (mostly non-flying), centipedes and millipedes. The amphibians are usually found near the beach and resemble newts and salamanders rather than frogs, and may grow to three or four feet in length. The insects, too, are often uncommonly large: cockroaches the size of a human foot, dragonflies with twenty-inch wingspans, etc. The seas boast modern-looking rays, sharks, octopi, squid, crabs, jelly fish and shells, as well as extinct ammonites and trilobites. Bony fishes are more common in the rivers and fresh water lakes.

The climate is hot and uncomfortably humid. The sky is cloudy and rain is frequent. Much of the ground is swampy, and home to lampreys and leeches. It is not a particularly pleasant place to live, perhaps, but it is safer than the age of dinosaurs, or some areas of a major twentieth century city.

3.2 THE PLOT SO FAR

In 2217, after centuries of research into both physics and psionics, an apparently practical manned time machine was built and launched. Its accuracy was uncertain, its travel only one-way (into the past) and return, its power consumption and expense enormous — but it worked. Equipped with the best safety equipment available from space exploration, the *Aristotle* carried a crew of two: astronomer/technician/pilot Pieta Kennedy and archaeologist/psionicist Alexander Tisaveerasinghe.

The maiden voyage of the *Aristotle* was not an unqualified success. Pieta Kennedy died during the flight, and the landing, performed on automatic pilot at a site chosen by the computer as the most habitable, severely damaged the electronics of the craft. The anti-impact field and life support system around Alexander was not deactivated. Indeed, the ship remains as though frozen at the moment of touchdown. Alexander cannot physically move, nor can he reach the controls which would free him of the field. All he can do is to project his Astral body to explore the world around *Aristotle* — Finity.

The world outside, however, was not frozen. Oberon, seeing the *Aristotle* land, ordered the Primevils to abandon their established camp (in a cave on the beach) and move inland, to claim the time machine. In this, they were successful, building a stockade around the vehicle and camouflaging its gleaming metal hull. Alexander, however, refuses to help them, and while Rocker has been able to enter the *Aristotle* with his Vibratory Powers, he has been unable to comprehend the instrumentation, or the written language of the twenty-third century, Logeo.

Alexander has examined and explored Finity in the hope of finding a suitable ally, and he makes frequent exploratory journeys within his 3416 mile range. He will, naturally, encounter the stranded superheroes (players) when the Gamemaster sees fit, but, unless his initial reactions are entirely positive, he will watch the party of heroes for twenty-four hours before revealing himself and enlisting their aid. His offer will be for their safe return home, to the very day they departed, in return for their assistance.

The Planning Session

Alexander will be able to describe the layout of the Primevils camp on Trilobite Island (artificially created as an island by a moat), the daily routine, the technology and the inhabitants. It is at the Gamemaster's

option to determine how much Alexander knows about the Primevils: their names, their appearances, a few of their powers such as Berserker's Speed and Invisibility, Rocker's size, Vibratory Powers, and strength, Oberon's Flight, Wrack's strength, and Glacia's Water-breathing . . . but probably no more. He is unlikely to know of Wrack's venom, Glacia's Ice Powers or Sonic Abilities, or any of Contessa's or Soulburner's powers.

Trilobite Island Map Key

- OC Oberon and Contessa's hut. There is no furniture apart from a rush mattress, two silk pillows (taken from the costume of Contessa's previous lover), and a small stool holding Contessa's combs and brushes and a small silver mirror. Oberon's weapons lie ready to hand on his side of the bed while he sleeps.
- RB Rocker and Berserker's hut. This hut contains a larger rush mattress, two cushions from the *Aristotle's* interior padding, and a rack of weapons for Berserker.
- W Wrack's hut. In this hut are a hammock of woven rushes, a silk pillow, and a treated fur he uses as a blanket (again, a spoil of a previous victory).
- S Soulburner's hut. This hut contains a hammock of woven rushes, and no other luxuries. A stone knife is hidden in the ceiling.
- T A rough, softwood table, weight seventy pounds. Beneath it are two fishing nets (weighted), four fishing spears and lines; on the table are six stone knives, two saws set with sharks' teeth, six wooden platters, six pottery bowls, and a crock of mushrooms.
- GW A well, fresh water at a depth of eleven feet.
- A The *Aristotle*. Height is thirty-one feet, Weight is twenty thousand pounds. It can take 400 points of damage before being destroyed and 100 points before being disabled. Maximum speed in atmosphere is 12,000 m.p.h. (up or down; manipulation on the horizontal plane is possible only in bursts of one turn or less, with a maximum speed of 250 m.p.h.). The *Aristotle* carries one pilot one passenger and 1200 pounds of cargo, or one pilot and six passengers.
- The *Aristotle* is daubed with mud to hide the metallic gleam and is draped with a net woven with greenery to obscure its shape. It is surrounded by a palisade, to which the only conventional entry is via rope ladder from the lookout tower.
- L Lookout Tower. Height is thirty-three feet, supported by the palisade around the *Aristotle* and a scaffolding of softwood logs. SR = 2 for each six inch diameter log. Entry to the tower is by a rope (vine) ladder, which can be rolled up from inside. In the tower at all times are a longbow and twelve arrows, a spear, and a bola.
- WR Weapons Rack. On this rack are two morningstars, three quarterstaves, two spears, two bolas, and two stone handaxes.
- DB Drawbridge. The bridge is twenty feet long, five feet wide and six inches thick. It weighs six thousand pounds and has a Structural Rating of 2. The bridge stands upright and fits into place as a gate in the outer palisade. It is lowered manually by Wrack or Rocker.
- P Palisade. Constructed of softwood logs, each of which is fifteen feet high and six inches thick, for a Structural Rating of 2. The logs are set three feet deep and each weighs two hundred pounds. Six points of structural damage are required to uproot a palisade log.
- TT Trap. The area between the stone wall and the log palisade is irregularly set with sharpened and envenomed stakes. They are approximately one to two feet apart, stand three feet high and are set one foot deep in the soil. Falling onto a trap causes 1d4 points of damage per stake, one stake per basic hit, plus falling damage. Save vs. Agility (on 1d20) to avoid each stake. The Venom does 1 point of damage per turn: save vs Endurance (on d100) between turns.
- SW Stone Wall. The wall is twelve feet tall and eighteen inches thick. Structural Rating = 6.
- Moat The moat extends the river around the 'island' and is eleven feet deep.
- River The river varies in depth. At any one point, the depth is 3 + 1d12 feet and the current is thirteen inches per turn.

WEAPONS:

- Stone knives and sharks' tooth saws: +1 to hit, HTH +1, no range.
- Net: +3 to hit, no damage, but save vs Agility or Strength (player's choice) on percentile dice between turns to escape entanglement (of course, the net also burns well).
- Morningstar: +2 to hit, HTH +1d6 (Spiked Club), Range = A/2', +1 to hit if used at range (thrown).
- Quarterstaff: +3 to Hit, HTH +1d6.

Daily Routine at Trilobite Island (approximate times)

- 1:00 a.m. to 4:00 a.m.: Soulburner's watch.
- 4:00 a.m. to 7:00 a.m.: Wrack's watch.
- 7:00 a.m.: Rocker vibrates through the wall and palisade to collect the nets from the river, helped by Glacia.
- 7:00 a.m. to 10:00 a.m.: Berserker's watch (invisible, the tower appears to be empty).
- 8:00 a.m.: Breakfast, unless the nets were empty. Contessa scans on the hour (approximate) until 9:00 p.m.
- 9:00 a.m.: If Contessa gives the all clear signal, Oberon flies outside to forage, Wrack jumps over the walls to spear fish.
- 10:00 a.m. to 1:00 p.m.: Contessa's watch.
- Noon: Wrack and Oberon return.
- 1:00 p.m.: Lunch, if available.
- 1:00 p.m. to 3:00 p.m.: Oberon's watch.
- 2:00 p.m.: Given the all clear signal, Wrack carries Berserker outside to spear fish.
- 3:00 p.m.: Wrack and Berserker return.
- 3:00 p.m. to 5:00 p.m.: Berserker's watch.
- 5:00 p.m. to 7:00 p.m.: Contessa's watch.
- 6:00 p.m.: Rocker vibes outside and replaces the nets in the river.
- 7:00 p.m.: Dinner, if available.
- 7:00 p.m. to 9:00 p.m.: Oberon's watch.
- 9:00 p.m. to 11:00 p.m.: Soulburner's watch.
- 11:00 p.m. to 1:00 a.m.: Wrack's watch.

THE PRIMEVILS

Oberon

Identity: William O'Brien
Side: Primevils
Age: 25

Sex: Male
Level: 8
Training: Agility

Powers:

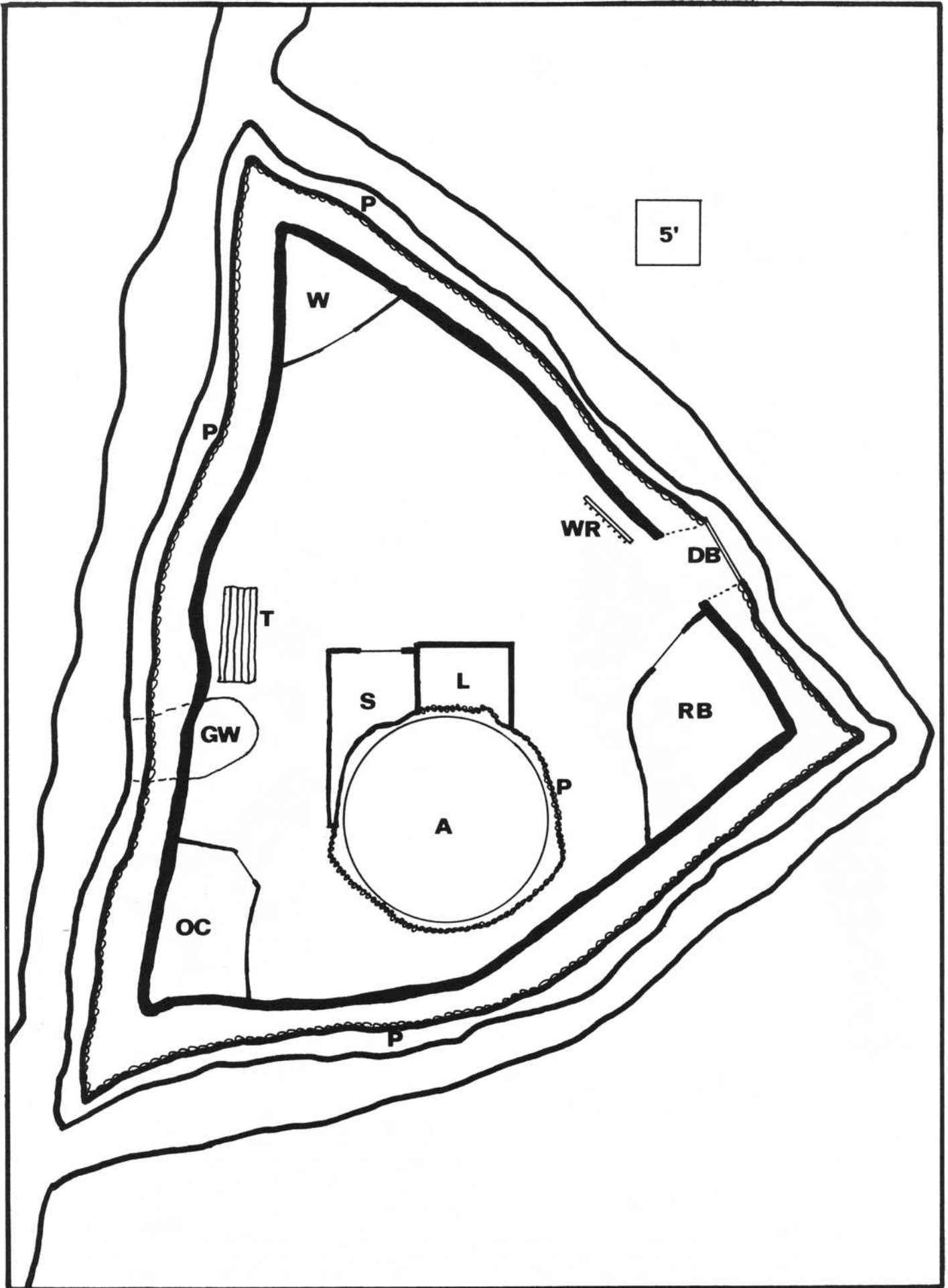
1. Size Change Smaller: 1 foot scale: Height Factor = 6, Weight Factor = .004. Statistics for small form are given in parentheses.
2. Heightened Intelligence: +13
3. Willpower A:
 - a) Heightened Agility: +11
 - b) Heightened Strength: +18
 - c) Heightened Attack: +7
4. Weakness Detection: Determines one weakness and gains a +13 modifier to hit after spending one action.
5. Heightened Senses: Telescopic vision, extends weakness detection range to 26 inches.
6. Flight: PR = 1 per hour. Maximum speed is 224 m.p.h.
Weakness: Reduced Endurance: -10
Weapons: Longbow: +4 to Hit, HTH +1, Range = 90 inches
Bagh Nakh (Knuckle dusters with claws): +1 to Hit, HTH +1d2

Weight: 190 lbs. (12 oz.)
Agility Mod.: -
Endurance: 7
Intelligence: 38
Reactions from Good: -1
Hit Mod.: 9.8952
Damage Mod.: +15
Accuracy: +5
Carrying Cap.: 3180 lbs.
Movement Rates: 69 inches ground, 986 inches flying
Detect Hidden: 26%
Inventing Points: 30.4

Basic Hits: 4
Strength: 32
Agility: 30 (38)
Charisma: 12
Evil: +1
Hit Points: 40
Healing Rate: .8/day
Power: 107
Basic HTH: 1d12
Detect Danger: 30%
Inventing: 95%

ORIGIN & BACKGROUND: Oberon claims to be a Changeling, and hates all who deny him what he believes to be his birthright, particularly other Changelings. He assumed leadership of the Primevils by blinding his more charismatic, but less intelligent predecessor, Bloodhawk.

COMBAT TACTICS: Oberon will attempt to delay any battle, allowing Rocker to assume the leadership while he applies his Weakness Detection against the opposition, relaying any useful information to the other Primevils via Contessa's telepathic switchboard. If prevented from doing this, he will fly out of range of hand-to-hand combat. If anyone follows him into the air, they will become his first target.





His first action any turn is to evade. His favorite weapon is his longbow. If forced to fight at close quarters, he will size change to his smaller form and use his bagh nakh, or try to pick up a quarterstaff.

Rocker

Identity: Peter Roche
Side: Primevils
Age: 30

Sex: Male
Level: 11
Training: Agility

Powers:

1. Vibratory Powers: 26 inch range, 2d8 damage, 64% chance to destroy a device on a special attack intended to do so. PR = 5 per attack. Defense requires one action to set up. Passing through solids requires a PR of 2 and has a movement cost equal to the

substance's Structural Rating.

2. Heightened Strength: +13
 3. Heightened Endurance: +16
 4. Body Power: as Size Change Larger (permanent), Height Factor = 1.5, Weight Factor = 7.
- Weapon: Extremely large stone club, +4 to hit, HTH +1d10.

| | |
|----------------------------------|------------------------|
| Weight: 1260 | Basic Hits: 26 |
| Agility Mod.: -6 | Strength: 32 |
| Endurance: 30 | Agility: 13 |
| Intelligence: 11 | Charisma: 16 |
| Reactions from Good: -2 | Evil: +2 |
| Hit Mod.: 13.832 | Hit Points: 360 |
| Damage Mod.: +1 | Healing Rate: 23.4/day |
| Accuracy: +1 | Power: 86 |
| Carrying Cap.: 22,534 lbs. | Basic HTH: 3d10 |
| Movement Rate: 75 inches, ground | |
| Detect Hidden: 8% | Detect Danger: 12% |
| Inventing Points: 12.1 | Inventing: 33% |



ORIGIN & BACKGROUND: As a five foot tall, eighty-seven pound adolescent, Peter Roche received a series of vibratory treatments to boost cell growth and reproduction (an experiment previously tried only on farm animals). The treatment was successful, and Peter soon stood six feet two inches tall and weighed one hundred and eighty pounds, with phenomenal powers of strength and endurance. The treatments were cancelled, but Peter had retained the Vibratory Powers and when he stopped growing at the age of nineteen, he stood nine feet three inches tall and weighed 1260 pounds. He worked in a circus as a strong man cum roustabout cum sideshow freak, turning to crime on the side. After his arrest some seven years ago, after a battle in

which he incapacitated four superheroes and razed a six story building, he was confined to Finity because no jail cell built could hold him.

COMBAT TACTICS: Rocker's first action in any combat is to activate his Vibratory defense, after which he simply lashes out at the nearest enemy, using his club as a carrier for his Vibratory attack. If his faster and more agile allies destroy the opposition before he can fight, he becomes irritable, and previous experience has taught them to leave him at least one victim.

Contessa

Identity: Teresa Bathory

Side: Primevils

Age: 25

Sex: Female

Level: 11

Training: Intelligence

Powers:

1. Absorption: Absorbs Hit Points from the victims of her Light Control attacks, 1 Hit Point gained for every one lost by her opponent to the Light Control attack.
2. Light Control: Range = 36 inches. 2d8 damage, PR = 1 per attack. Special Attack can create a blinding flash with a range of 36 inches, 2d8 x 2% chance of blinding opponents. Defense requires one action to light up, PR = 1 per turn (between turns).
3. Mind Control: 62 inch range, PR = 20, orders given telepathically.
4. Telepathy: 180 inch range, PR = 1 per turn.

Weight: 120 lbs.

Agility Mod.: +2

Endurance: 12

Intelligence: 18

Reactions from Good: -2

Hit Mod.: 4.1496

Damage Mod.: +3

Accuracy: +3

Carrying Cap.: 204 lbs.

Movement Rate: 43 inches, ground

Detect Hidden: 14%

Inventing Points: 19.8

Basic Hits: 3

Strength: 13

Agility: 18

Charisma: 17

Evil: +2

Hit Points: 13

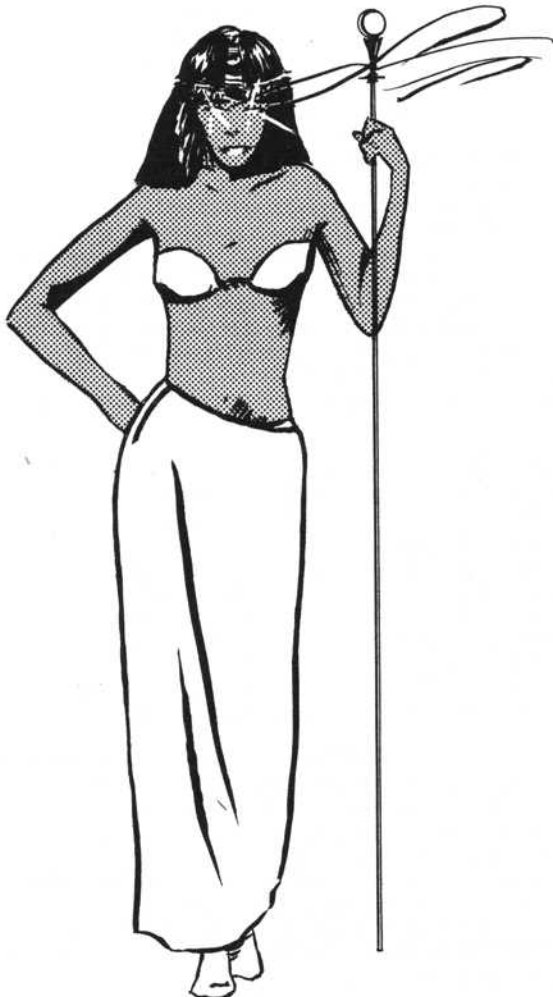
Healing Rate: .9/day

Power: 61

Basic HTH: 1d4

Detect Danger: 18%

Inventing: 54%



ORIGIN & BACKGROUND: Contessa inherited her powers from her mother, Luxura, whose political machinations in Eastern Europe (aided by Mind Control when her beauty, telepathy and intelligence were insufficient to the task) led to her control of a powerful secret empire — and an equally great fall. The more cautious Contessa made no attempt to avenge her mother's fate, fled to America, and rose through the ranks of one criminal organization after another — but never higher than second-in-command, the rank she holds in the Primevils (as she did under Bloodhawk). Though she liked Oberon, her loyalty to him may best be regarded as slightly uncertain.

COMBAT TACTICS: If Oberon and Rocker can delay combat long enough for Oberon to devise a plan of attack, Contessa will act as a telepathic switchboard as Oberon allocates opponents. If not, Contessa will pick the character opponent who seems most physically powerful and least mentally resistant to Mind Control, and command him/her to defend her (Contessa). She will then activate her Light defense, then find another opponent and use her Light attacks to improve her own Hit Points (by way of Absorption), firing a laser beam from each eye.

Blonde Berserker

Identity: Deborah Seraco

Side: Primevils

Age: 21

Sex: Female

Level: 9

Training: Strength

Powers:

1. Emotion Control: Causes uncontrollable berserk rage within a 12 inch radius. Victims cannot delay their actions, and will vent their fury on the nearest targets, regardless of identity. PR = 8 per attack.
 2. Heightened Charisma: +17
 3. Heightened Endurance: +16
 4. Heightened Speed: +580 to ground movement rate, +20 to initiative rolls.
 5. Invisibility: PR = 1 per hour.
- Vulnerability:** 'Glass Skull': takes twice normal damage from attacks on her head and doubles the chances of being knocked unconscious from a blow to the head.
- Weapon:** Blonde Berserker carries a morningstar: +2 to hit, HTH +1d6 with a range of 9 inches and +1 to hit at that range.



Weight: 110 lbs.
 Agility Mod.: +2
 Endurance: 33
 Intelligence: 12
 Reactions from Good: -5
 Hit Mod.: 12,2892
 Damage Mod.: +2
 Accuracy: +3
 Carrying Cap.: 452 lbs.
 Movement Rate: 648 inches, ground
 Detect Hidden: 10%
 Inventing Points: 10.8

Basic Hits: 3
 Strength: 17
 Agility: 18
 Charisma: 29
 Evil: +5
 Hit Points: 37
 Healing Rate: 3/day
 Power: 80
 Basic HTH: 1d6
 Detect Danger: 14%
 Inventing: 36%

ORIGIN & BACKGROUND: Deborah Seraco was little more than a mugger and streetfighter, tough and infuriating, but sluggish, until she was recruited by the Sisterhood of Serpentis for their attempt to steal a prototype photon weapon. Their surprise tactics failed, however, and the Sisterhood met with determined resistance, even with use of the photon accelerator. Deborah disappeared during the battle after a hit from the accelerator, regaining consciousness in a corner of the lab and finding herself to be invisible. Leaving the lab with unaccustomed speed, she returned to her work on the streets with new tactics and new success.

COMBAT TACTICS: Blonde Berserker will become invisible as soon as the battle commences, and run behind her enemies to attempt a radius attack with her Emotion Control. She will then hit them with her morningstar, usually from behind, hoping they will vent their fury on the nearest visible character. If detected, she will use her first action each turn to evade, and try to place as many enraged characters as possible between herself and her unusually observant foe.

If Katana (see The Rookies) is among her opponents, she will single him out for attack, in an attempt to steal his sword. If not, she will try to steal any silent melee weapon better than her own.

Glacia

Identity: Juun'ss'equa
 Side: Primevils
 Age: 24

Sex: Female
 Level: 6
 Training: Strength

Powers:

1. Water Breathing B: Immersion in water instantly replenishes power: no power cost to do anything while in water. Unable to heal or regain power points when away from water and is automatically



- fatigued after fifteen hours out of water.
2. Sonic Abilities: Range = 30 inches. 1d12 damage, 15% chance of shattering any non-living object on special attack. PR = 1.
 3. Ice Powers: Range = 6 inches. 1d12 damage. PR = 5.
- Physical Handicap: Finned feet, reduced movement rate on land of -30 inches per turn.

Weight: 80 lbs.
 Agility Mod.: +2
 Endurance: 12
 Intelligence: 13
 Reactions from Good: -2
 Hit Mod.: 3,4496
 Damage Mod.: +1
 Accuracy: +2
 Carrying Cap.: 183 lbs.
 Movement Rates: 43 inches swimming, 13 inches ground.
 Detect Hidden: 10%
 Inventing Points: 7.8

Basic Hits: 2
 Strength: 15
 Agility: 16
 Charisma: 15
 Evil: +2
 Hit Points: 7
 Healing Rate: .6/day
 Power: 56
 Basic HTH: 1d4
 Detect Danger: 14%
 Inventing: 39%

ORIGIN & BACKGROUND: Glacia is an inhabitant of the undersea city of Tyno Helig, whose human ancestry, if any, is thousands of years in the past. Her Ice Powers were given to her to help defend her home from human discovery, by creating icebergs to sink or deter ships. Even by the standards of her callous people, she was a malicious creature and, when her attacks became to frequent, she was hunted down. Faithful to her own people, she surrendered rather than lead her enemies to Tyno Helig.

COMBAT TACTICS: Glacia will hide in the moat, the river or the well and survey the battle until she suspects she is needed, when she will use her Ice Attack on anyone in range and immediately duck back under water. Only if there are no enemies in range, or if she is actually attacked under water, will she use her Sonic attack.

Wrack

Identity: Eric Nader
 Side: Primevils
 Age: 26

Sex: Male
 Level: 4
 Training: Endurance

Powers:

1. Arachnid Powers
 - (a) Heightened Strength: +11
 - (b) Heightened Endurance: +14
 - (c) Natural Weaponry: +3 to hit, +6 on damage (fists deform into morningstars with venomous spikes).
 - (d) Venom: 1d12 phases to take effect, paralyzes respiratory system (as special attack; neck hold) until victim makes a saving throw against Endurance (on d100) between turns.
 - (e) Heightened Senses: Detects any movement (except Astral or Non-Corporeal), front, side, or rear, within 12 inches. No bonuses to opponents' attacks from side or rear.
2. Heightened Strength: +19
3. Heightened Agility: +16

Weight: 230 lbs.
 Agility Mod.: -
 Endurance: 29
 Intelligence: 15
 Reactions from Good: -1
 Hit Mod.: 40,4736
 Damage Mod.: +5
 Accuracy: +5
 Carrying Cap.: 8854
 Movement Rate: 103 inches ground
 Detect Hidden: 12%
 Inventing Points: 6

Basic Hits: 5
 Strength: 42
 Agility: 32
 Charisma: 12
 Evil: +1
 Hit Points: 203
 Healing Rate: 4/day
 Power: 118
 Basic HTH: 2d10
 Detect Danger: 16%
 Inventing: 45%

ORIGIN & BACKGROUND: No one knows what bizarre combinations of drugs caused Nader's mother to bear so strange an offspring, for she had tried most narcotics and hallucinogenics before she became pregnant, and died during the delivery. Wrack's history is better known, and may be read in the record of Juvenile Courts, orphanages and detention schools. He was sentenced to death at the age of nineteen for killing two prison wardens, but survived all the legal methods of execution and was consigned to Finity.

COMBAT TACTICS: Wrack enjoys hitting and poisoning people, and very little else.

taught to him by an old, clairvoyant aunt, who later died in a psychiatric ward, afraid to speak or write.



Soulburner

Identity: Barney Salton
Side: Primevils
Age: 16

Sex: Male
Level: 4
Training: Agility

Powers:

1. **Psionics: Phobia Attack:** Attacks as Mind Control, PR = 10 per victim. Timed to coincide with a particular action, it instills a phobia in the victim; e.g., timed to coincide with the victim's attack on another character, it will cause a phobia to using that particular attack form, and the victim must save vs Charisma (d100) or be unable to use that attack form (save attempt is made before every stated attempt to use the attack form, an unsuccessful attempt uses one action). Alternatively, a victim may be given a phobia of his own defense form, and abandon it until a saving throw is made (save attempt made whenever hit, no action is required). Or a Phobia attack may be timed to coincide with the victim's being attacked by another character, necessitating the character to save or lose morale every time he or she is threatened by that attack form.

A saving throw against Phobia Attack is permanent, and any attempt to recreate the same phobia will automatically fail.

2. **Willpower B:** Defends as Willpower on Combat Table, and gives 11 points of Invulnerability. No power cost.

Weight: 160 lbs.
Agility Mod.: —
Endurance: 16
Intelligence: 14
Reactions from Good: -2
Hit Mod.: 3.0888
Damage Mod.: +1
Accuracy: +1
Carrying Cap.: 304 lbs.
Movement Rate: 42 inches, ground
Detect Hidden: 10%
Inventing Points: 2.8

Basic Hits: 4
Strength: 13
Agility: 13
Charisma: 15
Evil: +2
Hit Points: 13
Healing Rate: 1.6/day
Power: 56
Basic HTH: 1d6
Detect Danger: 14%
Inventing: 42%

ORIGIN & BACKGROUND: Soulburner's psionic powers were

COMBAT TACTICS: Unless assigned a victim by Oberon, Soulburner will save an action until he is attacked, when he will attempt to give his assailant a phobia against his/her own attack form. Because of the high power cost, Soulburner rarely uses his psionic attack more than twice in one combat, and spends most of his actions evading, or using ranged weapons.

Soulburner once inflicted Powerpath with a phobia against the use of power blasts, which lasted for several days. The frustrated superhero used his wand as a small club and knocked Soulburner unconscious with one blow to the head. Neither has forgotten the incident.

Alexander Tisaveerasinghe

Side: Good
Age: 22

Sex: Male
Level: 1
Training: Intelligence

Powers:

1. **Astral Projection:** Fly astrally at fourteen miles per turn, range is 3416 miles. Duration 1 hour, PR = 12. Astral body has 6 Hit Points and 30 Power points.

Weight: 160 lbs.
Agility Mod.: —
Endurance: 16
Intelligence: 17
Reactions from Good: +1
Hit Mod.: 3.3696
Damage Mod.: +2
Accuracy: +1

Basic Hits: 4
Strength: 13
Agility: 14
Charisma: 13
Evil: -1
Hit Points: 11
Healing Rate: 1.6/day
Power: 60



Carrying Cap.: 304 lbs.
 Movement Rates: 43 inches ground, 15,031 inches astrally
 Detect Hidden: 12%
 Inventing Points: 1.7

Basic HTH: 1d6
 Detect Danger: 16%
 Inventing: 51%

ORIGIN & BACKGROUND: Alexander was entrusted with this mission because of a literally unique combination of necessary skills and training: Astral Projection, archeology, excellent health, experience in space travel, and medicine.

COMBAT TACTICS: None. Alexander has no experience in combat, and only a little theoretical knowledge gleaned from his studies of ancient history.

4. THE ROOKIES

The Rookies are named, not after their neophyte status (after all, Conductor has been a vigilante for more than three years), but after their original leader/trainer, The Rook — an Astral Projector and Psionic who worked for GIANT as an undetectable spy. After The Rook's death six months ago, Conductor, as the new leader, made the name official.

Conductor

Identity: Colin Surjan
 Side: Rookies
 Age: 27

Sex: Male
 Level: 4
 Training: Agility

Powers:

1. Adaptation
2. Heightened Strength: +23
3. Heightened Endurance: +17
4. Heightened Intelligence: +18
5. Lightning Control: Range = 58 inches. 2d8 damage. PR = 8 per attack. One action to start electrical defense, but no cost to maintain it thereafter. PR of 4 to attempt to control electrical devices, requiring a special attack plus an Intelligence save on 1d20 to control plus an Agility save on 1d20 for each attempted manipulation of the device.

Weight: 220 lbs.
 Agility Mod.: —
 Endurance: 29
 Intelligence: 31
 Reactions from Good: +1
 Hit Mod.: 18,0336
 Damage Mod.: +4
 Accuracy: +1
 Carrying Cap.: 3924 lbs.
 Movement Rate: 73 inches, ground
 Detect Hidden: 22%
 Inventing Points: 12.4

Basic Hits: 5
 Strength: 32
 Agility: 12
 Charisma: 13
 Evil: —1
 Hit Points: 91
 Healing Rate: 4/day
 Power: 104
 Basic HTH: 2d8
 Detect Danger: 26%
 Inventing: 93%



ORIGIN & BACKGROUND: Colin Surjan's powers of Endurance and Adaptation were first revealed when he was the sole returning survivor of a plane crash in the Himalayas. His ability to survive the most extreme conditions came to the attention of GIANT, and he volunteered for a series of experiments in the hope that the information so gained might save other lives.

During a series of increasingly severe electrical shocks, none of which seemed to perturb him, there was a massive power surge, shorting the computer, but which Colin was able to survive — even to absorb, boosting the efficiency of his muscles by converting the electricity, and acquiring the rapid calculating powers and near-infallible memory of the defunct computer.

COMBAT TACTICS: Unless his opponents stay outside his range for hand-to-hand combat, Conductor uses his powerful fists as carriers for his Lightning attacks.

Hummingbird

Identity: Tina Greene
Side: Rookies
Age: 17

Sex: Female
Level: 3
Training: Strength

Powers:

1. Transformation A: Power Activation
2. Size Change/Smaller: 3 inch scale. Height Factor = 24, Weight Factor = .000074. Statistics for small form are listed in parentheses.
3. Avian Powers:
 - (a) Wings: PR = 1 per hour. Maximum flight speed is 307 m.p.h.
 - (b) Heightened Agility: +13
 - (c) Heightened Endurance: +9
4. Vibratory Powers: Range = 50 inches. 2d8 damage. 20% chance to destroy a device with a special attack to do so. PR = 5 per attack. Vibratory defense requires one action to set up. Passing through solids requires a PR of 2 and has a movement cost equal to the substance's Structural Rating.

| | |
|--|-----------------------|
| Weight: 110 lbs. | Basic Hits: 3 |
| Agility Mod.: +2 (+8) | Strength: 10 |
| Endurance: 19 | Agility: 25 (31) |
| Intelligence: 15 | Charisma: 14 |
| Reactions from Good: +1 | Evil: -1 |
| Hit Mod.: 6.6 | Hit Points: 20 |
| Damage Mod.: +4 (+5) | Healing Rate: 1.5/day |
| Accuracy: +4 (+5) | Power: 69 |
| Carrying Cap.: 160 | Basic HTH: 1d4 |
| Movement Rates: 54 inches ground (2½ inches); 135 inches flying(77½) | |



Detect Hidden: 12%
Inventing Points: 4.5

Detect Danger: 16%
Inventing: 45%

ORIGIN & BACKGROUND: Hummingbird is a Changeling, a child of the mysterious and magical Sidhe, raised by human foster-parents. She knows little of her own origin or her people, beyond her mission to preserve the forests and wild places for the sake of the Sidhe and humans alike.

COMBAT TACTICS: Hummingbird uses her first action to set up her Vibratory defense, then flies above her opponents firing Vibratory blasts. She will not shrink unless severely threatened, as this reduces the range of her Vibratory attack to 2 inches. She dislikes high-tech supervillains, and will often single such villains out, making special Vibratory attacks on their devices.

Katana

Identity: Ken Tanaka
Side: Rookies
Age: 16

Sex: Male
Level: 2
Training: Strength

Powers:

1. Stretching Powers: Maximum length or width = 66 inches. Maximum area = 1089 square inches, maximum volume = 4492 cubic inches. Stretching requires movement only. Stretched movement rate is 180 inches per turn. PR = 1 per use as a defense, which uses no extra movement or action cost.
 2. Special Weapon: Magic Adamantium No-Dachi (Japanese two-handed sword), damage HTH +1d12 + 1, +7 to hit. May be thrown with a range of 28 inches and returns automatically on a miss. Used by anyone other than Katana, the sword performs as an ordinary sword (+2 to hit, +1d6 HTH), and, if it is thrown, will attempt to return to Katana's grasp.
 3. Weakness Detection: Determines one weakness and gains a +5 modifier to hit after spending one action within one inch of the opponent.
 4. Heightened Defense: -4 to be hit.
- Special Requirement: Needs special drugs every three days or he risks becoming permanently fatigued.

| | |
|------------------|---------------|
| Weight: 170 lbs. | Basic Hits: 4 |
| Agility Mod.: - | Strength: 10 |
| Endurance: 12 | Agility: 14 |
| Intelligence: 13 | Charisma: 12 |



Reactions from Good: +1
 Hit Mod.: 1.848
 Damage Mod.: +1
 Accuracy: +1
 Carrying Cap.: 187 lbs.
 Movement Rate: 180 inches, ground
 Detect Hidden: 10%
 Inventing Points: 2.6

Evil: -1
 Hit Points: 8
 Healing Rate: 1.2/day
 Power: 47
 Basic HTH: 1d4
 Detect Danger: 14%
 Inventing: 39%

Accuracy: +1
 Carrying Cap.: 123 lbs.
 Movement Rate: 30 inches, ground
 Detect Hidden: 8%
 Inventing Points: 1.1

Power: 41
 Basic HTH: 1d4
 Detect Danger: 12%
 Inventing: 33%

ORIGIN & BACKGROUND: Katana is the descendent of Samurai, and his sword and skills have been passed from father to son for many generations — even if their use became little more than ceremonial. His other legacy of his Japanese ancestry was a degenerative disease, inherited from his Nagasaki-born parents. An experimental cure for this rare malady was formulated when Ken was seven years old, and though it proved ineffective with adult patients, often causing dangerous side effects, it gave Ken temporary relief and, to the amazement of his doctors, his Stretching Powers. The good effects of the drug continued through his adolescence, and though it is feared that its withdrawal will cripple or even kill him, its continued use should ensure a long life.

Katana is resolutely against the use of nuclear weapons, and considers stockpiling them to be tempting disaster. He regularly donates his reward and merchandising money (apart from his frugal living and exorbitant medical expenses) to orphanages, medical research, and anti-nuclear and pacifist groups. Because of this, and because of Katana's ability to turn both keys on the console at once, General McGough will be reluctant to admit him to the bunker. Faced with the Rookies' team spirit, however, he will be prepared to stretch a point.

COMBAT TACTICS: Katana prefers not to throw his sword unless it becomes essential; he prefers to begin combat by making a sweeping multiple attack on as many of his enemies as stand within his range. Those who remain standing after being hit once will be examined for weaknesses. Katana will then inform the group of any significant vulnerabilities, and attack whoever poses the most immediate threat.

Katana is extremely loyal to Conductor and to the memory of the Rook, and receives +8 on all morale checks.

Powerpath

Identity: Patrick Strong
 Side: Rookies
 Age: 20

Sex: Male
 Level: 1
 Training: Endurance

Powers:

1. Magic/Psionic Item: Power Blast Wand: Range = 9 inches. PR = 1, 1d20 damage.
2. Willpower B: Adapts to extremes of cold, gravity, or atmosphere (defends against Ice Power or Gravity Control as Adaptation; otherwise, defends as Willpower). Defense is automatic, with no cost in power, action or movement.
3. Telepathy: Radius is 110 inches, PR = 1 per turn. Mind Probe has a range of touch, total (current Power x 2) + C must exceed the total (current Power) + C of the target, 'attacks' as Mind Control. PR = 5 and each attempt requires 1d6 turns.
4. Heightened Charisma: +17

Weight: 160 lbs.
 Agility Mod.: -
 Endurance: 8
 Intelligence: 11
 Reactions from Good: +5
 Hit Mod.: .78
 Damage Mod.: +1

Basic Hits: 4
 Strength: 9
 Agility: 13
 Charisma: 28
 Evil: -5
 Hit Points: 4
 Healing Rate: .8/day



ORIGIN & BACKGROUND: Patrick Strong was the youngest son of a miner in Alaska, and had no particular accomplishments or talents except for a knack for understanding people and for resisting the effects of the weather. A poor school record, a mediocre physique and his extraordinary honesty seemed to further disqualify him from success — until one day, he volunteered for a search and rescue team and, using his little-understood telepathy, found a lost mystic in the snow. The grateful mystic, while recuperating from his experience, taught young Patrick the use of his telepathic powers, and, before leaving, gave Patrick his blasting rod, confident that it would be put to good use.

COMBAT TACTICS: As soon as a fight is imminent, Powerpath scans for hidden or invisible enemies, then sets up a mental switchboard between the Rookies for Conductor to give orders or for Katana to report on their opponents' weaknesses. Physically fragile and extremely empathic, he is reluctant to fight unless he senses great evil or great danger. Powerpath will often pull his blows, attempt special attacks on devices, or fire 'warning shots' in the hope of demoralizing his less awesome foes without severely hurting them.

Appendix:

underwater movement & combat

1. BREATHING

Characters swimming without a method of breathing in water can, given warning, hold their breath for Endurance turns; if surprised (e.g. if their Water Breathing Devices are destroyed while at fifty fathoms), they must save vs. Endurance on percentile dice or have their breathing time reduced to E phases. Holding one's breath for this length of time has a PR of 1 per turn.

Characters with Willpower may be able to hold their breath at a PR of 1 per minute until fatigued.

(These same figures may be used for Non-Corporeality and Vibrating characters within solids, liquids, or otherwise unable to breathe normally at the Gamemaster's option.)

2. MOVEMENT

For characters unaided in their attempts at swimming, PR = 6 per hour, and must save against going under (current Power on 1d100 as a test) once an hour. All heavy objects carried should be dropped, if possible; every 10% of the character's Carrying Capacity used takes 10% from his saving throw. This includes Armor of all types (except, of course, Ice Power), weapons, other characters, etc. This chance is further increased by rough waters: subtract 1% per turn of wind or current.

Bouyancy is, of course, a consideration. Substances with a Structural Rating of 4 or more are unlikely to have any, and even icebergs, though less dense than water, float in it rather than on it, being eighty percent submerged. The effective weight of a human body in water would be about ¼ normal, giving an incapacitated character a 25% chance of floating face-up. Gravity Control can, of course, modify these figures.

Swimming speed in calm water is half normal movement rate, or half flying rate, and walking underwater is at one third normal movement, with these exceptions:

- (1) Wings are useless underwater, unless the design is like that of a water-bird or similarly amphibious creature, in which case speed is still half flying rate. Wings may also have to dry out again before being used for flight (GM's discretion).
- (2) Characters with Water-Breathing B or Adaptation move at normal speeds in their own environment, whether walking or swimming/flying. Characters with Water-Breathing A, or Water-Breathing B in the wrong environment, swim at two-thirds normal rates, and walk at one half normal rate.
- (3) Non-Corporeal characters move at normal rates.
- (4) Characters with Vibratory Powers may treat water as having a Structural Rating of 2.

Note that characters with robotic bodies or otherwise to encumbered to swim and unable to fly, will be required to walk.

3. VISIBILITY

For characters not equipped with specifically heightened senses, visibility is inversely proportional to depth. In salt water, a character may (by daylight) see for 95 feet at a depth of five feet, for fifty feet at a depth of fifty feet, or for five feet at a depth of ninety-five feet. In fresh water, visibility is roughly half that of salt water. The effects

of zero visibility (at one hundred feet in salt water or fifty feet in fresh water) are the same as those of Darkness Control. A character with Light Control may illuminate up to thirty feet with a PR of 1 per hour, sixty feet with a PR of 3 per hour, and ninety feet with a PR of 9, and so on.

Seaweed, mud, schools of fish and other objects may also obscure vision. Such modifications are left to the Gamemaster.

4. COMBAT

Agility scores will be halved underwater, except for Non-Corporeal characters, Water Breathers, those with Adaptation, specific forms of Willpower (GM's option), or those with Gravity Control who choose to compensate. This will affect initiative as well as Damage and Accuracy.

Attack Forms

Emotion Control, Force Fields, Hand-to-Hand without weapons, Telekinetic Blasts, Mind Control, Paralysis and Devitalization rays, Magnetic Powers and Transmutation may all be used underwater without further modifications.

Chemical Power is usable only as a radius attack, with a maximum range of S/3, unless the chemical is one that reacts violently with water (e.g. sodium or potassium), in which case, treat as a non-nuclear bomb.

Disintegration Rays, Light Control and Power Blasts lose one point of damage per game inch of water between the attacker and the target. Ice Power will be similarly affected, as it leaves a trail of ice one inch thick between the attacker and the target. A victim immobilized by ice will float to the surface at one half falling speed.

Flame Power is, of course, utterly useless.

Lightning Control generates ball lightning with a radius of E/2.

Sonic Abilities may be used as normal, but with twice normal range.

Melee weapons (knives, spears, or slight variants of these, such as katars, tridents, etc.) have no further modifications. Swords and axes do half normal damage, clubs are of no use whatsoever.

Muscle-powered ranged weapons (spears, knives and variants) do normal damage, but their range is half of the modified Agility.

Technologically ranged weapons are unusable, except for Energy Rifles and Pistols, which lose one point of damage per inch of water between the firer and the target. Spearguns, which may be treated as pistols, are also unaffected as this is a natural medium for their use. Power heads on spears have a carrier attack of 2d6.

Explosives may function normally, depending on design.

Brawling weapons have To Hit and Damage two levels above normal (i.e. a 300 pound object would do 1d3 and have a To Hit of +1), and their range is one-fourth normal. Velocity will usually be halved for Velocity Damage bonuses.

Defense Forms

Disintegration Rays and Power Blasts are limited as described above. Flame Power is, once again, completely unusable. All other Defense Forms operate normally underwater.

POSTSCRIPT

That was the world that was, or The Rolling Twenties

My playtest group's first encounter with *Pre-Emptive Strike* was entertaining, but hardly exemplary. Ishido fumbled three times (rolling natural twenties) in four actions — once destroying a surveillance camera, once shooting Vibron in the back with a Power Blast for 21 points of damage, and once missing his own foot by only a few inches. He also incapacitated the invisible Myste by running into her at 130 miles per hour. Of such incidents are disasters made.

To be fair, Voltoid was utterly destroyed before he could reach the bunker, the dragons were eventually incapacitated without severely harming any of the player characters (the Frost Dragon did, however, reduce the party to two by scaring Greylord into escaping just before the portal closed), the gas in the pyramid proved (to my surprise) to be little more than an irritation, and Vibron was able to take control of Trojan I's body before he harmed anyone. They were eventually defeated by Vendetta, however, and marooned in a parallel post-holocaust world until rescued by their team-mates in time for a second attempt, but they did postpone the Tympan takeover by at least twenty-four hours.

The better-informed second attempt resulted in the arrest of Vendetta and Sprite, but at the cost of Vibron's death when he failed to save on 1d20 against an Endurance of 58. Warrior, similarly, twice fumbled in his attempts to pick up Vendetta's gun, despite an Agility of 30: his third, successful attempt caused an explosion which incapacitated Greylord and destroyed his armor. The Tympan were resettled on a parallel Earth which met a fate like that of Finity, earning a bonus of 500 experience points per survivor, and everyone but Vibron (who elected not to be revived) lived happily until the sequel.

My playtest group of *Finity Quest* was less chivalrous, deciding to launch a surprise attack, and throwing unconscious opponents over the wall and away from the island (Rocker's body was even used as a brawling weapon!). Wrack and Rocker were the first felled (with paralyzing venom); Soulburner, after one successful attack, was thrown out undamaged — still in the lookout tower! — and Blonde Berserker was knocked unconscious by a player with Heightened Spacial Perception. The last player standing received enough experience points to advance from second to fifth level: it might have been more, but Glacia, the sole remaining Primevil, understandably lost morale and fled.

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, 1/2 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, 1/2 damage reduction vs ranged energy attacks
 Cosmic AwarenessGamemaster discretion

V&V POWER

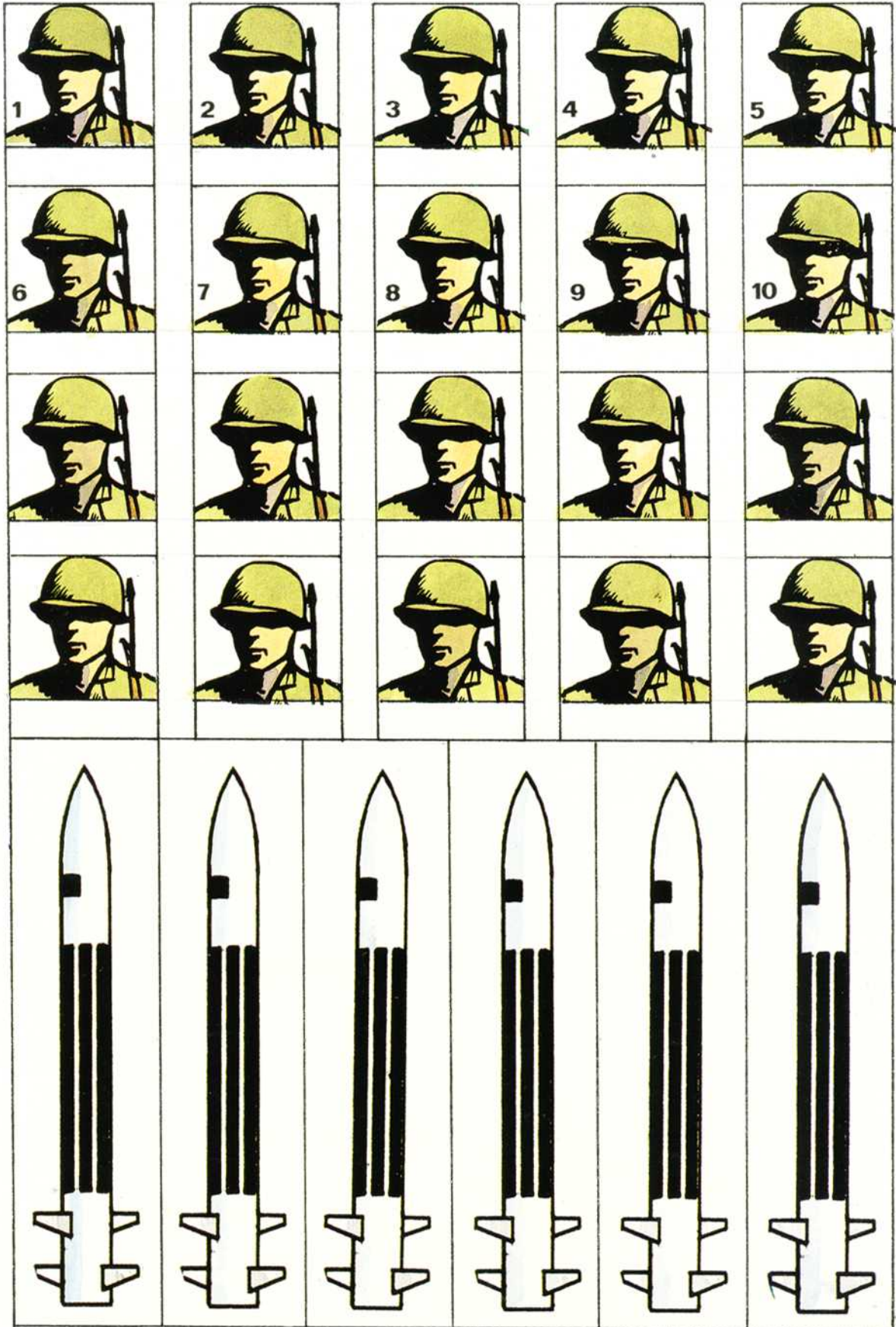
CHAMPIONS POWER

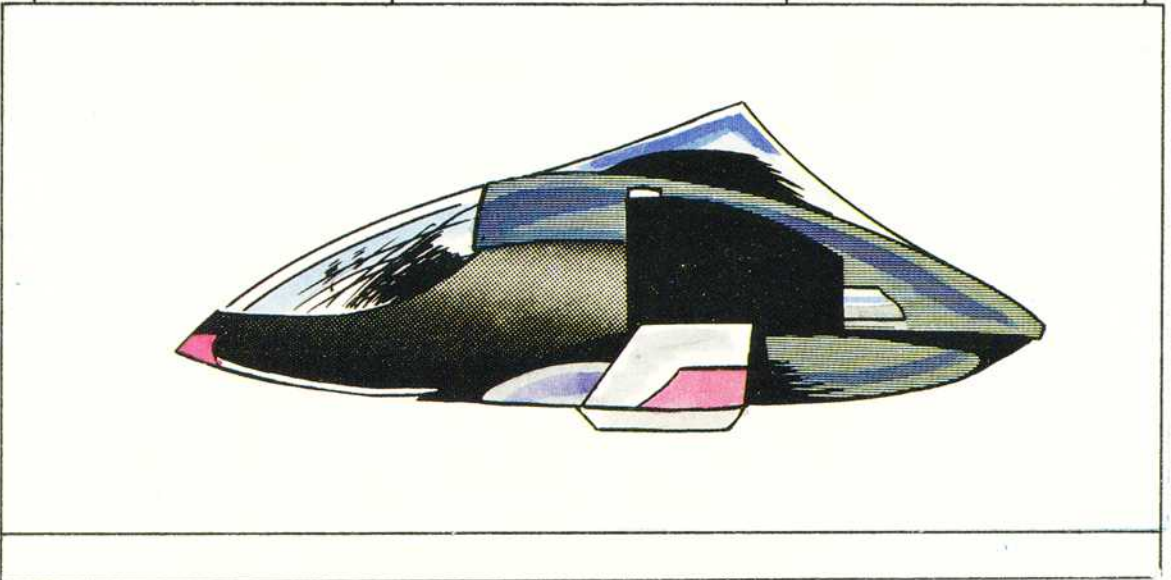
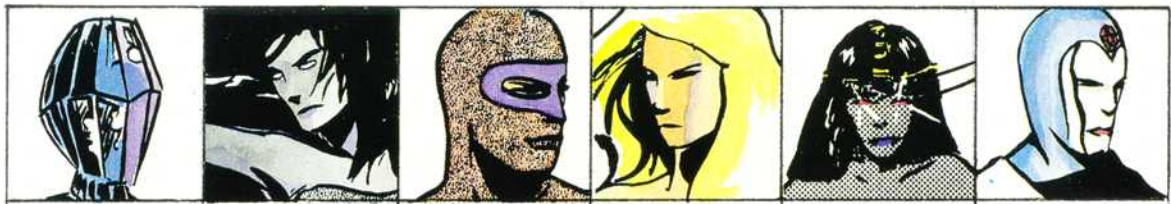
Darkness ControlDarkness to normal vision
 Death Touch1D6 Power Destruction - Body
 Disintegration Ray3D6 Energy Killing Attack
 Devitalization Ray10D6 Power Drain - Endurance, at range
 Dimensional TravelExtra-Dimensional Teleport
 Emotion Control12D6 Mind Control - Emotions Only
 Flame Power 1Energy 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)

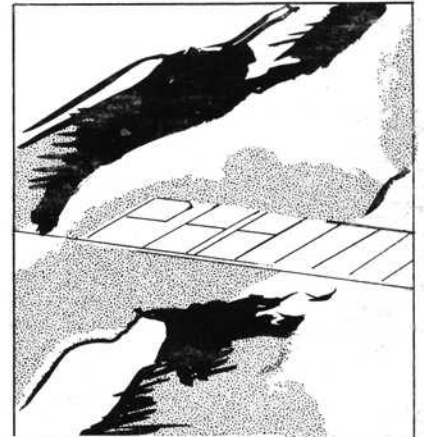
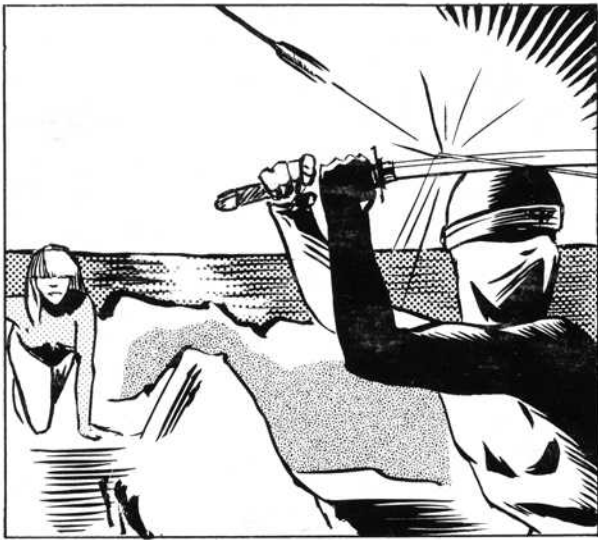
| V&V POWER | CHAMPIONS POWER |
|-------------------------------------|---|
| Invisibility | Invisibility (normal only) |
| Invulnerability (per pt.) | +1 PD and +1 ED with any appropriate resistant defense |
| Life Support | .20 pt. Life Support (OIF - space suit) |
| Light Control | .Elemental Control - Light 1. Lightning Blast, 2. 20 ED Force Field, 3. Telekenesis Animate (electrical devices only) |
| Magical Spells | .appropriate powers with magical base |
| Magnetic Powers | .Elemental Control - Magnetism 1. Telekenesis on Metal, 2. 15 PD/15 ED Force Field, 3. Strength usable at range, only |
| Mind Control | .12D6 Mind Control |
| Mutant Power | .Whatever is appropriate |
| Natural Weaponry | .1D6 HKA or 1 level of Martial Arts |
| Non-Corporeality | .Desolid (+1/4 not through Force Walls) |
| Paralysis Ray | .8D6 ALD* (Champions III) (* artificial bodies, ED, Ego Defense) |
| Plant Control | .Telekenesis (animating plants only) |
| Pet | .Other hero or 'vehicle' |
| Poison/Venom | .Ranged Killing Attack or Transformation Attack (Champions III) |
| Power Blast | .Energy Blast and Missile Deflection at range |
| Psionics | .appropriate mental power |
| Regeneration | .Regenerate (1 point per point of V&V Healing Rate) |
| Revivication | .Gamemaster Discretion |
| Robotic Body | .2 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 Weapon | .Powers bought through focus |
| Stretching Powers | .Stretching and appropriate other powers |
| Telekenesis | .Elemental Control - TK 1. Telekenesis, 2. PD Force Field, 3. Physical Energy Blast |
| Telepathy | .Elemental Control - Telepathy 1. Telepathy, 2. Mind Scan, 3. Ego Defense |
| Teleportation | .Teleportation 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 Powers | .Elemental Control - Vibrations 1. Vibrations Blast, 2. 10 ED and 20 PD Force Field, 3. Desolid |
| Weakness Detection | .Find Weakness |
| Water Breathing A | .5 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 A | .High INT and EGO |
| Willpower B | .Ego Defense, Power Defense, Danger Sense, or some similar ability |
| Wings | .Flight (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.

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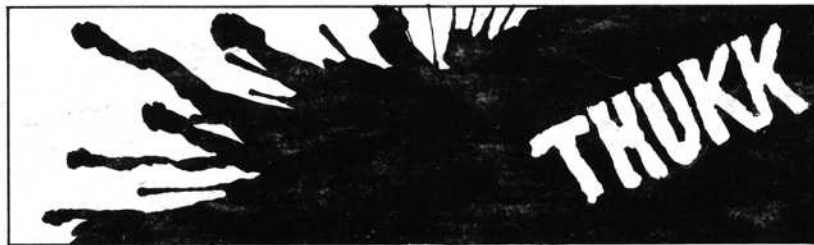




BATTLING OBERON, KATANA FAILS TO NOTICE THE APPROACH OF DANGER



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