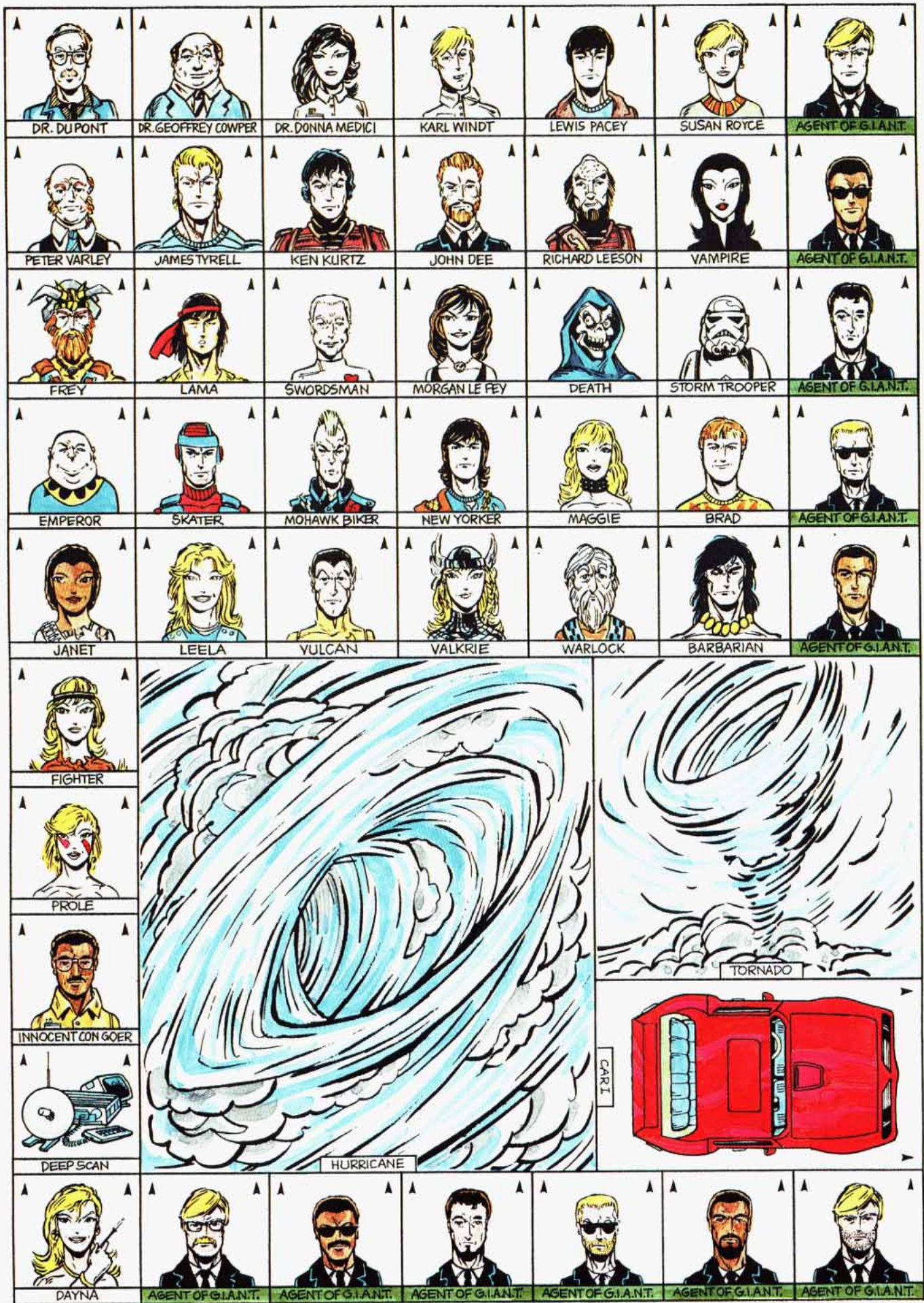
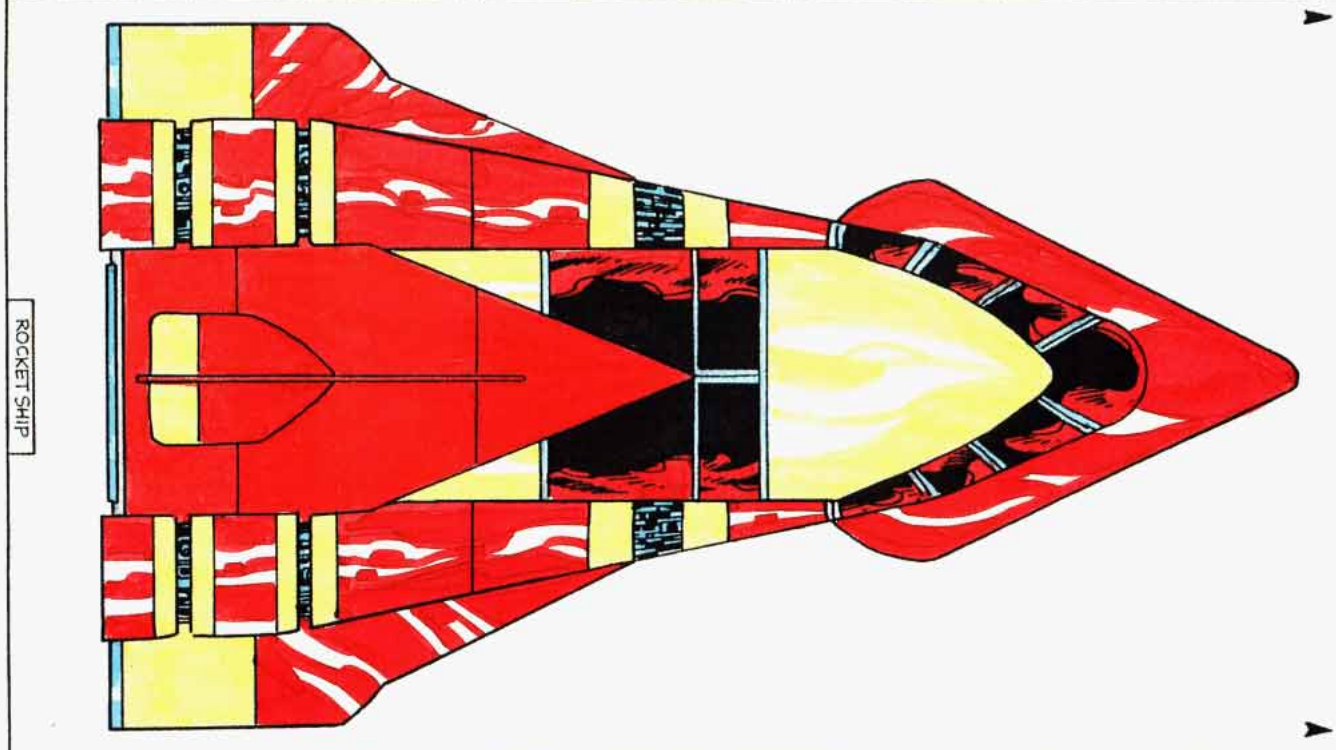
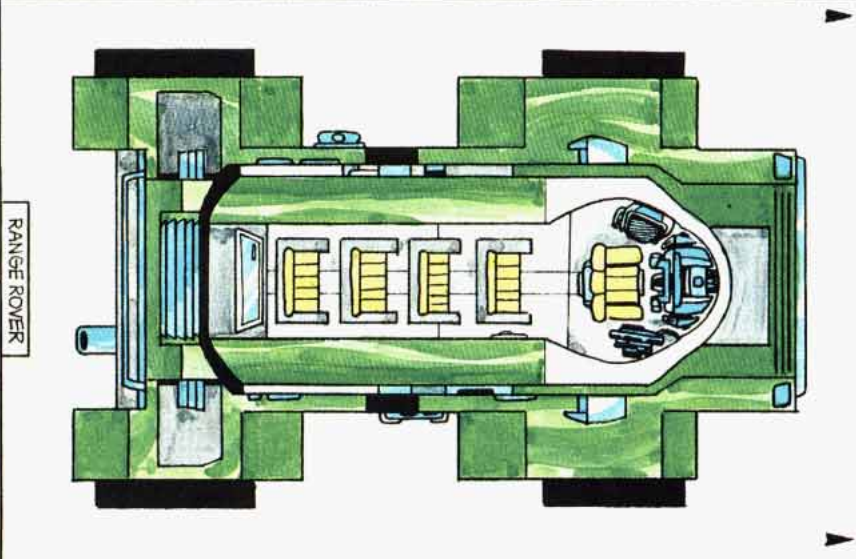
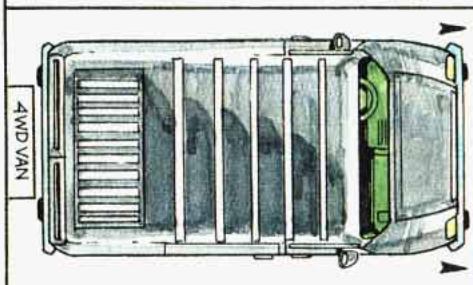
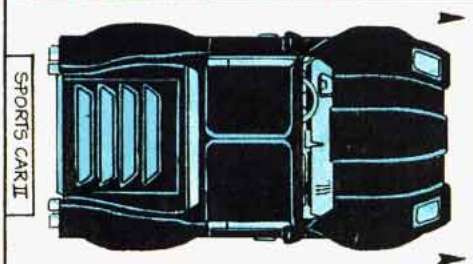


# THE GREAT IRIDIUM GON

by  
STEPHEN  
DEDMAN







# THE GREAT IRIDIUM CON

A



**ADVENTURE**

STEPHEN DEDMAN: WRITER

DAN PANOSIAN: ILLUSTRATOR



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## INTRODUCTION

**The Great Iridium Con** is recommended as an introductory V&V adventure for four to seven players, and is designed to be usable as the first game of any Earth-based modern-day campaign.

The Gamemaster should read this book and the V&V rulebook thoroughly before commencing play. Players should stop reading at this point and start worrying...

Dedicated to  
Skyborg — Tanya Schmah  
and

The Unconventionals:

Cat — Cathy de Garis                      Androbot — Mark Lingane  
Blasterbat — Francis Lavery              D.M. — Tom Gedeon  
Flame-Banshee — Cecily Scutt

## EDITORIAL INTRODUCTION

**The Great Iridium Con** is Steve Dedman's second published V&V adventure. It shares some aspects with his previous adventure, **Pre-Emptive Strike**, but these have little impact on playing this adventure. The backgrounds to some characters relate to events discussed in that previous adventure, but this is in no way a sequel.

Steve has promised us several more adventures and the first of these is already in the early editorial stages. We all look forward to more material from 'Down Under.'

This also marks the first appearance by Dan Panosian as artist. Dan has also written an adventure which will soon see publication and is associated with Anvil Enterprises, an art company which has a license to do custom character illustration. Most V&V players who have purchased their copies of the game over the past year or so are familiar with Anvil's promotional material which FGU packs in each game. For those who are unfamiliar with this, Anvil basically offers to draw illustrations of your character (either in black and white or in color) and/or draw character counters (in color) for a fee. The interior illustrations and counters in **The Great Iridium Con** should provide a perfect example of what one can expect from Anvil Enterprises — a level of quality that FGU has viewed as suitable for use within our own adventure books.

For those interested, write to Anvil Enterprises, P.O.Box 3806, Indialantic, FL 32903 for additional information or for an order form with room for all the information required to create 'your' character.

On other, totally unrelated, fronts, I have just learned that V&V co-creator Jeff Dee has just gotten himself married. I am sure that all of our readers, as well as everyone at FGU, wish all the best to Jeff and Amanda Dee! Congratulations!

Scott B. Bizar  
Editor-in-Chief

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# I. THE SANDS OF CRIME!

## 1.1 COMMON KNOWLEDGE

Iridium Vale is a small city surrounded by desert, formerly a mining town for the rare heavy metals once concentrated in the sand — most notably iridium and osmium, both necessary for robotics — and now the haven of high-tech industries and a small university, teaching mostly engineering, computer programming, and physics.

Because of the possibility of high-tech accidents, multi-million dollar industrial espionage and the theft of very valuable materials, the city employs two superheroes — the Valiants, Epsilon and Serena.

Science fiction, role-playing games and comics are extremely popular among the university students, faculty and the local workforce, and a group has conglomerated itself to organize a convention — The Great Iridium Con, to be held between the city's largest hotel, the Sands, and the lecture theatres of Iridium University. About two thirds of the attendees are locals, but many are from outside the city, even outside the state. The con is largely sponsored by the major industries — Heavy Metal Mining, Westtech, J.C.N., Omniversal and Cyberworld — and by the University, and much of the program is designed to lure attendees into engineering, programming, etc. Others, like the masquerade, are far less seriously intended.

On the Wednesday before Iridium Con is due to begin, a bomb was sent to the Valiants' headquarters. Serena was badly injured, but not incapacitated, and was sent to the maximum security ward at the local hospital. Epsilon, who was absent at the time, was ambushed on Thursday morning and incapacitated: the weapons used were an energy pistol and a crossbow. That night, Doctor Laura Stoner of Heavy Metal Mining, the leader of the Deep-Scan research team, was attacked in her lab and killed: the weapon seems to have been a laser, fired through the window. Nothing is missing from the lab.

The physician attending Serena and Epsilon is Dr. Michael Dupont, a friend of Epsilon's and an agent of GIANT — Government Investigation into the Application of New Technologies, the largest organization concerned with superheroes. On the Thursday afternoon, GIANT sends out a call. Novice superheroes are wanted — superheroes who will not be recognized, especially as a Science Fiction, Role-Playing Games and Comics convention.

## 1.2 PRELIMINARY INVESTIGATIONS

The player-characters should arrive — as surreptitiously as possible — on Friday morning (a plane will be provided by GIANT, if necessary) and meet Doctor Dupont. They should roll reactions to each other, and to Dupont, who will answer any questions he can.

An investigation of the scenes of the crimes — the headquarters, outside Cyberworld's warehouse (where Epsilon was ambushed), and Doctor Stoner's lab — will reveal little to the non-psionic, especially as the local police have already investigated. The lab will only show what Stoner was working on — the Deep-Scan. A list of her team is available from the administration: Dr. Geoffrey Cowper, Dr. Donna Medici, Karl Windt, Lewis Pacey, Susan Royce and Peter Varley.

The prototype Deep-Scan, along with many of its maps, is in the care of Peter Varley until the convention opens. A copy of the blueprint is in the computer at Heavy Metal Mining, another in their safe, and another in the safe of their head business office in New York.

Examination of the wooden crossbow bolts show that it came from an antique or reproduction bow, not a modern hunting crossbow. The energy pistol seems to have been on automatic mode (automatic energy pistols are, while not commercially available, standard issue from GIANT for field agents and Governmental security guards; similar weapons would be available from other major governments). The remains of the bomb show only that it was a conventional chemical explosive.

The player-characters may also visit Serena in the Charles Dexter ward; she will be conscious, but immobilized by a broken hip, and with only one hit point recovered. Epsilon has yet to regain conscious-

ness, and attempts to probe him telepathically will be unsuccessful. Serena has no useful information about anyone who might want to attack her, but she remembers that Epsilon's wife, Cyberwoman, was killed by the Coven of Sargatanas.

## PSIONICS, ETC.

Players with sixth senses, psionic sensitivity or similar powers will be unable to glean much more than this from the evidence, as the crossbow bolts and the remains of the bomb will have had all psionic traces magically erased. Vague psionic impressions may remain where Kahless Khan and Yeoman (Epsilon's assailants) stood, but none of Doctor Stoner's assassin — Aztech — outside the window.

The player-heroes will be issued with a pair of titanium handcuffs each (Structural Rating 13, with built-in beacon), a wrist communicator each (range twelve miles, emergency beacon range 200 miles), the keys to the local superhero headquarters and to Epsilon's Range Rover, and details of the headquarters security system.

## 1.2A Valiants' Headquarters Map Key

The Headquarters is situated on the twelfth (top) floor of the Faculty of Engineering Building at Iridium University, about two hundred and forty feet away from the Gibbons Lecture Theatre. Exterior walls, floor and ceiling are of six inch thick steel-reinforced concrete (Structural Rating of 8), windows are ¼ inch bulletproof glass (Structural Rating of 12). Interior walls are one inch thick reinforced hardwood (Structural Rating of 6). Except where noted, interior doors are one inch thick hardwood with a Structural Rating of 3.

**E. Elevator:** Elevator doors are one inch thick titanium steel (Structural Rating of 13). The shaft is six inch steel-reinforced concrete (Structural Rating of 9). Taking the elevator to the twelfth floor requires a special key. The doors remain open for ten phases: traveling between floors takes five phases.

The doorframe of the elevator contains a metal detector which may be activated at the main control panel.

**L. Library:** Contains four comfortable chairs, a computer (linked to the University library and the Library of Congress, programmed with dossiers on major criminals, and which plays murderous chess), a computerphone and a police radio, a bookcase of advanced computer manuals and magazines (Epsilon's light reading material), a video and television, and a chess table.

### Computer Files:

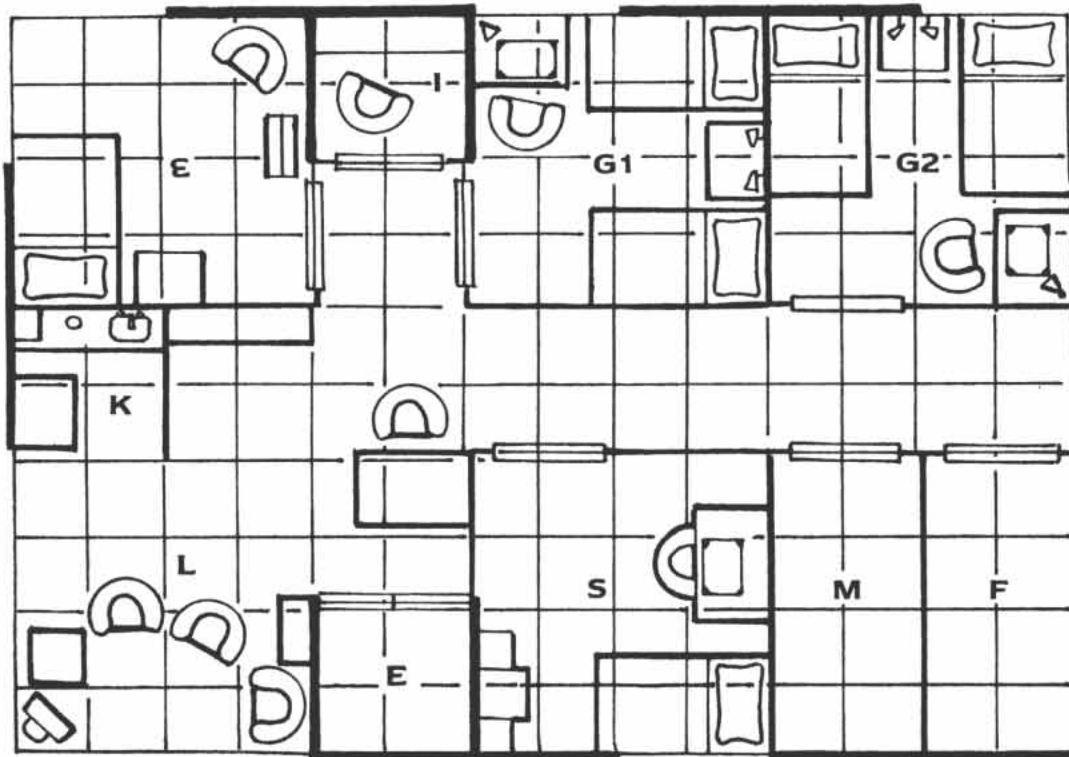
**The Coven of Sargatanas:** Defeated three years before in a clash with the Ring of Saturn. Eight of its members are imprisoned, two are confirmed dead, and three are at large — Devilspawn, Pentenebrae, and Malastra.

**Devilspawn:** Identity unknown, powers — Magical Spell use. Description — female, tall, long blonde hair, youthful-looking (actually in early forties), beautiful. Wears revealing costumes of red and black. Wanted for the murder of Cyberwoman.

**Pentenebrae:** Identity unknown; powers — Magical Spells, Darkness Control. Description — uncertain; tall and slim, but wears an all-obscuring black costume. Sex — uncertain. Wanted for Conspiracy.

**Malastra:** Identity Duncan Maxwell Fraser; powers — Magical Spells. Description — height 5'11", weight 120 lbs., blue eyes, red hair, fingerprints and photographs recorded, wears midnight-blue robes with down-pointing pentacle. Record — Conspiracy, Criminal Possession of Controlled Substances; six years in Fear Island super-prison. Rejoined Coven of Sargatanas on release four years ago; wanted for Conspiracy.

The computer also has complete files on Firefall, Oblivia and



## HEROES' HQ

Scale: 1 square = 2½ feet

Supersonic, but none of these are known to be linked with the Coven members.

The list of supercriminals or organizations who use lasers or automatic energy pistols is far too long to be given.

The window nearest the kitchen opens in as an emergency exit/entrance: the lock is carefully concealed (Detect Hidden to find). The main control panel, beside the computer, may activate or de-activate the metal detector, the pressure alarms in the window, and the infra-red detectors inside the other rooms. It can also override the elevator controls. The metal detector will be off and the other alarms are on, and the panel is locked. If any of the alarms are tripped, a siren will sound in the headquarters, and, if not deactivated in ten phases, in the police station and on Epsilon's and Serena's emergency communicators.

- K. Kitchen:** Contains a small fridge, tea and coffee-making facilities, a sink, and a small microwave.
- M. Men's Bathroom:** Self-explanatory.
- F. Women's Bathroom:** Self-explanatory.
- G. Guest Quarters:** Contains two beds, a desk, two chairs and a bedside table. The doors are reinforced hardwood (Structural Rating 6) and may be locked from the outside and used as cells.
- E. Epsilon's Quarters:** Contains a bed, a desk, a chair, a bedside table and a rack of chess magazines. On the walls are signed photos of Epsilon's former associates — Carver, Actor, Masochist, Corona and Felix — and a portrait of Cyberwoman. The door is locked.
- S. Serena's Quarters:** Contains a bed, a desk, a chair, and a stereo cassette player. On the desk is a vase of flowers, a rack of Vangelis cassettes, a typewriter, a thesaurus, and a rack of freshman lit novels. The door is locked.
- I. Insulated Room for Psionic Experiments:** Walls are six inch thick reinforced concrete (Structural Rating of 8), door is one inch thick titanium steel (Structural Rating 12). Contains a comfortable chair, a small ledge, and a deck of Rhine cards. The door is deadlocked.

Epsilon's Range Rover is in the faculty's underground garage. The weight is 6000 pounds, carries 1 + 4 passengers plus 2200 pounds of cargo. Top speed is 140, 120 hit points (30 to disable). The Range Rover contains an energy pistol in the glovebox, and an energy rifle and two survival suits in the back. The survival suit can serve as life support for two hours, has a Structural Rating of 12, but only defends against Chemical Power, Flame Power, Ice Power, and Lightning Control. The helmet reduces peripheral vision: attacks to the sides are at -3, attacks from the sides are at +3.

By now it is late Friday morning. Iridium Con opens at 4:00 PM:

the players may make what preparations they choose in the meantime.

### 1.2B Sands Hotel Map Key

The convention is being held on the sixth floor of the Sands Hotel, and at the Gibbons Lecture Theatre across the road (where most of the more formal events occur). The (second-class) rooms on the fourth and fifth floors of the hotel have also been booked by the convention — players may register at the convention, take rooms and be reimbursed by GIANT later.

The hotel's outer walls are eight inches thick of reinforced brick (for a Structural Rating of 7). Interior walls are five inches thick and are also constructed of brick for a Structural Rating of 5. The elevator door is of one inch thick steel (Structural Rating 11). Doors of the hotel rooms are one inch thick and made of veneered particle board (Structural Rating 1). The concertina wall between the Huckster's Room and the Main Hall is of very thin plastic, Structural Rating 2. Floors are eighteen inches thick and constructed of reinforced concrete for a Structural Rating of 9. An additional quarter inch hardwood parquet floor is beneath the removable carpeting of the main hall (Structural Rating 3). Windows throughout the hotel are quarter-inch glass (Structural Rating 2). Ceilings are ten feet high throughout the hotel.

- E. Elevator:** The door remains open for fifteen phases. It takes seven phases to travel between floors.
- F.H. Fire Hydrant:** Contains a twelve inch firehose on a reel.
- C. Cleaner's Station:** This closet contains brooms, mops, a vacuum cleaner, detergents, etc.
- F. Women's Bathroom:** Self-explanatory.
- M. Men's Bathroom:** Self-explanatory.
- H. Hucksters' Room:** This is the dealers' area of the convention and is filled with booths and displays (see below).
- 1. Registration Desk:** Manned by Carol (dressed as a female vampire) or by Michael. Guests will be given a name-badge and a program.
- 2. Robotics Display:** Features a new mobile robot by Cyberworld and a model of the robot from *Metropolis*, as well as posters, etc. (The Cyberworld robot must be remotely controlled from a small computer, and it has no combat value except as a sixty-five pound brawling weapon. The hollow aluminum model will be replaced by Futura on Saturday morning.)
- 3. Theatre and Film Make-Up Booth:** Attended by make-up man Ken Kurtz (Kahless Khan out of costume). Kurtz will attempt Weakness Detection on anyone approaching him.

## SANDS HOTEL – Typical second-class room.

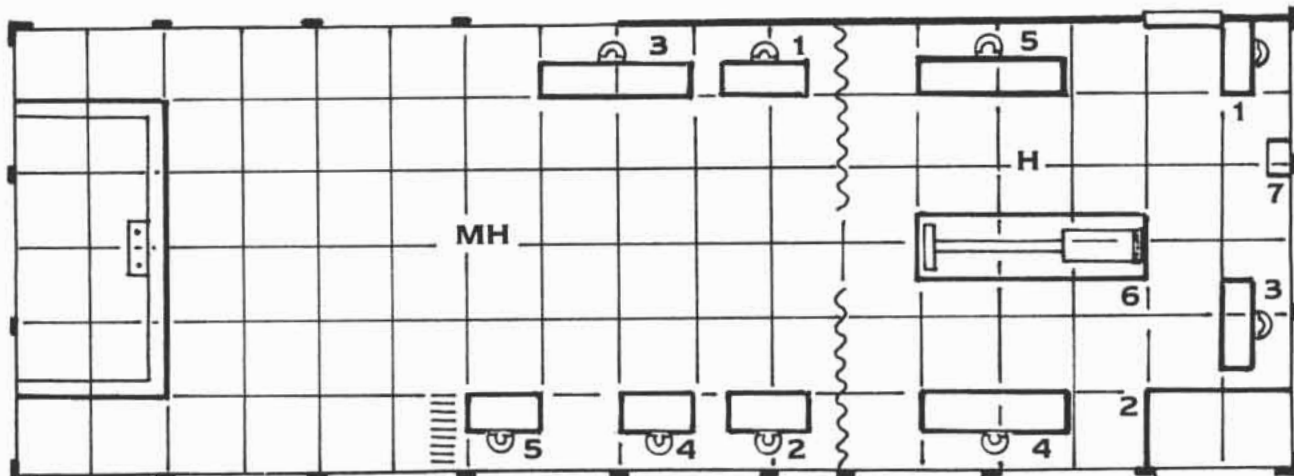


Scale: 1 square = 2½ feet

4. **Books & Magazines:** This booth features science fiction and fantasy books and comics from The Space Merchants Bookshop. It is attended by a tall, gorgeous blonde.
  5. **Games:** This booth features various role playing games, including V&V, Chivalry & Sorcery, Space Opera, and Aftermath! for sale from Simulations (a local game shop). It is attended by Thor.
  6. **Magnetic Mass-Launcher Model (working):** Fires a bucket into a reinforced barrier of multi-layered ballistic cloth at the end of the track. If the barrier is removed, the bucket leaves the track at a speed of 2200 inches per turn: treat as a brawling weapon aimed at the doorway, no bonuses to hit, doing 5d10 + 1 damage.
  7. **Coffee Machine:** Free coffee for the staff and guests of the con.
- M.H. Main Hall:** Features various displays (see below).
1. **Deep-Scan Display:** Features working prototype of the long-range (800 inches) Deep-Scan and copies of scans of Iridium Vale. Anyone looking may Detect Hidden to notice a submerged, apparently spherical bubble, in the vicinity of the abandoned No. 7 Iridium Mine. The display is attended by Peter Varley.
  2. **Fantasy Jewelry & Miniatures Booth:** Attended by a High-Tech Valkyrie.
  3. **Medieval/Fantasy Armory:** This booth displays three daggers (blunt, -1 damage), a flail (+3 to hit, HTH + 1d6 damage), two broadswords (blunt, -1 damage), a battleaxe (blunt, -2 damage), two hand-axes (blunt, -1 damage), two helmets (decorative only, no ADR), a nunchaku (+3 to Hit, HTH + 1d6 damage), a boomerang, and a round shield (hardwood, Structural Rating of 3). It is attended by someone dressed as a Barbarian.
  4. **Computer Sensor Display:** This is a J.C.N. Computer programmed to recognize edges and to attempt line-drawings of the human face. It creates slightly surrealistic portraits for a price of one dollar. The booth is attended by Tanya Schmah, programmer.

## SANDS HOTEL – Sixth Floor

Scale: 1 square = 5 feet



5. **Costume Booth:** Various articles of clothing are for sale: capes, science fiction, fantasy, and comics tee-shirts, tunics and belts. It is attended by Alex.

(Each player-character should be given a copy of the Convention Program. Permission is hereby granted to make photocopies for such purposes. The Convention Program is printed on page 6 of this adventure pack.)

None of the members of the convention have felony records under the listed names (see page 6), and the headquarters computer does not record misdemeanors or minor offenses.

The weather is clear and warm and it seems likely to remain so for at least a week: the area around Iridium Vale is dry and trees and large animals are scarce outside the city (prospects for Plant/Animal Control are poor). Clothing is usually light and casual: anyone wearing a three-piece suit at the convention will be mistaken for a headwaiter, and anyone wearing a coat will be extremely conspicuous. Players must decide for themselves, separately, if they wish to attend the con in costume as many of the conventioners will already be walking around in their masquerade costumes, a party of superheroes will not be particularly conspicuous.

### 1.3 THE PLOT THICKENS

Ken Kurtz will use Weakness Detection on anyone who approaches his stand, as a matter of course. Yeoman (Graeme Scanlon, alias James Tyrell) will be in the Hucksters' Room from four p.m., in full costume, standing near the weapons table and discussing medieval wargaming and role-playing with anyone interested, while attempting Weakness Detection on anyone who seems proficient with weapons. Also wandering around in strange costumes will be several of the booth personnel and convention attendees, many of them armed. Donna Medici (Nightshade) will arrive at the hotel at 6:00 p.m., casually dressed. Malastra (Duncan Frazer, alias John Dee) will arrive at 7:30 p.m., in full costume, styling himself Pentagony the Necromancer, and will spend most of the evening examining the guests for magical items. At midnight, when the exhibitions close down, the more valuable and portable material will be removed from the hotel – the computer software, the merchandise, the Deep-Scan, the robot and model, the controls for the Mass-Launcher, etc., and the room will be locked.

If Kahless Khan or Yeoman detect any bizarre weaknesses (alien minerals, etc.) among the player-characters, which suggest a non-human being, or if Malastra detects any magical items, they will plan an assassination attempt. If the player-characters are staying at the hotel (the GM should hint that this is far less conspicuous than staying at the heroes' Headquarters), they will break into the player-character's room; if not, they will set up an ambush for later in the morning.



## THE FIRST ANNUAL GREAT IRIDIUM CON PROGRAM

### Friday

- 16.00 Hotel: Registration desk, scientific displays and the hucksters' room open.  
 Uni: Film — *Battle Beyond the Stars*. Gibbons Lecture Theatre, until 20.00.
- 18.00 Dinner
- 20.00 Uni: Official convention opening.
- 20.30 Uni: Panel Discussion — Science and Comics
- 21.30 Uni: Debate — Science Fiction prepares people for the future.
- 22.30 Uni: Film — *Twilight's Last Gleaming*.  
 Midnight: Registration desk, displays and hucksters' room close.

### Saturday

- 10.00 Hotel: Registration desk, displays and hucksters' room open.  
 Uni: Reading — *Little Harmonic Labyrinth*, by Douglas Hofstadter, read by Uni Math Society.
- 10.30 Uni: Panel — Improbable Adventures of Fantasy Role-Players.
- 11.30 Uni: Film — *Punishment Park*.
- 12.30 Lunch
- 14.00 Hotel:  
 Room 101: *Villains and Vigilantes* game.  
 Room 106: *Chivalry and Sorcery* game.  
 Room 201: *Space Opera* game.  
 Room 303: *Aftermath!* game.  
 Uni: Panel — Spin-Offs from Spaceflight.  
 Uni: Demonstration by S.C.A., Computer Science lawn.
- 15.00 Uni: Panel - The Future of Crime.
- 16.00 Uni: Slide Show — SF, Fantasy and Comics Art.
- 17.00 Uni: Demonstration: Make-up in SF films. Make-up artist Ken Kurtz applies Klingon make-up to Committee Chairman Richard Leeson (note: Richard is not eligible for a Masquerade Prize).
- 18.00 Dinner
- 18.30 Uni: Film — *Superman II*.
- 20.00 Hotel: Masquerade begins.

- 20.30 Uni: Film — *Dragonslayer*.  
 22.30 Hotel: Awards Ceremony.  
 Midnight: Close

### Sunday

- 10.00 Uni: Auction.  
 12.00 Lunch.  
 14.00 Uni: Film — *Phantom of the Paradise*.  
 Hotel: Role-playing games.  
 16.00 Uni: Official closing of the convention.

### Your Humble Committee

Richard Leeson — Chairman  
 Carol Monroe — Secretary  
 Michael Smith — Treasurer

### Special Thanks To:

Ken Kurtz; Cyberworld, Inc.; J.C.N.; Heavy Metal Mining; NASA; The Space Merchants; Simulations; Simarils (Extremely Limited); More Honored Costumes; The Flogging Post; Hex Computing; and D.J. Nepotism and Sons.

### Great Iridium Con Membership List

- |                   |                    |
|-------------------|--------------------|
| 1. Michael Smith  | 2. Peter ToluZZi   |
| 3. Harold Lime    | 4. Carol Monroe    |
| 5. Anne Johnson   | 6. Ken Kurtz       |
| 7. Trevor Martin  | 8. Renee Smith     |
| 9. Charles Milles | 10. Colin Shire    |
| 11. Tanya Schmah  | 12. John McDouall  |
| 13. Terry Decker  | 14. Alex Burgess   |
| 15. Peter Varley  | 16. Richard Leeson |
| 17. John Dee      | 18. James Tyrell   |
| 19. Dave Sorenson | 20. Donna Medici   |
| 21. Allan Sundry  | 22. Joe Caulfield  |

Artist Guest of Honor: Dan Panosian

## 1.4 THE SOCIETY FOR CREATIVE ASSASSINATION

If the player-characters have a hotel room(s) (specify double or twin: the double is the same as the twin, except that the bed is Queen-sized with the nightstands on the outside), at 4:00 a.m. Donna Medici will become Nightshade, open the door, and let Yeoman in. Nightshade will then depart. The player-character has normal chances of Detecting Danger before Yeoman makes his first hit with the flail (non-moving target, save vs Agility 15 on 1d20, -1 for the dim light), otherwise he will be unable to roll with the blow. The first hit, even if it misses, will awaken the player-character if it does not immediately incapacitate the hero, and will almost certainly awaken any other player-characters sharing the room. Proceed with the combat — and remember that the character is unlikely to sleep in armor, gunbelts, or whatever (see Appendix).

If the player-characters are not staying at the hotel, Yeoman will wait for them to enter the lecture theatre to see a film and will then attempt to garrote them from behind.

If Yeoman is defeated in the combat and then interrogated — he has no particular loyalties and is merely a mercenary — he will be able to identify Malastra, Kahless Khan and Nightshade, but he has never seen

them uncostumed and does not know their plan or even their target, and he has never seen their base.

At 9:00 a.m., when the displays are returned to the Hucksters' Room and the Hall, Ken Kurtz will substitute Futura for the identical model robot (identical except that the hollow aluminum model only weighs forty-five pounds). A telepathic scan will, of course, reveal the human mind within the robotic body.

At 5:00 p.m., Kurtz will make-up the convention chairman, Richard Leeson, to look like a Klingon. At six thirty, he will give himself an identical face (by use of make-up). At seven, Donna Medici will don her costume as Nightshade, identifying herself at the masquerade as an Arabian female assassin. At eight, the masquerade will begin: Malastra will cast a Metalskin spell to give himself an ADR of 66 before attending. At nine thirty, Aztech will fly to the roof of the Sands Hotel, waiting to pluck off any flying superheroes, and Kahless Khan will remove the reinforced block from the Mass-Launcher and return to the double room he shares with Nightshade, immediately below the Main Hall.

### MASQUERADE ENTRANTS

Character	Weapons	Agility	HtH	Accuracy	Hits	Power
M/C Klingon	Dagger	10	1d6	—	6	43
Female Vampire	—	15	1d4 + 2	+2	9	45
Hi-Tech Valkyrie	Pistol (n/f)	14	1d4 + 2	+1	6	47
Warlock	Quarterstaff	12	1d4 + 1	+1	11	40
Barbarian	Battleaxe	11	1d8	—	5	46
Female Fighter	Flail	11	1d6 + 1	—	8	41
Odin	Spear	14	1d4 + 1	+1	8	45
Thor	Throwing Hammer	9	1d4 + 1	—	8	38
Female Prole	—	8	1d4	-1	8	37
Doctor	—	12	1d6 + 2	+1	8	46
Female Movellan	—	14	1d3 + 2	+1	8	45
Alex	Bludgeon	14	1d6 + 1	+1	9	48
Dayna	Pistol (n/f)	10	1d6	—	5	43
Frey	Two-handed sword	15	1d6 + 2	+2	9	48
Lama	Nunchaku, Crossbow	7	1d6	-2	7	37
Swordsman	Sword, Dagger	15	1d4 + 1	+2	7	46
Morgan Le Fay	—	11	1d6	—	5	40
Death	Scythe	16	1d4 + 2	+2	9	47
Stormtrooper	Auto Rifle (n/f)	6	1d3	-2	5	36
Emperor	—	15	1d6 + 2	+2	9	49
Skater	Cestus	9	1d8 + 1	—	9	42
Mohawk Biker	Hand Axe	8	1d6	-2	10	38
New Yorker	Morningstar	12	1d6 + 2	+1	9	46
Maggie	Dagger	9	1d4	—	6	37
Brad	—	7	1d6	-2	8	37
Janet	—	9	1d6	—	4	40
Leela	Dagger	10	1d6	—	7	42
Vulcan	Lirpa	9	1d4 + 1	—	11	41

n/f = non-functioning. (All entrants in the masquerade, except the Confederation members, are first level.)

#### New Weaponry:

Quarterstaff: +3 to Hit, HtH + 1d6 damage.

Throwing Hammer: +1 to Hit, HtH + 1d6 damage, Range = A/2.

Two-Handed Sword: +1 to Hit, HtH + 1d10 damage.

Nunchaku (two short clubs connected by chain): +3 to Hit, HtH + 1d6.

Scythe: +1 to Hit, HtH + 1d6 damage.

Flail (spiked ball on chain): +3 to Hit, HtH + 1d6 damage.

Cestus (studded gauntlet): HtH + 1d2 damage.

Morningstar (spiked club): +2 to Hit, HtH + 1d6 damage.

Lirpa (club/battleaxe combination): +1 to Hit, HtH + 1d10 damage.

At ten twenty-seven, Yeoman (if not already captured or incapacitated), Nightshade and Malastra will take up their positions — Nightshade unobtrusively near the Deep-Scan, Yeoman in the Hucksters' Room watching the entry to the Main Hall, and Malastra near the stage.

At the moment the emcee stands to present the awards at the Awards Ceremony, Nightshade will cast darkness over the entire hall, grab the Deep-Scan and the photos showing the bubble, and slip (in a non-corporeal state) through the floor to her hotel room. Yeoman will aim his crossbow at the entry and Futura will attempt to take control of the mass-launcher, firing it at the first person to come

through. Malastra, able to see in the darkness, will cast his Jason's Helm (anger) spell on the armed masqueraders nearest the first superhero to recover. Kahless Khan will have his pistol ready to fire on anyone who follows Nightshade into the hotel room.

Nightshade will then run to the elevator shaft, descend to the carpark, attach her Non-Corporeality device to her black sports car, and then drive it through the wall into the carpark of the building behind the hotel. She will attempt to escape by way of the other side of the block. This will take three turns: the darkness will prevail for one complete turn.

Proceed with the combat. Remember that the first priority for the ConFederation (the villains) is to allow Nightshade to escape — except for Malastra, who has a slight preference for keeping himself alive, and he will teleport back to his Sanctuary in the ConFederation's base if he is severely endangered.

No experience points should be awarded for fighting the masqueraders who are under the influence of Emotion Control, but bonus experience points — and a possible Charisma bonus — should be given to any player who finds a non-violent solution (for example, sleeping gas or something similar to Serena's Emotion Control power or to Devilspawn's Eifsbane spell).

## THE CONFEDERATION

### NIGHTSHADE

Identity: Donna Medici, Ph.D.      Sex: Female  
 Side: ConFederation              Level: 1  
 Age: 28                                  Training: Intelligence  
 Powers:

1. Non-Corporeality Device: Movement only required to activate: the battery lasts seven hours. The device has a maximum capacity of 4000 lbs. (enough for Nightshade's sports car, but not for the van).
2. Darkness Control Device: Range = 39 inches, maximum area of effect is a sphere with a 13 inch radius. Creating or reshaping the area of darkness requires one charge, and an action per round to maintain the effect. The device has 20 charges.
3. Heightened Senses Device: Miniaturized Density Scanner: enables 'x-ray vision' and sight in any conditions of light or darkness. Range = 85 inches, no Power cost.  
 Nightshade also carries a pocket communicator with a range of fourteen miles and wears street clothes under her costume.

Weight: 140 lbs.	Basic Hits: 3
Agility Modifier: —	Strength: 9
Endurance: 12	Agility: 13
Intelligence: 17	Charisma: 11
Reactions from Good: —	Evil: —
Hit Modifier: 1.82	Hit Points: 6
Damage Modifier: +2	Healing Rate: .9/day
Accuracy: +1	Power: 51
Carrying Capacity: 136 lbs.	Basic HTH: 1d4
Movement Rate: 34 inches ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 3.4	Inventing: 51%
Security Clearance: 9 (Classified Research)	



**Origin & Background:** Donna Medici is an Italian-American with a background in scientific (physics) research and technology. She was largely responsible for the success of the Deep-Scan and felt cheated when the credit and profits from her invention were not her own. Working secretly, she modified the prototype Deep-Scan and created the Non-Corporeality and Darkness Control devices. She was planning to patent these in her own name to ensure her fame and wealth until she heard about the bubble on the Deep-Scan map of the old mining site and decided to investigate it — first.

**Combat Tactics/M.O.:** Nightshade is not violent by nature — as

Donna Medici, she frequently refused the opportunity to work on better-paying weapons research projects. She prefers to hide in her Non-Corporeal state, within solid objects, or to evade. She carries her energy pistol mostly at the insistence of Kahless Khan, but she will use it if the ConFederation is badly outnumbered or outclassed.

### KAHLESS KHAN

Identity: Kenneth Kurtz              Sex: Male  
 Side: ConFederation              Level: 2  
 Age: 25                                  Training: Energy Pistol Damage  
 Powers:

1. Mutant Power: Duplicated cardiovascular system causing:
    - A. Weight x 1.5
    - B. Heightened Endurance A: +16
  2. Special Weapon: Automatic Energy Pistol with Heightened Senses Device (telescopic sight): +4 to Hit, Damage = 1d10. When used on auto-fire mode it is +1 to Hit and has -1 applied to the damage caused by each round, Range = 81 inches. Magazine holds 24 'rounds' and it can be triggered to self-destruct with a +3 to Hit, doing 1d12 damage and a blast radius of 3 inches.
  3. Weakness Detection Skill: Determines one weakness and gains a +6 modifier to Hit after spending one action observing his opponent. Telescopic gunsight extends range to 40 inches.
  4. Heightened Strength: +10
  5. Heightened Agility: +14
- Weakness:** Low Self-Control: Kahless Khan becomes psychotic under stress and is unable to distinguish between reality and his fantasies.

Weight: 260 lbs.	Basic Hits: 6
Agility Modifier: —2	Strength: 23
Endurance: 29	Agility: 27
Intelligence: 16	Charisma: 12
Reactions from Good: —2	Evil: +1
Hit Mod.: 20.5632	Hit Points: 124
Damage Modifier: +4	Healing Rate: 4.8/day
Accuracy: +5	Power: 95
Carrying Cap.: 1959 lbs.	Basic HTH: 1d12
Movement Rate: 79 inches ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 3.2	Inventing: 48%
Legal Status: Criminal Record: 2 convictions for 3rd Degree Assault.	



**Origin & Background:** Kahless Khan is an American with a background in the Performing Arts and in crime. Being born with two hearts

has not made Ken Kurtz either loving or forgiving! Fascinated by his own physical prowess and accelerated growth, and by his minimal resemblance to his parents, the boy Ken became obsessed with the idea that he was aliving eugenics experiment, or even an extra-terrestrial fifth column. Despising weaker and less intelligent children, he immersed himself in study, in science fiction, and in the Klingon *strubgebt ogysucak* tests. By the time his teens ended, he had been expelled from seven universities without qualifications, had failed every psychological test for the armed services, had been disowned by his family, and had no friends. So began a series of casual jobs — including mugger, pusher, bouncer, bodyguard, stagehand, movie extra, and finally steady work as an assistant make-up artist in Hollywood. He met Donna Medici after he threw her date out of a restaurant (professionally, of course), and they have been partners for three years.

Kahless Khan also carries a forked dagger (+2 to Hit, HtH + 1d4 damage, no range), a pocket communicator with a range of fourteen miles, and a miniature make-up kit. This make-up kit can remove his 'alien face' (remember, he is made up as a Klingon at the con) in five turns. He cannot disguise himself as any specific character, but he can change his apparent age, hair style and color, eye color, etc. in 1d4 + 1 minutes. The kit includes a small mirror and pocket knife (+1 to Hit, HtH + 1 damage, no range). He wears normal street clothes under his costume.

**Combat Tactics/M.O.:** Kahless Khan will spend much of the convention sizing up the guests and, if he suspects a threat, detecting weaknesses (there is a 65% chance that he will have done this to any superhero at the con). He usually fires his pistol in four-round bursts.

In situations where another character would check morale, Kahless Khan becomes psychotic, believing his childhood fantasies about the vicious and superior alien invader. At these times, his Charisma increases to 25 (good character react at -4, evil at +4) and he will be unable to determine the unreality of any illusion or hologram.

#### FUTURA

Identity: Maria Kurtz  
Side: ConFederation  
Age: 19  
Powers:

Sex: Female  
Level: 1  
Training: Intelligence

1. Robotic Body: 68% human appearance with a communicator (range of 21 miles) built into the head. It also has:
  - A. Weight x3
  - B. Heightened Strength: +15
2. Lightning Control Device: Range = 58 inches, 2d8 damage, PR = 4. Use as a defense requires one action but costs no power to activate or maintain. Can short out electronic circuitry on special



attacks with a range of 22 inches, with a PR of 4 per attempt, and with a 22% chance of success. It can take control of a device with a range of 22 inches, save vs. Intelligence on 1d20 to gain control or to use the device, PR = 4 per attempt, and one action must be spent to use controlled device.

3. Heightened Agility Device: +8.  
Weakness: Mute

Weight: 390 lbs.	Basic Hits: 8
Agility Modifier: -2	Strength: 27
Endurance: 11	Agility: 19
Intelligence: 14	Charisma: 9
Reactions from Good: -	Evil: -
Hit Modifier: 4.598	Hit Points: 38
Damage Modifier: +2	Healing Rate: 2/day
Accuracy: +3	Power: 70
Carrying Cap.: 4053 lbs.	Basic HTH: 2d8
Movement Rate: 56 inches ground.	Detect Danger: 14%
Detect Hidden: 10%	Inventing: 42%
Inventing Points: 1.4	

**Origin & Background:** Maria is Ken Kurtz's sister and she has a background in research technology and in business. She is entirely loyal to Ken (+8 on all Morale rolls). Her body was crippled in an explosion in Nightshade's private laboratory, and Ken 'persuaded' Nightshade and Aztech to build a robotic body for his sister.

**Combat Tactics/M.O.:** Futura will usually attempt to disarm her opponents by short-circuiting or taking control of their weapons, unless she is specifically ordered to attack them — or unless she sees Kahless Khan injured! In such cases, she will attempt to close with her opponent and use her metal fists as carriers for her Lightning Attacks, for a possible 4d8 damage!

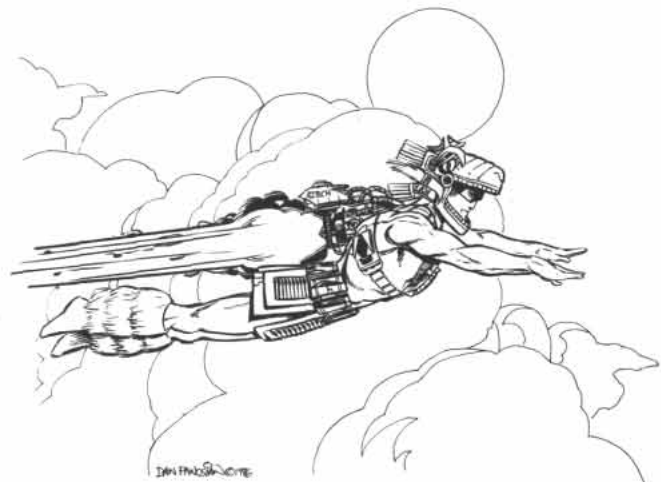
#### AZTECH

Identity: Jorge Martinez  
Side: ConFederation  
Age: 26  
Powers:

Sex: Male  
Level: 1  
Training: Intelligence

1. Light Control Device: Range = 26 inches, 2d8 damage, 20 shots. The device can emit a blinding flash with a radius of 26 inches, a use of one charge/shot. It has no defensive capability.
2. Life Support Device: Communicator (range of 14 miles) is built into the helmet.
3. Flight Device (Jetpack): Carries fuel for eight hours of flight. Max. speed is 77 miles per hour (339 inches per turn).  
Special Requirement: Insulin injection is required every 24-hours.

Weight: 170 lbs.	Basic Hits: 4
Agility Modifier: -	Strength: 10
Endurance: 10	Agility: 13
Intelligence: 15	Charisma: 12
Reactions from Good: -1	Evil: +1
Hit Modifier: 1.56	Hit Points: 7
Damage Modifier: +2	Healing Rate: 1/day
Accuracy: +1	Power: 48
Carrying Capacity: 170 lbs.	Basic HTH: 1d4
Movement Rates: 33 inches ground, 339 inches flying	Detect Danger: 16%
Detect Hidden: 12%	



Inventing Points: 1.5      Inventing: 45%  
Security Rating: 11 (Classified Research)

**Origin & Background:** Jorge Martinez is a Central American with a strong background in research and technology skills. He is descended from the Aztecs, and possessed of a great love of gold and an immense respect for weapons technology. Employed by Heavy Metal Mining, Inc. as a physicist, he miniaturized their mining lasers and refined their environmental suits and jetpacks for his own use, but his caution has prevented him from attempting any crimes until he was recruited by Nightshade for the ConFederation.

**Combat Tactics/M.O.:** Aztech likes to fly out of reach of his opponents' attacks, if possible, or to resort to the dirtiest fighting tricks he knows. His favorite trick is to blind a flying opponent with a special attack and to lead him into the ground or a suitable obstacle.

#### MALASTRA

Identity: Duncan Maxwell Frazer      Sex: Male  
Side: Evil      Level: 3  
Age: 33      Training: Agility  
Powers:

1. Magical Spells: (See below)
  - A. Metalskin: Bestows ADR 66 on the caster, non-cumulative. PR is 12.
  - B. Thunderbolt: Attacks as Lightning Control, doing 2d8 damage, and serving as a carrier for a Sonic Attack of 1d12. Range is 28 inches, PR = 7.
  - C. Sanctuary: Infallible Dimensional Travel to a previously specified area (the ConFederation base). PR = 7. Special requirement: A symbol must be drawn on the floor (or wall or the ceiling) to which the caster will return, with some rare precious material.
  - D. Silence: Prevents use of Sonics, Spells, Command words, etc. in a sphere of up to 18 inch radius. Range = 46 inches, PR is 2 per turn maintained. It requires an action to reshape or move the volume of silence (in addition to the PR for maintenance), but no additional PR for the movement.
  - E. Jason's Helm: Attacks as Emotion Control: those effected will be instantly enraged, hitting out at the nearest individual and never saving actions, until a saving throw vs. Charisma is made (on percentile dice between turns). Range is 28 inches, PR = 10 per attempt, whether used against groups (radius of effect is 28 inches) or against an individual target.
2. Heightened Senses Device (Mask): Range is line of sight. When the mask is worn, Malastra can:
  - A. Detect any magical/psionic item by its aura (electric blue).
  - B. See the auras of individuals: evil beings will have dark red auras, good will have yellow, neutral will be green. Invisible characters and astral bodies will show auras. Enchanted individuals — under magic/psionic Mind Control or Emotion Control, for example, will have grey auras. Visual illusions will not appear at all. Characters with the weakness of Prejudice have a 50% chance of showing either color aura.
  - C. See intelligent beings and magical items or substances by their auras, even in complete darkness (as Darkness Control).  
When wearing the mask, Malastra suffers a penalty of -1 on accuracy. There is also a chance he may be temporarily blinded by the unusually bright aura of an extremely charismatic hero: save vs (Hero's Charisma - 19) x 2%.
3. Special Weapon: Silver Hammer: +3 to Hit, HTH + 1d12 damage, range = 9 inches if thrown. Makes Special Attacks automatically on one die roll. Shrinks to one inch long for easy concealment (worn as a pendant). Inflicts double damage against dragons.
4. Animated Servant: This is a demon trapped in a pentacle (tattooed on Malastra's arm). It will fight for Malastra until either he, Malastra, or all opposition is paralyzed, incapacitated, or trapped. The demon will then return to the Abyss: Malastra keeps this trick up his sleeve for the direst emergency. Releasing the demon requires one action, but no power. (Demon's stats follow.)
5. Heightened Intelligence B: +15  
Vulnerability: Receives triple damage from all attacks from Sonic abilities or devices.

Weight: 120 lbs.      Basic Hits: 3  
Agility Modifier: +2      Strength: 16  
Endurance: 13      Agility: 18  
Intelligence: 28      Charisma: 19  
Reactions from Good: -3      Evil: +3  
Hit Modifier: 5.0176      Hit Points: 16  
Damage Modifier: +5      Healing Rate: .9/day

Accuracy: +3      Power: 75  
Carrying Capacity: 324 lbs.      Basic HTH: 1d6  
Movement Rate: 47 inches ground  
Detect Hidden: 20%      Detect Danger: 24%  
Inventing Points: 2.4      Inventing: 84%  
Legal Status: Criminal Record: Conspiracy, Criminal Possession of Controlled Substances.



**Origin & Background:** Duncan Frazer is an American with a background in religion, mysticism and crime. He had been an intelligent, inquisitive and unpleasant child when, at the age of nine, he discovered that his Aunt Regina was practicing black magic. He enthusiastically became her apprentice, learning spells from her and from the Coven of Sargatanas, and inventing his own, while also magically boosting his intelligence.

When, eighteen years later, the Coven was destroyed by the Ring of Saturn, only Duncan and his Aunt Regina — the witch Devilspawn — escaped. Duncan began his career as Malastra, the magical mercenary, in search of wealth, satiation of his pleasures, and more powerful spells.

**Combat Tactics/M.O.:** If combat is imminent, Duncan Frazer will create a suit of armor for himself with his Metalskin spell, silence any sonic weapons or opponents with his Silence spell or a special attack with his staff to the throat, attempt to knock his more immediate opponents unconscious with blows to the head, or blast them out of the sky with Thunderbolts. Only if sorely pressed will he release his demon; unless it means abandoning considerable wealth, he will sooner teleport back to his sanctuary.

Malastra's only loyalty is to himself, and he has betrayed the ConFederation to Devilspawn in the hope of netting a larger share of the profit for himself.

#### MALASTRA'S DEMON

Identity: ?      Sex: Male (?)  
Age: ?      Level: 4  
Side: Evil      Training: ?  
Powers:

1. Mammal Powers: Give the following:  
 A. Wings: Max. speed of 504 inches per turn (116 m.p.h.)  
 B. Natural Weaponry: +2 to Hit, +4 damage  
 C. Heightened Strength A: +6  
 D. Heightened Endurance A: +15  
 E: Lowered Intelligence: -12



Weight: 270 lbs.	Basic Hits: 6
Agility Modifier: -2	Strength: 21
Endurance: 26	Agility: 16
Intelligence: 4	Charisma: 17
Reactions from Good: -2	Evil: +2
Hit Modifier: 6.912	Hit Points: 42
Damage Modifier: -	Healing Rate: 4.2/day
Accuracy: +2	Power: 67
Carrying Cap.: 1602 lbs.	Basic HTH: 1d10
Movement Rates: 63 inches ground, 504 inches flying	Detect Danger: 10%
Detect Hidden: 4%	Inventing: 12%
Inventing Points: 1.6	

**Origin & Background:** You don't want to know.

**Combat Tactics/M.O.:** Unimaginative! It will obey Malastra's orders literally, though if it realizes that a victim cannot fly, it will delight in carrying him to a great height and dropping him.

#### YEOMAN

Identity: Graeme Scanlon	Sex: Male
Side: Evil	Level: 3
Age: 22	Training: Strength

- Powers:
1. Weakness Detection Skill: Determines one weakness and gains a +4 modifier to Hit after spending one action within one inch of opponent.
  2. Heightened Expertise: +4 to Hit with all medieval European weapons.
  3. Heightened Attack Skill: +3 to Damage score.

Weight: 210 lbs.	Basic Hits: 5
Agility Modifier: -	Strength: 17
Endurance: 13	Agility: 15
Intelligence: 11	Charisma: 12
Reactions from Good: -1	Evil: +1

Hit Modifier: 3.136	Hit Points: 16
Damage Modifier: +4	Healing Rate: 1.5/day
Accuracy: +2	Power: 56
Carrying Capacity: 653 lbs.	Basic HTH: 1d8
Movement Rate: 45 inches ground	
Detect Hidden: 8%	Detect Danger: 12%
Inventing Points: 3.3	Inventing: 33%

Legal Status: Criminal Record; Robby with violence, Assault, Possession of weapons (Britain), Criminal possession of weapons, menacing (2 convictions in the US), currently wanted for questioning.



**Origin & Background:** Graeme Scanlon was just another unemployed English high-school dropout without any particular skills or even interests, until he was introduced to the Knights of the Long Knives, a medieval wargaming group. After devoting most of his abundant free time to anachronistic combat skills training, he was finally expelled from the Knights for severely wounding an opponent. At that time he offered his skill with a flail and an axe to a debt collection agency. Many bashings and arrests later, one of Yeoman's victims died, and Yeoman decided to emigrate to the U.S., where he found his services in demand in most large cities (Yeoman prefers to move whenever the police come to recognize him).

**Combat Tactics/M.O.:** In close combat, Yeoman will use his first action to evade, attempting to catch the attacks that reach him on his shield (save vs Agility on 1d20 to intercept attacks from the front or left; attacks that hit but do not penetrate the shield are taken off his power score, not hits) until it is destroyed, and his second action is to Detect Weaknesses. Thereafter, he will continue to evade and flail out until he or his opponent falls. If there are no opponents within range of his flail, he will cease to evade, put down his shield, and fire his crossbow at anyone he considers a threat.

Yeoman carries the following weapons:

Crossbow: +5 to Hit, HTH + 1d3 damage, Range = 60 inches.

Flail: +3 to Hit, HTH + 1d6 damage.

Hand Axe: +1 to Hit, HTH + 1d6 damage, range = 8' thrown.

Dagger: +1 to Hit, HTH + 1d2 damage, range = 15' thrown.

Garrote: +1 to Hit, requires a special attack to the neck from behind, does Power damage only (but, with a save vs. Endurance on 1d20 between turns or the victim dies).

Shield: Steel reinforced hardwood, SR = 5.

## 2. THE MIDAS TRAP

### 2.1 AFTER THE BRAWL IS OVER

If Nightshade has escaped successfully — which is likely: in the fourth turn, her car will merge with other traffic, and require a roll to Detect Hidden to be rediscovered. If traced, she will use any means at her disposal, including Darkness Control, to cause a collision, or by turning her car non-corporeal and driving through the drainage system, to escape again. She will drive to the ConFederation Base, change her car for the van, and, with Malastra (who will have teleported back to his Sanctuary at the Base, unless incapacitated or unconscious) return at 3:30 a.m. to pick up any members of the ConFederation who remain at the Sands (except Yeoman, whose work will be finished).

No attempt will be made in any circumstances to rescue Aztech or Yeoman, but Nightshade will choose to rescue Kahless Khan or Futura if practical — i.e. if she can find them and knows they are not incapacitated. Obviously, this only applies if any of the above listed villains have been captured.

Nightshade and the remnants of the ConFederation will drive at sunrise (4:45 a.m.) to the abandoned No. 7 Iridium Mine, twenty-two miles outside of town (four miles from their base). There, Nightshade will find the bubble in the rocks with the stolen long-range Deep-Scan, go Non-Corporeal, and investigate the 'bubble.'

In the bubble, as they suspected, is an intact alien short-range spaceship. It will take the use of an Inventing Point and four minutes (sixteen turns) for Nightshade to be able to activate the emergency battery, make the spaceship non-corporeal, and fire the short-range engines. It will then take an additional two turns to bring the alien craft to the surface in the non-corporeal state.

#### THE SPACESHIP

Weight: 3300 lbs.

Passengers: 2 + 0 (1 + 1)

Cargo Capacity: 500 lbs.

Speed: 475 m.p.h. (warps to 36,100 m.p.h. in atmosphere, or to warp 1.25 in vacuum).

Hit Points: 18 to disable; 66 to demolish.

Other Features:

1. Force Field: Range = 22 inches. Defensive use only.
2. Transmutation Device: Built into life support. Can transmute any element into any other stable element, this is a permanent but reversible change. Used as a weapon, it will transform the iron in the human body into a poisonous element (arsenic or mercury); victims must save vs current Power score on percentile dice, between turns, or be incapacitated until they die (E hours after incapacitation). The device normally has no range (touch), but may be used as a 2-shot weapon with a range of 4 inches (any more than two shots will drain the battery and the ship will fall).
3. Internal Life Support System: Recycles air, water, food, etc., indefinitely, and modifies gravity within the ship from x6 to 1/6, but has no other defensive capabilities.
4. Chemical Power Device (Emergency 'Air' Tanks for Aliens): Two tanks, each removable and usable as three-shot weapons. Range is 26 inches, causing no damage, but paralyzes on special attack to unprotected nose or mouth.

The generator is useful for indefinite flight (currently needs repair) unless power is drained by excessive force-field use. Generator reservoir has 64 points of Power (drained): emergency battery has 16 points of Power (available).

The alien design of the interior requires a crew of two, or one crew-member with Heightened Peripheral Vision and Stretching Power to see and to operate the controls. It also requires a saving throw vs. Agility (on 1d20) for every operation. If the crew weigh more than 110 pounds each, this weight must be subtracted from the cargo capacity (the aliens were extremely slender, agile creatures from a low-

gravity world).

In its current condition, only Futura, or another character with Lightning Control power will be able to do any more than fly the ship in an approximately straight line.

The spaceship's flight to the ConFederation base will be visible from the window of the Heroes' Headquarters, if anyone happens to be looking in that direction at 5:00 a.m. Otherwise, the ConFederation will arrive safely at their base, maneuver the spaceship while it is non-corporeal into the garage, and retire inside to rest.

### 2.2 THE PLOT COAGULATES

#### 2.2.1 If Prisoners Have Been Taken, But Nightshade and/or Malastra Are Free

Sometime after ten that night, the prisoners will have regained consciousness. A Mind Probe (see Telepathy, V&V rules, page 17) may be used on any of them, but Yeoman knows nothing of the ConFederation's further plans and Kahless Khan may be so immersed in his psychosis that nothing surfaces but reruns of *Star Trek*: Futura and Aztech will be better suited for information retrieval. If the hero group lacks a telepath, Epsilon should be sufficiently recovered to be of help, or the GM might arrange for Aztech to talk in the hope of a lighter sentence. Either way, the group should be lured to the ConFederation base at about 10:30 p.m. that night.

As twenty-four hours should have passed since the last combat, the player-character heroes will have had some time to heal — helped by Dr. Dupont's medical skill (multiply healing rate by 1.6).

At ten thirty that night, Devilspawn will establish contact with Malastra and will teleport the Seven Servants (or as many as she thinks she needs) to the ConFederation base, to steal the spaceship — preferably over the incapacitated bodies of the ConFederation.

Though the ConFederation members will have their weapons within easy reach, they should be wearing their street clothes (except Malastra and Futura), and Kahless Khan will have removed his makeup. Nightshade may be able to attach her Non-Corporeality device, but Aztech will probably not have time (five turns) to don his Life Support suit. Remember that Malastra will be fighting on the side of the Servants.

If the players arrive during the battle between the villainous groups, they will not be attacked by both the Servants and the ConFederation. (Try not to outnumber the player-heroes, GM.)

#### 2.2.2 If Nobody Was Captured

The player-heroes will probably be unable to find the ConFederation base before the Servants arrive, except by psionic or magical means, or by sheer luck. If the GM needs an attention-getter, Albatross or Firefall can be spotted above the shack (the ConFederation base) by sharp-eyed townspeople (failing that, Albatross can attempt to create a hurricane — the weather is, as usual, fine and warm).

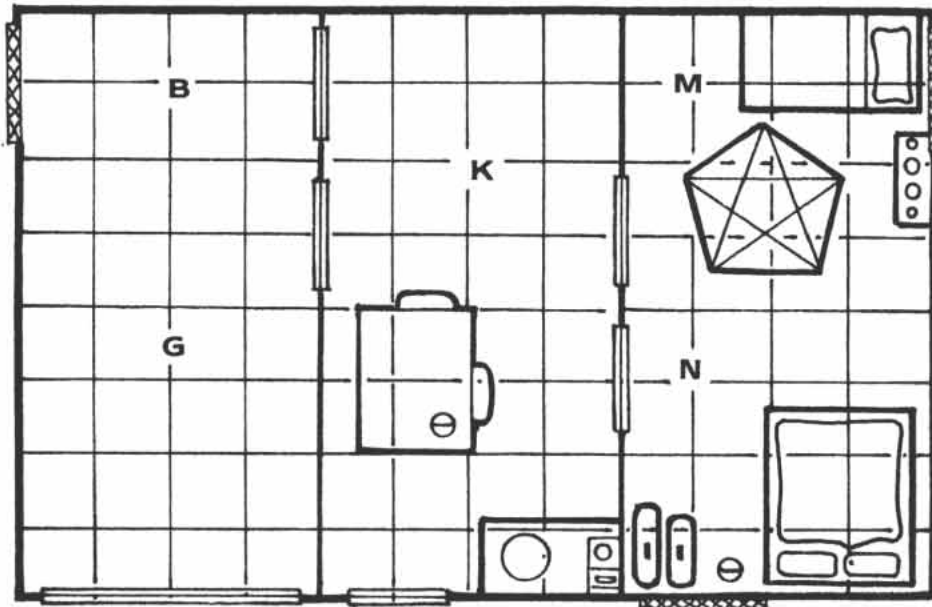
From the town to the ConFederation base is four miles: the road out of town is an almost perfectly straight line.

If the battle is over before the player-characters arrive, Supersonic will carry the spaceship into Cadair, while the rest of the Servants search the building for any useful tools or information.

If Albatross sees the player-heroes coming, he and Supersonic will want to stay to fight them purely for fun, as they see it, and Oblivia will want to fight with the hope of revenge. The GM should decide whether or not Devilspawn and Malastra join the melee, or if they will leave it to their less intelligent henchmen while they depart with their booty.

#### 2.2.3 If Nightshade was Captured

If Nightshade was captured or incapacitated at the hotel and was unable to escape, the spaceship will not have been discovered and



## CONFEDERATION BASE

Devilspawn, having nothing to show for Malastra's efforts, will send a few Servants (probably Oblivia, Supersonic and Sabredance) to rescue her from the hospital, the Heroes' Headquarters, or wherever she is being held captive. Nightshade may be less than enthusiastic about this rescue and about giving the Servants the spaceship, and will probably demand the rescue of Kahless Khan as well, at the very least.

### THE CONFEDERATION BASE MAP KEY

The walls, roof and floor are three inch thick reinforced concrete with a Structural Rating of 8. Doors are of one-inch thick particleboard for a Structural Rating of 1. The windows are boarded up with half inch thick particleboard and have a Structural Rating of 1. No running water or electricity is available at the base. There is no real interior ceiling, only the inside of the flat building roof above some eight feet above the floor.

**G. Garage:** This has a sheet-metal door boarded up with a Structural Rating of 4. It contains the spaceship, a four-gallon can of gasoline and a four gallon tin of kerosene.

**K. Kitchen:** This room contains an old wooden table and two folding chairs. On the table is a kerosene lamp. On the cupboard is a primus stove and a jerrycan of water: in it are a few tins of food and a few packets of biscuits, a pack of paper plates, a packet of paper cups, a packet of plastic cutlery, a small saucepan, and a large carving knife (+1 to Hit, HTH + 1d2 damage).

**M. Malastra's Lair:** There is the Sanctuary symbol drawn on the floor. A rack near the folding cot/bed holds four daggers, one sword, two black candles (lit), five jars of assorted dead and unpleasant things, one two-pound jar of powerful acid (thrown like a grenade, it has a splash/blast radius of 2 inches and does 2d8 points of Chemical Attack damage) and one jar of highly inflammable oil, which, when opened or broken, will fill the building with thick black smoke (as Darkness Control power) and will do 1d10 Devitalization damage, between turns, to anyone breathing it.

**N. Nightshade's and Kahless Khan's Room:** Contains a double mattress and sleeping bag, a kerosene lantern, and two small suitcases full of everyday clothing.

**B. Bathroom:** Self-explanatory.

Parked outside the door is Kahless Khan's four-wheel drive van: Weight is 6000 lbs., 1 + 4 passengers, cargo capacity is 1800 lbs., Speed is 90 m.p.h., it takes 30 points of damage to disable and 120 points of damage to demolish. In the back of the van is a hatchet, a shotgun, a four-gallon can of gasoline, and a small bomb and detonator (+3 to Hit, 1d12 damage, 3 inch blast radius).

### THE SEVEN SERVANTS TO SARGATANAS

#### Devilspawn

Identity: Regina van Dieman      Sex: Female  
Side: Evil      Level: 7  
Age: 44      Training: Endurance  
Powers:  
1. Heightened Intelligence B: +20

2. Heightened Charisma B: +11

3. Magical Spells:

- A) Ether Blast: PR = 2, damage = 1d20, range = 12 inches, attacks as Mind Control.
- B) Thunderbolt: Attacks as Lightning Control, doing 2d8 damage, and serving as a carrier for a Sonic Attack of 1d12. Range = 18 inches, PR = 7.
- C) Nepenthe: Range = touch with hand (HtH). PR = 8. Victim saves vs. E% once. Victim (or willing patient) regenerates at the normal nightly Healing Rate every minute until all Hit Points are recovered, but remains unconscious until fully healed.
- D) Nimue's Stone: Attacks as Mind Control, and creates the psychological illusion of an impenetrable force-field prism around the victim, who must save vs. his Detect Hidden percentage between turns. Range = 31 inches, PR = 10.
- E) Elfsbane: Attacks as Transmutation. Range = 31 inches, PR = 4. Dispells spell effects, magical transmutation, magical paralysis, magical Mind or Emotion Control but not damage or devitalization. Also dispels the powers of magical items, weapons and armor on a special attack for 7 + 1d6 turns.
- F) Ficklefingers: Attacks as Paralysis, Range = 31 inches, PR = 5. The victim's agility is reduced by 2d8 until a saving throw vs. E is made (on percentage dice between turns) or the spell is dispelled. Accuracy, damage, movement, initiative, range and saving throws vs. A will be affected, but hits and Power are not affected. It may also be used as an area effect with a radius of 16 inches, PR of 10 per attempt, attacking in front only.
- G) Portrait: A true likeness of Devilspawn is hidden in Cadair. This portrait has hit points. If the portrait is in range at the time (240 miles), it will suffer loss of hit points instead of Devilspawn until exhausted — when it will be destroyed. Damage inflicted on the painting will, likewise, be transferred to Devilspawn.
- H) Dreamfollow: PR = 14, range = 7,440 miles, time limit of one hour. Can read the dreams and sleeping thoughts of the victim. Special Requirement — Knowledge of the victim's true name. (Devilspawn uses this to watch Malastra.)
- I) Inferno: PR = 14, range = 31 inches, attacks as Emotion Control. The victim is inflicted with such terrible pain that he must save vs. Charisma (percentile dice) between turns or be paralyzed. He must also save vs C (percentile dice) or give a true answer to any question asked.

4. Vehicle: Cadair, a teleporting tent. Range = 840 miles, can teleport four times per day. Outside, the tent has a five foot square base and is seven feet high. Inside, the floor is seven feet square and is fourteen feet high. The exterior has a Structural Rating of 18. The door opens and closes with the whispered command 'Ishtar.' The cargo capacity is unlimited. It takes 66 points of damage to disable the vehicle and 132 points to demolish Cadair.

Inside Cadair is a jewelled throne for Devilspawn, huge cushions for the Servants, and a sealed chest of adamantium (five feet by three feet by one foot, SR of 15) containing the enchanted portrait of Devilspawn. Only Devilspawn or Malastra can control Cadair.

Special Requirement: Devilspawn's spells can only be cast at night,



and most effects (except damage, devitalization and death) will be undone by sunrise.

Weight: 90 lbs.	Basic Hits: 2
Agility Modifier: +2	Strength: 9
Endurance: 13	Agility: 18
Intelligence: 31	Charisma: 24
Reactions from Good: -4	Evil: +4
Hit Modifier: 4.522	Hit Points: 10
Damage Modifier: +5	Healing Rate: .6/day
Accuracy: +3	Power: 71
Carrying Capacity: 92 lbs.	Basic HTH: 1d3
Movement Rate: 40 inches ground	
Detect Hidden: 22%	Detect Danger: 26%
Inventing Points: 13.6	Inventing: 93%

Legal Status: Criminal Record, wanted for Murder of Cyberwoman.



**Origin & Background:** Devilspawn is an American with a background in mysticism and religion. Her father is unknown, but her mother, a descendent of one of the few witches to survive being burnt at the stake, claimed she was an incubus, a minor demon. Devilspawn's mother was later committed to an asylum, where she mysteriously caught fire one night. Devilspawn, her older sister Tanith, and her younger brother Ashton (Firefall) were raised - usually separately - in a series of orphanages and foster homes. Tanith became a respectable and conventional housewife, marrying Peter Frazer Maxwell, an accountant. But Devilspawn, having apparently inherited the powers of her ancestress, was initiated into the Coven of Sargatanas, the local Demon Prince, and embarked upon a life of evil and luxury.

**Combat Tactics:** Devilspawn prefers to avoid combat unless the odds are greatly in her favor. If pressed, though, she will use her first action in any turn to evade, and her second to cast spells. For her less impressive opponents, she prefers her Ether Blasts; for superheroes, she will whittle away their agility with Ficklefingers spells or confine them with Nimue's Stone, and then attack with Thunderbolts, preferring to save her power-hungry Inferno spell for interrogations. Her conventional weapons (Sai, +2 to Hit, HTH + 1d4 damage; Shuriken, +3 to Hit, HTH + 1 damage, range = 18 inches) are for use if attacked during the day: Devilspawn is cautious to the point of paranoia.

Devilspawn is the only cohesive force in the Servants, and if she is defeated, all of the Servants except for Malastra and Firefall must check for morale. If Malastra has already fallen, they must check twice,

as this means that their means of transport home (Chicago) has been lost. Sabredance and Albatross are particularly likely to flee.

#### Firefall

Identity: Ashton van Diemen	Sex: Male
Side: Servants	Level: 1
Age: 41	Training: Agility

Powers:

1. Flame Power B: PR = 3 to flame on; attack does 1d12 damage, range = 53 inches, PR = 3; maximum speed is 58 m.p.h., PR = 1 per hour of flight.
2. Heightened Endurance B: +22
3. Gravity Control: May multiply an object's weight by up to 16, or by up to negative 16 (reduced weight). Range = 16 inches, PR = 1 per modifier (number multiplied by).
4. Lowered Intelligence: -10. Maximum Intelligence attainable is 5.

Weight: 240 lbs.	Basic Hits: 5
Agility Modifier: -	Strength: 16
Endurance: 37	Agility: 5
Intelligence: 2	Charisma: 14
Reactions from Good: -	Evil: +1
Hit Modifier: 1.8032	Hit Points: 10
Damage Modifier: -3	Healing Rate: 5.5/day
Accuracy: -4	Power: 60
Carrying Capacity: 936 lbs.	Basic HTH: 1d8
Movement Rates: 58 inches ground, 256 inches flying	
Detect Hidden: 2%	Detect Danger: 9%
Inventing Points: .2	Inventing: 6%

Legal Status: Escaped from institutional care.



**Origin & Background:** Firefall is Devilspawn's younger brother - or, more probably, half-brother. He has lived most of his life in mental institutions, but is occasionally liberated by Devilspawn when she thinks he may be useful.

**Combat Tactics:** Firefall likes to flame on, fly high, and blast flame at people as well as his low Agility permits. He only uses his Gravity Control when specifically instructed to do so by Devilspawn, to whom he is almost mindlessly loyal.

#### Supersonic

Identity: Sandra Clark	Sex: Female
Side: Servants	Level: 4
Age: 19	Training: Gain Weight

Powers:

1. Heightened Strength x2: +38
2. Sonic Abilities: Range = 102 inches, damage = 1d12, PR = 1. 51% chance of shattering any object on a special attack to do so.
3. Invulnerability: 13 points.
4. Natural Weaponry Skill: +3 to Hit, +6 damage.

Weight: 160 lbs.	Basic Hits: 4
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Agility Modifier: —  
 Endurance: 13  
 Intelligence: 12  
 Reactions from Good: -1  
 Hit Modifier: 9.3632  
 Damage Modifier: +1  
 Accuracy: +2  
 Carrying Capacity: 10,717 lbs.  
 Movement Rate: 80 inches per turn, ground  
 Detect Hidden: 10%  
 Inventing Points: 4.8  
 Legal Status: Criminal Record: Wanted on numerous counts of Assault and Robbery.

Strength: 51  
 Agility: 16  
 Charisma: 12  
 Evil: +1  
 Hit Points: 38  
 Healing Rate: 1.2/day  
 Power: 92  
 Basic HTH: 2d10  
 Detect Danger: 14%  
 Inventing: 36%



**Origin & Background:** Playing in the attic, with mementoes of her great-grandmother's, eleven year old Sandra broke an egg-shaped crystal and unleashed a wind elemental. The elemental destroyed the attic and most of the roof in its escape, and Sandra was found incapacitated with severe internal injuries to her lungs and throat. Her recovery was more drastic than the doctors expected.

Sandra applied her new-found strength to sport and to crippling her rivals in other fields, particularly romance. When it became obvious that only the most violent boys dared associate with her, she began hanging around with motorcycle gangs, terrorists and similar groups.

**Combat Tactics:** Supersonic prefers to close with her enemies and use large (7700 lbs. and larger) brawling weapons (if these are not available or are too readily demolished) or her martial arts skill. Her sonic attacks are saved for use against unreachable (flying, non-corporeal, etc.) enemies, or for making special attacks on weapons or vehicles.

#### Albatross

Identity: Taylor Coolidge  
 Side: Servants  
 Age: 28  
 Powers:

Sex: Male  
 Level: 6  
 Training: Strength

1. Wings 'Device': Magical medallion creates wings for a maximum airspeed of 760 inches per turn (173 m.p.h.)
2. Heightened Strength B: +22
3. Heightened Endurance B: +17
4. Weather Control Item (Magical Bloodstone Ring): See V&V rules, page 19.
5. Adaptation: PR = 1 per hour, or per use as a defense.

Weakness: Phobia/Psychosis: Acute claustrophobia. Becomes demoralized and panicky during confinement in any room less than 2 inches per side.

Weight: 160 lbs.

Basic Hits: 4

Agility Modifier: —  
 Endurance: 27  
 Intelligence: 16  
 Reactions from Good: -3  
 Hit Modifier: 20.1552  
 Damage Modifier: +3  
 Accuracy: +3  
 Carrying Capacity: 3361 lbs.  
 Movement Rates: 80 inches ground, 760 inches flying  
 Detect Hidden: 12%  
 Inventing Points: 9.6  
 Legal Status: No Criminal Record.

Strength: 34  
 Agility: 19  
 Charisma: 20  
 Evil: +3  
 Hit Points: 81  
 Healing Rate: 3.2 per day  
 Power: 96  
 Basic HTH: 1d12  
 Detect Danger: 16%  
 Inventing: 48%

**Origin & Background:** A resident of the Pacific Islands with a background in crime skills, Albatross is no unwilling victim of a magical accident, experiment or inheritance: he stole the potions and amulets which gave him his powers with extreme care and deliberation, killing their owner — the good mage Sematar — in the process. Though never a police suspect for the murder, Albatross is not certain that he has eluded Sematar's would-be avengers — not even the human ones.



**Combat Tactics:** Albatross prefers to fly high above the action, creating a hurricane if possible (if not, he will settle for a tornado, or even a thunderstorm), and leaving the close-in fighting to others.

#### Sabredance

Identity: Alexandre LeSuisse  
 Side: Servants  
 Age: 24  
 Powers:

Sex: Male  
 Level: 5  
 Training: Combat Damage — Sword

1. Heightened Expertise: +4 to hit with sword.
2. Heightened Agility: +19
3. Heightened Speed: +950 inches. Running speed is 1010 inches per turn (230 m.p.h.). +32 to Initiative rolls.
4. Weakness Detection Skill: Gains knowledge of one weakness, and a +5 modifier to hit, after spending one action within one inch of an opponent.
5. Weapon Skill Training: +4 Damage with sword.

Weakness: Prejudice.

Weight: 180 lbs.  
 Agility Modifier: —  
 Endurance: 12  
 Intelligence: 13  
 Reactions from Good: —  
 Hit Modifier: 7.3304  
 Damage Modifier: +4  
 Accuracy: +6  
 Carrying Capacity: 412 lbs.  
 Movement Rate: 1010 inches ground  
 Detect Hidden: 10%  
 Inventing Points: 6.5

Basic Hits: 4  
 Strength: 15  
 Agility: 33  
 Charisma: 11  
 Evil: —  
 Hit Points: 30  
 Healing Rate: 1.2/day  
 Power: 73  
 Basic HTH: 1d6  
 Detect Danger: 14%  
 Inventing: 39%



**Origin & Background:** Alex LeSuisse had long boasted that he was the best fencer in France, until his challenge was taken up by the demon Aandraas. To the demon's chagrin, LeSuisse won the duel, and the demon gave him his Heightened Speed power, as specified in the terms of the duel. Sabredance began hiring himself out to various organizations as an assassin, and foolishly accepted an assignment to kill a major criminal ringleader. Some of the adverse publicity (from his point of view) followed him when he fled to America, and he has striven to remain inconspicuous.

**Combat Tactics:** Sabredance's agility allows him to wield a sword in each hand without penalty, (He carries two swords: +2 to Hit, HtH + 1d6 damage; and four throwing knives, +2 to Hit, HTH + 1d2 damage with a range of 33 inches) attempting two attacks every action phase. He uses his first action of every turn to evade, and will then close with his opponent, size him up with Weakness Detection, and either hit him as often and as hard as he can (usually beginning with special attacks; disarming blows to the hands or crippling blows to the legs), or, if the weaknesses require another attack form, leave him to his cohorts.

Sabredance has a peculiar sense of honor, and will not hit an opponent in the back unless paid extra. This sense of honor (which is predominantly ego) also makes him seek out the most formidable male opponent and attack him single-handedly (which does not prevent him using every dirty trick he knows).

Sabredance only fights women in self-defense.

#### Oblivia

Identity: Lisa O'Brien  
 Side: Servants  
 Age: 17  
 Powers:

Sex: Female  
 Level: 2  
 Training: Strength

1. Invisibility: PR = 1 per hour. If detected, -1 to be hit and +1 to hit.
  2. Devitalization Ray: Does 3d10 damage to Power score only, PR = 3, Range = 24 inches.
  3. Death Touch: See V&V rules, page 11.
- Weakness: Takes double damage from Vibratory Powers.

Weight: 110 lbs.  
 Agility Modifier: +2  
 Endurance: 12  
 Intelligence: 9  
 Reactions from Good: -1  
 Hit Modifier: 1.792  
 Damage Modifier: +1  
 Accuracy: +2  
 Carrying Capacity: 95 lbs.  
 Movement Rate: 36 inches, ground  
 Detect Hidden: 8%  
 Inventing Points: 1.8

Basic Hits: 3  
 Strength: 8  
 Agility: 16  
 Charisma: 13  
 Evil: +1  
 Hit Points: 6  
 Healing Rate: .9/day  
 Power: 45  
 Basic HTH: 1d3  
 Detect Danger: 12%  
 Inventing: 27%

Legal Status: Criminal Record: Convicted of one count of Murder, two counts of Attempted Murder; Escaped from legal custody; wanted for extra count of Attempted Murder (Guard incapacitated in escape).



**Origin & Background:** Lisa O'Brien was brought up in Britain as the normal daughter of the supercriminal Oberon (William O'Brien), until Oberon was confined to Finity (see **Pre-Emptive Strike**) and Lisa bought her powers from Devilspawn for an oath of twelve years of servitude. Her first use of her powers, at the age of fifteen, was to avenge her father by killing the superhero Skybreaker and attacking Trappist and Swan before being captured by the telepathic Tesser.

**Combat Tactics:** Oblivia prefers to remain invisible throughout the combat, to single out the most formidable opponent, and to drain his power away until fatigued. Then she will attempt to use her Death Touch while his saving throws are halved.

Oblivia knows and hates Epsilon, and will single him out first if he appears.

#### Sequoia

Identity: Charles Longshadow  
 Side: Servants  
 Age: 25  
 Powers:

Sex: Male  
 Level: 3  
 Training: Agility

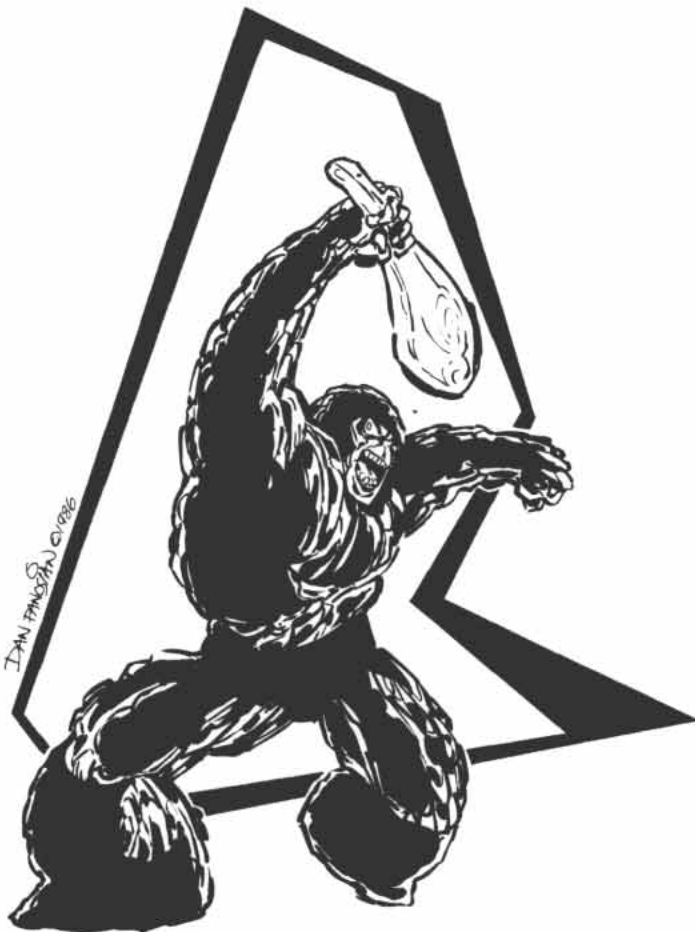
1. Plant/Fungus Powers:
  - a) Armor B, ADR 98. Weight x 2.94. Regenerates at 36 points per night.
  - b) Stretching Powers. Maximum length or width is 135 inches,

maximum area is 4457 square inches, maximum volume is 38,444 cubic inches. Stretching requires movement only. The stretched movement rate is 345 inches per turn. PR = 1 per use as a defense, no extra movement or action cost.

- c) Heightened Endurance: +11
  - d) Special Power: Immune to poison/venom
  - e) Plant Control: Can animate 33 Hit Points (1650 lbs.) of plants. No power cost, but requires one action per turn.
  - f) Diminished Senses: All senses are weak, Detect Hidden and Detect Danger scores halved.
2. Transmutation: Range = touch, PR = 8 per attempt. Transforms any solid into inanimate wood, SR 3. Living creatures will normally return to life in 2d12 hours, though there is a 1% chance that the change is permanent. The power may also be used for special attacks against eyes or limbs, or inanimate objects: parts of the body and magical items regain function in 3d10 days, and have a 2% chance of being permanently affected; devices and inanimate objects also take 3d10 days, but have a 5% chance of remaining permanently altered.

Unless permanently changed, victims will be instantly cured by Devilspawn's Elfsbane spell, and Devilspawn may use this to attempt to bargain for a lighter sentence if she is captured.

Weight: 390 lbs.	Basic Hits: 8
Agility Modifier: -2	Strength: 15
Endurance: 30	Agility: 8
Intelligence: 13	Charisma: 17
Reactions from Good: -2	Evil: +2
Hit Modifier: 4.0964	Hit Points: 33
Damage Modifier: -	Healing Rate: 7.2/day
Accuracy: -2	Power: 66
Carrying Capacity: 1244 lbs.	Basic HTH: 1d10
Movement Rate: 345 inches, ground (stretched)	Detect Danger: 7%
Detect Hidden: 5%	Inventing: 39%
Inventing Points: 3.9	
Legal Status: No Criminal Record.	



**Origin & Background:** Charles Longshadow, an Amerindian with a collection of chips on his shoulder, was persuaded by an ancient shaman to drink a potion brewed from the bark of a spirit-possessed tree,

to give himself strength and power. The potion did more than that: it turned Longshadow from a merely hot-headed youth to an evil one, his only love being for unspoiled forests and wilderness.

**Combat Tactics:** Because of his mediocre agility, Sequoya rarely bothers with his Plant Control in combat, though he often spends time pre-combat weaving the local flora into tripwires, nets, cages, spikes, and other traps. He saves his Transmutation power for use against singularly tough opponents (i.e. those who have penetrated his armor and/or survived a blow from his club).

Sequoya carries a large wooden club which is +3 to Hit and does HtH + 1d6 damage.

## THE VALIANTS

### Serena

Identity: Renee Smith	Sex: Female
Side: Good	Level: 2
Age: 16	Training: Agility

Powers:

1. Transformation C, Disguise: Can change appearance to that of any humanoid creature weighing between 65 and 260 lbs., including details of costume. Copies of devices and Armor A will not function, but Serena may assume most body powers, Armor B, Natural Weaponry, and Wings. Transformation requires one action but not power.
2. Emotion Control: Can inspire compassion in her victims, rendering them unable to attack, until a saving throw vs Charisma is made (between turns, on percentile dice). Range = 16 inches, PR = 8. Usable as an area attack, radius = 16 inches, PR = 8 per attempt.
3. Heightened Charisma B: +20.

Weakness: Reduced Strength: -7, maximum strength possible is 5.

Weight: 130 lbs.	Basic Hits: 3
Agility Modifier: -	Strength: 3
Endurance: 11	Agility: 13
Intelligence: 16	Charisma: 37
Reactions from Good: +7	Evil: -7
Hit Modifier: .936	Hit Points: 3
Damage Modifier: +2	Healing Rate: .75
Accuracy: +1	Power: 43
Carrying Capacity: 74 lbs.	Basic HTH: 1d3
Movement Rate: 27 inches, ground	
Detect Hidden: 12%	Detect Danger: 16%
Inventing Points: 3.2	Inventing: 48%
Security Clearance: 5	

**Origin & Background:** Renee is currently a student of Law Enforcement and is originally from Canada. When she contracted mysathenia gravis (severe muscular weakness) at fourteen, her parents took her from city to city, hospital to hospital, in search of a cure. One day, trapped in a riot outside a university hospital, she discovered her Emotion Control powers and was able to quell the crowd before being badly hurt. When both of her parents found work in Iridium Vale, Renee volunteered to assist Epsilon as a peacekeeper.

**Combat Tactics:** Serena is devoutly non-violent, carries no weapons and will not normally fight, preferring to remain as inconspicuous as her shapeshifter powers allow, and pacify with her Emotion Control.

### Epsilon

Identity: Andreas Newmann	Sex: Male
Side: Good	Level: 4
Age: 31	Training: Strength

Powers:

1. Telepathy: Radius = 150 inches, PR = 1 per turn. Mind Probe has Range of 0, total (current Power x2) + C must exceed total (current Power) + C of subject, attacks as Mind Control. PR = 5, 1d6 turns of game time required for each attempt.
2. Telekinesis: Capacity = 680 lbs. TK defense requires one action and one point of Power to set up, PR = 1 for every attack (up to 680 lbs.) repulsed. May project TK waves as an attack, 1d8 damage, Range = 112 inches, PR = 1, attacks as HTH on combat table. Move objects (up to 680 lbs.) at a maximum speed of 52 inches per turn (+1d4), range = 112 inches, PR = 1 per turn per object being controlled.
3. Heightened Agility: +13

Weight: 140 lbs.	Basic Hits: 3
Agility Modifier: -	Strength: 17
Endurance: 13	Agility: 28

Intelligence: 15  
 Reactions from Good: +2  
 Hit Modifier: 6.5856  
 Damage Modifier: +4  
 Accuracy: +5  
 Carrying Capacity: 435 lbs.  
 Movement Rate: 58 inches ground  
 Detect Hidden: 12%  
 Inventing Points: 6  
 Security Clearance: 5

Charisma: 16  
 Evil: -2  
 Hit Points: 20  
 Healing Rate: 1/day  
 Power: 73  
 Basic HTH: 1d6  
 Detect Danger: 16%  
 Inventing: 45%

**Origin & Background:** Andy Newmann and his psionic talents were discovered and studied by East German and Russian experts while he was still in primary school in East Germany. He defected to West Berlin at the age of twenty-three, telekinetically lifting himself over the wall, and was studied and trained in the United States by GIANT. He was then recruited into the Ring of Saturn, where he met Cyberwoman, and later married her. Cyberwoman was killed when the Ring clashed with the Coven of Sargatanas, and Andy Newmann retired to freelance computer programming in Iridium Vale, and — as Epsilon — accident prevention, fighting mostly non-violent crimes, and rescue work.

When conscious, Epsilon will probably (80% chance) be able to recognize Malastra from a photograph, or even a good description, and will have a 60% chance of remembering his weakness. Even a brief telepathic scan will enable him to identify Kahless Khan and Yeoman as his attackers.

**Combat Tactics:** Though not as resolutely non-violent as Serena, Epsilon prefers to use his TK to disarm his opponents, then to pick them up telekinetically and carry them to the local lockup. If this is not possible, he may throw heavy objects at them, or even use the criminals themselves as brawling weapons.

If Epsilon encounters Devilspawn, he will risk anything to capture her.



## 2.3 AFTERMATH

If either team of supervillains keeps the alien spaceship, they will have acquired a transmutation device which will enable them to turn scrap into gold, platinum and rare and valuable (but non-radioactive) metals. This will not only make them extremely rich, it will upset the economies of several countries, including the U.S.A., so the device will have to be hunted down. Retrieving the spaceship will mean at least one point of Charisma for each player-hero involved.

Furthermore, if any of the player-characters have been affected by the transmutation device in the spaceship, retrieving the device may be the only way of saving them.

If Kahless Khan escapes with the spaceship, he will make it usable in six months or less. He will then try to free Nightshade and/or Futura, and, being a vengeful sort with an excellent memory, will come looking for the player-heroes before departing for planets unknown. If he does find other inhabited worlds, he is very likely to return, heavily armed, as adviser for an invading alien fleet.

Supersonic and Oblivia are equally fond of vengeance.

Devilspawn, Malastra and Oblivia are sworn to help each other escape if captured.

Most of the counters for the masquerade could make admirable (or contemptible) supervillains for later games.

## EXPERIENCE VALUES AND REWARDS:

	Experience	Reward
Yeoman	432	\$360
Aztech	110	\$600
Futura	216	\$450
Kahless Khan	876	\$1200
Nightshade	114	\$650
Malastra	546	\$5700
Malastra's Demon	872	—
Firefall	140	\$1400
Oblivia	204	\$2600
Sequoia	594	\$2550
Sabredance	1030	\$5500
Supersonic	1040	\$5600
Albatross	2124	\$6000
Devilspawn	1134	\$16,800

Again, no experience points should be given for beating up the masquerade participants.

Apart from press clippings and the convention program book, the only trophies available to the superheroes will be the knives, swords, and shuriken of the convicted criminals, placed on auction five months after their trials.

The player group will now have established themselves as superheroes in the eyes of the public, and will also receive, from GIANT, their Security Clearances (see V&V rules, page 33) and security pass cards. They will also be issued a computer for their headquarters (when built or completed), linked to GIANT's files of criminal records and, if judged necessary (be strict), equipment such as energy pistols, survival suits, mundane vehicles, etc.

## 2.4 THE PLAYTEST RESULTS

Every GM must be prepared to ad lib occasionally. This is especially true when your player group spies on your villains in bed, searches their rooms, sabotages their cars and steals their weapons and devices, and proceeds to disrupt both the convention and the villains' plans by inflicting \$150,000 worth of structural damage to the Hotel before the masquerade begins. Nor did I expect a player to attack the convention secretary, to challenge the masquerade Paladin to a duel, to be arrested for criminal mischief, or to suffocate after setting fire to his own padded cell!

Despite this, my first playtest group defeated Yeoman, Kahless Khan, Malastra (and his demon), Aztech, Supersonic (summoned by Malastra to carry the spaceship from the mine to the shack), and Oblivia (Futura died in the destruction of the hotel, and Nightshade was found incapacitated, attacked by Oblivia). They also retrieved the spaceship before Devilspawn arrived.

Aztech was convicted of murder; Yeoman, Oblivia and Supersonic of attempted murder; and Nightshade and Malastra of conspiracy; but Kahless Khan was acquitted of all charges and is doubtless plotting his revenge. And, as for Devilspawn . . .

# APPENDIX

## COSTUME CHANGES

For me, the undoubted high point of *Superman: The Movie* was the scene where Clark Kent, seeing Lois Lane dangling from the crippled helicopter, raced along the street looking for somewhere to change — and glanced incredulously at a cut-away, head-and-shoulders only telephone booth.

So imagine, if you will, the high-tech superhero Armorer, who keeps his spare armor, power blaster, paralysis ray device, etc. in the trunk of his car, being stranded on an unknown road when his car has a blowout, and walking through the rain to a nearby castle, armed only with a cigarette lighter, a soggy newspaper, and Heightened Expertise in Technological Ranged Weapons, and with his girlfriend (who is unaware of his superhero role and thinks he works for the I.R.S.) refusing to leave him alone to change.

Having been an actor in no-budget theatre groups (sometimes playing five or six characters in a play, without benefit of a dressing room), a frequent convention masquerader, a guest at innumerable costume parties and a Rocky Horror fan, I am intimately acquainted with the difficulties of changing one's costume quickly in a limited space, and the problems that may arise if your jeans aren't where you left them when it's time to change back (a problem which has troubled Spiderman at least once, lest you think I'm being flippant; Spiderman is also the only superhero I've ever seen soak his costume in the sink overnight and forget to hang it out to dry).

There is an incident in this adventure (The Society for Creative

Assassination) in which a player-character may be attacked while in bed, in his or her nightgear and presumably unarmed. There may be — dare I say there should be? — similar incidents and threats to one's secret identity in your campaign, when a player will have to be certain where he keeps his cape, mask, armor, pet Tyrannosaurus, two-handed sword or similar tools of his trade. Superheroes cannot spend their entire lives sitting at their headquarters, waiting for work to come to them: occasionally, they will be witnesses to a rumble, a bank robbery, or a UFO flyover, while in street clothes, and will have to cope with it as best they can.

Obviously, some costumes are not readily suited to being worn under a three-piece suit, let alone jeans and tee shirt: some may have to be carried in a handbag, or a briefcase, or in the trunk of a car, or even the back of a truck! Any player-character with Strength and Agility of less than thirty-five apiece who claims to compress his costume (complete with wings device) into a secret compartment in his wristwatch, and unfold it in less than a minute, should be regarded with the utmost suspicion.

In most cases, a single change of clothing will take a complete turn, and perhaps another turn to unpack it from its secret pocket. A Life Support suit should take at least three turns to don or remove, and Armor B one phase for each point of ADR, and more if other devices are linked to the same battery. Most costume changes may be regarded as movement only, and allowances should be made for Heightened Speed or Agility. Questions of accessibility, privacy, etc. depend upon the GM and the preparedness of the player.

# 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.

<b>V&amp;V</b> Movement	25"	100"	225"	400"	625"	900"	1225"	1600"	2025"	2500"
<b>Champions</b> 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

**Absorption** . . . . .3D6 Absorption and/or Power Transfer  
**Adaptation** . . . . .30 pt. Life Support, 1/2 Damage Reduction versus Ranged Energy Attacks  
**Android Body** . . . . .+10 CON, 10 pt. Ego Defense, one other power  
**Animal Control** . . . . .12D6 Mind Control (Specific animals only)  
**Animal Powers** . . . . .Whatever is appropriate  
**Animated Servant** . . . . .Robot (use **Champions II** rules)  
**Armor 31-60** . . . . .Armor 12 PD 12 ED - Activates on 11  
**Armor 61-90** . . . . .Armor 18 PD 18 ED - Activates on 14  
**Armor 91+** . . . . .Armor 24 PD 24 ED  
**Astral Projection** . . . . .Desolid - Must leave normal body behind  
**Bionics** . . . . .Whatever is appropriate  
**Body Powers** . . . . .Whatever is appropriate  
**Chemical Power** . . . . .Multiform, 1/2 damage reduction vs ranged energy attacks  
**Cosmic Awareness** . . . . .Gamemaster discretion

### CHAMPIONS POWER

**Darkness Control** . . . . .Darkness to normal vision  
**Death Touch** . . . . .1D6 Power Destruction - Body  
**Disintegration Ray** . . . . .3D6 Energy Killing Attack  
**Devitalization Ray** . . . . .10D6 Power Drain - Endurance, at range  
**Dimensional Travel** . . . . .Extra-Dimensional Teleport  
**Emotion Control** . . . . .12D6 Mind Control - Emotions Only  
**Flame Power 1** . . . . .Energy Blast - Fire  
**Flame Power 2** . . . . .Elemental Control - Fire  
 1. Energy Blast, 2. Flight, 3. Force Field (10 PD, 15 ED)  
**Flight** . . . . .Flight (see chart in text)  
**Force Field 1** . . . . .15 PD Force Wall  
**Force Field 2** . . . . .Strength (Usable at Range)  
**Gravity Control** . . . . .Telekenisis  
**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 Senses** . . . . .Danger Sense/appropriate Enhanced Sense  
**Heightened Speed** . . . . .Running (see movement rules in text)  
**Ice Powers** . . . . .Elemental Control - Ice  
 1. Ice Blast, 2. Armor (see Armor power above), 3. Force Wall 10 PD, 10 ED  
**Illusions A** . . . . .12D6 Light Illusions (**Champions II**)  
**Illusions B** . . . . .10 PD/10 ED Force Wall and Animating Telekenisis (on Force Wall)

### V&V POWER

**Darkness Control** . . . . .Darkness to normal vision  
**Death Touch** . . . . .1D6 Power Destruction - Body  
**Disintegration Ray** . . . . .3D6 Energy Killing Attack  
**Devitalization Ray** . . . . .10D6 Power Drain - Endurance, at range  
**Dimensional Travel** . . . . .Extra-Dimensional Teleport  
**Emotion Control** . . . . .12D6 Mind Control - Emotions Only  
**Flame Power 1** . . . . .Energy Blast - Fire  
**Flame Power 2** . . . . .Elemental Control - Fire  
 1. Energy Blast, 2. Flight, 3. Force Field (10 PD, 15 ED)  
**Flight** . . . . .Flight (see chart in text)  
**Force Field 1** . . . . .15 PD Force Wall  
**Force Field 2** . . . . .Strength (Usable at Range)  
**Gravity Control** . . . . .Telekenisis  
**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)  
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 91-100 . . . . .+2 OCV with all attacks (2 8-Pt. levels)  
**Heightened Senses** . . . . .Danger Sense/appropriate Enhanced Sense  
**Heightened Speed** . . . . .Running (see movement rules in text)  
**Ice Powers** . . . . .Elemental Control - Ice  
 1. Ice Blast, 2. Armor (see Armor power above), 3. Force Wall 10 PD, 10 ED  
**Illusions A** . . . . .12D6 Light Illusions (**Champions II**)  
**Illusions B** . . . . .10 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. Telekinesis Animate (electrical devices only)
Magical Spells . . . . .	appropriate powers with magical base
Magnetic Powers . . . . .	Elemental Control - Magnetism 1. Telekinesis 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 . . . . .	Telekinesis (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
Telekinesis . . . . .	Elemental Control - TK 1. Telekinesis, 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.

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 detectable 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

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

**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

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

<b>Superworld</b>	<b>Villains and Vigilantes</b>
STR. . . . .	.Strength
CON . . . . .	.Endurance
SIZ . . . . .	.Weight/17
INT. . . . .	.Intelligence
POW . . . . .	.Charisma
DEX . . . . .	.Agility
APP. . . . .	.A <b>V&amp;V</b> character's appearance is usually that of the <b>V&amp;V</b> player. Therefore, the exact score must be decided by GM/Player agreement.

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IN THE MOOD FOR A GOOD SCI-FI-COMIC CONVENTION? THE CONFEDERATION AND THE SEVEN SERVANTS TO SARGATANAS CERTAINLY AREN'T... AND THEY'LL SPOIL EVERYTHING UNLESS YOU AND YOUR TEAM-MATES CAN STOP THEM! ANOTHER DYNAMIC VILLAINS AND VIGILANTES SUPERHERO ROLE-PLAYING GAME!



HOW FARES SERENA OF THE VALIANTS?

MY BOMB DID THE TRICK MALASTRA...

MY MISSION IS COMPLETED!



GOOD!



YEOMAN! IS IT FINISHED?



AS OF **NOW** EPSILON IS OUT OF ACTION, SIR! THE VALIANTS ARE **HISTORY**!

AAARRGH!!!

**HA-HA-HA PERFECT!** WITH THE VALIANTS SUBDUED, NOTHING CAN STOP ME FROM OBTAINING THE DEEP SCAN... **...NOTHING!!**



TRULY, TOMORROW'S CONVENTION WILL **BE** THE GREAT IRIDIUM CON<sup>ooo</sup>

FOR **ME** THAT IS!



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