

# ENEMIES AT LARGE!



WRITTEN  
BY STEVE  
AND STEWART  
WIECK!

ZIRCHER '86



HI, I'M OMEGA. ORDINARILY MY NAME STANDS FOR LAST, BUT I WOULDN'T WANT TO BE THE LAST HERO TO BUY THIS BOOK. IF YOU DON'T FIND OUT ABOUT THESE NEW VILLAINS FAST YOU'RE GOING TO BE IN TROUBLE! WHY 2 OR 3 OF THESE GUYS ALONE COULD EAT YOUR WHOLE HOMETOWN!



I'M SHADOWLORD. ONLY TWO WORDS WILL KEEP OMEGA'S WORD BALLOONS FROM COVERING THIS PAGE, ROLL CALL!



A.C.E.



ARMYANT



BILLY THE KIDDER



BRIGHTSHADE



GABBIE



CONDOR



COUATL



DARC WARP



DART



DR. MICRON



DOLPHIN



THE FLEA



GARGAN



JEREMY



LETHE



LIGHTNING BUG



M.A.K.E.R.



MANIPULATOR



MATADOR



MR. MIDAS



OLD YELLER



PHLEGATHON



RANGER 423RD



RATTLER



RHONDA



SIEN-SUN



STYX



TALAS BAUM



TORRERA



THE TRICK



TWISTER



VIKING



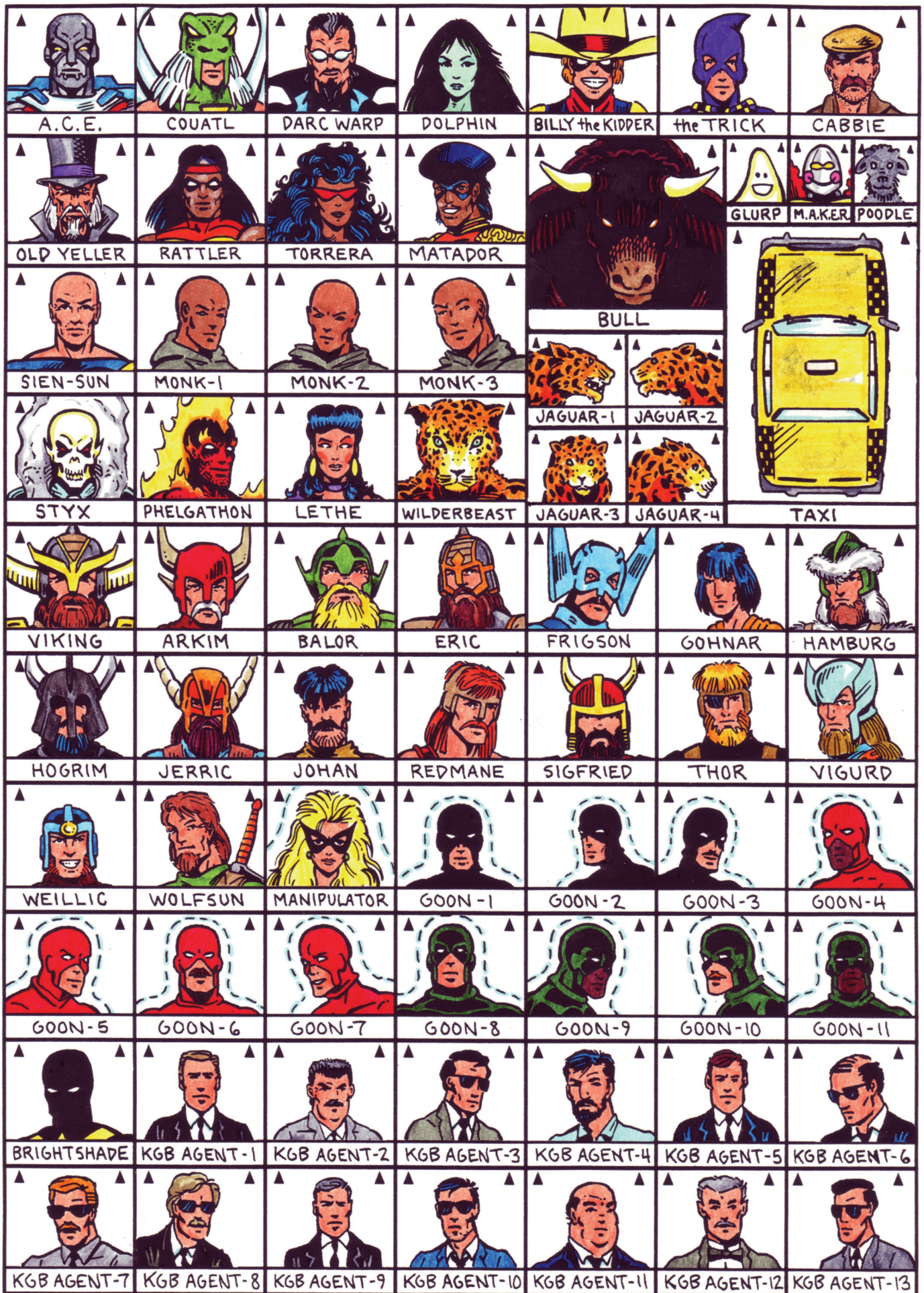
WASP






















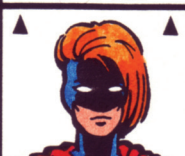















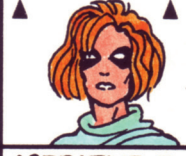


























WATER WIZARD



WILDERBEAST



 MR. MIDAS	 PSYCHOM	 DECEPTOR	 WASP	 FLEA	 GARGAN	 OX
 STRIKER	 BOLTRON	 CHRODON	 TALAS BAUM	PET PLANT 1 		
 DEFENSOR	 SLICE	 3-PRO	 WATER WIZARD	PET PLANT 2 	 TORNADO	ANTS-1 
 RANGER 423rd	 DR. MICRON	 RHONDA	 TWISTER	PET PLANT 3 		ANTS-2 
 CONDOR	 DART	 OPERATIVE-1	 OPERATIVE-2	PET PLANT 4 		ANTS-3 
 LIGHTNING BUG	 ARMY ANT	 WATER				
 OPERATIVE-4	 OPERATIVE-5	 OPERATIVE-6	 OPERATIVE-7	 OPERATIVE-8	 OPERATIVE-9	 OPERATIVE-10
 JEREMY	 JASON	 JOEY	 MICHELLE	 PEACEMAKER	 RAT	 RICO
 ROBERTO	 SABBATH	 TONY	 TUBS	 POLICE-1	 POLICE-2	 POLICE-3
 POLICE-4	 POLICE-5	 POLICE-6	 POLICE-7	 OMEGA	 SHADOWLORD	 shadowform

# **ENEMIES AT LARGE!**

**A**

**VILLAINS  
AND  
VIGILANTES™**

## **SOURCEBOOK**

**written by Stewart & Steve Wieck  
illustrated by Patrick Zircher**



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## AUTHOR'S INTRODUCTION

So, I have this black binder with transparent sleeves that holds some original V&V artwork. I've carted this around with me from Georgia to Illinois and now to Texas over the past 25 years. There are some original illos by Jeff Dee of villains from the Most Wanted books (like the Amazing Kudebuck), a few original illos by Pat Zircher from the Wieck Brothers' arch-nemesis(\*) Ken Cliffe's "Super-Crooks and Criminals" (what a silly name for a villain book!), and also photocopies of a few characters Pat drew for this book. Gargan always struck me as especially sweet. Anyway, over the past decades I would periodically come across this binder and enjoy the artwork, but always especially the villains for EAL. I assumed they'd never actually be published. Well, 'lo and behold, the best villain book ever for V&V is now in your hands(\*\*)

V&V was always a favorite game for Steve and I, and I'm delighted to see these old books finding new life (even if there are aspects of them that can be a bit embarrassing, such as the origin stories for the hero versions of ourselves, which we spare ourselves committing to eternal life in this book).

Stewart Wieck  
April 2011

\* Ken has been a friend since our collective V&V days and he even worked with Steve and I at White Wolf, but he's our nemesis where V&V books are concerned because he's always a few steps ahead in total book count.

\*\* Well, it's at least better than "Super-Crooks and Criminals". I mean, really... Gargan would totally own Terra-rizer. And I have Egyptian dudes way cooler than Ramses coming in "The Sands of Time", which will also put the Wiecks one book closer to Ken's V&V production. Better get writing, Cliffe!  
Stewart

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## PUBLISHER'S INTRODUCTION

It is with great pleasure that we finally present to V&V Gamemasters and players this compendium of villains. Enemies at Large was originally scheduled for release back in 1987 and it marked the third V&V book by the Wieck brothers (The Secret in the Swamp by Stewart and Into the Sub-Realm by the Steve and Stewart as a team).

This publication of Enemies at Large also includes the last of the art assignments done for us by the "Z-Man," Patrick Zircher, who went on to success and fame in the comics industry. We can all take solace in the idea that Pat's success in comics disproves the old adage that "nice guys finish last." Sometimes success finds those who are actually deserving.

Enemies at Large includes both villain groups and individual supervillains. Read the Origins & Background section on each of the villains presented as associations with other villains in the book are discussed there. Similarly, groups of thugs or gangs associated with specific villains are presented at the end of the main section on the supervillains.

All of us at FGU hope that you, the reader, enjoy this selection of opponents for your heroes as much as we have enjoyed reading the well-constructed characters herein presented by Stewart and Steve Wieck.

Scott B. Bizar, Editor-In-Chief

# ENEMIES AT LARGE

## A.C.E. (Advanced Cyborg Experiment)

Identity: Unknown      Side: Evil  
Sex: Male (?)      Level: 8  
Age: Unknown      Training: Combat Acc. with saws

### Powers:

1. Bionics:
  - a) Arms: Strength +15
  - b) Computer Brain: radar and Intelligence +18
  - c) Legs: Speed Bonus +70"
  - d) Armor: ADR 50
  - e) Processing Center: Agility +10 and +4 to all Initiatives
  - f) Energy Processors: Endurance +12 and Pr is replaced (as healing rate) every in-between turns
2. Body Power: Weight x2
3. Lightning Control Device: (Backpack) Range: 50", 2d8 Damage, Pr = 4.
4. Regeneration: Circuits can repair themselves (from all but vibratory damage)
5. Special Weapon: (laser blaster pistol) range = 40", Acc. +3, 10 charges, Damage = 1d12, each shot expends one charge.
6. Special Weapon: (whirling saws) 3 of these saws are attached to each arm. When one is shot, the next one on that arm is engaged. Though they may be fired from both arms in any given action, only one may be fired per arm per turn. Range= 48", Pr=1, Damage = 2d6.



Weight: 400      Basic Hits: 8  
Agility Mod: -2      Strength: 28  
Endurance: 25      Agility: 20  
Intelligence: 32      Charisma: 16  
Reactions from: Good: -2      Evil: +2  
Hit Mod: 21.318      Hit Points: 171  
Damage Mod: +5      Healing Rate: 5.6  
Accuracy: +3      Power: 105  
Carrying Cap.: 4891      Basic HTH Damage: 2d8  
Movement Rates: 143" ground  
Det. Hidden: 22%      Det. Danger: 26%  
Inventing Points: 25.6      Inventing: 96%

**Origin & Background:** The name of the person who is now A.C.E. is unknown. In fact, little at all has been divulged about A.C.E. by the government. They are, indeed, the ones responsible for him. Having been prompted by certain Senators and the rising number of villains (not to mention all of the stories in SF about super-warriors who were half-human and half-machine) an unknown governmental branch created A.C.E. Unfortunately, A.C.E. did not want to stay or help ...

**Combat Tactics/M.O:** A.C.E.'s first priority is to set up his lightning control defense. Then, preferably with his whirling saws, A.C.E. will try to knock out any heroes who display an aptitude for vibratory powers. From here he will go to his gun and then to brute strength to crush any opponents. It goes without saying that he is definitely a tough one.

**Personality:** At present A.C.E. has no personality. When he awoke he only knew that he wanted to be free. He is currently trying to discover himself and his surroundings. He will protect himself at all costs. A.C.E.'s basic motivations are Evil, for he cares only for himself, and will not have compunctions about harming others.

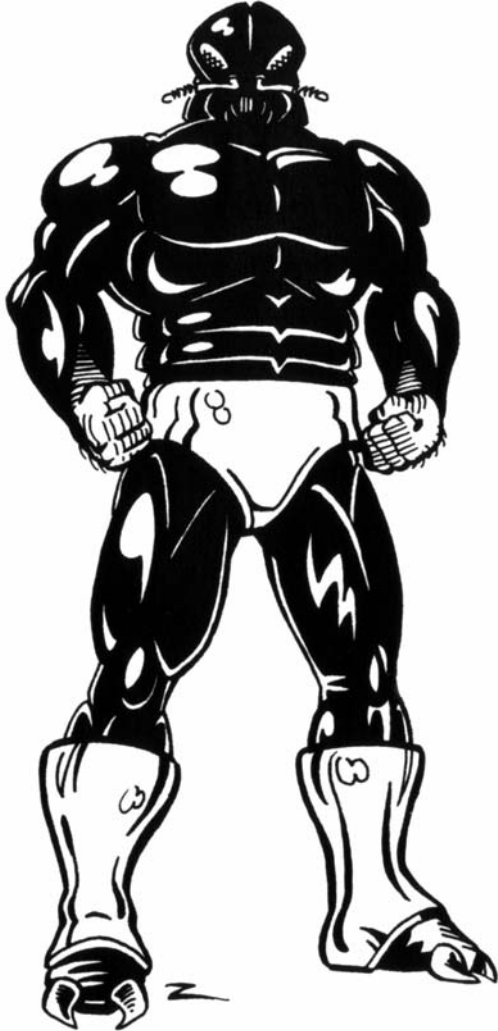
## ARMY ANT

Identity: Oman Muhallad      Side: Evil  
Sex: Male      Level: 8  
Age: 33      Training: Strength

### Powers:

1. Size Change: Height factor 5, weight factor 125, Pr 2 and movement to grow.
2. Insect Powers:
  - a) Heightened Strength: +8
  - b) Armor A: ADR 111
  - c) Special: mandibles +1 HTH, +2 Damage and they give him a special attack which a percentage chance of severing a limb-equal to the amount of damage done (a special attack is required)
  - d) Reduced Charisma: -4
  - e) Poison: Carrier attack with mandibles: Save vs. %E or take 2d8 points of damage, they have three doses per day
  - f) Ant Control: 408 hit points worth (that equates to 10.2 tons of ants!). General stats for the ants are as follows: 4th level, attack as HTH with a +1 to hit, and do 1d3 points of damage. True army ants are a bit tougher: 4th level, attack as HTH with +3 to hit, doing 1d6 damage with a carrier poison attack just as Army Ant.
  - g) Reduced Endurance: -9, his endurance is at the maximum that it can be trained to.

Weight: 63750	Basic Hits: 1275
Agility Mod: -18	Strength: 26
Endurance: 3	Agility: 1
Intelligence: 9	Charisma: 5
Reactions from: Good: +4	Evil: -4
Hit Mod: .16	Hit Points: 204
Damage Mod: -2	Healing Rate: 128
Accuracy: -6	Power: 39
Carrying Cap.: 569,798 lbs.	Basic HTH Damage: 8d10
Movement Rates: 30" ground speed	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 7.2	Inventing: 27%



**Origin & Background:** To be certain, Oman Muhallad had no idea that he would spend much of his life as a thirty-foot tall, thirty-two ton ant-man. He grew up in a small African country ruled by a despotic lord. Muhallad advanced quickly in the military, becoming extremely powerful and even crueler than his overlord. Unfortunately, a few rivals whispered that he planned treason to the overlord. Oman was buried to the neck in the jungle directly in the path of army ants on the march, "just in case" he had plotted treason. However, some strange reaction took place inside Oman's body when the ants' venom was introduced. Rising from the ground as Army Ant, Oman marched on to the palace with a swarm of ants behind him. After battling a few tanks aside, he

turned the palace into an ant-hill. Army Ant hid in the jungle for a long while (he is supposedly not stable upstairs) until he joined a group called Cluster: an insectivorous villain group.

**Combat Tactics/M.O.:** Army Ant likes attacking small towns and wiping out the population. He will smash a few things to get a fire or flood started. Once his chitin plating gets beaten a bit, though, he will pick up a chunk of earth or other heavy object and start smashing.

**Personality:** He has very little which is apparent. He values his privacy. Oman rarely shrinks to human size (it's painful). He is mean enough to snip an arm off or pinch off the neck of a fallen hero.

## BILLY THE KIDDER

Identity: William Turnbanks	Side: Evil
Sex: Male	Level: 4
Age: 24	Training: Accuracy with gun

### Powers:

1. Heightened Intelligence: +9 to the score, already included.
2. Weakness Detection: Spend one action, then gain +7 to hit
3. Special Weapon: Six Shooter: fires a gas pellet which spreads laughing gas in a 3" radius. Range = 32". A d20 save vs. E is required per turn in the gas or the victim will go-into a Laughing Fit (see below). Once affected a percentile roll vs. Endurance is needed to shake it off.
4. Psionics: By even acting slightly humorous, Billy can cause others to break into laughter. Treat it as an Emotion Control Attack. 19" range or 10" radius. Pr = 5/success. If successful, the victim is in a Laughing Fit, percentage roll vs. Intelligence to save every in-between turn. If affected, the victim will lose 25% of Strength per turn. Adjust CC and Power, but not Hit Points. If the victim cannot cover the Pr loss, then the remainder is subtracted from his Hit Points. It is possible to die





laughing. There is also a cumulative penalty of -1 to hit and +1 to be hit per turn. If the adjusted CC falls below the hero's weight, then he or she is helplessly rolling on the ground in laughter. If it is shaken off, then Strength returns in 1d4 turns, but combat penalties disappear immediately.

Inventions: (both used with psionics): A derringer with a BANG flag, and a sheriff's badge which squirts water up to 3":

Weight: 160	Basic Hits: 4
Agility Mod : —	Strength: 10
Endurance: 15	Agility: 16
Intelligence: 19	Charisma: 18
Reactions from: Good: -3	Evil: +3
Hit Mod: 3.744	Hit Points: 15
Damage Mod: +2	Healing Rate: 1.6
Accuracy: +2	Power: 60
Carrying Cap.: 200 lbs.	Basic HTH Damage: 1d4
Movement Rates: 41" ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 5.6	Inventing: 57%

**Origin & Background:** William (Billy) Turnbanks grew up being the class comedian. He liked watching the old cowboy movies, and, after high school, he tried to get a role in a Western movie. Unfortunately, every time he tried being serious, the audience would still roll in the aisles. After a few years of unsuccessful acting, Billy turned to crime.

**Combat Tactics/M.O.:** Billy always packs an arsenal of old, sick jokes. But, with the use of his psionics, even these jokes are always funny, deadly funny. Billy will try to talk to the heroes at the beginning of any encounter (perhaps getting within Weakness Detection range). When ready to fight, he will assume a gunfighter's stance and lay in with a joke, the derringer, or badge. Any "brainless" types who resist his psionics will probably fall prey to his laughing gas.

**Personality:** Billy is easy-going and light-hearted. He doesn't like hurting or killing people, so almost all of his crimes are thefts. Because of his humorous ways, Billy has never had much luck with women, so when all of his opponents are rolling in laughter, he'll usually take a minute to "tickle the tummy" of any attractive heroine before making his get-away.

## BRIGHTSHADE

Identity: Androv Mikelvski	Side: Evil
Sex: Male	Level: 5
Age: 25	Training: Agility

### Powers:

1. Heightened Strength: +16, due to rigorous military training.
  2. Natural Weaponry: +3 to hit, +6 Damage from judo techniques.
  3. Weakness Detection: +6 to hit if one action is spent within 1" of an opponent, he also gains the knowledge of any weakness.
  4. Body Power: His eyes instantly adjust to any amount of light. He is immune to blinding flashes and can see in darkness.
  5. Light Control: (Photon Blast): 20" range, 2d8 Damage, Pr=1, blinding flash for Pr=1. One action to set up as a defense with a Pr of 1 per turn.
  6. Darkness Control: 17" radius, 30" range, create or reshape for Pr=2. It requires one action to create and one to maintain. Movement cost to reshape.
  7. Non-corporeality: Pr=4 per hour.
- Special Requirement: His body must be bombarded with energy if he is to retain his powers. Light, Infra-red, Ultraviolet, X-ray, etc. will all work. The stronger the power, the longer it lasts, but under normal circumstances he needs to be exposed at least once per week. He goes to tanning rooms usable by him in Russia.

Weight: 160	Basic Hits: 4
Agility Mod: —	Strength: 28
Endurance: 12	Agility: 10
Intelligence: 16	Charisma: 10
Reactions from: Good: —	Evil: —
Hit Mod: 3.696	Hit Points: 15
Damage Mod: +1	Healing Rate: 1.2
Accuracy: —	Power: 66
Carrying Cap.: 1852	Basic HTH Damage: 1d10
Movement Rates: 50" ground or floating	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 8	Inventing: 48%



**Origin & Background:** Androv became a Russian fighter jet pilot. While escorting a bomber on a test drop for a new nuclear demolitions device, his plane malfunctioned after the drop. He was forced to parachute out. The radiation in the area affected his body so that he began to absorb the light. After discovering the use of his new powers, he was assigned by the government to becoming a field agent in the West where he would see to the return of any future defectors or captured spies.

**Combat Tactics/M.O.:** Brightshade will often enter through the floor of wherever his prey or opponent is and emit a blinding flash. He will then sink back down only to emerge behind the victim(s) to attack. Alternately, he will engulf someone in near complete darkness (enough to blind the opponent but still allow his sight) and then engage them in HTH combat.

**Personality:** He feels that he is very superior to most men and women (especially the latter). Often he will hunt down a "decadent" Western hero despite orders to the contrary.

## CABBIE

Identity: Sigmund Miller      Side: Evil  
 Sex: Male                      Level: 2  
 Age: 32                         Training: Strength

### Powers:

1. Special Vehicle: This vehicle is a drably painted cab. Its stats are as follows: Weight 4000 + armor, Passengers 1+2, Cargo Capacity 1200, Speed 160, Hit Points to: Disable 20/to Demolish 80. It has Armor: ADR 60 from armor plating which is not at all noticeable, and the back-seat area can be affected by a Paralysis Field which can be put up at any time by Cabbie. But, instead of making the hero or victim unconscious, it totally paralyzes the victim (affecting everything except the vital functions: heart beat, breathing, etc.). It attacks as a fourth level character with a Paralysis attack. The hero will be aware of fighting something off (if he is not hit), but he will not know from what source it came. With a successful Detect Hidden roll, he will notice Cabbie reaching for the control switch to activate the device.
2. Pet: Cabbie has a poorly groomed, black French Poodle which rides with him in the front seat. It stats are as follows: Weight 25, Agility 14, Ferocity 9, Hits 2, Accuracy +3, Damage 1d3, Power 46, Movement rate 32"
3. Heightened Senses: Cabbie can find his way around any city.

Weight: 210	Basic Hits: 5
Agility Mod: —	Strength: 14
Endurance: 13	Agility: 12
Intelligence: 13	Charisma: 11
Reactions from: Good: —	Evil: —
Hit Mod: 2.4024	Hit Points: 12
Damage Mod: +1	Healing Rate: 1.5
Accuracy: +1	Power: 52
Carrying Cap.: 425	Basic HTH Damage: 1d6
Movement Rates: 39"ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 2.6	Inventing : 39%



**Origin & Background:** Sigmund Miller was a man content with his job, though it was not one with which he could get ahead in the world. He was happy, that is, until the day his cab happened to get caught in the crossfire of a super-villain and super-hero battle. He, of course, fled, and was happy for that fact. Unfortunately, since he was part of a traffic jam, his car had to be left behind. It ended up becoming ammo for some immensely strong hero who used it to whack one of the villains. He life destroyed (his insurance didn't cover destruction by super-types, and he ran his own business - one car that is), Sigmund declared vengeance against all heroes. He now travels the streets looking for heroes who might need a ride.

**Combat Tactics/M.O.:** Cabbie never fights directly. If his paralysis field fails him, he will flee if possible or give up if it is not. Any heroes who have public identities in the area he is set up in had best prepare themselves for danger extremis when this villain is introduced.

**Personality:** Sigmund is a sensible man, but, when inside his cab, it is as if he has entered another world. Nothing is more important to him than his vengeance (other than a few real customers so he can make a living).

## COUATL

Identity: Rodriguez El Machis      Side: Evil  
 Sex: Male                              Level: 7  
 Age: 35                                 Training: Agility

### Powers:

1. Gravity Control Device: Strength 18, Charges =19, Range =18"; see page 12 of rules.
2. Wings (device): 42" flying rate, may fly 14 hours before recharge.



3. Lightning Control Device: Range = 26"; 2d8 Damage, 12 charges, one action to set up the defense. May control or short out devices, see page 14 of the V&V rulebook.

4. Power Blast: Range = 12"; 1d20 Damage, 11 charges.

5. Death Touch: Two consecutive saves vs. Endurance on a d20 are required by a victim of a HTH hit. One failure means the loss of all current Hit Points. Two failures means death. It has 3 charges.

Weight: 160	Basic Hits: 4
Agility Mod: —	Strength: 13
Endurance: 15	Agility: 17
Intelligence: 18	Charisma: 13
Reactions from: Good: -1	Evil: +1
Hit Mod: 4.4928	Hit Points: 18
Damage Mod: +2	Healing Rate: 1.6
Accuracy: +2	Power: 63
Carrying Cap.: 296	Basic HTH Damage: 1d6
Movement Rates: 42" flying, 45" ground	
Det. Hidden: 14%	Det. Danger: 18%
Inventing Points: 12.6	Inventing: 54%

**Origin & Background:** Rodriguez grew up a wealthy Mexican farmer. After receiving a good education in Louisiana, he returned home to apply his electronic skills as a dealer. He soon discovered that his competitors were using underhanded tricks to get ahead, so he declared war. After arming himself with high tech equipment, he became Couatl: a name taken from the mythical winged serpent of Central America. He made his first appearance at an electronics trade show where he destroyed many of his competitors' prototypes. Realizing how well these terrorist activities served his interests, he continued. His company now thrives, and actually threatens to make a monopoly of Mexican electronics.

**Combat Tactics/M.O.:** He flies close to the ground where he first uses his Gravity Control to pin down opponents. He then takes on foes with ranged attacks with his Power Blast, saving his Lightning to control or destroy whatever equipment his raid is for. If trapped into HTH, he will break down and use his Death Touch. He always appears with Lightning Defense activated. He uses mostly hit and run tactics, and, if met with serious opposition, he will make sure that the thwarting heroes never interfere with him (or anyone) again.

**Personality:** Rodriguez is shrewd and vengeful. Couatl is proud.



Carrying Cap.: 3664	Basic HTH Damage: 1d12
Movement Rates: 68" ground, 730" air	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 7.5	Inventing: 51%

## CONDOR

Identity: Anthony Rex	Side: Neutral (terrorist)
Sex: Male	Level: 5
Age: 42	Training: Endurance

### Powers:

1. Sonic Abilities: 68" range, 1d12 Damage, Pr = 1, a special hit has a 34% chance to destroy the object hit.
2. Speed Bonus: +50" air speed.
3. Wings: +3 agility, 680" flying speed.
4. Willpower: Condor can survive in areas of low oxygen content (such as high altitudes) and is generally unaffected by harsh atmospheric conditions.
5. Heightened Strength: +18 to the score, already included.

Weight: 180	Basic Hits: 4
Agility Mod: —	Strength: 34
Endurance: 14	Agility: 20
Intelligence: 17	Charisma: 18
Reactions from: Good: -3	Evil: -3
Hit Mod: 8.2992	Hit Points: 34
Damage Mod: +3	Healing Rate: 1.2
Accuracy: +3	Power: 85

**Origin & Background:** A mutant from his birth in Ottawa, Anthony had always been unwilling to use his abilities for Good or Evil. Often his refusals to join super-villain groups were quite violently taken. Among the more memorable of these is when a young mastermind named Curcuit tried to recruit Condor. Condor, of course, refused, but his refusal was not taken lightly by Curcuit. Curcuit framed Terry Rex (Anthony's daughter) for murder; so well was the set-up that Terry was convicted. Anthony, upon discovering what truly happened, pleaded for his daughter's release, but it was not granted. Anthony, having nowhere to vent his fury (Curcuit had been captured during the trial's proceedings), has now gone to aircraft hijacking to try to win his daughter's freedom.

**Combat Tactics/M.O.:** As Condor will be rarely encountered outside of an airplane, most of his tactics concern their use in the air. If approached in force, Condor will threaten to destroy the side of the airplane, as he can survive the exposure to little oxygen and also the frigid conditions at high altitudes. Normally he will not follow through on such threats, but if forced into action, he will not hesitate, for his daughter is all-important to him.

**Personality:** Anthony is normally a very calm and intelligent man, but will go to extremes to win his daughter's release.

## DARC WARP

Identity: Michael T. Star      Side: Evil  
 Sex: Male      Level: 6  
 Age: 128 (appears 44)      Training: HTH Accuracy

**Powers:** (All of Michael's powers are either directly from an extra-dimensional device of his or they originated from it.)

1. **Mutant Power:** Because of his ability to "bend" reality, all ranged attacks directed at Darc Warp must multiply the actual range by his level. He actually sends the attack into extra-dimensional space for the interregnum period. He can keep it there for only so long though.
2. **Heightened Agility:** +6, his command over time and reality gives him an extra period of time (no matter how small) to react.
3. **Heightened Intelligence:** +15, the concepts he was exposed to while figuring out the device pushed his mind beyond human ability.
4. **Body Power:** His control of time reduces his aging to one-tenth of the norm. He was 35 when he found the device, so has really aged only 9 years since that time.
5. **Internal Disruption:** Darc Warp can create gaps in reality inside another's body. This causes 1d20 damage and hits as disintegration. PR = 2.
6. **Mutant Power:** By making small portals he can attack HTH anywhere within sight. He puts his hand through extra-dimensional space.
7. **Portal Teleportation Device** (the alien artifact) see pages 17-18 of the V&V rulebook.
8. **Dimensional Travel Device:** Type 1. See notes after Personality.

Weight: 198	Basic Hits: 4
Agility Mod: —	Strength: 14
Endurance: 15	Agility: 21
Intelligence: 33	Charisma: 18
Reactions from: Good: -3	Evil: +3
Hit Mod: 8.5536	Hit Points: 35
Damage Mod: +6	Healing Rate: 1.6
Accuracy: +4 (+6 int. dis.)	Power: 83
Carrying Cap.: 420	Basic HTH Damage: 1d6
Movement Rates: 56" ground	
Det. Hidden: 24%	Det. Danger: 28%
Inventing Points: 19.8	Inventing: 99%

**Origin & Background:** In 1892, Star, a mathematics teacher at Harvard, found an artifact one night of obviously alien creation. He assumed this because he was not aware of such devices and if he didn't, who would . . . A small screen on the device displayed a four dimensional figure, though the screen itself was only two dimensional. Star immediately set himself to the task of figuring the device out. He soon hypothesized (a hypothesis based both on his mathematical knowledge and his flexible, creative mind's interpretations) that it was some sort of extra-dimensional directional device. He then went about learning how to use the device. He found that by using it, he could teleport objects by warping space and time. By applying the learned concepts he actually learned how to do some things without the aid of the device. What he couldn't know, however, is that this device had been planted here on Earth by an Evil extra-dimensional race. While Michael Star was learning the device's uses, they subtly tainted his mind so that he would aid them in reaching Earth. Unfortunately for them, he mastered the device so completely that they no longer had any control over it. They wait for the time when his control slips. In the meantime, Star has taken the name of Darc Warp and begun a wave of well thought-out and motivated crimes. He did this after the emergence of a plethora of super-powered beings at the time of World War II. It is thought that the present Darc Warp is the grandson of the first. This, of course, is not the case.

**Combat Tactics/M.O.:** If outnumbered badly, or if merely needing to get rid of one particular hero, Darc Warp will create a teleportation portal behind that hero and use his ranged HTH to knock him through



it. Preferably this will be done at the end of a turn so that the hero cannot just come back through. Because of his powerful defense against ranged attacks, Darc Warp will deal with those fighting him in HTH first. He will use his internal disruption because it is easily more powerful an attack than his fist. If forced to escape or be captured, he will create a very large portal so that part of it overhangs a cliff on the other "end." This way he can step through on one side and have solid footing underneath him, whereas another stepping through elsewhere will have a doozy of a first step.

**Personality:** Darc Warp is very critically minded and has wondered why he is committing all of these crimes. Perhaps one day he will discover the dimensional travel power of the device, then he will know why (after a quick visit). He uses his powers to their fullest advantage, and concentrates more on his defense than anything else.

**NOTE:** Darc Warp has trained three times in a new area of training. It is called Combat Evasion. Every time that one trains in it, he receives a -1 "to be hit" bonus. The maximum number of times that this can be trained in is 4 times.

**Dimensional Travel:** Darc Warp has the power to travel to one other dimension, though he has not yet discovered that he has this ability. As the GM you may develop this dimension and the effect that it has on both Darc Warp and the characters in whatever ways you wish.

## DART

Identity: Michelle Eroson      Side: Evil  
 Sex: Female                      Level: 7  
 Age: 26                              Training: Agility

### Powers:

1. Heightened Agility: +13.
2. Heightened Endurance: +8.
3. Heightened Charisma: +5.
4. Heightened Expertise: +4 to hit with darts.
5. Willpower A. Pr=1 per hour when used as a defense.
6. Special Weapon: 16 darts: +4 to hit, +1 Damage. Because of the gyroscopes that the Dart is outfitted with, they will return from any throw that was a miss. She has a 31" range with these darts.
7. Special Training: Through her training Dart has gained the following bonuses with her darts: + 2 to hit, +2 damage. She has also trained herself in thieving abilities. This training gives her the following bonuses: Lock picking (the GM must assign a lock level to any lock which may be picked by Dart: the level is rated from 1-8 with the lower numbers being more complicated locks- the picking takes 10 minus the lock level in turns to pick. Her chance to pick the lock is equal to her Intelligence times the lock level expressed as a percentage) and Moving Undetected (anyone who could see her gets a detect hidden roll, otherwise Dart has gone unnoticed - this is unusable in combat except for surprise determination).



Weight: 124	Basic Hits: 3
Agility Mod: —	Strength: 12
Endurance: 18	Agility: 31
Intelligence: 13	Charisma: 20
Reactions from: Good: -3	Evil: +3
Hit Mod: 9.0024	Hit Points: 27
Damage Mod: +4	Healing Rate: 1.5
Accuracy: +5	Power: 74
Carrying Cap.: 219	Basic HTH Damage: 1d4
Movement Rates: 61"ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 6.5	Inventing: 36%

**Origin & Background:** Dart was a master English cat burglar. She made quite a name for herself, and quite a large Swiss bank account. One night, while stealing from a wealthy Belgian inventor, she discovered a cache of technologically advanced darts. She quickly purloined them and left. Dart soon discovered how deadly accurate the weapons were. She was then attracted to a even better paying field, assassination. She quickly gained a large clientele, and began employing about a dozen female operatives. These operatives would get to know the prospective victims, and then Dart would nail them.

**Combat Tactics/M.O.:** Dart will evade, and then she typically throws two darts for special attacks to the face, eyes, or leg/foot to paralyze a fast opponent. She always uses the knowledge her operatives gain to full advantage in setting an ambush.

**Personality:** Dart is extremely carefree and erratic. She often follows her whims, and may take dangerous risks on easy "jobs." She allows her operatives a lot of freedom, as long as they produce results. Killing does not bother her overmuch, but she does not relish it.

## DR. MICRON

Identity: Milton Faust              Side: Evil  
 Sex: Male                              Level: 5  
 Age: 37                                  Training: Strength

### Powers:

1. Heightened Intelligence B: +20 to the score.
2. Life Support: There is a 1% chance per point of damage done that the suit will be destroyed.
3. Non-corporeality: He can remain this way for 14 hours per charge.
4. Flight: He can fly at 154 m.p.h. for 11 hours per charge.
5. Disintegration: 9" range. 1d20 damage. 10 charges. It is a rifle shaped weapon.
6. Size Change: 19 charges. He can shrink down to microscopic size.
  - a) Radio Transmitter: this device has two ends of communication, the Doctor carries one and the other sits on a shelf near where he will attack the heroes.
  - b) Neuro-Charges: These devices set off electrical charges which run throughout the nervous system. When detonated inside someone, the victim must save vs. Endurance or die. If the save is successful, then the victim must roll another save or he will be permanently paralyzed.

Weight: 210	Basic Hits: 5
Agility Mod: —	Strength: 6
Endurance: 9	Agility: 9
Intelligence: 32	Charisma: 14
Reactions from: Good: -1	Evil: +1
Hit Mod: 1.36	Hit Points: 7
Damage Mod: +3	Healing Rate: 1.25
Accuracy: —	Power: 56
Carrying Cap.: 117	Basic HTH Damage: 1d3
Movement Rates: 24" ground	
Det. Hidden: 16%	Det. Danger: 26%
Inventing Points: 16	Inventing: 96%

**Origin & Background:** Milton Frost grew up in Boston and studied Law and Medicine at Harvard. He started a very successful venture as a private physician. He was on his way to reaching the top in the medical field. He was developing devices which could do things such as dissolve blood clots, and there was a suit he perfected which would protect the wearer from AIDS. He even developed a device which would allow the doctor to enter his patient by shrinking. It was unfortunate that he made the mistake of severing a patient's spinal column in one of his operations. The patient threatened malpractice suits. Facing financial doom, Milton got his gear and secretly entered the patient. After blasting the patient's brain, Milton disappeared, only



Weight: 120	Basic Hits: 3
Agility Mod : +2	Strength: 12
Endurance: 25	Agility: 37
Intelligence: 11	Charisma: 2
Reactions from: Good: +6	Evil: -6
Hit Mod: 13.32	Hit Points: 40
Damage Mod: +5 Healing Rate: 2.1	
Accuracy: +6	Power: 85
Carrying Cap.: 254	Basic HTH Damage: 1d6
Movement Rates: 74" ground, 75" water	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 7.8	Inventing: 33%

to reappear as Dr. Micron, ready to operate.

**Combat Tactics/M.O.:** Dr. Micron will always choose the site of a battle. He will have the receiving end of his transmitter set up. When the heroes arrive he will pass into the floor and come up INTO a hero while microscopic in size. He will move around inside the hero setting his neuro-charges on the hero's nervous system. He will contact the heroes via the transmitter and force them to submit to his demands. He will resort to disintegrating, or, if need be, he will trigger the neuro-charges. He prefers entering humans, but he can similarly create havoc on circuits.

**Personality:** Dr. Micron is petty and greedy. He inspires pity and loathing in those who see him. He hates the name Milton!



## DOLPHIN

Identity: Kristen Wonneger	Side: Evil
Sex: Female	Level: 8
Age: 27	Training: Intelligence

### Powers:

1. Adaptation: Pr=1 per use as a defense or per hour
2. Water Mammal Powers:
  - a) Water Breathing B: She needs to spend no power while in the water
  - b) Natural weaponry: +2 to hit, +4 Damage.
  - c) Heightened Endurance: +10.
  - d) Heightened Agility: +16.
  - e) Chemical Power: Her glands secrete a chemical onto her skin which retains moisture. Therefore, she may survive and act normally, even out of water (despite her water breathing B).
  - f) Speed Bonus: +60" to water speed
  - g) Lowered Charisma: -8 to the score.
3. Invention: She has invented a corrosive acid which does one point of damage per turn to structural ratings. The acid ignores the normal structural rating rules and would, for example, eat through steel (structural rating 11) in 11 turns. She makes it from natural marine substances and, it is therefore not diluted by water.

**Origin & Background:** After completing school near Frankfurt, Kristen served two years in the German Navy. She then decided to pursue a career in Marine Biology in the United States. While in California, she joined the Save-the-Whales Foundation. While on a whale watching expedition of the coast of Alaska, her boat came upon a Russian whaling vessel which was tracking a blue whale. Overcome, she dove into the icy waters. She was grazed by the harpoon shot at the whale. The whale took her deep down and she blacked out from loss of blood. When she reawakened, she had been changed so that she could survive the icy depths. Kristen Wonneger is assumed dead, but the Dolphin is very much alive. She started her reign against whalers by coating the bottoms of their boats with her acid, but now she has lost sight of her objective and has begun to use her acid on all manners of boats, especially off the California coast. She is basically good, but has been affected by her ill-defined motives.

**Combat Tactics/M.O.:** She will try to draw any opponents into the water. Diving deeply, she will attack swiftly at the flank of her opponent (usually multiple attacks). She will always roll with damage.

**Personality:** Dolphin is not truly Evil, but more confused than anything. She sees her entire cause as being more than noble.

## FLEA

Identity: Frederick Farnheimer Side: Evil  
 Sex: Male Level: 5  
 Age: 32 Training: Agility

### Powers:

1. Animal/ Plant Power Devices (insect: flea):
    - a) Heightened Senses: Because of his heightened smell, his detection scores are doubled
    - b) Special: Propulsion units increase his jumping ability by a multiple of four. The jump speed is 25"/phase, and he can remain airborne for 15 phases.
    - c) Special: He has the ability to stick to walls and move along them at his normal movement rate.
    - d) Body Power: Flea takes no damage from falling or landing from high jumps because of his balance and leg strength.
    - e) Armor B: 100 ADR.
  2. Heightened Intelligence B: +18 to the score.
  3. Heightened Strength A: +10 to the score.
  4. Special Weapons: Flea Bombs: These missiles have a 2" blast radius. A person who is in this area of effect must save versus Endurance on a d20 or itch all over and be forced to scratch himself. Another d20 is allowed every in-between turns phase. He carries two at a time.
- Physical Handicap/ Weakness: Frederick is a dwarf, standing only 3' 7" high.



Weight: 170	Basic Hits: 4
Agility Mod: —	Strength: 18
Endurance: 14	Agility: 12
Intelligence: 28	Charisma: 9
Reactions from: Good: —	Evil: —
Hit Mod: 4.6592	Hit Points: 19
Damage Mod: +4	Healing Rate: 1.2
Accuracy: +1	Power: 72
Carrying Cap.: 615	Basic HTH Damage: 1d8
Movement Rates: 44" ground speed	
Det. Hidden: 40%	Det. Danger: 48%
Inventing Points: 13	Inventing: 84%

**Origin & Background:** Frederick was born in France and quickly showed immense inventive potential. He was, however, embittered because he felt that his stunted stature made others regard him as inferior. Going back to his childhood hobby of entomology, Frederick outfitted himself to resemble the tiny, but proportionately powerful flea. He pulled off several thefts with ease. Flea worked alone in Europe

until he was attracted to the insect group of criminals in America called Cluster.

**Combat Tactics/M.O.:** Flea will hurl his bombs at opponents while keeping out of the main fray. He will then leap into battle, ramming an opponent with his huge back carapace in the process. He talks a lot during combat and will make romantic suggestions to female opponents in both French and English.

**Personality:** Flea is a romantic, zesty character. He enjoys the classical arts, music and wine. He is angered by any comment about his lack of height. He will point out the offender's stupidity by bringing light to his bigoted view of short people. Frederick is a pretty nice fellow and brutal crimes go against his moral fiber. He mainly sticks with Cluster for safety in numbers and the money it brings him.

## GARGAN

Identity: Hamanu Ghudaman Side: Neutral (Evil?)  
 Sex: Male Level: 5  
 Age: 27 Training: Strength (let's get it to 100!)

### Powers:

1. Chemical Power: The magical alchemy has given him supreme strength; it is +80.
2. Body Power: Weight x5.
3. Chemical Power: He has a super efficient metabolism. Therefore, his power score is multiplied by two (2).
4. Special requirement: Gargan must receive a dose of the alchemy which changed him at least once a week or his powers will slowly drain away.



Weight: 1080  
 Agility Mod: -6  
 Endurance: 10  
 Intelligence: 5  
 Reactions from: Good: -3  
 Hit Mod: 5.12  
 Damage Mod: -1  
 Accuracy: —  
 Carrying Cap.: 508,784  
 Movement Rates: 117" ground  
 Det. Hidden: 4%  
 Inventing Points: 2.5

Basic Hits: 22  
 Strength: 98  
 Agility: 9  
 Charisma: 18  
 Evil: +3  
 Hit Points: 113  
 Healing Rate: 5.5  
 Power: 244  
 Basic HTH Damage: 8d10  
 Det. Danger: 10%  
 Inventing: 15%

**Origin & Background:** Hamanu Ghudaman grew up in a “civilized” generation of Pacific Ocean islanders. He scoffed at custom and tried to convince his tribe of the wonders of science. The tribal elders did not look too kindly upon Hamanu. One night, Hamanu, in a rage, interrupted a voodoo-like ceremony. The elder in charge of the ceremony threw a potion on Hamanu. Hamanu changed into a huge black gargantuan of a man. He leaped away screaming wildly. He now roams the world (mostly Asia) propelled by his untiring legs in mile spanning leaps.

**Combat Tactics/M.O.:** Gargan runs into battle flailing his arms. He'll charge right into the thick of things and keep spinning around slapping people. If he doesn't have much luck at this, he'll pick up the nearest object (whether it be tree, building, or hero) and start swinging again.

**Personality:** Gargan is an interesting character. He's not very bright anymore, and his motivations are very obscure. He's been known to jump into large crowds (like football stadiums) and begin chaotically killing people. He's also derailed trains to save single animals (though killing many people in the process). He seems to have very primordial feelings concerning such things as his freedom, security, and women (he's not too picky). He is very taciturn. He returns every week to the elders to renew the alchemy. They do not control him.

## JEREMY

Identity: Jeremy  
 Sex: Male  
 Age: 28

Side: Warlords (Evil)  
 Level: 4  
 Training: Strength

### Powers:

1. Heightened Strength: +15.
2. Invulnerability: 10 points to everything.
3. Body power: Jeremy has extremely hard skin. Any man, woman, or hero with “normal” strength (below 15) hitting him with their fist will do no damage to Jeremy (unless the striker has natural weaponry to add to the blow), but will take half of the would-be- inflicted damage himself.
4. Natural Weaponry: Because of his hard skin, his punches have +1 to hit and +2 Damage.
5. Weapons: Jeremy has many weapons which are very important to him. If lost or stolen he would be VERY upset about it:
  - a) An ebony-handled .44 Magnum: +3 Accuracy., 1d8+2 Damage, Range = Ax6
  - b) An ivory-handled scissor knife: +2 Accuracy, HTH +1d2 Damage.
  - c) An African spear: it is not used in combat.

Weight: 225  
 Agility Mod: —  
 Endurance: 19  
 Intelligence: 14  
 Reactions from: Good: -3  
 Hit Mod: 7.5504  
 Damage Mod: +1 (+3)  
 Accuracy: +4 (+5)  
 Carrying Cap.: 3874

Basic Hits: 5  
 Strength: 32  
 Agility: 14  
 Charisma: 20  
 Evil: +3  
 Hit Points: 38  
 Healing Rate: 2.5  
 Power: 79  
 Basic HTH Damage: 2d8



Movement Rates: 65" ground  
 Det. Hidden: 10%  
 Inventing Points: 3.6

Det. Danger: 14%  
 Inventing: 42%

**Origin & Background:** It didn't take much effort on Jeremy's part to reach the top of the Warlords. Only one of the previous leaders was tough enough to keep from breaking his hands against Jeremy's body. Even he was taken care of in short order. Jeremy took firm control of the Warlords and has been leading them with great effectiveness for the last six years. The Warlords are actually more widespread than would be immediately thought, for Jeremy has managed to cover many of their jobs with misleading clues which lead to other gangs. No other gang, though, is willing to stand up to Jeremy.

**Combat Tactics/M.O.:** Jeremy usually lets the Warlords take care of most foes, but he is not opposed to getting involved himself, especially when the battle is brought to him. He will try to fight a “normal” strength hero first, so as to make a point of his invulnerability to harm. When in combat, he talks as though he hasn't fought for months.

**Personality:** Other than the Warlords, Jeremy treats everyone the same: he is friendly, but his kind of mock friendliness is similar to that of a drug pusher trying to get a new customer. He likes to reflect sunlight off of his ebony, bald head into the eyes of someone facing him so as to make them avert their gaze. He is 100% with this “attack”

## LETHE

Identity: Lehona Yokohna  
 Sex: Female  
 Age: 22

Side: Evil  
 Level: 2  
 Training: Agility

### Powers:

1. Absorption: With a HTH hit, Lethe enacts a total memory drain. Lethe



gains all of the victim's memories and any information contained therein. The victim suffers total amnesia. To regain his memory, the victim gets one percentage roll on Intelligence per day. The PR cost of this attack is 10.

2. Heightened Senses: With the mystic senses that Lethe has, she has a mental picture of her surroundings. Therefore, attacks from behind gain no bonus. Also, she has +2 Accuracy and +2 Damage in combat. Lethe also gains a x3 bonus to detect danger.

3. Diminished Senses: Lethe is blind.

Weight: 130	Basic Hits: 3
Agility Mod: —	Strength: 9
Endurance: 15	Agility: 17
Intelligence: 16	Charisma: 14
Reactions from: Good: -1	Evil: +1
Hit Mod: 3.456	Hit Points: 11
Damage Mod: +2	Healing Rate: 1.2
Accuracy: +2	Power: 57
Carrying Cap.: 145	Basic HTH Damage: 1d4
Movement Rates: 41" ground	
Det. Hidden: 12%	Det. Danger: 48%
Inventing Points: 8	Inventing: 48%



**Origin & Background:** Lehona's life is very vague and filled "foggy patches" to her. She grew up in South Vietnam, and was committed to a mental ward for catatonia and (when awake) amnesia. She had a vision of having been comatose in a dark cavernous place where she met a huge, grim man. He beckoned her into a river, but what happened after she entered the river she cannot remember. Afterwards, the doctors told her that her mind was blocking out all optical sensations. She remained mostly in comatose states until Styx came for her. Lethe then transformed into what she is now.

**Combat Tactics/M.O.:** Lethe usually hangs back from combat, letting Styx and Phelgathon do most of the work. She will evade, and save her other action in case a hero engages her. Then she will try to hit him and wash away his memories.

**Personality:** Lethe is still somewhat comatose. She is apathetic and taciturn. She instinctively follows the orders that Styx gives her.

## LIGHTNING BUG

Identity: Michael Schmidt	Side: Evil
Sex: Male	Level: 1
Age: 30	Training: None

### Powers:

1. Insect Power Device:

a) Wings: 15 hours of flight per charge, 36" movement rate  
b) Armor (B): ADR 75, the armor gives the ability of flight at a rate of 182" per turn for 11 hours per charging period.

c) Special: He can leave a trail of blinding particles behind himself. There is no movement or action cost to do this. It costs 1 charge per 5" he leaves light in and the device has 20 charges per charging. Anyone who moves through the area of the light trail will be immediately subject to a blinding attack (as per Light Control). There is one attack for each 1" of blinding particles that is moved through

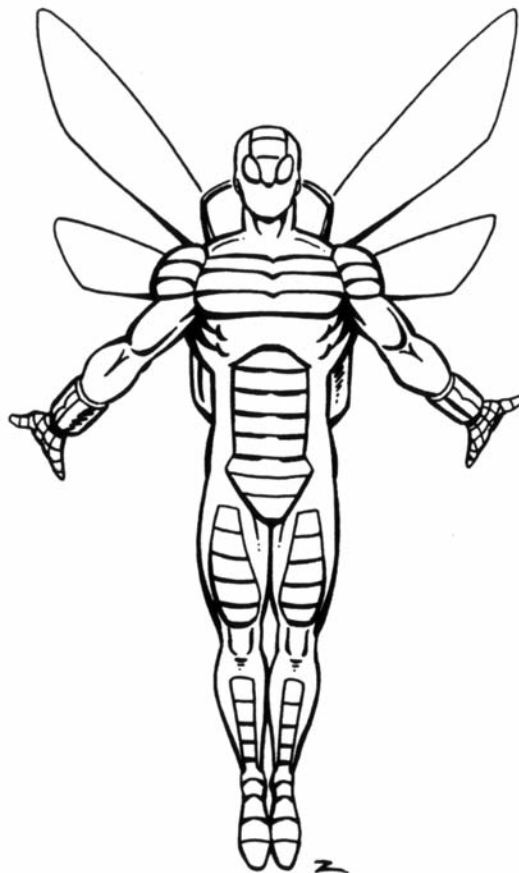
d) Heightened Strength: +3  
e) Heightened Endurance +9.

2. Lightning Control Device: 12 charges per charging. 2d8 Damage, 40" range. One action to set it up as a defense and then after that there is no additional movement or action requirements to maintain it.

3. Light Control: 20 charges per recharge. 42" range. 2d8 Damage. With a special attack this power can be used to blind those within a 42" radius. A save vs. Endurance is allowed every in-between turns to recover.

4. Heightened Intelligence: +6

Invention (Electro Gloves): These gloves allow a Lightning Control carrier attack with a normal HTH attack.



Weight: 178	Basic Hits: 4
Agility Mod: —	Strength: 19
Endurance: 21	Agility: 12
Intelligence: 20	Charisma: 11
Reactions from: Good: —	Evil: —
Hit Mod: 7.0304	Hit Points: 28
Damage Mod: +2	Healing Rate: 2.4
Accuracy: +1	Power: 72
Carrying Cap.: 797	Basic HTH Damage: 1d8
Movement Rates: 52" ground	
Det. Hidden: 14%	Det. Danger: 18%
Inventing Points: 14	Inventing: 60%

**Origin & Background:** Michael Schmidt was born in West Germany. He showed an amazing aptitude for electronics, and later became a military scientist. Then came a deal with the United States organization CHES: In return for the help of some German scientists, CHES would provide limited protection in Germany. Schmidt became a CHES technician who aided many heroes in developing new weaponry to increase their power. Michael, however, was seduced by the super-villainess Wasp, who managed to infiltrate CHES. Schmidt adapted some of his weaponry and joined Wasp as Lightning Bug. He is now a full member of Cluster.

**Combat Tactics/M.O.:** Lightning Bug encircles non-flying opponents with a trail of light. He will then fly above them to maximum blasting range and let it rip. He will always try to remain airborne.

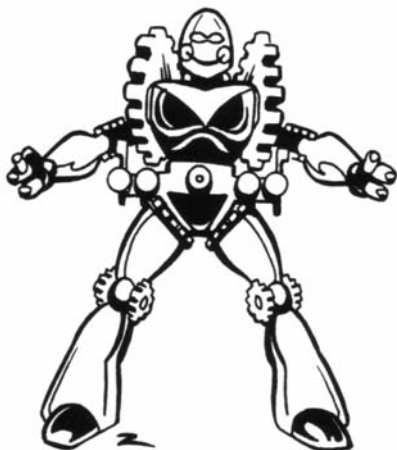
**Personality:** Lightning Bug is neither cruel nor truly evil. He is deeply enamored of Wasp, even though she treats him like dirt. If Wasp's influence were to be removed, Lightning Bug would make an admirable hero. He maintains Cluster equipment. Lightning Bug is Cluster's weakest link because he is not totally dedicated to Evil.

## M.A.K.E.R. (Mobile Android for Kids Entertainment by Rosin)

Identity: Mark E.	Side: Evil
Sex: N/A	Level: 3
Age: 8	Training: Intelligence

### Powers:

1. Robotic Body: There is only a 38% chance that MAKER can pass as human. He gains: +7 Strength, weight x3, and it gives him life support capabilities.
2. Bionics: MAKER's computer brain gives him +22 Intelligence.
3. Size Change: MAKER is permanently small. His height is 13 inches. His height factor is 6 and his weight factor is .004.



4. Battle Harness (special weapon): ADR 20. The harness has the following offensive capabilities: shoot a heat ray to a maximum range of 22" doing 1d20 damage with a maximum of 11 shots per charging. It also fires heat seeking missiles of which it can hold eight at one time. He can launch up to a maximum of four per action. After a missile is fired, it will move towards its target at a rate of 1" per phase. The missiles have the striking force of a small bomb (+3 to hit, 1d12 Damage, 3" blast radius, weight of missile = 3 lbs.).

Weight: 600 (2.4 lbs.)	Basic Hits: 12
Agility Mod: -4	Strength: 20
Endurance: 14	Agility: 11
Intelligence: 37	Charisma: 15
Reactions from: Good: -2	Evil: +2
Hit Mod: 4.256	Hit Points: 51
Damage Mod: +4	Healing Rate: 3.6 (repair)
Accuracy: —	Power: 82
Carrying Cap.: 2820	Basic HTH Damage: 1d12
Movement Rates: 45" ground	
Det. Hidden: 26%	Det. Danger: 30%
Inventing Points: 8.1	Inventing: 111%

**Origin & Background:** MAKER is a prototype robot that was created to entertain children at special events. Unfortunately, MAKER developed a rather cruel sense of humor. His creators tried desperately to deactivate MAKER after the robot had forced a young boy to watch his mother burn to death. The attempts failed and MAKER escaped from Taiwan to America, where he has thus far kept a fairly low profile. He is rumored to have a secret hideout in an abandoned toy company building. MAKER has worked with Billy the Kidder and Trick in the past, but both of the latter find MAKER much too violent for their tastes.

**Combat Tactics/M.O.:** MAKER will always have an army of toys backing him up. The toys will be modified and will most certainly be dangerous (model airplanes packed with plastic explosives, etc.). He will rarely engage in direct combat, preferring to use his battle harness from a distance. If forced into a fight, he will launch missiles to cover his escape.

**Personality:** MAKER cares nothing for life. He feels that he is totally superior to organic life. He does not understand why humans cannot merely re-power after death. He is easily insulted, and is especially maddened when his body design is laughed at (he has comically large gears and a permanent smile plastered on his face).

## MANIPULATOR

Identity: Teresa Kubin	Side: Evil
Sex: Female	Level: 6
Age: 28	Training: Accuracy with Telekinesis

### Powers:

1. Heightened Intelligence: +10 to the score.
2. Heightened Senses: "Mass Sense": This sense allows Manipulator to automatically know the mass (and weight) of any object nearby. This multiplies her detection scores by x3. Also, attackers gain no side or rear bonuses when attacking Manipulator.
3. Heightened Damage: +1 per level to Damage, currently +6.
4. Telekinesis x2: 1800 lbs. capacity. Her maximum damage with the attack is 1d10. Pr=1 per attack. The range is 78". The speed of the manipulated objects equals 60". As a defense it costs 1 action and 1 power to set up and thereafter 1 PR for every attack repulsed.
5. Special Training: Through intense training she has +5 to hit with her Telekinesis attack.

Invention (2 Invention Points spent): Manipulator has invented a body shield which generates a field which surrounds her in a light of bluish tint. It gives the benefit of 12 invulnerability-like points.



Weight: 128	Basic Hits: 3
Agility Mod: —	Strength: 15
Endurance: 10	Agility: 13
Intelligence: 25	Charisma: 16
Reactions from: Good: -2	Evil: +2
Hit Mod: 2.73	Hit Points: 8
Damage Mod: +3	Healing Rate: .75
Accuracy: +1 (+6 with telek.)	Power: 63
Carrying Cap.: 280	Basic HTH Damage: 1d6
Movement Rates: 38" ground	
Det. Hidden: 54%	Det. Danger: 66%
Inventing Points: 12	Inventing: 75%

**Origin & Background:** Teresa was discovered to be a mutant the day she imploded her baby rattle. Her parents tried to rear her correctly, but a sour personality seemed to come hand-in-hand with her powers and intellect. When she was 17 Teresa left home. She committed many petty crimes in order to support herself, but eventually she fell in with organized crime. She launched her super-villainess career from that point. Now Manipulator controls her own gang. She is very strict, but this means success. Just for fun she had some of her men waste her parents.

**Combat Tactics/M.O.:** Manipulator can sense the solid objects within a person's body. She can therefore make special attacks with her Telekinesis by literally lifting a man up by his heart. She will not engage in battle without some goons for back up. She enjoys displaying her powers to amaze others.

**Personality:** Manipulator is very vain. She is very disciplined in her actions, and expects the same of others. She rarely works with other super-villains as she cannot command the respect from them that she can from her goons. She spends quite a bit of time making herself up so that she looks nice.

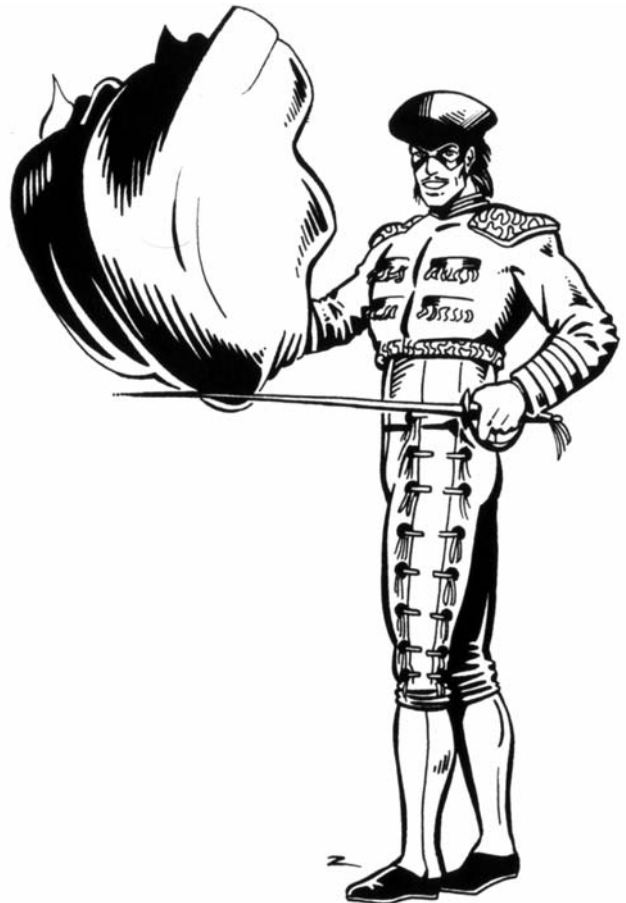
## MATADOR

Identity: Don Marseilles  
Sex: Male  
Age: 28

Side: Evil  
Level: 3  
Training: to Hit with his sword

### Powers:

1. Heightened Expertise: +4 to hit with his fencing sword
2. Heightened senses: Detect Danger x3 because of his experience with the unpredictable bulls which he fought.
3. Heightened Strength: +3 to the score, already included.
4. Heightened Agility: +4 to the score.
5. Heightened Endurance: +3 to the score.
6. Special Weapon: A special matador's cape which actually does more to protect him than it does harm to others. When Matador spends an action in its use, the cape will act as a Force Field defense against as many as two opponents. Any opponents repulsed by this defense must be in front of him.
7. Illusion (variant form): He doesn't know why, but whenever he is threatened, he seems to unconsciously create the illusion of a large and powerful bull. The bull has the following stats: Movement = 126" per turn, 63 Hit Points, attacks as a fourth level character with its horns, it gains a bonus of +3 to hit and causes 1d12 points of damage. A charge of a distance of 15" or more will cause double damage. The creation of the bull costs him 8 Pr. The bull attacks as Power Blast on the combat chart.



Weight: 174  
Agility Mod: —  
Endurance: 16  
Intelligence: 12

Basic Hits: 4  
Strength: 15  
Agility: 20  
Charisma: 14

Reactions from: Good: -1      Evil: +1  
 Hit Mod : 5.2668      Hit Points: 21  
 Damage Mod : +2      Healing Rate: 1.6  
 Accuracy: +3 (+5 with sword)      Power: 63  
 Carrying Cap.: 433 lbs.      Basic HTH Damage: 1d6  
 Movement Rates: 51" ground  
 Det. Hidden: 10%      Det. Danger: 42%  
 Inventing Points: 3.6      Inventing: 42%

**Origin & Background:** Don Marseilles was perhaps the most talented of all of the Mexican bull-fighters, and while this allowed his purse to swell, it also attracted the attention of a little known Greater Demon who didn't appreciate this one man's continued success against his spawn. This demon therefore arranged a nasty sort of a curse which was subsequently placed on Don. The curse caused the semi-illusionary bull detailed above to appear whenever Don was in deep trouble. Don, not knowing that this was a curse, decided to try for bigger bucks than what he continued to get by bull-fighting, though he would get it illegally. The part of the curse that Don doesn't know about is that after being "called upon" to help Don twenty-one times, the bull will then attack Don and not Don's enemy. Don named himself the Matador for very obvious reasons, and, in addition to his bull, Matador had his developed speed and skill to help him defeat his enemies. His skill with the rapier he always carries is remarkable.

**Combat Tactics/M.O.:** Matador will depend heavily upon his bull to do his dirty work. First, Matador will try to draw the attention of the heroes to him, so that when the bull appears (it usually appears behind his enemies), it will be able to charge unseen. While the bull continues to work away on any one around, Matador will try to defend himself against attacks with his cape. If severely pressed, however, he will not hesitate to take a few quick rapier strokes at one of the heroes. The rapier gives the following bonuses: +4 accuracy and +1d4 damage.

**Personality:** The Matador is very proud of his abilities and tends to be a bit showy during a battle (waving his cape while the bull rushes a hero from behind). He also considers himself to be a professional, so while he won't usually lie or cheat, he won't hesitate to kill a hero as he killed so many bulls.

## MR. MIDAS

Identity: Tred Richmond      Side: Evil  
 Sex: Male      Level: 2  
 Age: 23      Training: Intelligence

### Powers:

1. Heightened Intelligence: +10 to the score and in addition he can compute any mathematical equation in mere seconds. He is a genius.
2. Transmutation Touch: As his name implies, whatever Mr. Midas touches turns to gold. The PR for the attack is 8. The transmutation is permanent on inanimate objects. The duration of the change when employed against animate objects is a number days equal to Mr. Midas's PR after the attack.
3. Body Power: Mr. Midas has a photographic memory which can record not only sights, but sounds, tastes, smells, and feelings as well.

Weight: 170      Basic Hits: 4  
 Agility Mod: —      Strength: 12  
 Endurance: 13      Agility: 15  
 Intelligence: 26      Charisma: 18  
 Reactions from: Good: -3      Evil: +3  
 Hit Mod: 4.032      Hit Points: 17  
 Damage Mod: +3      Healing Rate: 1.2  
 Accuracy: +2      Power: 66  
 Carrying Cap.: 257      Basic HTH Damage: 1d6  
 Movement Rates: 40" ground  
 Det. Hidden: 18%      Det. Danger: 22%  
 Inventing Points: 5.2      Inventing: 78%



**Origin & Background:** When Tred was born, it was very obvious that there was something special about him. Tred's family was poor, but soon (it was a funny thing) they were startlingly rich. Tred's father had put his son's power to good use. As Tred grew older he began to resent his father's use of his power, so he ran away to build an empire of his own.

**Combat Tactics/M.O.:** Mr. Midas will normally rely upon a multitude of hired super-villains for protection. One of his hobbies, in fact, is organizing large teams of villains who singly are not very powerful, but together become almost unstoppable. If confronted by heroes who have just destroyed one of his complexes, he will congratulate them (he will wait in chambers for them to find him) and offer them a drink. As he always wears gloves, there will be no problem in hiding the fact that he has super-powers of his own. In order to have a free hand, he will serve the last drink singly and hand the hero the drink with his gloved hand, and offer to shake his hand with his ungloved one (the hero might get a detect hidden to notice the hand discrepancy). The effects of the touch are obvious. Mr. Midas will then try to bargain for his freedom. He will explain that the effect of the transmutation is permanent unless he removes it himself. If the heroes agree to the deal, Mr. Midas will strip his other glove off and touch the victim with his other hand. Before leaving (if the heroes honor their part of the bargain), he will explain that even for the reversing to take effect it will be about one month. He will defend his honor with words first if his reversing is disputed. If worst comes to worst, he will be forced to rely upon his powers to defeat the heroes. Normally he will have his current favorite of his hired super-villains behind some hidden door to defend him in the event of a battle.

**Personality:** Mr. Midas's motivation is obviously not money, but he desires to have great power and influence. He is very charming and has socially educated himself. Though he has untold millions in various banks and obviously has the potential to have more, Mr. Midas is very careful to not cause a flooding of the gold market.

## OLD YELLER

Identity: Rumford Nelson      Side: Evil  
 Sex: Male                      Level: 4  
 Age: 64                         Training: Endurance

### Powers:

1. Sonic Powers: 1d12 damage, 52" range (doubled because of body power), PR = 1, a percentage chance equal to Strength to break/shatter objects.

2. Body Power: Rumford was born with an overly large voice box which is able to amplify the sounds he creates. As a power it adds +1d8 Damage to his sonic powers attacks. It also-triples his percentage chance to shatter objects, making it 3xS%. His range is also doubled because his voice carries farther.

3. Heightened expertise: Because he has practiced with his voice almost all of his life, Rumford gains a +4 bonus to hit with his sonic attack. 4. Heightened Charisma: +5, Rumford has always looked a little sly and devilish.

Weakness: Because of his age, there is a 1% cumulative chance per use that Rumford will loose his voice for 100 minus his current power hours.

Weight: 160	Basic Hits: 4
Agility Mod: —	Strength: 13
Endurance: 17	Agility: 14
Intelligence: 14	Charisma: 16
Reactions from: Good: -2	Evil: +2
Hit Mod: 3.0888	Hit Points: 13
Damage Mod: +1	Healing Rate: 1.6
Accuracy: +1	Power: 58
Carrying Cap.: 312	Basic HTH Damage: 1d6
Movement Rates: 44" ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 5.6	Inventing: 42%



**Origin & Background:** Fate struck Rumford Nelson twice in order to make him what he is today. Since birth Rumford had a beautiful voice. He was immediately drawn to the glamour of the singer's life, so he began to take lessons for a career in the opera (he had a very powerful voice). He was continually refused positions in operas, however, because of his devilish appearance. With no other career to turn to, Rumford became a night janitor at a large corporation. It was one night when fate struck again. There was a break in near where Rumford was finishing his cleaning. His boss had stayed late that night and through a closed door he heard someone threatening his boss's life. Rumford flung the door open and screamed to attract the attention of the night guard. It so happened that the assailant was a super-villain who carried a radioactive particle shooting gun. The assailant fired, but the shot was off and it hit Rumford full in the face. The effects of the shot somehow increased Rumford's range, so he tried again to become a singer at the age of 62. He was again denied. It was then that he discovered that his voice could be a weapon also. He now searches down top singing talents to kill them.

**Combat Tactics/M.O.:** Old Yeller doesn't expect any opposition on his "missions" so, if confronted by do-gooders, he will first try to flee. Failing this, he will try to destroy their devices so they will not continue the chase. If worst comes to worst, however, he will be forced to go "gungho" against the heroes with his sonic powers.

**Personality:** Rumford Nelson is an embittered old man who is out to revenge the "evils" done to him. He wants to see the death of those who denied him his dream. He will tend to mutter along those lines while in combat. If he is defeated, Rumford will whimper like a man whose usefulness to the world is gone. Play this up in order to get him some pity from the heroes.

## PHELGATHON

Identity: Jack Thomason      Side: Evil  
 Sex: Male                      Level: 5  
 Age: 18                         Training: Strength

### Powers:

1. Flame Power: His whole body becomes a burning inferno. It costs PR 3 to activate, where after it will defend as a Flame Power defense. The attack costs PR 3 and has a range of 31" doing 1d12 damage. PR = 1 per hour of flight.

2. Transmutation: Molten Blast. The blast melts and vaporizes its targets. Ignore the structural rating for determination of how much material is transmuted. 24" range. PR = 8, 3d10 damage. The damage is for use with attacks which hit flesh or for damage to structures.

3. Heightened Agility: +19 to the score.

4. Psionics: Phelgathon is unaffected by mental attacks.

Weight: 180	Basic Hits: 4
Agility Mod: —	Strength: 16
Endurance: 15	Agility: 30
Intelligence: 12	Charisma: 11
Reactions from: Good: —	Evil: —
Hit Mod: 8.5932	Hit Points: 34
Damage Mod : +4	Healing Rate: 1.6
Accuracy: +5	Power: 73
Carrying Cap.: 504	Basic HTH Damage: 1d8
Movement Rates: 61" ground/ 268" flying	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 6	Inventing: 36%

**Origin & Background:** Mr. Thomas thought that his wife was too deeply involved with the occult. He drew the line when his wife told him that she had taken little, unborn Jack on a trip through the planes of existence. He divorced, but she managed to claim custody of the child. Young Jack was born, and thereafter his mother was taken to an



insane asylum after declaring that little Jack was spitting fire at her. Jack went through a rough orphanage childhood, but that ended when Buball Khorami adopted him. Jack then learned the truth about his powers and his link to Styx and Lethe.

**Combat Tactics/M.O.:** Phelgathon first bursts into flame, and then he roars into battle while letting loose with gouts of molten lava. He will delight in killing and endangering pedestrians. He will always remain airborne, preferring to fight opponents of a similar nature first. He is rather protective of Lethe.

**Personality:** Phelgathon is a bit immature and reckless. He is absolutely cruel, especially to the elderly. Because of his recklessness, Phelgathon is the weak link in the Hellions.

## RANGER 423<sup>rd</sup>

Identity: Roger Chesapeake      Side: Evil  
Sex: Male                              Level: 12  
Age: 34                                  Training: +1 Accuracy with HTH attacks

### Powers:

1. Willpower (B): Because of his willpower, Ranger 423rd has an enormous resistance to pain. And, in addition to giving him +4 Endurance, his Willpower also allows him to survive without food, water, and sleep for long periods of time. Take it for granted that he can force himself to survive in any environment.

2. Heightened Defense: -4 on all to hit rolls against him.
3. Natural Weaponry: +3, +6 when attacking unarmed because of his training in Kung Fu, Tai Chi Chuan, and Karate.
4. Speed Bonus: +50" to ground movement speed.
5. Heightened Expertise: +4 to hit with all weapons.
6. Weapons: Ranger 423rd's typical armament is as follows:
  - a) Automatic Rifle: one shot (+4 to hit, 1d10 damage) or automatic (+1 to hit/-1 damage per bullet over one).
  - b) Sawed-off Shotgun: 9" range, +2 to hit for a target within 2", 2d6 damage.
  - c) Combat Knife: +1 to hit HTH, +1d4+1 damage.
7. Heightened Senses: All detection rolls are multiplied by a bonus of x3 because of his constant alertness.
8. Body Power: Camouflage: When in the forests or any other natural terrain, people looking for Ranger 423rd have their detect hidden scores halved.

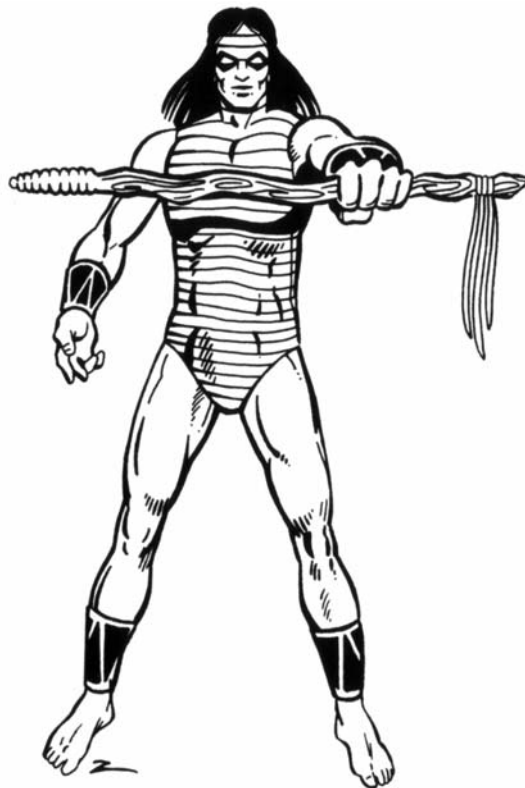
Weight: 180	Basic Hits: 4
Agility Mod: —	Strength: 16
Endurance: 21	Agility: 18
Intelligence: 16	Charisma: 16
Reactions from: Good: -2	Evil: +2
Hit Mod: 8.2992	Hit Points: 34
Damage Mod: +3	Healing Rate: 2.4
Accuracy: +3	Power: 71
Carrying Cap.: 558	Basic HTH Damage: 1d8
Movement Rates: 105" ground	
Det. Hidden: 36%	Det. Danger: 48%
Inventing Points: 9.2	Inventing : 48%



**Origin & Background:** Roger Chespeake grew up in an English family living in Alaska. While growing up, Roger learned a lot about hunting and survival. This, plus his natural alertness and intelligence made him a shoe-in for the Special Forces. He served in the army for four years during which time he learned quite a bit. He left as soon as his obligation was ended, much to the disappointment of his commanders. Roger went back to Alaska and started his own self-training program. Progress was slow, and during the whole time he lived alone and off of the land. Then, an oil conglomerate tried to force him off of his land. When push came to shove, Roger cut loose sabotaging drilling equipment and cutting off supplies to the outlying rigs. The oil company got the local law enforcement and their own "protection" men on the track of Roger in order to bring him into custody. After a long chase, Roger sent the lawmen back on stretchers and the "protection" men back in body bags. Roger Chespeake now calls himself Ranger 423rd. He roams the Alaskan and Canadian woods preying on companies that are destroying the environment. He is currently considering traveling south to the Rockies in the Continental United States to continue his battle.

**Combat Tactics/M.O.:** Ranger 423rd will always fight while in the woods. He only goes into cities in order to get ammunition. Anyone who pursues him will be worn down by traps and false trails. He'll wait in ambush, fire and then run. If he is faced with aerial pursuit, Ranger 423rd will head for dense forest and caves. He will usually not enter caves that he has not previously explored, however. He prefers HTH fighting. Ranger 423rd will make special attacks at an enemy's leg or foot in order to disable them from the continuing pursuit. When using his hands he will make strikes at a victim's head.

**Personality:** Ranger 423rd is a loner. And, though he is determined, he is not obsessed. Therefore, if he thinks things are getting a bit too hot, he'll leave the area (not at the expense of the environment he protects however).



Carrying Cap.: 209  
 Movement Rates: 38" ground  
 Det. Hidden: 8%  
 Inventing Points: 1.1

Basic HTH Damage: 1d4  
 Det. Danger: 12%  
 Inventing: 33%

## RATTLER

Identity: Jason T. Tobbs      Side: Evil  
 Sex: Male                      Level: 1  
 Age: 22                         Training: Strength

### Powers:

- Special Weapon: (Rattle)** This consists of a rattle-snake's tail attached to a wooden stick. When used to attack, it sets up vibrations when shaken that can amplify any noise near it. Normally Rattler shakes it and speaks a word or two to it, and it does the rest. Depending upon the volume at which Rattler speaks, the weapon can cause 1d3 to 1d12 points of damage. A greater noise could be amplified, but this would surely destroy the Rattle in the process. It attacks as a Sonic Device and can be directed at one or two opponents. Continuous exposure to the sound the rattle makes (3 turns or more) can cause temporary insanity. This attack is in addition to the Sonic attack and hits as Emotion Control. This prevents those affected from taking any actions at all. The victim of the rattle may roll a Save vs. Intelligence each turn to shake it at a cost of 1 PR.
- Special Power: Favored by the Gods:** Because Jason is from a long line of shamans, he inherits the protection of the Indian gods. Because they watch over him, the first blow that Rattler takes that would deck him will be automatically reflected. This happens at no cost to Rattler.

Weight: 165                      Basic Hits: 4  
 Agility Mod: —                Strength: 11  
 Endurance: 12                 Agility: 15  
 Intelligence: 11                Charisma: 16  
 Reactions from: Good: -2      Evil: +2  
 Hit Mod: 2.24                 Hit Points: 9  
 Damage Mod: +1              Healing Rate: 1.2  
 Accuracy: +2                 Power: 49

**Origin & Background:** Jason Tobbs grew up on an Indian Reservation in Arizona. While young he pushed his way to the top of the children's hierarchy on the reservation and demanded much respect from the other children. He knew he was safe from anyone who would try to take this position away from him because it seemed that whenever he was in trouble, SOMETHING saved him. It was this something which also led Jason to the hidden cave near the reservation. Inside the cave there was a pool of magical liquid into which Jason dipped the tail of a rattlesnake.

**Combat Tactics/M.O.:** Rattler will always try to begin a fight from a distance or at least position himself in a place that it will take any heroes a long time to get to. This time will allow him to try to inflict temporary insanity upon them. Keep in mind that the droning of the rattle will only affect those who have been attacked by the Sonic Attack for at least three turns in a row.

**Personality:** Jason, as the Rattler, still demands respect, and if he doesn't get it he is likely to try to beat some respect from a person. He is, however, aware of his physical shortcomings, and will continue to train in those abilities which will make him a more fit person.

## RHONDA

Identity: Jammie R. Russel      Side: Evil  
 Sex: Female                      Level: 2  
 Age: 23                         Training: Strength

### Powers:

- Heightened Strength: +15, already added to score below.
- Invulnerability: The first 10 points of damage can be ignored. This

power is not effective against disintegration attacks, however.

3. **Devirtualization Device:** (Bracelets) Rhonda wears these bracelets at all times, usually even when in her "normal" identity. Every in-between turn each person within one inch of Rhonda (while in combat) will be subject to a Devirtualization attack. The bracelet on Rhonda's right hand attacks those that are to the right of her, and the one on her left hand attacks those that are to her left. Each time that there is a successful attack against any of the victims of the attack, the hand which the successfully attacking bracelet is on will receive a +1 to all damage when a hit is made with it. These damage bonuses are cumulative and last as long as Rhonda is conscious. The damage bonus exists because of a small amount of the devirtualized energy is channeled into Rhonda.

Weight: 135	Basic Hits: 3
Agility Mod: —	Strength: 25
Endurance: 13	Agility: 12
Intelligence: 12	Charisma: 15
Reactions from: Good: -2	Evil: +2
Hit Mod: 4.004	Hit Points: 12
Damage Mod: +1	Healing Rate: .9
Accuracy: +1	Power: 62
Carrying Cap.: 1055	Basic HTH Damage: 1d10
Movement Rates: 50" ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 2.4	Inventing: 36%



**Origin & Background:** It was Jammie's first day on the job at Mentek Chemicals, and the foremen were certainly noticing. One in particular wanted to coerce a little "sideline" activity out of Jammie, but she refused. This foreman, however, seemed quite adamant about getting his way. The chase which proceeded to take place after working hours found Jammie running all around the chemical plant in her attempt to get away from this foreman. He finally caught her, however, but she continued to resist. They were on a catwalk above a huge chemical

vat, and the struggle which ensued caused Jammie to fall. The foreman was quick to the rescue and even more quick with lies to cover up what had actually happened. Meanwhile, Jammie was in the hospital, and it was discovered that there wasn't a needle that could penetrate her skin. The hospital contacted a government agency researching super-powers. The agency, with Jammie in their custody, attempted to make a pair of power nullifying bands. The experiment was a failure, for when Jammie awoke, she trashed the place and, it was then that it was discovered that the bands did just the opposite of what was intended. Feeling betrayed by mankind, Jammie took her middle name and fought back!

**Combat Tactics/M.O.:** Rhonda can do nothing other than slug it out!

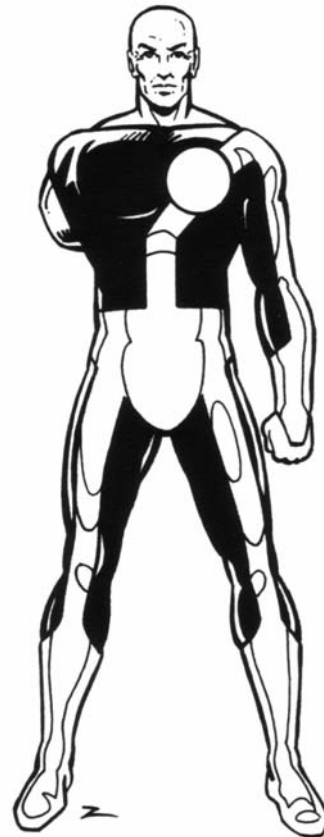
**Personality:** Rhonda will never make another friend again if she has anything at all to say about it. She prefers to remain aloof, as she feels as if she has been betrayed by the world in general. Men are collectively "chauvinist pigs" to her.

## SIEN-SUN, aka "Slim"

Identity: Anthony Peters	Side: Evil
Sex: Male	Level: 3
Age: 37	Training: Mutant Power Accuracy

### Powers:

1. **Mutant Power:** By tapping the inner flow of his bodily energy, Anthony can cause his body to release small balls of "solid" light. The balls will bounce about in an area; this means that "Slim" can fire them at a hero who is up against the wall so that they will rebound back at the hero, effectively hitting him twice. They hit as Light Control, but from his training "Slim" has +2 Accuracy. They do 2d10 damage with each hit. Work the balls' effects as follows: 1) roll for the initial attack and record the amount under the needed to hit result that was gained, 2) multiply that number by Slim's level and you will get the number of inches that the light balls rebound from the first solid target that they hit within his 51 inch (from





Endurance x3) range, 3) the balls rebound his level in inches per action phase, and 4) the balls are fired in a stream of 3" width.

2. Heightened Defense: -4 "to be hit"

3. Heightened Agility: +13 to the score

4. Heightened Endurance: +6 to the score

Weakness (Handicapped): "Slim" has only one arm; he lost his right one in Vietnam.

Weight: 180	Basic Hits: 4
Agility Mod: —	Strength: 12
Endurance: 17	Agility: 30
Intelligence: 13	Charisma: 13
Reactions from: Good: -1	Evil: +1
Hit Mod: 7.3656	Hit Points: 30
Damage Mod: +4	Healing Rate: 1.6
Accuracy: +5	Power: 72
Carrying Cap.: 308	Basic HTH Damage: 1d6
Movement Rates: 59" ground	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 3.9	Inventing: 39%

**Origin & Background:** In shock after losing his arm in the Vietnam War in a battle in North Vietnam, Anthony Peters wandered about, having been separated from his company. He wandered across the Vietnamese border into China, where he accidentally and unknowingly stumbled upon a hidden monastery. The "monks" in the monastery took Anthony in and miraculously healed him, though he had been on the doorstep of death. It was here that Anthony soon learned how to tap the energy which bound his body together. It was with this energy that he had been healed. Here he also learned why this monastery was located so close to the war: it was the brain of an underworld operation being run by the "monks" here, all of whom had incredible, yet individual, powers. In return for the gift of his life, Anthony promised to become an American agent for the "monks" if they would teach him how to gain such powers. The Supreme Master (whose power can only be guessed at) decided this was okay, so taught Peters, and after realizing his innate 'bond power' was the ability to shoot balls of light, "Slim" was sent to America where he watches over the "monk's" interests under the alias Sien-Sun ("First Born"). Unfortunately his command over the 'bond energy' is not complete, so he has begun to lose weight for using the energy which binds his body. He is losing weight at the rate of 3 pounds a month.

**Combat Tactics/M.O.:** "Slim", as he is known in the American underworld, is always in charge of any operation which he might be connected with, because so far the "monks" have been pleased with his results so have not interfered. He is trying to use his "mutant power" as little as possible, because he is afraid of losing too much weight (hence his nickname "Slim"), instead he is trying to rely only on the martial skills he was also taught at the monastery. He finds this quite hard to do, however, and usually ends up using the light balls anyway, particularly if under any amount of stress.

**Personality:** Slim is very confident, but has yet to get in over his head in an operation. He takes exception to being called "Lefty", so that anyone who does must either defend themselves or perish. He hopes to do well enough in America so that he will be able to be considered to have completed his deal. At such a time he plans on returning to the monastery to learn more about 'bond energy'. He will often threaten heroes with the "revenge of the Supreme Master".

**NOTES:** There are many adventures which Slim could lead to. Perhaps he will see the heroes as being obviously more than he can handle (after meeting them and barely escaping with his life). If this occurs he might send back to the monastery, reporting trouble. The Supreme Master should be incredibly powerful, and used only if the heroes are both 1) fairly high level and 2) powerful enough themselves to take on such a threat.

## STYX

Identity: Buball Khorami

Sex: Male

Age: 42

Side: Evil

Level: 6

Training: Agility

### Powers:

1. Special Weapon: Death Touch Device: +2 Accuracy, +1d6 damage, carrier Death Touch, 6 charges. The scythe which Styx carries is the device.

2. Heightened Charisma: +24.

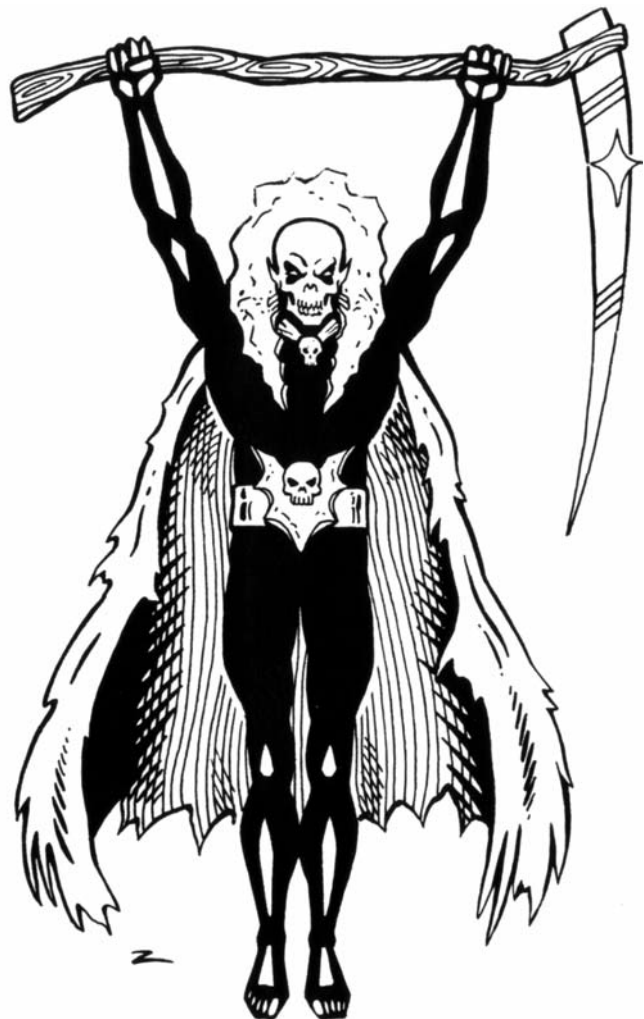
3. Non-corporeality: PR = 1 per hour.

4. Heightened Expertise: +4 to hit with sickle.

5. Heightened Endurance: +16

6. Vulnerability: Multiply damage done by light control by 1.5

Weight: 182	Basic Hits: 4
Agility Mod: —	Strength: 12
Endurance: 30	Agility: 13
Intelligence: 14	Charisma: 35
Reactions from: Good: -6	Evil: +6
Hit Mod: 6.5208	Hit Points: 26
Damage Mod: +1	Healing Rate: 3.6
Accuracy: +1	Power: 69
Carrying Cap.: 431	Basic HTH Damage: 1d6
Movement Rates: 54" ground	
Det. Hidden: 10%	Det. Danger: 14%
Inventing Points: 8.4	Inventing: 42%



**Origin & Background:** Buball Khorami grew up in America with his Arabic parents. Later in life he became a false prophet, a con-man who leached donations from loyal followers. He gained many rich friends and was soon quite rich himself. Unfortunately, too much of a good thing was bad. Buball started spending his money on cocaine and other drugs. His habitual use eventually turned off any new followers and caused the old ones to seek new faiths. Heavily addicted and poor, Buball went from bad to worse. He discovered a Satanic church through his druggy contacts and joined. With the church, Buball was supplied with even heavier drugs to satiate his cravings. He progressed to a high rank within the church. One night, while on an LSD trip, his psyche went on a real trip: Appearing on a shore, he saw a ferry approach him. On the ferry was someone who at least seemed to be Charon. He was ferried across the river where he met a huge, grim looking man. The man threw Buball into the Styx River and held him under until he “drowned”.

When Buball finally came out of his LSD trip, he was no longer Buball Khorami, he was now Styx, Death Incarnate! Compelled, he quit the church (something which was quite messy to accomplish) and sought out Lethe and Phelgathon so he could form the Hellons. The Hellons seem to serve some extra-dimensional being of tremendous power.

**Combat Tactics/M.O.:** Styx will announce the fact that he is Death to those who oppose him, unfold his scythe which will sizzle with eldritch energy, and swiftly attack the leading hero. He will not hesitate to leave the battle if things even might be going bad. His purpose, as he sees it, is to serve the greater Evil, not to be power blast material for heroes. Styx has successfully planned and executed assassinations of heroes. He has Lethe absorb the persona of someone close to the hero, and use the information gained to lure the hero into a no-win situation.

**Personality:** Buball Khorami is gone. Styx is cold, and frighteningly evil. He kills for pleasure. He seems to become irritable if he goes an entire day without killing someone. Lethe and Phelgathon are vital to him, and he leads them well. He is totally purged of all drugs.



## TALAS BAUM

Identity: Johan Talas                      Side: Evil  
Sex: Male                                      Level: 4  
Age: 32                                         Training: Strength

Powers:

1. Plant Powers:

- a) Heightened Strength: +18.
- b) Reduced Charisma: -8.
- c) Special: Imbue life spirit into trees: It takes one action and 4 PR to do this, but afterwards the tree will follow the mental commands of Talas Baum. They attack as level 4 characters with 50 Power, 20 Hit Points, 1d12 damage, and they always act on phase 15
- d) Armor A: ADR 69.

2. “Pet”: Small thorn shooting plants which can be dropped during movement and will thereafter act on the same phases as Talas. They can fire one thorn per action as a fourth level character and it causes 1d4+1 damage. They have 20 Power and 5 Hit Points.

3. Body Power: Talas Baum can release spores from his body that release a high pitched noise. They are shot at one target and they circle that target requiring the victim to save vs. his current Power on 1d100 or lose an action. The save must be made every action the hero has.

4. Vulnerability (to cold): In the fall the small twigs of leaves on Talas’s body begin to change color. In the winter he goes into suspended animation. The suspension lasts from mid-November to mid- February. He takes +3 damage from cold attacks.

5. Chemical Power: (Sap) Healing rate x2.

Weight: 170                                      Basic Hits: 4  
Agility Mod: —                                Strength: 35  
Endurance: 18                                 Agility: 13

Intelligence: 14                                Charisma: 4  
Reactions from: Good: +4                Evil: -4  
Hit Mod: 13.2132                            Hit Points: 53  
Damage Mod: +1                            Healing Rate: 4  
Accuracy: +1                                Power: 80  
Carrying Cap.: 3797                        Basic HTH Damage: 1d12  
Movement Rates: 66” ground  
Det. Hidden: 10%                         Det. Danger: 14%  
Inventing Points: 5.6                        Inventing : 42%

**Origin & Background:** Johan Talas was born in a small village south of Munich. He enjoyed the outdoors and wandered in it a lot. He became famous in Germany at the age of 20 when he walked the entire western German border on foot. his favorite spot in Germany was the Black Forest. He travelled through it a lot, and eventually (after many years) he had gone on all of the paths, so he struck out into it on his own. When he reached the depths of the Forest, Johan stumbled upon a coven of practicing Druids. He was intensely curious and stayed to study with them. What he didn’t know, was that in addition to being Druids, they practiced human sacrifice. Johan, however, was well liked by them, so they only altered him- in both mind and body. Johan Talas emerged from the Black Forest as Talas Baum, and he now practices in his altered “superior” state.

**Combat Tactics/M.O.:** Although he can take the best of blows, Talas likes to keep the battle away from him. Heroes fighting him will soon find themselves being beared down upon by animated trees. Others will have to deal with his pets while they are kept inactive by Talas’s spores. As his trees are not restricted to earthen areas, Talas Baum will usually have at least two animated friends with him.

**Personality:** Johan strongly believes in the power of nature. He is cheerful, even in defeat. “Survival of the fittest,” he believes.

## TORRERA

Identity: Paula La Perez      Side: Evil  
 Sex: Female                      Level: 5  
 Age: 25                            Training: Intelligence

### Powers:

1. Heightened Intelligence: +24.
2. Heightened Agility: +16.
3. Light Control x2: 62" range, 4d8 damage, PR = 2, defense is PR 1 per turn. It takes one action to set it up. Blinding Flash: PR 1 per attack and it affects a 62" radius. Because her light is extremely potent, Torrera needs to only hit with one roll, but in such a case the victim is given his save on a d20. If the standard specific hit is rolled for Torrera, then the normal 1d100 vs. Endurance save is required.
4. Inventions:
  - a) Glare Visor: it protects her from bright lights
  - b) Steel Staff: +2 accuracy, +1d6 damage. It gyroscopically "pulls" itself towards warm targets (heat seeking), giving Torrera an extra +4 to hit.



Weight: 120	Basic Hits: 3
Agility Mod: +2	Strength: 11
Endurance: 11	Agility: 33
Intelligence: 34	Charisma: 17
Reactions from: Good: -2	Evil: +2
Hit Mod: 6.12	Hit Points: 19
Damage Mod: +8	Healing Rate: .75
Accuracy: +6	Power: 89
Carrying Cap.: 146	Basic HTH Damage: 1d4
Movement Rates: 55" ground	
Det. Hidden: 24%	Det. Danger: 28%
Inventing Points: 13	Inventing: 106%

**Origin & Background:** Paula La Perez grew up being recognized as one of the greatest scientists in the field of radiation. She was persuaded to work for a small communist country in her Central

American homeland, She was given the resources necessary to build a new type of radiation bomb. Paula attempted to trap large amounts of laser light into a bomb which would then release it when detonated. While storing the energy into a prototype bomb, there was an accident and the energy was instead stored in Paula's body. She destroyed the research facility and left blazing with energy. Currently, she is using her powers to try to gain a position of power in the turbulent Central American countries and is suspected of smuggling guns into the U.S.A. She has, on occasion, worked with Couatl in return for electronic equipment which will help her in her quest for power.

**Combat Tactics/M.O.:** Torrera usually uses her blinding flash first in combat. She blasts anyone who is not blinded. If everyone is blinded, she uses her staff to hit them from behind. She evades every turn. Putting up her Light Control defense is always priority number one.

**Personality:** Torrera is very fiery and vain. Her temper is very short. She is ruthless in her search for power. Couatl likes that!

## THE TRICK

Identity: Carl Glicky                      Side: Billy the Kidder  
 Sex: Male                                    Level: 2  
 Age: 20                                      Training: Strength

### Powers:

1. Speed Bonus: +20" to ground movement speed.
2. Pet: The Trick's pet is a small white blob which has the power of flight. The Trick has named it Glurp. Glurp has no real offensive powers but, rather, will distract heroes who are in the heat of battle; it doesn't do this on purpose, however. Glurp will usually pick one of the heroes that his master is fighting and will then attempt to engage this hero in a philosophical discussion of some sort. This will only serve to distract the hero, giving him a -2 on all to hit rolls.
3. Magical Powers: The Trick is only a dabbler in the magicks. Therefore he can only accomplish small feats of power. Examples would be: Create puffs of smoke, give someone freckles, etc.
4. Mutant Power: The Trick's major power is his ability to cause things to



go wrong. Every action which The Trick expends in the use of this power, the GM should roll to determine a random hero who will be affected. Thereafter look at the determined hero's character sheet and decide on something which will go wrong. Things which are possible are: a gun jams; armor begins to rust, etc.

Weight: 160	Basic Hits: 4
Agility Mod: —	Strength: 12
Endurance: 13	Agility: 14
Intelligence: 15	Charisma: 13
Reactions from: Good: -1	Evil: +1
Hit Mod: 2.6208	Hit Points: 11
Damage Mod: +2	Healing Rate: 1.2
Accuracy: +1	Power: 51
Carrying Cap.: 242	Basic HTH Damage: 1d6
Movement Rates: 56" ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 3	Inventing: 45%

**Origin & Background:** At an early age, Carl's mother often got upset with this poor boy; she was always upset because when he was around she always ended up looking like a fool in front of whoever happened to be there at the time. So, Carl left home at an earlier than normal age, only to wind up getting a job at a movie filming company. The poor director went as crazy as Carl's mother, for whenever Carl was around the set the actors would forget their lines, or the wind machine ended up blowing backwards. Finally, Carl was fired. Coincidentally, Carl was fired the same day William Turnbank left his job. They have been together ever since.

**Combat Tactics/M.O.:** The Trick tries to use his powers to complement Billy the Kidder's. The Trick will try to focus his mutant power on those who escape the effects of Billy's laughter. And Glurp just loves talking to heroes who are trying to cast spells.

**Personality:** Carl is a depressed person, having had an unfortunate background. Only when he is out "making jokes" with Billy is he truly happy. He loves to make costume buttons snap, especially women's.

## TWISTER

Identity: Bobby Dean Whitton	Side: Evil
Sex: Male	Level: 5
Age: Unknown	Training: Agility

### Powers:

- Heightened Endurance: +16.
- Heightened Expertise: +4 to hit with his all his Whirlwind Powers (including HTH).
- Body Power: 'Whirlwind': Twister can himself become as a tornado, spinning at ultra high speeds and moving about at greater velocity. Pr =3 per turn used. The following effects are gained only in this form:
  - Heightened Speed: +31 to initiative, +455" ground movement.
  - In Whirlwind form, Twister's Basic HTH damage is tripled. He may use a variant of his Whirlwind power to throw punches without becoming the Whirlwind; these HTH attacks add 1d6 Damage, Pr =2.
  - Invulnerability: 8 points.
  - Adaptation: Limited to a defense against any attack versus Twister that involves inhalants, noxious gas, or threats to his breathing. No Pr cost for each use as a defense.
  - Deflection: Twister automatically repels any object within 2" of his person in this form. Opponents must make a successful d20 save vs. Strength to hold their ground or move into HTH. Twister himself may deflect an incoming attack with a d100 Save vs. Agility x3 at no Pr cost.
  - Reflection: Twister may reflect an attack made with a solid object that is throw or shot back at the attacker. To do this he must make a successful HTH attack roll without the benefit of his Expertise bonus. Cost for Reflection is 3 Pr.
- Master-crafted Six-Shooter: Twister carries a large caliber revolver

strapped to a shoulder harness. It costs no Pr to use and fires six shots. He carries two speed loader/reloads. Treat the pistol as +2 to hit and 2d6 damage. He cannot shoot this pistol when in 'Whirlwind' form.

Weight: 180	Basic Hits: 4
Agility Mod: --	Strength: 15
Endurance: 30	Agility: 15
Intelligence: 11	Charisma: 11
Reactions from: Good: --	Evil: --
Hit Mod: 8.512	Hit Points: 35
Damage Mod: +1	Healing Rate: .9
Accuracy: +2	Power: 71
Carrying Cap.: 574	Basic HTH Damage: 1d8
Movement Rates: 60" ground	
Det. Hidden: 8%	Det. Danger: 12%
Inventing Points: 4	Inventing: 33%



**Origin & Background:** An obsessive tornado chaser in Texas with the usual video camera, Whitton was finally caught a bit too close 'one dark and stormy night' when the tornado he was chasing grabbed him. Whirling incredibly fast amongst all the debris torn from the countryside, he was coursed with lightning and impacted by several of the debris objects, and finally lost consciousness.

When he woke, he found himself laying in the remains of a barn peering at a clear sky through the missing roof. He was alive and coursed with new powers! Unfortunately, the rough treatment by the tornado also twisted his mind and turned his resentment of those who mocked his interest in tornado chasing into a desire for vengeance on the general public for their failure to recognize his sense of self-sacrifice and attempts to serve the people. He now takes whatever he wants with little regard for any bystander' safety, innocent or otherwise.

**Combat Tactics/M.O.:** Twister will usually attack in Whirlwind form from the get go. When needing to perform fine work or the like, he will use his pistol if necessary. If a battle is going poorly, he will flee if possible, preferring freedom to capture.

**Personality:** Bobby is a mean and vindictive man warped by his new power. If he is close to being captured, his personality becomes more wild and unpredictable.

## VIKING

Identity: Unknown  
Sex: Male  
Age: Unknown

Side: Evil  
Level: 10  
Training: Strength

### Powers:

1. Heightened Strength: +10.
2. Heightened Endurance: +20.
3. Heightened Charisma: +4.
4. Heightened Expertise: +4 to hit with his axe.
5. Willpower: Viking can withstand the coldest of temperatures. Because of this he takes only half damage from Ice Power attacks.
6. Magical Boat: The boat itself is 60 feet long. Its stats are: Weight: 36000, Passengers: 8+30, Cargo Capacity: 15000, Speed: 10-25 (depending on wind speed, the speed given is in nautical miles per hour), Hit Points to Disable: 180, to Destroy: 720. The figurehead of the boat is also a wooden Gargoyle. The Gargoyle's stats are as follows: Weight: 400, Agility: 15, Ferocity: 15, Hits: 25, Accuracy: +2 with bite, +3 with claw, Damage: 1d10+1 with bite, 1d8+1 with claw. A large block of wood on the side of the boat can spread a colorful bridge much like Bifrost, the Rainbow Bridge of the Norse gods, from the boat to a point up to 20' away. It is used to dock the ship and is also put to use as a ramp to load supplies and plunder.
7. Natural Weaponry: (Artisan crafted axe): +3 HTH, +6 damage.  
Special: He has 100 gold coins of enormous value.



Weight: 280  
Agility Mod: -2  
Endurance: 40  
Intelligence: 14  
Reactions from: Good: -4  
Hit Mod: 17.16  
Damage Mod: +1  
Accuracy: +1  
Carrying Cap.: 4340

Basic Hits: 6  
Strength: 30  
Agility: 14  
Charisma: 24  
Evil: +4  
Hit Points: 103  
Healing Rate: 7.2  
Power: 98  
Basic HTH Damage: 2d8

Movement Rates: 84" ground

Det. Hidden: 10%

Inventing Points: 12.6

Det. Danger: 14%

Inventing: 42%

**Origin & Background:** The person who is today known as Viking was once a true Viking and still considers himself to be one. That is why he continues to plunder the coasts of Greenland and even Ireland. Long ago, while on one of his many war raids, Viking and his crew were caught in an enormous ice-storm. The storm froze the boat solidly, and everyone on board was likewise frozen. This freezing placed all them in a strange sort of suspended animation. Through the years the frozen boat turned into a fairly large ice glacier. But as the glacier floated southward, it melted. Finally, in the year 1985 the boat completely thawed out and the revived crew was unaware of anything having happened. The boat was in bad shape so it was grounded at the first bit of land which was found. It so happened that this bit of land was a forest sacred to Uller, the Norse god of hunting and winter. The trees with which the boat was repaired had magical qualities. Viking himself was confronted by an incarnation of Uller who granted the Viking tremendous powers of physical nature.

**Combat Tactics/M.O.:** Viking is a truly efficient leader. Because he could not find his people's home, he has assumed that the people of Ireland wiped them out. He leads his crew on a mission of endless pillage.

**Personality:** Viking is a stern man who demands respect or else!

## WASP

Identity: Gloria Brigham  
Sex: Female  
Age: 28

Side: Evil  
Level: 7  
Training: Endurance

### Powers:

1. Insect Powers:



- a) Wings: PR 1 per hour of flight at 375" maximum per turn.  
 b) Heightened Strength: +4.  
 c) Heightened Agility: +8.  
 d) Poison/ Venom: Sting Blast: 2 different attacks, either attack costs 4 PR:  
 i. 23" range as paralysis, save versus E on a d20 or fall victim to the attack (or)  
 ii. also attacking as paralysis, this blast has a 23" range and causes 2d8 damage.  
 2. Heightened Senses: Because of the level at which Wasp can detect things (vibrations, etc.), her detection scores are multiplied by two. Also, she can automatically detect all insect related creatures within 20"

Weight: 132	Basic Hits: 3
Agility Mod: —	Strength: 14
Endurance: 14	Agility: 23
Intelligence: 14	Charisma: 20
Reactions from: Good: -3	Evil: +3
Hit Mod: 4.0656	Hit Points: 12
Damage Mod: +2	Healing Rate: .9
Accuracy: +4 (+8 with Sting)	Power: 64
Carrying Cap.: 274	Basic HTH Damage: 1d6
Movement Rates: 50" ground/ 375" flying	
Det. Hidden: 20%	Det. Danger: 28%
Inventing Points: 9.8	Inventing: 42%

**Origin & Background:** Gloria Brigham led a wayward life, even through college. She majored in biology and easily found simple employment afterwards at a Biotech plant. Secretly having learned that her employers were involved in dirty businesses, she investigated and was discovered. Her employers then "volunteered" her for some experiments and "tests." Through the experiments she gained the abilities which today make her Wasp. She killed her employers and fled to begin a life of crime. She is the founder and leader of the group known as Cluster. She directs Cluster's operations with the goal being increased wealth and power.

**Combat Tactics/M.O.:** Wasp directs Cluster's battles from the air. She will paralyze flying opponents, and blast grounded ones. She rarely involves herself in HTH fights and almost always spends an action to evade. Wasp enjoys getting to know her opposition, either as a journalist doing a made-up story or as a romantic partner.

**Personality:** Wasp is actually quite shallow. She wants money and power and cares little for anything else. She sees Cluster as the means for ends.

## WATER WIZARD

Identity: Nelson Jenky	Side: Evil
Sex: Male	Level: 2
Age: 29	Training: Combat Accuracy with wand

### Powers:

- Heightened Senses: Underwater Radar, radius range= 20"
- Body Power: This is a sort of teleportation variant. The power allows the Water Wizard to transport himself via water. This essentially is from any water to any other water. PR = 5.
- Body Power: He can change himself into water. His entire body and anything he was holding or wearing transforms. It only costs movement and PR 2 to complete the change. When in the water form, the Water Wizard receives the benefits (or disadvantages of) a Chemical Power defense. In this form he can still attack HTH, though he cannot use his wand, because his method of attack essentially becomes drowning, doing the damage.
- Special Weapon: Devitalization Wand: +2 Accuracy, causes +1d8 damage HTH and also drains 1d10 points of Power.

Weight: 170	Basic Hits: 4
Agility Mod: —	Strength: 13
Endurance: 13	Agility: 15
Intelligence: 15	Charisma: 14
Reactions from: Good: -1	Evil: +1
Hit Mod: 3.2256	Hit Points: 13
Damage Mod: +2	Healing Rate: 1.2
Accuracy: +2	Power: 57
Carrying Cap.: 298	Basic HTH Damage: 1d6
Movement Rates: 42"	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 3	Inventing: 45%



**Origin & Background:** Nelson Jenky had never been a motivated child. He set no goals for himself and grew up to be plumber. It paid well and he was content. His whole life, however, changed when he was called up to the strange mansion on the hill to install a new water system. It just so happened that the owner of the mansion was a wizard, who didn't put his experiments off while the system was being installed. An unfortunate backfire reacted with the water in the almost complete system and it served to change Nelson drastically. When he discovered that he could do strange things he consulted the wizard. The wizard taught Nelson how to use his powers, but then made the mistake of suggesting the name "The Tidy-Bowl Man." Nelson felt as if he had been insulted, so he killed the wizard, and has been on the run ever since.

**Combat Tactics/M.O.:** The Water Wizard usually likes to strike with surprise from a toilet or sink. He will first try to weaken a hero with his wand, and then rely upon his water form to finish the fight.

**Personality:** Nelson is still a bit insecure with his powers. Because of this he has yet to do a job of his own. Usually he hires out. He hopes to gain some experience before going it alone.

## WILDERBEAST

Identity: Tauí D'Nim	Side: Black Seer (Evil)
Sex: Male	Level: 5
Age: Hundreds	Training: Strength

**Powers:**

1. Willpower B: His body can overcome poisons or tranquilizers.
  2. Animal Control: He has the power to control 80 Hit Points of jaguars.
  3. Natural weaponry: Claws: +3 to hit, +6 damage.
  4. Speed Bonus: +80" to ground speed.
  5. Heightened Agility: +12.
  6. Heightened Endurance: +15.
  7. Heightened Senses: Has the senses of the great cats. His smell and hearing are increased many fold. This gives him x4 to his detect danger score.
  8. Life Extension Device: The temple to the Jaguar god makes Wilderbeast immune to aging so long as he is within 5 miles of it.
- Vulnerability:** Wilderbeast is vulnerable to the pollutants and other such things of modern civilization. Therefore, he cannot leave the jungles without side affects. He will begin to lose his endurance (one point per day) when taken outside the jungle. When it reaches half of its norm, Wilderbeast will begin to age at the rate of 1 year for every week. This will continue until returned to the jungle.

Weight: 176	Basic Hits: 4
Agility Mod: —	Strength: 14
Endurance: 28	Agility: 22
Intelligence: 12	Charisma: 10
Reactions from: Good: —	Evil: —
Hit Mod: 9.8736	Hit Points: 40
Damage Mod: +2 (+8)	Healing Rate: 3.2
Accuracy: +4 (+7)	Power: 76
Carrying Cap.: 488	Basic HTH Damage: 1d8
Movement Rates: 144" ground speed	
Det. Hidden: 10%	Det. Danger: 56%
Inventing Points: 6	Inventing: 36%

**Origin & Background:** Tauí D'Nim was originally a great prince of the Aztec empire, but when the Spanish came he was enslaved. He was to be taken back to Spain, but while en route to the coast and the awaiting Spanish armada, a great storm set upon him and his captors. In the midst of the storm, four jaguars attacked the Spaniards and he was set free. D'Nim was bewildered but thankful, so he followed the jaguars into the forest. As he ran, D'Nim felt himself changing; he could feel the power of the jaguar god flowing through him. When he reached



the jaguar's dwelling, he found that it was not a den, but rather a temple, where he would soon become master. In the temple was a huge design of many stones, including a large black pearl. As he does not age while in the temple, he waited so that he could give the Aztecs the greatest of vengeance. The time came when a man named Edward Kane stumbled upon the temple during his archeological pursuits (see Black Seer in the V&V adventure 'The Menagerie').

**Combat Tactics/M.O.:** As he has only brute strength to overpower an enemy, Wilderbeast doesn't plan much. He and his jaguars will always try to gain surprise, though.

**Personality:** Wilderbeast is truly a shell of a man. In fact, he is just barely still a man, as his savage nature threatens to take him over completely. He is crafty and wise in the ways of killing.

## GROUPS AND GOONS

Many supervillains commonly employ baser criminals both to have some support, and to have someone always near to lord over or strike fear into. Even more dangerous, however, is the rare occurrence when a group of supervillains find they can ignore each other's faults and band together for the common bad. Several small groups seem to hang together, but overly large ones tend to be rare and short-lived. Regretfully for public safety, several of the menaces herein do band together or hire their own small criminal armies. They are listed here.

**Billy the Kidder, the Trick, and M.A.K.E.R.:** Billy and Trick seem to enjoy each others company, and the only felony either has committed alone was the freeing of the other from prison. They most commonly pull bank heists. MAKER has joined them on a rare occasion, but Billy and the Trick don't enjoy MAKER's homicidal tendencies.

**Brightshade:** Brightshade is a rather deadly opponent in that he has the entire KGB/government backing most of his operations. On important missions, several agents accompany him to insure success.

They are always armed with deadly firearms.

**Cluster:** This is a dangerous group. They enjoy a reasonably large roster with some heavy duty members. Wasp is the leader, and members include Army Ant, Flea, and Lightning Bug. These are regular members; many other insect oriented villains are attracted by the team for various reasons and for various periods of time. Wasp is a strong leader, and Cluster mainly exists as a way for her to gain power.

**Jeremy:** Jeremy is the ringleader of a tough band of thugs called the Warlords. The Warlord membership fluctuates somewhat, but requirements to join the gang are so tough, many would-be members are turned away. All Warlords are proud of their status and don't mind flaunting it. They all wear jackets, and they are seldom encountered without some concealed weapons. The Warlords have a large protection racket going. They also rob and vandalize, but Jeremy doesn't like drugs so the Warlords don't either. The Warlord roster includes:

## JEREMY'S WARLORDS

Name	AG	Acc	Dmg	Hits	Power	HTH	Level	Weapons	to hit	+dmg
1 Joey	13	+1	+2	13	54	1d6	2	Knife	+1	+1d2
2 Rico	14	+1	+1	12	52	1d6	3	Pistol	+3	1d8
3 Tubs	11	—	—	16	57	1d8	2	Club	+3	+1d6
4 Sabbath	15	+2	+1	14	55	1d6	3	HTH/Judo	+1	+2
5 Tony	12	+1	+1	10	49	1d6	1	Pistol	+3	1d8
6 Peacemaker	14	+1	+1	14	56	1d6	3	Shotgun	+2	2d6
7 Roberto	13	+1	+1	12	52	1d6	2	Chain	+3	+1d3
8 Jason	11	—	—	15	58	1d8	3	Ax	+1	+1d6
9 Rat	14	+1	+1	11	48	1d4	2	Pistol	+3	1d8
10 Michelle (Jeremy's girl)	14	+1	+1	9	47	1d4	1	Knife	+1	+1d2



**Hellons:** Styx leads this trio which also includes Phelgathon and Lethe. Styx, being a maniac (in most people's viewpoint), is trying to accomplish two things: killing people and serving whatever supernatural being that gave them their powers. Styx coordinates the Hellons to most effectively kill the most people in all of their endeavors. They are, in essence, super-powered, magical terrorists.

**Manipulator:** Manipulator will effectively arm whatever men she has employed with automatic weapons and lesser invulnerability fields

similar to hers (8 point Invulnerability). She maintains her goon force for wars on rival criminal groups and to maintain a consistent income. Any heroes who want to capture Manipulator will probably have to track her down through her men (when one is captured).

**Viking:** Viking's men are fearless warriors. They have all acknowledged the fact their home and people are no more. They only have plunder and pillage to live for now. They are all sturdy Norsemen and efficient sailors. They are:

## VIKING'S MEN

Name	AG	Acc	Dmg	Hits	Power	HTH	Level	Move	Weapons	to hit	+dmg
1 Vigurd	11	—	—	18	59	1d8	3	47"	Broadsword	+2	+1d8
2 Redmane	13	+1	+1	21	64	1d8	3	50"	Axe	+1	+1d8
3 Sigfried	12	+1	+2	17	63	1d8	2	47"	Sword	+2	+1d6
4 Wolfsun	13	+1	+1	20	62	1d8	4	51"	2H sword	+2	+1d10
5 Frigsun	10	—	—	15	58	1d6	2	44"	Sword	+2	+1d6
6 Balor	11	—	—	16	60	1d8	2	48"	Broadsword	+2	+1d8
7 Eric	13	+1	+1	17	61	1d8	3	52"	Axe	+1	+1d8
8 Thor	12	+1	—	22	63	1d8	4	55"	Pike	+3	+1d6
9 Jerric	9	—	—	13	54	1d6	2	42"	Sword	+2	+1d6
10 Hamburg	10	—	—	15	58	1d6	3	45"	Axe	+1	+1d8
11 Johan	11	—	—	17	59	1d8	3	46"	Broadsword	+2	+1d8
12 Weillic	13	+1	+1	15	57	1d6	2	47"	Axe	+1	+1d8
13 Hogrim	12	+1	—	18	60	1d8	3	52"	Pike	+3	+1d6
14 Gohnar	10	—	—	14	56	1d6	1	47"	Sword	+2	+1d6
15 Arkim (1st Mate)	14	+1	+1	21	64	1d8	6	50"	Broadsword	+2	+1d8

Arkim is the first mate, and has trained to have +3 acc, +2 dam with his broadsword above and beyond his agility benefits. He is loyal to Viking, and respected and honored by the other men. He coordinates the rowing teams.





**Mr. Midas:** The following is a list of the villains that Mr. Midas has had in his employ in the past. He will never be encountered without a few of them. Obviously, he won't be encountered with ALL of them. Striker and Defensor work as a team, as do Boltron and Chrodon.

### PSYCHOM

**Level:** 5      **Hits:** 19      **Power:** 67      **Str:** 15  
**End:** 12      **Agi:** 15      **Int:** 25      **Cha:** 8  
**Move:** 42"      **HTH:** 1d6      **Acc:** +2      **Dmg:** +3

**Powers:** Heightened Intelligence +11; Telepathy; Mind Blast (causes 1d6 damage, attacks as Mind Control, 3 hits causes a loss of one action from target).

**Origin:** Psychom gained his powers as a result of participation in testing for mental disorders.

### DECEPTOR

**Level:** 4      **Hits:** 11      **Power:** 56      **Str:** 14  
**End:** 15      **Agi:** 11      **Int:** 16      **Cha:** 13  
**Move:** 40"      **HTH:** 1d6      **Acc:** —      **Dmg:** +1

**Powers:** May transform into the likeness of anyone he has seen before. He is Mr. Midas's spy because of this.

**Origin:** Deceptor was a mutant born with his abilities.

### OX

**Level:** 4      **Hits:** 45  
**Power:** 74      **Str:** 37  
**End:** 20      **Agi:** 9  
**Int:** 8      **Cha:** 8  
**Move:** 66"      **HTH:** 3d10  
**Acc:** —      **Dmg:** —

**Powers:** Heightened Strength +23; Heightened Endurance +8.

**Origin:** Ox was the result of American genetic testing.

### DEFENSOR

**Level:** 3      **Hits:** 16  
**Power:** 55      **Str:** 11  
**End:** 16      **Agi:** 15  
**Int:** 14      **Cha:** 12  
**Move:** 41"      **HTH:** 1d6  
**Acc:** +2      **Dmg:** +1

**Powers:** Force Field

**Origin:** Defensor came into contact with alien enzymes when cleaning a space shuttle.

### STRIKER

**Level:** 2      **Hits:** 45      **Power:** 81      **Str:** 16  
**End:** 31      **Agi:** 20      **Int:** 14      **Cha:** 19  
**Move:** 531"      **HTH:** 1d8      **Acc:** +3      **Dmg:** +2

**Powers:** Heightened Speed +16 initiative, +470" ground; Heightened Agility +5; Body Power: Heightened End +15, Willpower vs. HTH (-2 to be hit, ½ damage taken HTH).

**Origin:** While viewing the splitting of an atom, atomic energy entered his body and cause him to 'speed up'.

### SLICE

**Level:** 1      **Hits:** 20      **Power:** 56      **Str:** 15  
**End:** 18      **Agi:** 15      **Int:** 9      **Cha:** 11  
**Move:** 47"      **HTH:** 1d6      **Acc:** +2      **Dmg:** +1

**Powers:** Power Blast Device (gun): 15 charges, 15" range, 1d20 damage; Heightened Endurance +5.

**Origin:** To revenge himself on a hero, he commissioned a powerful gun to be made.

### BOLTRON

**Level:** 2      **Hits:** 24  
**Power:** 67      **Str:** 15  
**End:** 26      **Agi:** 13  
**Int:** 13      **Cha:** 13  
**Move:** 54"      **HTH:** 1d8  
**Acc:** +1      **Dmg:** +1

**Powers:** Heightened Endurance +12; Special Weapon: Lightning Gun, 1d12 damage, Ax4 range, +3 accuracy, no charges (unknown power source).

**Origin:** Boltron was flung into our time from the far future with only his gun and his robot friend, Chrodon.

### CHRODON

**Level:** 3      **Hits:** 44  
**Power:** 59      **Str:** 23  
**End:** 11      **Agi:** 12  
**Int:** 13      **Cha:** 8  
**Move:** 76"      **HTH:** 2d8  
**Acc:** +1      **Dmg:** +1

**Powers:** Robotic Body with Disintegration Ray; Speed Bonus +30"

**Origin:** Chrodon is Boltron's robot companion from the future.

### 3-PRO

**Level:** 3      **Hits:** 27  
**Power:** 70      **Str:** 12  
**End:** 16      **Agi:** 29  
**Int:** 13      **Cha:** 10  
**Move:** 57"      **HTH:** 1d6  
**Acc:** +5      **Dmg:** +3

**Powers:** Heightened Expertise with Sai +4; Heightened Agility +16; Heightened Senses: Radar.

**Origin:** 3-Pro has put himself through a rigorous training regimen to become the fine mercenary he is today.



# BONUS FEATURE

## EDITOR'S NOTE:

So often over the years, FGU has received many requests for the stats of characters that were played by the writers and artists who work on Villains and Vigilantes.

Obviously (well, obvious in most cases...), the writers and artists themselves are usually fans of the game who have their own campaigns at home that spawn the excellent products that you have in your hands.

The Wieck brothers are no different and in the inception of this project, they had already intended to bring their characters to print.

The original backgrounds have been removed at the request of the authors. Feel free to make up your own as the super-teen crimefighters might appear in your campaign.

Without further adieu, we present Shadowlord and Omega!



## SHADOWLORD

Identity: Stewart Wieck      Side: Good  
Sex: Male                      Level: 1  
Age: 17                         Training: Agility

### Powers:

1. Darkness Control (variant, x2): Shadowlord can create total darkness. The maximum area= a radius of % Pr, maximum range= 51", pr= 2 for creating normal darkness or shaping special darkness, or 4 pr for creating special darkness. Special darkness consists of a normal sphere except that it has the added ability of an attack similar to Devitalization Ray. Those inside the special darkness take 3d10 to Power for every one of Shadowlord's actions.

2. Magic Device: The device is a black cloak. Its powers can be activated by movement only. Upon saying the command words "Only The Shadow Knows" the cloak will wrap itself tightly around Shadowlord's body. Shadowlord then appears as a figure made of glossy ebony. It confers the following:

a) Heightened Strength: +30 (the mass of the cloak accumulates over the muscles).

b) Invulnerability 10 points.

c) Heightened Senses: 'Dark Vision' (the cloak does not cover the eyes and therefore Shadowlord is somehow able to see in all but total darkness. And in total darkness, Shadowlord can sense the location of someone by a vacant spot in the darkness which he can "feel".

3. Weakness Detection: Takes one action but then Shadowlord knows the target's weakness and gains one third of Intelligence as an Accuracy bonus.

Weight: 170	Basic Hits: 4
Agility Mod: —	Strength: 14 (44)
Endurance: 15	Agility: 17
Intelligence: 17	Charisma: 13
Reactions from: Good: -1	Evil: -1
Hit Mod: 4.1472 (11.1592)	Hit Points: 17 (45)
Damage Mod: +2	Healing Rate: 1.6
Accuracy: +2	Power: 63 (93)
Carrying Cap.: 361 (7368)	Basic HTH Damage: 1d6
Movement Rates: 46" (76") ground	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 1.7	Inventing: 51%

## OMEGA

Identity: Steve Wieck      Side: Good  
Sex: Male                      Level: 1  
Age: 16                         Training: +1 Acc with Gun

### Powers:

1. Device: Heightened Strength +14.

2. Suit: Invulnerability 20 pts. Does not give protection against special attacks to the head.

3. Transmutation and Chemical Power Gun:

a) Transmutation 16" range 2d8 dam. Fires a stream of unknown particles. Change anything to anything. Damages flesh, but does not change it. 12 charges 2.

b) Chemical Power 28" range 2d8 dam. Fires a Chemical capsule containing highly reactive material. The capsule bursts on impact, and the chemical explodes. 13 charges.

4. Heightened Charisma +18.

Weight: 180	Basic Hits: 4
Agility Mod: —	Strength: 28
Endurance: 12	Agility: 11
Intelligence: 17	Charisma: 28
Reactions from: Good: +5	Evil: -5
Hit Mod: 3.696	Hit Points: 15
Damage Mod: +1	Healing Rate: 1.2
Accuracy: —	Power: 68
Carrying Cap.: 1976	Basic HTH Damage: 1d12
Movement Rates: 51"	
Det. Hidden: 12%	Det. Danger: 16%
Inventing Points: 1.7	Inventing: 51%