

#6

BAM!

BASIC ACTION MAGAZINE



SPECIAL 42 PAGE

BONANZA!

PREVIEW:
AWESOME POWERS

GET A TASTE OF THE
UPCOMING AWESOME
POWERS BOOK AND
TAKE YOUR HEROES
TO THE NEXT LEVEL!

ADVERSARIUM!

THIS ISSUE IS BAM PACKED
WITH PLENTY OF ENEMY
MAYHEM TO KEEP EVEN THE
MOST VIGOROUS HERO BUSY!

COMPATIBLE WITH
BASH!
ULTIMATE EDITION

TABLE OF CONTENTS

HEROES UNITE: SUPERTEAMS IN BASH! UE	.3
PREVIEW: AWESOME POWERS!	.8
ROGUES GALLERY	.12
ROGUES GALLERY FUNKY FOUR	.28
ROGUES GALLERY TRIUMVIRATE	.36

BASH! And BAM! Are copyright © 2004 by Chris Rutkowski. Articles by Ben Norman, and Chris Rutkowski and Bruno Souza. Art by Joseph 'Rus' Boyd, Storn Cook, Dan Houser, Danillo Morretti, Walt Robillard, Ade Smith, Bruno Souza, and Jason Sunday. Secondary art © Louis Porter Jr. Design and used under license.



**PICK UP THE ULTIMATE
EDITION AND LET YOUR INNER
HERO BASH! THROUGH.**

AVAILABLE AT

[CUBICLE 7](#)

[RPGNOW!](#)

HEROES UNITE!

A framework for running super teams with BASH.

By Ben Norman
(aka MrJupiter on the BASH Forum)

In the late 50s and early 60s, not long after super heroes began to appear in comic books, publishers moved to increase sales by giving their buyers more of what they wanted: additional super heroes. Released under titles like the *Legion of Super-Heroes*, *The Fantastic Four*, and *The Avengers*, the appeal the super-hero team was established by becoming some of the most popular comic lines produced; not to mention a necessary convention in today's super hero landscape. This attraction carries over from comic books to superhero gaming very well.

The super team is a great framework to organize BASH adventures. It provides a great structure to unify the players, and their characters, at the gaming table. Putting characters into a super team gets the adventure rolling fast, and provides a sense of comradery amongst the players. For a one-shot, pick up game, not a lot of detail about the team is really necessary; just give them a

cool name, like the "*League of Justifiers*" and get on with the adventure. But for ongoing campaign play, more thought and planning is needed; preferably with a healthy dose of player input.

First, the team motif must be considered. The easiest route is just to assume that all heroes have come from varied backgrounds and united to take advantage of having strength in numbers. There are other interesting themes to that could be explored.

Shared Background: The heroes could have been sole survivors of some devastating natural, supernatural, or entirely man-made calamity: bestowed with amazing powers. Perhaps all the heroes were chosen for greatness by some greater power or agency and invested with incredible abilities to protect mankind from a growing evil. Maybe the players have decided that all their heroes share a similar power source like psychic abilities, highly advanced technology, or spawned by the taint of dark magic.

A creative group might do something unexpected and decide to play a number of creatures, races and heroes from a young boy's fantasy story and now, stranded on



modern Earth, fight our evils and protect the amazing child that brought them true existence – as the *Gauntlet Fellowship!*

Shared Themes: Now, as the players begin to craft their characters they can begin to discuss with the Narrator the types of foes and adventure themes they'd like to see recur throughout the ongoing series. It is important that both players and the Narrator are happy with the suggestions and work to include these aspects into the character's back stories, power selections, and advantages (particularly Arch-Enemy and Rogue's Gallery). Other things that might be considered are the team logo, signature costuming and rallying battle cry ("*Justifiers Unite!*").

All this will go a long way to creating the feel of a worthy super team. Now this article will provide some rules to help integrate and support the super team within the BASH



game structure. To begin with, each player must provide their character with the Team Affiliation advantage. This will give their hero access to all the awesome benefits that the super team has to offer: but also ties them to any baggage it may have as well.

New Character Advantage: Team Affiliation

This advantage puts your hero onto the roster of a super hero team. The character can now capitalize on a pool of Hero Points (known as the Team Reserve – not to be confused with the points granted by the Leadership advantage: though similar, they are not the same), as well as benefit from the group's various advantages. In addition, you do not have to "pay" for this Advantage by taking a Disadvantage. Instead, any of the team's Disadvantages will affect your hero as well.

How the Team Reserve Works:

The Team Reserve is equal to one Hero Point per player character in the group. Additionally, if the designated team leader qualifies, the reserve can be increased by one point for each of the following: the Leadership advantage; skill in Military: Tactics; and, skill in Military: Strategy.

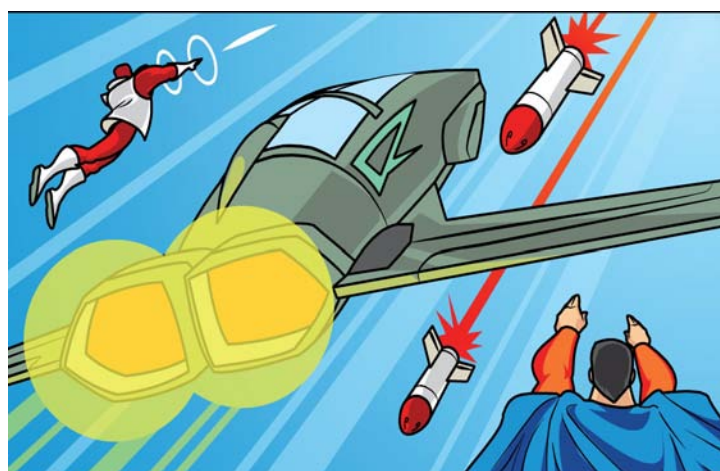
As mentioned earlier, a super group offers more than just a reserve of Hero Points. It is built in a manner similar to a Headquarters or Super Vehicle, and has a series of Advantages and Disadvantages to help tailor a unique feel to each team. What follows is a list of suitable Advantages and Disadvantages to build your team with. Some are new, while some are modified or pulled straight from the BASH:UE rulebook. Remember that each Advantage is bought by taking a Disadvantage.

New and Modified Team Advantages:

- Team Headquarters – similar to the Headquarters advantage in the core rules, the team headquarters is equally shared by all its members and is built as per those rules *except* it has additional Character Points equal to 2 per player controlled team member. The base amount of Character Points is half the “cap” of the campaign scale, rather than based on any individual Hero. Any Character Points above this level become Setbacks that the Narrator can use against the team.
 - *Example: A new team determined to clean up the mean streets of Steel Town has set up its base at the roof of a building overlooking the city, called “The Rampart”. As this campaign has a 30 pt “cap” the Rampart begins with 15 Character Points, and because there are three players, it gets +6 more points, for a total of 21 Pts. By pooling their resources together, the Heroes were able to build a better base than any of them could all alone.*
- Team Vehicle – this team conveyance might be a bus or a sub-orbital, hovering jet transport. It is built with a pool of points equal to the “cap” of the campaign scale -5 Character Points. In addition, it has +2 Character Points per player controlled team member. As above, any Character Points over this level become Setbacks for the Narrator to use against the team. It is a good idea that whatever Super Vehicle is built, one or two of the characters should have the appropriate skills to operate it.
 - *Example: The Global Guardians have a team vehicle called the Gyro Jet. Since they are*

playing in a World Class 40pt campaign, the Gyro Jet is built with a base of 35pts. Since there are five players, the Gyro Jet gets +10 Character Points, making it 45 Pts.

- Rally Cry – once per issue a member may spend a Hero Die and shout the team’s battle cry. This allows that player to roll at x1, and divide the total amongst all other teammates as evenly as possible as Hero Points. Any remainder is allotted to the Team Reserve.
- Reservist – is an on-call auxiliary member of the team and is built similar to a Sidekick; with 3/4ths the Character Points of the allotted Campaign Scale. Again, if the Reservist’s Character Points exceed the cap, these become Setbacks to use against the Team. This advantage may be taken multiple times to really flesh out the team’s membership. Possible uses for a Reservist include:
 - If the heroes are all captured, a Reservist can come in to save the day: but only by a player spending a Hero Die.
 - If one player’s character is taken out, and exhausted all their Hero Dice, they may switch to playing as the Reservist.
 - When the Heroes need



reinforcements, with the approval of the Narrator, the reservist character can be played as an *extra* character controlled by a player (but this earns a whole Villain Die to be used against the player's character or the reservist being controlled).

- A player may opt to play an issue with a Reservist character instead of his regular character. Not only would this serve as a refreshing change for an evening, but it reinforces the part-time membership of the reserve member (not to mention all the additional Hero Points that the player will get to spend; as the Reservist is 3/4ths will be further below the cap).

Additional Suitable BASH Advantages for Super Teams (no changes necessary):

- Contacts
- Police Powers
- Resources
- Security Clearance

New Team Disadvantages:

- Nemesis Organization – a large organization with evil aims is often found to be at the heart of many capers. With an army of minions for cannon fodder this organization may also use judicious amounts of high-technology or supernatural forces against the hero team.
- Sterling Reputation – any action that does not reflect well upon the team and would normally earn the player a Setback earns two instead. If you're using the Fame rules, the team gains double Infamy when it behaves badly
- Duty – this super team is obliged to perform the occasional mission or other service for some individual, group

or organization which may sometimes interrupt current missions and personal plans. [Note: this disadvantage was first presented on the BASH forums by Aslan C of Zenith Comics, and has been adapted to suit a team of supers.]

- Karmatic Handicap – in the universal balance of things, it seems that the team as a whole is burdened with more Yang than Yin. Once per issue, the Narrator can force any member of the team to re-roll any roll and take the worse result. In addition, the team often seems to attract trouble.
- Silent Backer – the team is the beneficiaries of a philanthropist supporting their crime fighting endeavors. The relationship with this donor, a mere normal, must be kept protected from public attention so as not to become targeted by the enemies. Once the Silent Backer is disclosed, this advantage is lost.

Suitable BASH Disadvantages for Super Teams:

- Arch-Enemy
- On the Run
- Rogues Gallery (might be a recurring super villain team).
- Social Stigma



Team Powers and Equipment:

It is also not unusual for some super teams to have a shared set of powers that all team members possess. This could be because they all were involved in the same cosmic accident that granted them super powers, or it could be the fact that they share an array of gadgets and gizmos with one another. The Narrator can allow, within reason, for the team to share some powers for free. So members might all be equipped with Flight Belts or maybe they all have a telepathic link to one-another. At the very least, they would all have communicator devices to keep in contact with one-another.

So there you have it. Team rules! Use them as is, modify them to suit your own game table, or become inspired to write a better set of mechanics for a future BAM issue.

Just remember, evil is afoot so rally your super team...

JUSTIFIERS
UNITE!



CREATING NEW POWERS



While the list of effects covered by the powers in *BASH! Ultimate Edition*, and the list of specific powers covered in this book may be able to cover just about anything you could think of, there is certainly many things we didn't think of already. For this, you may want to design your own powers. Doing so is as simple as answering a few questions.

Is is similar to any powers that already exist?

What Power is *most* similar to what you want to make? Does the power you want do less, or do more than existing power?

If it does less than an existing power, could you simply build this by adding a limitation?

For example, if you wanted a Levitation

power, you might notice that *Flight* is already similar, but less limited than the power you want. You could simply make it be *Flight 2* <Situational: Only Vertical Movement>.

If it does more, can it be accomplished by simply adding an Enhancement to an existing power?

For instance, if you have some sort of rotating buzz-saw like shield, you might take *Deflect* [Extra Effect: can "reflect" damage on Hand-to-Hand attacks as well as ranged].

Can it be accomplished by combining two existing powers?

For this, you can simply use the Linked enhancement. For instance, if you want an attack that stuns an opponent while it injures them, you can Link *Daze* with *Special Attack*.

Is it vaguely similar to another power, but about equal in strength or usefulness?

If it doesn't do more or less; but is about equally as powerful and is just different, maybe you just change some of the wording for the power. For instance, the *Impossible Balance* power was created by taking a similar power – *Water Walking* – and applying it to enable you to walk on solid surfaces that were very skinny, even if they cannot support your weight.

Is it stronger in some ways, but weaker in others than an existing power?

If not directly able to just limit or enhance an existing power, maybe you can increase or add one aspect to the power while reducing or eliminating another aspect.

Is the power completely unique?

If the power is in no way similar to any existing power, you now have the task of coming up with an entirely new power. However, this would also involve a comparison between the new power and existing powers. If it is about equal in power to another power, its cost should be the same. If it is more powerful it should be +1pt more

expensive, and if it is very much more powerful, it should be +2pts more expensive. Likewise, if it is weaker, it should be -1pt less expensive, and very much weaker, it should be -2pts less expensive. As always, the Narrator will determine the parameters.

What's New in Awesome Powers?

What follows is a brief preview of material you'll find in Awesome Powers. Included are a few examples of what you'll see.

New Powers

Absorption

Level: 4

Choose something normally harmful (such as electricity, fire, etc). You are able to absorb it and make it healthful to yourself. Whenever you would be damaged by a source that you can absorb, not only do you take no damage, you heal x2 damage, using the dice roll that was rolled for damage. Intentional use of this power to heal oneself uses an entire page (even if you have multiple panels), only



allowing you to move Agility x2 squares in a page in which you heal in this way.

Example: Electron is has Absorption against electrical damage. He is hit by a lightning bolt that does x5 damage, and the roll was 11 (55 damage total). Electron is then healed 22 damage – the original roll (11) x2.

New Enhancements

Unless otherwise marked, assume each of these Enhancements is worth 1 point.

Esoteric Training: This power is normally considered beyond mortal abilities, but through some sort of specialized training, you have mastered it. Essentially, this enhancement can be used to turn any existing power into an "Intense Training" power, which means that someone with the "Normal" Disadvantage can have it. For example a character who is a master of hypnotism might have *Suggestion*, while a martial arts master might know a nerve-strike that acts as *Immobilization*. It is up to the player to come up with a reason why their character can perform these seemingly superhuman feats, and for the Narrator to decide to allow it or not. For instance, a Narrator may choose to not allow *Teleportation* as Esoteric Training.

Regenerative: This is an enhancement to the *Healing* power. If this is a personal power, it works all the time. If it is bought with [Usable on Others] it takes effect once *Healing* has been used on the target. Each page, at the beginning of your first panel, everyone benefiting from your *Healing* power also heals 1 Hit of damage per level in *Healing*. So if you have *Healing* 3 each page at the start of your panel, you would heal 3 Hits of damage. Needless to say, this really increases the rate of healing when outside of combat, so that between scenes, one would expect to be fully healed. This enhancement will not continue to work on a character with 0 Hits or less, however. Likewise, the effect ends at the end of the scene if placed on an ally using [Usable on Others].

New Limitations

Gadget (Frailty): Certain type of attack does x3 damage to your Gadget. *For example a Force Field Belt might have a Frailty to Electricity, which causes it to take triple damage from any electrical attack that hits it.*

Partial Effect: It only partially affects the opponent. This would include such things as a bolo that wraps around only the arms or legs, but does not immobilize the whole body. Each time the power is used, you describe how the partial effect works.

Power Suites

Many of the powers in this book are presented as parts of Power Suites. These are groups of powers that fit a specific theme. You can always buy powers from the same suite as part of a multi-power with each other as if they were in the same category. So a person with the Magnetism Suite could take Telekinesis 4, then add Force Field 4, and Flight 4 each for 1pt (a total of 6pts) even though they aren't in the same categories.

Note: choices like Flight may want to buy separately from a multi-power- so you can fly and use your force field simultaneously, etc.

Each Suite has powers divided into three categories: Offensive, Defensive, and Utility. In this way, it is easier to see the options for making a character more well-rounded.

Power Suite Example: Electricity Suite

Below is some of what you'll see in Awesome Powers for the Power Suites. Here we have the Electricity Suite, as well as some of the Offensive Powers for the suite.

Electricity

This suite allows you to perform a variety of things from controlling electronic devices or produce lightning.

Related Suites: Magnetism, Air

Name Ideas: Electric, Shock, Lightning, Jolt,

Bolt, Surge, Static

Common Weaknesses

Short Circuit: You have a Negating Weakness to being submerged in water. (-2 Pts)

Grounded: You have a Negating Weakness. Your powers won't work unless you or your target is on the ground, or touching something that is. (-2 Pts)

Electricity Offensive Powers



Lightning

Cost: Level (1-5)+3

Based On: *Special Attack*

Pure electricity crackles from you into your target.

Mechanics: This power functions like *Special Attack*, doing Mind +1DM per level damage.

It comes in the following forms:

Lightning Bolt: (Long Line)

Arc Lightning: (Short Range, Medium Arc OR Long Arc)

Ball Lightning: (Short Range, Medium Burst)

Recommended Enhancements: Variable would allow you to choose any form with each use.

Electro-Weapon

Cost: Level (1-5)

Based On: *Special Attack*

A rippling stream of lightning comes from your hand, allowing you to use it as a close-quarters weapon.

Mechanics: This power functions as *Special Attack*, and is used for hand-to-hand attacks only. Examples include a whip or sword of electrical energy that flows from the hand, or simply an electrified fist. It does +1 DM OR gives +1 Multiplier to hit for each level (up to the player). The damage can be based on Brawn or Mind, depending on the Player's choice, as this is both an energy weapon and a hand-to-hand attack.

Recommended Enhancements: Reach (for a whip); Variable (would not allow Range or Area, but can be used to swap multipliers in Hit and Damage).

Electrocution

Cost: Level (1-5) + Range, Area

Based On: *Continual Damage*

Your target is wracked with a continuing flow of electricity.

Mechanics: This power functions like *Continual Damage*, doing 1DM of electrical damage to the target per level. It may be bought with range and area, but otherwise will work with a range of Touch.

Electrify

Cost: Level (1-5)+1 + Range, Area

Notes: Area Mandatory

Based On: *Damage Field*

You charge the very air and ground of an area. Anyone entering that zone suffers electrical jolts.

Mechanics: This power works just like the *Damage Field* variant of *Damage Aura*, and is made of pure electricity. It must be bought with an Area (usually Burst or Arc) and may be bought with Range.

Disrupting Jolt

Cost: Level (2) +1 + Range or Area

Based On: *Daze* [Affects Electronics]

You can cause nerves to misfire and electronics to fizzle.

Mechanics: This power functions exactly like *Daze* and has the ability to affect electronic machinery, including androids, computers, etc. Unless it is bought with Range or Area enhancements, it is limited to targets you can touch. Non-sentient machinery is automatically affected by it (no Mind roll needed).

Recommended Enhancements: *Linked to Lightning Bolt, Electrocution, or Electro-Weapon*



A Rogue's Gallery of Villains for your BASH:UE Games

Broad Brawler

BY BEN NORMAN
[MRJUPITER]

Brawn: 3

Agility: 3

Mind: 1

COMBAT STATS

PRIORITY: X4
MOVE: 9 SQ RUN
SOAK: X5
DEFENSE: X4
MENTAL DEFENSE: X1
OTHER ATTACK NOTES:
UNARMED STRIKES: X4 TO HIT
SPECIAL ATTACK: X4 TO HIT

MENTAL MALFUNCTION BROAD BRAWLER RELISHES THE CHANCE TO HURT PEOPLE, AND SEEKS OPPORTUNITIES TO PUT HIS ABILITIES AGAINST WORTHY OPPONENTS.

POWERS

PUMPELLING STRIKES: SPECIAL ATTACK
(+1 MULTIPLIER TO HIT, +2 DAMAGE MULTIPLIER)
ATTACK WEAK POINT
DISARM EXPERT
MARTIAL ARTS MASTERY 2
(FAST, TOUGH, AND TRICKY STYLES)
SWIFT STRIKE
BOOST 1 (AGILITY - FOR WEAPONLESS STRIKES ONLY).
HEALING 2.



ARTIST: WALT
ROBILARD [KROH]

PHYSICAL SKILLS

ATHLETICS X3 /ACROBATICS
ATHLETICS X3 /RUNNING
CRAFTSMANSHIP X3 /LEATHERWORK

MENTAL SKILLS

STREETWISE X1 /GAMBLING

BREAKDOWN

STATS 14, POWERS 18, WEAKNESS -0 = 32

ADVANTAGES

QUICK THINKING

DISADVANTAGES

UNPLEASANT QUALITY (A BULLY, RUDE, AND OVERBEARING)

NOTES DOES X5 DAMAGE WITH HIS PUMPELLING STRIKES ATTACK.

BROAD BRAWLER

BACKGROUND

ALWAYS THE DOWN AND DIRTY SCRAPPER, THIS DISGRACED SOLDIER SOUGHT EASY MONEY AFTER HIS DISHONORABLE DISCHARGE; WORKING FOR VARIOUS CRIME BOSSES AS HIRED MUSCLE. THIS CRUEL THUG EVEN GAINED A STRONG REPUTATION BY TAKING DOWN TWO SUPERS, A MASKED DETECTIVE AND A BLASTER, IN HIS CAREER.

THOUGH HE HAD MANAGED TO ELUDE CAPTURE, ONE HEROIC BRICK DEFLATED THIS HUBRIS, AND TAUGHT HIM THAT HE NEEDED AN EDGE IF HE WANTED TO REMAIN IN THIS BUSINESS. AFTER MUCH SEARCHING, HE FOUND AN ORGANIZATION EXPERIMENTING WITH A STOLEN GOVERNMENT FORMULA FOR PHYSICAL ENHANCEMENT.

AS ONE OF THE FEW SURVIVORS, HE EMERGED FROM THE EXPERIMENTS AS BROAD BRAWLER: SUPER STRONG, AGILE, AND BRUTAL THUG FOR HIRE.



TACTICS

BROAD BRAWLER WILL MOVE TO ATTACK THE TOUGHEST OPPONENT IN A FIGHT MANEUVERING THROUGH THEIR DEFENSES AND DELIVERING RELENTLESS STRIKES.

CRIME SCENE

THIS VILLAIN IS A MERCENARY. HE CHARGES HIS CLIENTS' TOP DOLLAR FOR HIS POWER AND FIGHTING SKILL AND, AS A PROFESSIONAL, WILL RARELY USE THEM FOR HIS OWN PERSONAL INTERESTS. HIS FAVORITE JOBS INVOLVE INTIMIDATION AND/OR HURTING PEOPLE (PREFERABLY TARGETS THAT ARE A BIT OF A CHALLENGE TO HIM).

QUOTE/CATCHPHRASE

"I MANEUVER LIKE A MERCEDES AND PUNCH LIKE A MACK TRUCK!"



A Rogue's Gallery of Villains for your BASH:UE Games

Demona

BY JIM McGLIGAN
[DARKMATTER]

Brawn: 2₍₄₎

Agility: 2

Mind: 1

COMBAT STATS

PRIORITY: X2 (X4 W/BOOST)
MOVE: 6 SQ RUN; 10 SQ FLIGHT
SOAK: X2 (X4 W/BOOST)
DEFENSE: X2
MENTAL DEFENSE: X1
OTHER ATTACK NOTES:
HELLFIRE: X3 TO HIT
X3 DAMAGE

MENTAL MALFUNCTION THE DEMON KNOWS THAT SHE IS TRAPPED IN THIS GOODIE-TWO-SHOES BODY, BUT LISA (THE HUMAN) IS UNAWARE OF THIS PRESENCE (AND CAN PASS ANY LIE DETECTION TESTS), THINKING THAT SHE IS PRONE TO BLACK-OUTS WHICH SHE ATTRIBUTES TO A MEDICAL CONDITION.

POWERS

FLIGHT 2 (LIMITATION: WINGS).
IMMUNITY 1 (FIRE).
DIMENSIONAL TELEPORTATION 1
(TO HELL AND BACK).
BRAWN BOOST 2 (LIMITATIONS: BURNOUT
AND CONCENTRATION).
ILLUSION 3 (LIMITATION: ONLY TO DISGUISE
HER APPEARANCE).
SUGGESTION
MEMORY TAMPERING
(LIMITATION: DISORIENTING).
DAMAGE AURA 2.
HELLFIRE: SPECIAL ATTACK 3
(+1 TO HIT, +2 DM).

ADVANTAGES

ALTER EGO
APPEAL

DISADVANTAGES

AGE
SUSCEPTIBILITY (-3 DICE
PENALTY TO MIND ON
HOLY GROUND).



ARTIST: JOSEPH 'RUS'
BOYD [DUSTLAND]

PHYSICAL SKILLS

STEALTH X2 /MOVE SILENTLY
PERFORM X2 /ACTING

MENTAL SKILLS

DECEPTION X1 /MANIPULATION

BREAKDOWN

STATS 10, POWERS 15, WEAKNESS -0 = 25

NOTES UNLESS CONFRONTED, DEMONA PREFERS TO USE DISGUISES TO KEEP HER NATURE HIDDEN.

DEMONA

BACKGROUND

LISA LOMBARDI IS A GEMINI, IN THE LITERAL SENSE. SHE WAS BROUGHT UP AS A NICE CATHOLIC GIRL AND TRIES HER BEST TO BE A LAW ABIDING CITIZEN, BUT AT NIGHT OR WHEN SHE GETS STRESSED HER WILD SIDE IS LET LOOSE: BECOMING DEMONA AN UNHOLY AGENT OF CHAOS. MANIFESTING AS BLACKOUTS, DEMONA, THROUGH POSSESSION OF LISA'S BODY, GAINS ACCESS TO OUR WORLD.



TACTICS

DEMONA IS ALL ABOUT DECEPTION AND CHAOS; SHE WILL USE HER TRANSFORMATION POWERS TO EVEN MIMIC THE APPEARANCE OF THE HEROES, STIRRING DISSENTION IN THE RANKS. DEMONA WANTS TO BE FREE AND CAUSE CHAOS; SHE WILL FLEE INTO THE NIGHT RATHER THAN FIGHT TO THE END.

CRIME SCENE

DEMONA/LISA CAN BE FOUND AS A DAMSEL IN DISTRESS; UNCONSCIOUSLY PROVIDING DEMONA WITH AN ARSENAL OF INFORMATION TO USE AGAINST OR GAIN LEVERAGE ON THE HEROES.

QUOTE/CATCHPHRASE

"GIVE ME A CHANCE AND I'LL STEAL YOUR HEART!"

A Rogue's Gallery of Villains for your BASH:UE Games

BY BEN NORMAN
[MRJUPITER]

Double Trouble (Alpha)

Brawn: 2

Agility: 3

Mind: 2

COMBAT STATS

PRIORITY: X3 (X5 W/DANGER SENSE)
MOVE: 12 SQ RUN
SOAK: X5
DEFENSE: X4 (X5)
MENTAL DEFENSE: X4
OTHER ATTACK NOTES:
UNARMED STRIKES: X2 TO HIT

ARTIST: WALT
ROBILARD [KROH]



MENTAL MALFUNCTION AS AN UNINHIBITED, PLURAL WOMAN, DOUBLE TROUBLE IS EAGER TO SHOW THE WORLD WHAT SHE AND HER "TWIN" ARE CAPABLE OF. SHE IS NOT WILLING TO ACCEPT THAT ANY FINER THING CAN BE BEYOND HER GRASP.

POWERS

EXTRA PAIR OF EYES: DANGER SENSE
(LIMITATION: IN PRESENCE OF BETA).
TELEPORT 3 (LIMITATION: ONLY HER BETA).
CLAIRVOYANCE 1 (PRESENT)
(LIMITATION: ONLY THROUGH THE 5 SENSES OF HER BETA).
RESTORE 2 (LIMITATION: ONLY AFFECTS HER BETA)
TELEPATH 3 (NO RANGE)
(LIMITATION: ONLY TO HER BETA).
MIND SHIELD 2.
SKILLFUL 1.
SWIFT STRIKE.
FLEET OF FOOT.
MARTIAL ARTS MASTERY 2 (TOUGH, DEFENSIVE, AND TRICKY STYLES).
HEALING 3 (LIMITATION: ONLY IN THE PRESENCE

PHYSICAL SKILLS

ATHLETICS X4 /ACROBATICS
ATHLETICS X3 /CLIMBING
ESCAPEOLOGY X3 /LOOSEN BINDS
STEALTH X3 /MOVING SILENT

MENTAL SKILLS

SCIENCE X2 /BIOLOGY
TECHNOLOGY X2 /REPAIR

BREAKDOWN

STATS 14, POWERS 19, WEAKNESS -2 = 31

ADVANTAGES

SIDEKICK (BETA)
QUICK THINKING

DISADVANTAGES

SUSCEPTIBILITY (-3 DICE PENALTY WHEN BETA IS KNOCKED OUT OR DAZED).
IN A RELATIONSHIP (WITH BETTA; NOT ROMANTIC).

WEAKNESS

NEGATING (BECOMES NORMAL WHEN WITHOUT BETA FOR MORE THAN 24 HOURS).

DOUBLE TROUBLE

BACKGROUND

IT WAS LATE AT THE PHARMACEUTICAL FIRM'S DEVELOPMENT LAB, WHERE A FRUSTRATED AND UNASPIRING EQUIPMENT TECHNICIAN CARELESSLY UPSET SOME DELICATE APPARATUS AND CAUSED A TERRIBLE EXPLOSION.

KARMA DELAINE DISCOVERED THAT SOMEHOW, AFTER THE LAB ACCIDENT, SHE NOW HAD A NEAR PERFECT COPY OF HERSELF WITH WHICH SHE SEEMED TO SHARE HER CONSCIOUSNESS. SHE NAMED HER BETA VERSION 'JANE' AND INTRODUCED THIS COPY TO OTHERS AS HER TWIN. NOW AS TWICE THE WOMAN, WITH TWICE THE AMBITION, SHE BECAME DOUBLE TROUBLE; WHOSE NEW FOUND LIBERTY AND ZEST WOULD BE MORE THAN THIS CITY'S POLICE COULD HANDLE.

TACTICS

WHEN IN COMBAT THE PAIR WILL BEGIN AN ACROBATIC ASSAULT ON ONE TARGET HITTING FROM MANY ANGLES. AS THAT OPPONENT BEGINS TO SUCCUMB, ONE OF THEM WILL BREAK OFF STRIKING AT A NEW TARGET, WITH THE OTHER OF THE PAIR SUDDENLY MATERIALIZING OUT OF NOWHERE ONCE THE FIRST OPPONENT GOES DOWN.

CRIME SCENE

FOLLOWING WHEREVER EXCITEMENT MIGHT LEAD, DOUBLE TROUBLE CAN BE FOUND CARRYING OUT INDEPENDENT CAPERS OR OPERATING AS PART OF A LARGER TEAM PERFORMING VARIOUS LEGWORK DUTIES, DISTRACTING/CONFUSING OPPOSITION, OR SIMPLY ENJOYING THEIR ILL GOTTEN GAINS.

QUOTE/CATCHPHRASE

"WHAT'S THE MATTER. ARE WE TOO MUCH WOMAN FOR YOU?"

NARRATOR'S NOTE THE SHARED CONSCIOUSNESS BETWEEN THESE TWO VERSIONS OF DOUBLE TROUBLE IS REALLY AN UNUSUAL EXPRESSION OF MULTIPLE PERSONALITY DISORDER. KARMA DELAINE ('ALPHA') IS REALLY A PROJECTED, PHYSICAL MANIFESTATION OF THE DARING AND BOLD PERSON THAT JANE DELAINE'S INSECURITY AND SELF-EFFICACY HAD PREVENTED HER FROM BEING. AFTER THE INCIDENT AT THE LAB WHICH CREATED HER IDEALIZED "DOUBLE", SHE HAS SUPPRESSED HER TRUE IDENTITY AND UNKNOWINGLY LIVES THROUGH HER PROJECTED ALPHA VERSION.

DOUBLE TROUBLE (BETA)

SIDEKICK

B 2 **A** 2 **M** 2

WEAKNESS: NEGATING (BECOMES NORMAL WHEN WITHOUT ALPHA FOR MORE THAN 24 HOURS).

PRIORITY: X2(X4); **SOAK:** X4;
DEFENSE: X2(X4); **MENTAL DEFENSE:** X2.

ADVANTAGE: QUICK THINKING.
DISADVANTAGES: SUSCEPTIBILITY (MIND: -3 DICE PENALTY WHEN ALPHA IS KNOCKED OUT OR DAZED), IN A RELATIONSHIP (TOWARDS HER ALPHA; NOT ROMANTIC).

POWERS

EXTRA PAIR OF EYES: DANGER SENSE (ONLY NEAR HER ALPHA).

TELEPORT 3 (ONLY TO HER ALPHA'S LOCATION).

CLAIRVOYANCE 1 (ONLY THROUGH THE SENSES OF HER ALPHA WITH SOUND AND TACTILE SENSATIONS AS WELL).

SKILLFUL 1.

SWIFT STRIKE.

FLEET OF FOOT.

MARTIAL ARTS MASTERY 2

(TOUGH, DEFENSIVE, AND TRICKY STYLES).

Kamilla

BY BEN NORMAN
[MRJUPITER]

Brawn: 2

Agility: 2

Mind: 1

COMBAT STATS

PRIORITY: X2
MOVE: 6 SQ RUN
SOAK: X3
DEFENSE: X2
MENTAL DEFENSE: X1
OTHER ATTACK NOTES:
CLAWS: X3 TO HIT
CLAW DAMAGE: X4

MENTAL MALFUNCTION

KAMILLA HAS ANGER ISSUES AND STRIKES OUT BECAUSE THE WORLD REJECTS HER.

POWERS

CLINGING.
SUPER JUMP.
ARMOR 1.
RESISTANCE 1 (POISON AND SUFFOCATION).
PARALYZING SPIT: CONFUSION 2 LINKED WITH MIND BOOST 2 (FADING LIMITATION; 5 SQ RANGE).
AFFLICTED CLAWS: CONTINUAL DAMAGE 3 LINKED WITH SPECIAL ATTACK 3 (+1 HIT, +2 DM).
HEALING 2 (ENHANCEMENT: CAN REGROW LOST LIMBS WITHIN DAYS).
SUPER SENSE 2 (INFRA-RED VISION).
HYPNOTIC VOICE: SUGGESTION (TIRING).



ARTIST: JOSEPH 'RUS' BOYD [DUSTLAND]

PHYSICAL SKILLS

ATHLETICS X2 /ACROBATICS
STEALTH X2 /MOVE SILENTLY

MENTAL SKILLS

OUTDOOR X1 /SURVIVAL

BREAKDOWN

STATS 10, POWERS 20, WEAKNESS -2 = 28

ADVANTAGES

FRIGHTENING PRESENCE
NEVER SURRENDER
QUICK THINKING

DISADVANTAGES

FREAK
OUTSIDER
SUSCEPTIBILITY (-3 DICE PENALTY IN COLD).

WEAKNESS

COLD BASED ATTACKS DO DOUBLE DAMAGE.

KAMILLA

BACKGROUND

KAMILLA NEVER REALIZED THAT SHE WAS DIFFERENT FROM OTHER GIRLS WHEN GROWING UP; A PERIOD THAT TOOK HER LESS THAN A HALF-DOZEN YEARS TO COMPLETE. SHE WAS VERY SHELTERED BY HER "FATHER", A GENIUS IN BIOLOGICAL AND GENETIC EXPERIMENTATION, AND NEVER NEW THE LARGER WORLD BEYOND HIS SIZABLE ESTATE.

ONE DAY "HEROES" CAME TO TAKE HER DARLING CREATOR AWAY WITH LIES AND VIOLENCE. SHE FOUGHT THEM BUT WAS OVERWHELMED AND MANAGED TO ESCAPE. FROM THE PERIPHERY, SHE WATCHED AS OTHER AGENTS OF "LAW" CAME TO LOOT HER FATHER'S POSSESSIONS AND MACHINES; FINALLY LEVELING THEIR HOME.

SHE NOW LIVES IN A STRANGE WORLD WHICH DOESN'T ACCEPT HER. SHE SEES AS MANY THINGS WHICH FASCINATE HER AS SHE DOES THINGS WHICH FILL HER WITH DREAD. STILL, SHE CAN NEVER FORGIVE THESE EVIL PEOPLE, WHO HAVE TAKEN SO MUCH FROM HER AND THREATEN TO DO HER HARM. CAUTIOUSLY FROM THE SHADOWS, KAMILLA SEEKS TO LOCATE AND FREE HER FATHER; ALL THE WHILE WAGING A CAMPAIGN OF RETRIBUTION UPON THE AGENCIES WHICH CONCEAL HIM.



TACTICS

IF OUTMATCHED, KAMILLA WILL FLEE WITH HER POWERFUL LEAPS OR ATTEMPT TO HIDE IF SHE HAS NOT YET BEEN NOTICED, WITH HER CHAMELEON POWERS. IN COMBAT SHE WILL TRY TO CONFUSE HER TARGET WITH A PARALYZING SPIT, AND THEN ATTACK WITH HER POISON SECRETING CLAWS.

CRIME SCENE

KAMILLA, FEARS THE WORLD AND TRIES TO STAY IN PLACES AWAY FROM DETECTION, AND SCAVENGES AT NIGHT WHEN IT'S EASIER TO BLEND IN UNNOTICED. WHEN ANGERED OR TRAPPED, HER HATRED AND CONTEMPT WILL SURFACE AND SHE WILL SHOW ONLOOKERS JUST WHAT A MONSTER SHE CAN BE.

QUOTE/CATCHPHRASE

"IT WILL BE A HARSH LESSON I TEACH YOU BOY; BUT YOU'LL THINK TWICE BEFORE THROWING STONES AT MONSTERS AGAIN."

A Rogue's Gallery of Villains for your BASH:UE Games

RADIAN

BY BEN NORMAN
[MRJUPITER]

Brawn: 2

Agility: 1

Mind: 2

COMBAT STATS

PRIORITY: X1
MOVE: 3 SQ RUN (15 SQ FLIGHT)
SOAK: X2 +5
DEFENSE: X1
MENTAL DEFENSE: X2
OTHER ATTACK NOTES:
ATOMIC BLAST DAMAGE: X3

ARTIST: JOSEPH
'RUS' BOYD
[DUSTLAND]



MENTAL MALFUNCTION RADIAN LIKES TO SHOW OFF HIS AWESOME POWER TO IMPRESS OTHERS OF HIS MIGHT, AND BELIEVES THAT HIS ABILITIES EARN HIM THE RIGHT TO RULE. WHEN RADIAN ACTIVATES HIS ATOMIC POWERS, A PROCESS HE DESCRIBES AS "FIRING UP", HIS BODY BEGINS TO GENERATE LOW LEVELS OF RADIATION (ABOUT 2-4MR/HR) CAUSING HIM TO GLOW AND SETTING OFF NEARBY GEIGER COUNTERS.

POWERS

RESISTANCE 2 (STARVATION, SUFFOCATION, COLD, AND HEAT).
IMMUNITY 1 (RADIATION).
ATOMIC BURN: DAMAGE AURA 4 (VARIABLE).
ATOMIC BLAST: SPECIAL ATTACK 4
(LIMITATION: FADING; 30 SQ RANGE, X3 DM).
FLIGHT 3.
DENSITY INCREASE 1 (+5 RESULT BONUS TO SOAK, LIFT 500 LBS, -1 DEFENSE).
AGILITY BOOST 1 (+1 TO DEFENSE ONLY).
HEALING 1.

PHYSICAL SKILLS

PILOT X1 / EVASION

MENTAL SKILLS

COMPUTER X2 / BUILDING
TECHNOLOGY X2 / REPAIR

BREAKDOWN

STATS 10, POWERS 22, WEAKNESS -0 = 32

ADVANTAGES

INSTANT CHANGE

DISADVANTAGES

SOCIAL STIGMA (BECAUSE NO ONE IS COMFORTABLE BEING NEXT TO A RADIOACTIVE PERSON)

NOTES ATOMIC BURN (DAMAGE AURA):

TOUCH... X4 DM
SMALL BURST... X3 DM
MEDIUM BURST... X2 DM
LARGE BURST... X1 DM

RADIAN

BACKGROUND

MEL KEMLER, A TECHNICIAN WORKING WITH HIGH LEVEL NUCLEAR WASTE, CARELESSLY EXPOSED HIMSELF AND 3 OTHER WORKERS TO THE DANGEROUS RADIOACTIVE MATERIAL AND WAS FIRED. WHILE HIS FELLOW COWORKERS HAD ALL GOTTEN SICK WITH CANCER FROM THE INCIDENT, HE HAD NOT: DISCOVERING QUITE THE OPPOSITE EFFECT - HE WAS HEALTHIER THAN EVER BEFORE.

THIS FACT HAD NOT GONE UNNOTICED BY A DIABOLICAL SCIENTIFIC MASTERMIND, WHO PAID THE UNEMPLOYED AND DESPERATE KEMLER FOR STUDY AND 'MILD' EXPERIMENTATION.

THE SCIENTIST'S TESTS GREW INCREASINGLY MORE NEFARIOUS THAN ORIGINALLY ALLUDED TO; CULMINATING TO AN EVENT WHICH TRIGGERED FANTASTIC RADIOACTIVE POWERS IN THE SUBJECT. THE TRANSFORMATION EVENT WASN'T ADEQUATELY ANTICIPATED BY THE SCIENTIST WHO DIED SEVERAL DAYS LATER: LEAVING A BEWILDERED KEMLER TO DELVE THE EXTENT OF HIS MYSTERIOUS POWERS. WITH HIS UN-MASTERED POWERS, RADIAN (AS KEMLER CALLED HIS SUPER IDENTITY) QUICKLY FELL FROM HEROISM TO VILLAINY: WHICH HE FOUND MORE TO HIS LIKING ANYWAY.



TACTICS

RADIAN WILL ACTIVATE HIS ATOMIC BURN POWER BUT USUALLY TO AFFECT ONLY THOSE THAT TOUCH HIM. HE WILL THEN TAKE TO FLIGHT, BLASTING OPPONENTS FROM A DISTANCE.

CRIME SCENE

RADIAN SEEKS WEALTH AND FAME. HE CAN BE FOUND MELTING BANK VAULT DOORS AND STEALING ITS CONTENTS OR CHALLENGING WELL KNOWN SUPERHEROES SIMPLY FOR THE NOTORIETY GAINED BY HIS VICTORY.

QUOTE/CATCHPHRASE

"NO REALLY, YOU'VE GOT NOTHING TO WORRY ABOUT. I'M ONLY DANGEROUS WHEN I WANT TO BE."



A Rogue's Gallery of Villains for your BASH:UE Games

SPECTRUS

BY BEN NORMAN
[MRJUPITER]

Brawn: 2

Agility: 1

Mind: 3

COMBAT STATS

PRIORITY: X4
 MOVE: 9 SQ RUN
 4 SQ HOVER
 5 SQ FLIGHT
 SOAK: X2 (ONLY 50% DAMAGE)
 DEFENSE: X1
 MENTAL DEFENSE: X3



ARTIST: WALT
ROBILARD [KROH]

MENTAL MALFUNCTION SPECTRUS WILL NEVER CROSS PAST THE LIMBO BETWEEN OUR WORLD AND THE MYSTERIOUS BEYOND. HE IS FOREVER TRAPPED WITH US: ANGUISHED AT THE CRUEL FATE WHICH ENDED HIS LIFE, AND RESENTFUL AT THE MULTITUDES WHICH, SO UNDESERVEDLY, CONTINUE TO DRAW THE BREATH HE IS DENIED. HE USES THE POWER OF HIS BALEFUL EXISTENCE TO INFLICT WOE INTO THE LIVING WORLD WHICH HAS SPURNED HIM.

POWERS

QUASI-SPECTRAL FORM: RESISTANCE 2 (PHYSICAL DAMAGE, KNOCK-BACK, FIRE AND COLD; LIMITATION - NOT EFFECTIVE VERSUS MAGICAL VERSIONS).

IMMUNITY(SUFFOCATION).

DREAD GAZE: DAZE (MEDIUM 8X1 ARC; CAN REPEL; TIRING LIMITATION).

HOVER.

FLIGHT 1.

INVISIBILITY 1.

CHILL OF THE GRAVE: DAMAGE AURA 3 (VARIABLE ENHANCEMENT).

HAUNTING MULTIPOWER

> SPECTRAL LEVITATIONS: TELEKINESIS 3

> TELEPATH 3

> CLAIRVOYANCE 3

> ILLUSION 3

> OMNI-LINGUIST

ANIMATION 4 (LIMITED TO ANIMATING DEAD BODIES).

ADVANTAGES

ETHEREAL REACH*
(WITH BODYSUIT)
IMMORTALITY

DISADVANTAGES

FREAK
INVULNTARY CHANGE**
(WITHOUT BODYSUIT)

***ETHEREAL TOUCH:** THIS CHARACTER IS ABLE TO TOUCH, HOLD AND MANIPULATE GHOSTLY OBJECTS WITH ONLY A -3 DICE PENALTY.

PHYSICAL SKILLS

CRAFTSMANSHIP X1 / METALWORK

MENTAL SKILLS

OCCULTISM X3 / ALCHEMY
SCIENCE X3 / CHEMISTRY
TECHNOLOGY X3 / INVENT

BREAKDOWN

STATS 12, POWERS 23, WEAKNESS -0 = 35

** HIS BODYSUIT CAN BE SPECIFICALLY TARGETED BY A CALLED SHOT (SOAK OF 10 AND 40 HITS).

WITHOUT BODYSUIT, SPECTRUS IS A MERE GHOST AND CAN NO LONGER VERBALLY COMMUNICATE WITH, OR PHYSICALLY INTERACT IN THE MATERIAL WORLD.

HE NOW HAS GHOST FORM 3 (PERMANENT), INVISIBILITY 5 (PERMANENT), AND LOOSES THE RESISTANCE 2, DAZE, DAMAGE AURA 3, INVISIBILITY 1, AND ANIMATION 4 POWERS. ALSO: ALL ABILITIES OF "HAUNTING MULTI-POWER" DROP TO RANK 1, BECOME UNCONTROLLABLE (NEEDING A 4, 5, OR 6 RESULT ON D6 TO ACTIVATE), AND SUFFER A -3 DICE PENALTY WHEN USED. SPECTRUS WILL USE MIND CONTROL TO POSSESS A WEAK MINDED HOST BODY TO RETRIEVE (OR RECREATE) ANOTHER BODYSUIT.

SPECTRUS

BACKGROUND

DESPITE THE CANCERS DESTROYING HIS BODY, WARREN KULT WAS A SCIENTIST DESPERATE TO PRESERVE HIS EXISTENCE. UNABLE TO DEFEAT THE DISEASE HE APPLIED HIS ANALYTICAL MIND INTO STUDYING ANCIENT ALCHEMIC AND OCCULT TEXTS AND, AT LAST, DISCOVERED A MEANS OF CAPTURING HIS GHOSTLY FORM AND HOLDING IT TO THE PHYSICAL WORLD. DEATH WOULD BE INEVITABLE BUT AT LEAST HE WOULDN'T BE GONE.

HE WORKED AT A WANTON PACE, DRIVEN FOR A WAY TO BEAT HIS MORTALITY, AND GATHERED THE NECESSARY MATERIALS TO CONSTRUCT THE BODYSUIT THAT WOULD SERVE AS HIS EARTHLY 'ANCHOR'. IN THE END, HE BOTH FAILED AND SUCCEEDED IN HIS GOALS. THE SPECTER OF HIS ESSENCE REMAINED; TRAPPED AS HE HAD PLANNED, AND THOUGH HIS BODY WAS NOW EXPIRED, ALL THAT HE HAD WANTED TO LIVE FOR WAS NOW DEVOID OF MEANING. THIS NEW STATE OF EXISTENCE WAS EMPTY AND WITHOUT PLEASURE.

LOATHING ALL HE PREVIOUSLY TREASURED, WARREN LET HIS OLD IDENTITY DIE ALONG WITH HIS BODY. NOW, AS SPECTRUS, HE SEEKS TO SPREAD HIS MISERY AND DESPAIR TO ALL WHO LIVE.



TACTICS

THIS VILLAIN IS NOT ONE TO SEEK DIRECT CONFRONTATION, BUT RATHER WILL USE GUILF TO TOY WITH HIS TARGETS. HE WILL USE MIND READING FROM THE SHADOWS TO DISCERN OF WAYS TO EXPLOIT HIS TARGET'S WEAKNESS. DAZE ATTACKS WILL BE USED TO THIN OUT THE OPPOSITION HE FACES, AND DAMAGE AURA WILL HARM THOSE THAT REMAIN. FOR MORE DIRECT ATTACKS, SPECTRUS WILL USE TELEKINESIS TO HURL OR WIELD OBJECTS TO STRIKE WITH.

CRIME SCENE

SPECTRUS SEEKS TO CAUSE FEAR AND MAYHEM. SOMETIMES THIS MIGHT BE TARGETED AT LARGE CROWDS WHILE AT OTHER TIMES HE MIGHT DECIDE TO TORMENT JUST AN INDIVIDUAL. USING TELEPATH, ILLUSION AND TELEKINESIS HE WILL CAUSE HIS TARGETS TO BEGIN DOUBTING THEIR GRASP OF REALITY. WHEN FEELING PARTICULARLY NASTY, HE MAY TRICK TARGETS INTO UNINTENTIONALLY KILLING THEMSELVES; USUALLY WITH THE AIM OF CAUSING FEAR AND DISTRESS TO A LARGER GROUP.

QUOTE/CATCHPHRASE

"I ENVY YOU FOR THE JOURNEY YOU SHALL NOW TAKE, BEYOND THE FINAL DEATH; AN ADVENTURE WHICH I CAN NEVER KNOW!"

NARRATOR'S NOTE

SPECTRUS' BODYSUIT PARTIALLY DRAWS HIS GHOSTLY BODY INTO THE PHYSICAL WORLD. IF HIS HITS ARE REDUCED TO 0 THEN HE IS SO WEAKENED THAT NOT EVEN HIS SUIT CAN HOLD HIM AND HE FULLY SLIPS INTO THE ETHEREAL; THAT IS, UNTIL HIS IMMORTAL SPIRIT IS RESTORED.

A Rogue's Gallery of Villains for your BASH:UE Games

Tech-Litch

BY JIM MCGUIGAN
[DARKMATTER]

Brawn: 3

Agility: 1

Mind: 4

COMBAT STATS

PRIORITY: X4
MOVE: 3 SQ RUN
4 SQ HOVER / 15 SQ FLIGHT
SOAK: X6
DEFENSE: X1
MENTAL DEFENSE: X4
OTHER ATTACK NOTES:
VAMPIRIC BLAST IS X4 TO-HIT,
X6 DAMAGE + IMMOBILIZATION.



ARTIST: JOSEPH 'RUS' BOYD
[DUSTLAND]

MENTAL MALFUNCTION BROAD BRAWLER RELISHES THE CHANCE TO HURT PEOPLE, AND SEEKS OPPORTUNITIES TO PUT HIS ABILITIES AGAINST WORTHY OPPONENTS.

POWERS

LITCHSUIT POWERED ARMOR:
- ARMOR 3.
- FLIGHT 3.
- HOVER.
- FORCEFIELD 3 (190 HITS, 10 SOAK; MEDIUM BURST)
LIMITATION - SINGLE USE.

VAMPIRIC BLAST POWER LINK (BURNOUT LIMITATION ON GROUP)

- > IMMOBILIZATION 3 (CLOSE RANGE, BRAWN 20).
- > SPECIAL ATTACK 3 (CLOSE RANGE, +2 DM).

HEALING 2 (AFFECTS UNLIVING)
LIMITATION - ONLY AFTER USING VAMPIRIC BLAST
NECRO-PUPPET: MIND CONTROL 5 (ENHANCEMENT:
SECOND NATURE).

NECRO-KNIGHTS*: SUMMONING 5 LINKED TO SUPER SPEED 5

*NECRO-KNIGHT STATS:
B3 A3 M1 [POWERS: SPECIAL ATTACK 2 (CLAWS +2 DM);
SCAN 3 (ONLY THE PRESENCE OF LIVING THINGS);
AND CLINGING).]

PHYSICAL SKILLS

CRAFTSMANSHIP X1 / METALWORK

MENTAL SKILLS

COMPUTERS X4 / PROGRAMMING
MEDICINE X4 / RESEARCH
OCCULTISM X4 / ALCHEMY
TECHNOLOGY X4 / INVENT

BREAKDOWN

STATS 16, POWERS 32, WEAKNESS -4 = 44

WEAKNESS

DEVASTATING WEAKNESS TO SUNLIGHT.
(TAKES X3 DAMAGE FROM, AND POWERLESS
WHEN IN, DIRECT SUNLIGHT).

THE CRYPT (HEADQUARTERS 22 POINTS)

POWERS: PROTECTION (SUMMON 5 NECRO-KNIGHTS; LINKED WITH SUPER SPEED 5), PROTECTION (FORCE FIELD 5), PROTECTION (IMMOBILIZATION 5 WITH FADING LIMITATION), REANIMATING CHAMBER (ANIMATION 5; DEAD BODIES ONLY), CRYSTAL GLOBE (CLAIRVOYANCE), ILLUSION 3 (LIMITED TO CREATING A DOPPELGANGER VERSION OF HIMSELF).

ADVANTAGES: HEAVILY DEFENDED, LABORATORY, AND WORKSHOP.

DISADVANTAGE: FIXER-UPPER, NO QUARTERS, AND REMOTE LOCATION (DEEP BELOW THE CITY).

ADVANTAGES

DEVOTED HENCHMEN
(ZOMBIES, SEE BASH
PG 71 FOR STATS)
GADGETEER (POWERED
ARMOR AND PLOT DEVICE
GADGETS)
UNLIVING

DISADVANTAGES

FREAK
PUBLIC ID
WARD (PERSONAL ASSISTANT)

TECH-LITCH

BACKGROUND

TECH-LITCH WAS A SCIENTIFIC GENIUS; WELL, AT LEAST IN HIS OWN MIND. HE WAS ON THE VERGE OF A HUGE DISCOVERY IN IMMORTALITY. TO HIS COLLEGES, HOWEVER, HE WAS A CRACK POT AND NEVER TAKEN SERIOUSLY. THIS LED TO HIS STUDY BEING SELF FINANCED AND COULD ONLY AFFORD INFERIOR EQUIPMENT. TECH-LITCH MADE HIS BREAKTHROUGH, BUT IN AN UNEXPECTED WAY. INSTEAD OF LIVING AN IMMORTAL LIFE AS A HUMAN, IT GAVE HIM 'UN-LIFE' AND TURNED HIM INTO THE MONSTER HE IS TODAY.



TACTICS

TECH-LITCH AVOIDS DIRECT CONFLICT AND IF FORCED INTO BATTLE HE WILL TRY TO MAKE USE OF HIS MINIONS TO OCCUPY THE HEROES SO HE CAN MAKE HIS ESCAPE. (IF IT COMES DOWN TO COMBAT, IT MEANS THAT HIS PLANS HAVE FAILED AND ITS TIME TO RUN AWAY TO 'UNLIVE' AND FIGHT ANOTHER DAY.)

CRIME SCENE

TECH-LITCH RARELY LEAVES HIS CRYPT; PREFERRING TO HAVE HIS MINIONS AND AGENTS CARRYOUT THE MENIAL TASKS. ON RARE OCCASIONS THIS UNDEAD VILLAIN WILL EMERGE TO OVERSEE THE PROCUREMENT OF SPECIALIZED EQUIPMENT NEEDED FOR HIS CURRENT SCHEME.

QUOTE/CATCHPHRASE

"YOU SHALL WITNESS MY NEW WORLD ORDER; AND WILL BE DYING TO GET IN!"

A Rogue's Gallery of Villains for your BASH:UE Games

WILD-MAN

BY JIM MCGUIGAN
[DARKMATTER]

Brawn: 5

Agility: 3

Mind: 1

COMBAT STATS

PRIORITY: X4
MOVE: 12 SQ RUN
SOAK: X5
DEFENSE: X5
MENTAL DEFENSE: X1
OTHER ATTACK NOTES:
CLAWS: X3 TO HIT
CLAW DAMAGE: X7

MENTAL MALFUNCTION HE LIVES BY A DIFFERENT SET OF VALUES; SEEING MANKIND AS THE APPROACHING EVIL.

POWERS

RESISTANCE 1 (COLD AND SUFFOCATION).
CLAWS: SPECIAL ATTACK 2 (+2 DM).
HEIGHTENED AWEENESS: DANGER SENSE.
KEEN SENSES 3 (SIGHT, SMELL AND HEARING).
CLAIRVOYANCE 1 (PRESENT)
LIMITATION - ONLY THROUGH THE EYES OF ANIMALS).
WILD HOLLER: DAZE.
UNSEEN PREDITOR: INVISIBILITY 3
LIMITATION - ONLY IN NATURAL AREAS.
FLEET OF FOOT.
SWIFT STRIKE.



ARTIST: JOSEPH 'RUS' BOYD [DUSTLAND]

PHYSICAL SKILLS

ATHLETICS X3 /CLIMBING
STEALTH X3 /MOVE SILENTLY
STEALTH X3 /SHADOWING

MENTAL SKILLS

OUTDOOR X1 /TRACKING

BREAKDOWN

STATS 18, POWERS 15, WEAKNESS -0 = 33

ADVANTAGES

FRIGHTENING PRESENCE
NEVER SURRENDER

DISADVANTAGES

FREAK
OUTSIDER

NOTES WILD-MAN IS VERY CUNNING PREDITOR AND KNOWS HOW TO MOVE ABOUT NATURAL AREAS UNSEEN. AS LONG AS HE DOESN'T ATTACK OR OTHERWISE GIVE AWAY HIS PRESENCE OPPONENTS SUFFER A -4 DICE PENALTY TO LOCATE HIM.

WILD-MAN

BACKGROUND

THE LAST OF HIS KIND, AN ANCIENT CHILD OF NATURE, WILD-MAN BELIEVES IN SIMPLE VALUES AND LIVES AS A WARDEN OF THE FOREST. THE ENCROACHMENT OF CIVILIZATION ANGERS WILD-MAN CAUSING HIM TO STRIKE OUT AGAINST THESE TRESPASSERS AND IMPEDING CORPORATE/INDUSTRIAL ADVANCEMENT THROUGH STEALTHY SABOTAGE, OR OUT-RIGHT VANDALISM.



TACTICS

PREFERRING TO DEAL WITH THE HEROES THROUGH STEALTH AND GUERRILLA TACTICS BUT WHEN FORCED INTO THE OPEN BECOMES A RAW FORCE OF MIGHT; ABLE TO GO TOE-TO-TOE WITH THE STRONGEST OF ADVERSARIES.

CRIME SCENE

IS HE REAL OR NOT? WE DON'T KNOW: BUT WHO PARKED THE CRANE IN THE LAKE?

QUOTE/CATCHPHRASE

"LEAVE!"

A **Rogue's Gallery** of Villains for your **BASH:UE Games**

Boogie Knight

BY JASON SUNDAY
[JASON_SUNDAY]

Brawn: **4**

Agility: **2**

Mind: **1**

COMBAT STATS

PRIORITY: X2
MOVE: 6 SQ RUN
160 SQ JUMP (10 SQ/PANEL)
SOAK: X6
DEFENSE: X2
MENTAL DEFENSE: X2
OTHER ATTACK NOTES:
GIANT DISCO BALL (SEE BELOW).



ARTIST:
DAN HOUSER [ALIENMASTERMIND]

MENTAL MALFUNCTION

FIGHTS TO BRING BACK DISCO!

POWERS

MIND SHIELD 1 (MENTAL DEFENSE X2).
POWERED ARMOR: ARMOR 2 (X6 SOAK).
IMMUNITY 4 (POISON, SUFFOCATION, HOT AND COLD TEMPERATURES).
SUPER JUMP.
GIANT DISCO BALL ON A CHAIN: SPECIAL ATTACK 5
MULTI-POWER (ENHANCEMENT:
INDESTRUCTABLE; LIMITATION: EASILY TAKEN GADGET).
> SPECIAL ATTACK 5 (+4 DM, X8 DMG, CLOSE RANGE)
> SPECIAL ATTACK 5 (+3 DM, X7 DMG, MED BURST)
> IMMOBILIZATION 5 (40 BRAWN, CLOSE RANGE)

PHYSICAL SKILLS

ATHLETICS X2 / THROWING
PERFORM X2 / DANCE

MENTAL SKILLS

STREETWISE X1 / CRIME

BREAKDOWN

STATS 14, POWERS 18, WEAKNESS -0 = 32

ADVANTAGES

FRIGHTFULL PRESENCE
NEVER SURRENDER

DISADVANTAGES

NORMAL (B2, A2, M1)
SOCIAL STIGMA

NOTES

BOOGIE KNIGHT HAS AN EIGHT TRACK PLAYER IN THE CHEST WITH A SPEAKER ON EACH PECK.

BOOGIE KNIGHT

BACKGROUND

CASEY JACKSON IS A 7FT TALL 300LB STRONG BLACK MAN. HE HAS A LOVE FOR DISCO AND BULLYING. HE WAS APPROACHED BY KOOL CAT TO BE HIS ENFORCER. IN EXCHANGE, CASEY WOULD BE GIVEN AN EXPERIMENTAL BATTLE-SUIT WHICH WOULD GRANT HIM TREMENDOUS STRENGTH. CASEY READILY AGREED. THE BOOGIE KNIGHT ARMOR MAKES CASEY LOOK EVEN MORE LIKE A BRUTE. THE SUIT IS COVERED, FROM HEAD TO TOE, COMPLETELY IN CHROME WITH AN AFRO. BOOGIE KNIGHT HAS AN EIGHT TRACK PLAYER IN THE CHEST WITH A SPEAKER ON EACH PECK. HE CARRIES AROUND A GIANT DISCO-BALL ON A CHAIN.



TACTICS

BOOGIE KNIGHT LIKES TO FIGHT ANYTIME, ANYWHERE. SWINGS HIS DISCO-BALL AND TRIES TO SLAM IT INTO HIS OPPONENTS. HE LIKES TO PROVE HOW TOUGH HE IS SO HE USUALLY GOES AFTER THE TOUGHEST OPPONENTS FIRST.

CRIME SCENE

BOOGIE KNIGHT IS A LACKEY FOR KOOL CAT. HE IS USUALLY A HIT-MAN OR ENFORCER.

QUOTE/CATCHPHRASE

"LET'S BOOGIE!" BOOGIE KNIGHT TALKS AS IF HE IS FROM THE 70'S.

A Rogue's Gallery of Villains for your BASH:UE Games

Disco Inferno

BY JASON SUNDAY
[JASON_SUNDAY]

Brawn: 1

Agility: 2

Mind: 2

COMBAT STATS

PRIORITY: X2
MOVE: 6 SQ RUN
10 SQ JUMP
20 SQ FLIGHT
SOAK: X1
DEFENSE: X2
MENTAL DEFENSE: X2
NOTE: ALL FIRE ATTACKS HAVE A +2
MULTIPLIER TO HIT.

MENTAL MALFUNCTION

SMOOTH TALKING DISCO PYRO-MANIAC WHO WANTS TO SHAG WOMEN AND SET FIRES.

POWERS

BOOST 2: AGILITY (FIRE ATTACKS).

FIRE ATTACK MULTI-POWER

> **FIRE BLAST:** SPECIAL ATTACK 5 (+5DM,
X7 DMG, MID RANGE)

> **FIRE BURST:** DAMAGE AURA 5 (X5 DMG, MED
BURST)

FLIGHT 4 (20 SQUARES) LINKED WITH **DAMAGE
AURA 4** (X4 DMG, CLOSE RANGE).



ARTIST:
BRUNO SOUSA [PROTHEUZ]

PHYSICAL SKILLS

PERFORM X2 /DANCE

MENTAL SKILLS

DECEPTION X2 /LYING

BREAKDOWN

STATS 10, POWERS 17, WEAKNESS -0 = 27

ADVANTAGES

QUICK THINKING
VERSATILE

DISADVANTAGES

SOCIAL STIGMA
UNSKILLED

NOTES

REMEMBER THAT THIS CHARACTER HAS A
CLOSE-RANGE DAMAGE AURA WHEN
FLYING.

DISCO INFERNO

BACKGROUND

DANTE TRAMPS IS A 6FT TALL 165LB, MEDIUM BUILD, WHITE MAN. HE HAS TAN SKIN WITH A RED-BLONDE SLICKED BACK HAIR. HE OFTEN WEARS BELL BOTTOMS AND 70'S STYLE OPEN SHIRT WITH A FIRE PRINT ON BOTH HIS SHIRT AND PANTS. HE HAS A LOVE FOR DISCO AND SETTING FIRES. DANTE'S BEST FRIEND SINCE GRADE SCHOOL IS CASEY JACKSON, AKA BOOGIE KNIGHT. THEY HAVE LARGE CRIMINAL RECORD TOGETHER AND TEND TO STICK TOGETHER. DANTE DEVELOPED HIS POWERS WHILE TRANSPORTING DANGEROUS CHEMICALS FOR HIS NEW BOSS KOOL CAT. DANTE WAS PLAYING WITH A ZIPPO AND DROPPED INTO A PUDDLE FROM ONE OF THE LEAKING BARRELS. THIS CAUSED AN EXPLOSION THAT COVERED DANTE AND GAVE HIM HIS POWERS. SOON AFTER KOOL CAT TOOK SPECIAL INTEREST IN DANTE AND OFFERED HIM A "REAL JOB". DANTE AGREED ONLY IF HE WOULD HIRE HIS BEST FRIEND CASEY AS WELL.



TACTICS

DISCO INFERNO ALWAYS LIKES TO TAKE TO THE AIR AND RAIN FIRE FROM ABOVE. HE ALWAYS HAS BOOGIE KNIGHTS BACK. IF THERE ARE ANY ATTRACTIVE FEMALE NEAR DISCO INFERNO, HE TRIES TO FLIRT WITH THEM.

CRIME SCENE

DISCO INFERNO IS A LACKEY FOR KOOL CAT. HE IS USUALLY A HIT-MAN OR ENFORCER.

QUOTE/CATCHPHRASE

"BURN, BABY, BURN!" DISCO INFERNO TALKS SANG AS IF HE IS FROM THE 70'S.

A Rogue's Gallery of Villains for your BASH:UE Games

FOXY LADY

BY JASON SUNDAY
[JASON_SUNDAY]

Brawn: 2

Agility: 2

Mind: 2

COMBAT STATS

PRIORITY: X3
MOVE: 6 SQ RUN
SOAK: X3 (X4 IN HTH COMBAT)
DEFENSE: X4
MENTAL DEFENSE: X2
OTHER ATTACK NOTES:
MAKES FREE COUNTER ATTACK IF
DOUBLES ARE ROLLED ON DEFENSE.

MENTAL MALFUNCTION

FOXY LADY IS VERY BEAUTIFUL, MANIPULATIVE, AND FLIRTY. SHE IS USED TO GETTING HER WAY: BUT WHAT SHE WANTS IS A MYSTERY.

POWERS

BODY ARMOR: ARMOR 1.
ATTACK WEAK POINT.
DISARM EXPERT.
MARTIAL ARTS MASTERY 3 (ALL).
OFFHAND SHOOTING.
PAIRED WEAPONS.
SWIFT STRIKE.



ARTIST:
ADE SMITH [ARTBOD]

PHYSICAL SKILLS

ATHLETICS X2 /ACROBATICS
STEALTH X2 /EVADING

MENTAL SKILLS

DECEPTION X2 /DISGUISE
DECEPTION X2 /MANIPULATION

BREAKDOWN

STATS 12, POWERS 14, WEAKNESS -0 = 26

ADVANTAGES

APPEAL
JACK OF ALL TRADES
QUICK-THINKING

DISADVANTAGES

MORAL CODE
NORMAL
SOCIAL STIGMA

NOTES

USE HER MARTIAL ARTS MASTERY TO GREAT EFFECT IN COMBAT TO KICK-UP, ACHIEVE A REVERSAL IN GRAPPLING, OR MAKING COUNTER ATTACKS WHEN OPPONENTS MISS (IF DOUBLES ARE ROLLED).

FOXY LADY

BACKGROUND

FOXY LADY IS A BEAUTIFUL WOMAN WITH DARK BROWN HAIR, BLUE EYES, AND FLAWLESS OLIVE COMPLETED SKIN. SHE HAS AN ATHLETIC BODY TYPE AND HER LONG HAIR IS USUALLY PULLED UP. SHE USUALLY WEARS SKIN TIGHT 70'S OUTFITS COMPLETE WITH GO-GO BOOTS. NOT MUCH IS KNOWN ABOUT FOXY LADY AND LIKES TO KEEP HER PERSONAL LIFE A SECRET. SHE IS A MASTER MARTIAL ARTIST AND A MASTER OF DISGUISE.



TACTICS

FOXY LADY LIKES TO USE HER LOOKS TO DISTRACT MALE HEROES AND WILL AVOID VIOLENCE IF POSSIBLE. SHE WILL NOT HARM CHILDREN OR LET THEM GO INTO HARMS WAY. IF PROVOKED INTO FIGHTING FOXY FIGHTS LIKE A TIGER AND WILL USE HER CONSIDERABLE SKILLS TO THEIR FULLEST.

CRIME SCENE

FOXY LADY IS THE SPY/ ASSASSIN OF THE FUNKY FOUR.

QUOTE/CATCHPHRASE

"WATCH OUT DARLING, I PLAY ROUGH." FOXY SPEAKS WITH A SULTRY VOICE AND COMMONLY USES 70'S SLANG.

A Rogue's Gallery of Villains for your BASH:UE Games

KOOL CAT

BY JASON SUNDAY
[JASON_SUNDAY]

Brawn: 1

Agility: 1

Mind: 5

COMBAT STATS

PRIORITY: X1
MOVE: 3 SQ RUN
SOAK: X1
DEFENSE: X1
MENTAL DEFENSE: X8
OTHER ATTACK NOTES:
PHYSICAL STRIKES: X1 TO HIT
AND X1 DAMAGE.

MENTAL MALFUNCTION

KOOL CAT WANTS TO RULE THE WORLD THROUGH DISCO! HE HAS LITTLE RESPECT FOR THOSE WITHOUT POWER AND USES HIS OWN TO TAKE WHATEVER HE WANTS. POWER MUST BE TAKEN BY THOSE STRONG ENOUGH TO KEEP IT.

POWERS

MIND CONTROL.
MIND SHIELD 3 (MENTAL DEFENSE 8).
MIND SPIKES 5.



ARTIST:
WALT ROBILLARD [KROH]

PHYSICAL SKILLS

PERFORM X2 /DANCE

MENTAL SKILLS

DECEPTION X6 /MANIPULATION
STREETWISE X5 /CRIME
STREETWISE X6 /GATHER INFORMATION

BREAKDOWN

STATS 14, POWERS 18, WEAKNESS -0 = 32

ADVANTAGES

ARCH-VILLAIN
LEADERSHIP

DISADVANTAGES

SECRET
SOCIAL STIGMA

NOTES

KOOL CAT'S MIND IS A DEADLY WEAPON.

KOOL CAT

BACKGROUND

KOOL CAT IS AN OLDER BLACK GENTLEMAN. HE IS 5'10 AND 165LBS. HE IS ALWAYS DRESSED IN A PURPLE PIMP SUIT AND CARRIES A DIAMOND TOPPED CANE. KOOL CAT IS THE MYSTERIOUS LEADER OF THE SUPER-VILLAIN TEAM THE FUNKY FOUR.



TACTICS

KOOL CAT USES HIS MIND CONTROL TO MAKE HIS ADVERSARIES DANCE. HOWEVER, HE TENDS TO LET HIS UNDERLINGS TAKE CARE OF THE MEDDLING HEROES RATHER THAN FIGHTING DIRECTLY.

CRIME SCENE

KOOL CAT IS THE LEADER OF THE SUPER-VILLAIN TEAM "THE FUNKY FOUR".

QUOTE/CATCHPHRASE

"DANCE, SUCKA!" KOOL CAT IS EXTREMELY POLITE BUT SPEAKS 70'S STREET SLANG.



A Rogue's Gallery of Villains for your BASH:UE Games

Ammatos the First

BY BRUNO SOUSA
[PROTHEUZ]

Brawn: 2

Agility: 2

Mind: 4

COMBAT STATS

PRIORITY: X2 (X4 W/BOOST)
MOVE: 6 SQ RUN; 8 SQ HOVERING
SOAK: X4
DEFENSE: X2 (X4 W/DANGER SENSE)
MENTAL DEFENSE: X4
NOTE: TELEKINETIC DAMAGE IS X5 IN THE FIRST 5 SQ (REDUCED BY 1 MULTIPLIER /5 SQ INCREMENT).

MENTAL MALFUNCTION

STRIVES FOR THE RELEASE OF THE ONE. HE ALWAYS THINKS IN THE LONG RUN, AND IS A CAREFUL PLANNER.

POWERS

VOICE OF THE ONE MULTI-POWER:

- > CLAIRVOYANCE 3 (PAST, PRESENT, AND FUTURE)
- > TELEPATH 3

TOUCH OF THE ONE MULTI-POWER:

- > TELEKINESIS 5 LINKED WITH CONFUSION 2 (CLOSE RANGE FOR CONFUSION).
- > MIND CONTROL 5

GIFTS OF THE ONE:

REGENERATION: ARMOR 2.
DANGER SENSE.
HOVERING.



ARTIST: BRUNO SOUSA
[PROTHEUZ]

PHYSICAL SKILLS

CRAFTSMANSHIP X2 /METALWORK
DRIVING X2 /ACCELERATION

MENTAL SKILLS

COMMERCE X4 /ACCOUNTING
COMPUTERS X4 /BUILDING
OCCULTISM X4 /LEGEND
TECHNOLOGY X4 /INVENT

BREAKDOWN

STATS 10, POWERS 15, WEAKNESS -0 = 25

ADVANTAGES

IMMORTALITY
RESOURCES

DISADVANTAGES

SECRET (HE IS THE FIRST)
SUSCEPTIBILITY (-3 DICE PENALTY TO BRAWN AT HOLY PLACES).

NOTES

THE POWER REGENERATION: ARMOR 2 REPRESENTS THE DAMAGE INSTANTLY HEALED AFTER BEING TAKEN BY AMMATOS.

AMMATOS, THE FIRST

BACKGROUND

ROHAN FELL, WAS A YOUNG POOR BOY, BORN IN ENGLAND. HE WAS RECRUITED BY THE FERRUM CRUX CRUCIS (IRON CROSS), EARLY IN COLLEGE, WHEN HIS SCHOLARSHIP RESULTS AMAZED EVEN HIS TEACHERS. THE PROMISE OF POWER AND MONEY AT AN EARLY AGE, MADE HIM ACCEPT. THE PATH OPENED, AND EASILY (BY THE COMBINED EFFORTS OF HIS MIND AND THE IRON CROSS CONNECTIONS), HE GRADUATED WITH A TECHNOLOGY DEGREE AND FOUNDED AN ELECTRONICS CORPORATION - FELL TECH.

AS HE CLIMBED THE STAIRS OF POWER, HE ALSO ASCENDED IN THE IRON CROSS ORDER. ONE DAY HE FELT A BEING OF IMMENSE POWER TOUCH HIS MIND. IT PRESENTED HIMSELF AS THE ONE, THE SECRET KEPT BY THE ORDER SINCE ITS FOUNDATION. IT TOLD HIM THAT THE FIRST WAS DEAD, AND THAT ROHAN WOULD OCCUPY HIS PLACE, AS THE LEADER OF THE IRON CROSS. THE MAIN GOAL OF HIS LIFE WOULD BE TO RECOVER THE LOST CROSS FRAGMENTS, WHICH CONSTITUTE THE KEY FOR THE RELEASE OF THE ONE INTO THIS WORLD AGAIN.

THAT DAY ROHAN TRANSFORMED, AND WAS REBORN AS AMMATOS, THE FIRST.

TO THE WORLD, HE STILL IS ROHAN FELL, MULTIMILLIONAIRE, ENTREPRENEUR, SUCCESSFUL, PHILANTHROPIC; TO HIMSELF HE IS THE FUTURE EMPEROR OF THE WORLD, BENEATH/IN THE NAME OF THE ONE. NO ONE KNOWS (EVEN INSIDE THE ORDER) THAT BOTH ARE THE SAME PERSON.



TACTICS

IN A NON COMBAT SITUATION, ROHAN FELL USES ALL HIS PSYCHIC ABILITIES TO HIS PROFIT, USING TELEPATHY TO READ MINDS, AND USE THAT KNOWLEDGE AGAINST PEOPLE, AND IN HIS ADVANTAGE. HE USES MIND CONTROL IN ADVERSARIES, GAINING CONTRACTS, TECHNOLOGY AND CROSS FRAGMENTS THAT OTHERWISE HE COULDN'T.

IN COMBAT AMMATOS "MERGES" WITH THE ONE, CONFUSING AND HURTING ALL AROUND HIM. HE IS TACTICALLY SMART, AND RETREATS WHEN OVERWHELMED.

CRIME SCENE

USUALLY HE ISN'T PERSONALLY INVOLVED IN CRIME. HE HAS SEVERAL BRAINWASHED PAWNS, IRON CROSS MINIONS/ASSOCIATES AND THE SECOND AND THIRD FOR THAT.

IF A SITUATION INVOLVES CROSS FRAGMENTS, REQUIRES A NUDGE, OR SIMPLY A MIND CONTROLLER, HE MIGHT ACT PERSONALLY.

QUOTE

"I ACCEPT. FROM THIS DAY ON, MY LIFE WILL BE GUIDED BY YOUR WILL AND YOUR WORDS. ROHAN FELL IS DEAD. I'M AMMATOS, THE FIRST OF THE IRON CROSS SEEKERS."

CATCHPHRASE

"MY POWER IS HIS WILL."

A Rogue's Gallery of Villains for your BASH:UE Games

Orthain the Third

BY BRUNO SOUSA
[PROTHEUZ]

Brawn: 1

Agility: 2

Mind: 3

COMBAT STATS

PRIORITY: X2
MOVE: 6 SQ RUN; 10 SQ FLYING
SOAK: X1 (X4 ARMOR SPELL)
DEFENSE: X2
MENTAL DEFENSE: X3
OTHER ATTACK NOTES:
FORCE MISSILE IS X5 TO HIT, AND DOES X3 DAMAGE.

MENTAL MALFUNCTION

STRIVES FOR THE RELEASE OF THE ONE.

POWERS

SKILLFUL 1

EVOCATION MULTI-POWER:

- > **SUMMONING 5** (ENHANCEMENT: 3 TYPES OF CREATURES; LIMITATION: CASTING)
 - SPIDER ZOMBIE B2A4M1 CLINGING, SWINGING, CONTINUAL DAMAGE 2
 - GHOST WOLF B3A3M1 GHOST FORM 3, FLY 1, INVISIBILITY 1
 - BONE ABOMINATION B5A1M1 SUPER JUMP, SIZE 1, EXTRA LIMBS 2
- > **CONJURING 5** (LIMITATION: CASTING).

SLOW TIME: **SUPER SPEED 3** (ENHANCEMENT: NOT TIRING; LIMITATION: CASTING).

FLY: **FLIGHT 2** (LIMITATION: CASTING).

GATEWAY 3 (LIMITATION: CASTING).

FORCE MISSILE: **SPECIAL ATTACK 2** (+2 TO HIT; CLOSE RANGE; LIMITATION: CASTING).

FORCE ARMOR: **ARMOR 3** (LIMITATION: CASTING).

DAZE (MEDIUM BURST; LIMITATION: CASTING).



ARTIST: BRUNO SOUSA
[PROTHEUZ]

PHYSICAL SKILLS

PERFORM X2 /ACTING
STEALTH X2 /HIDING

MENTAL SKILLS

COMMERCE X3 /FINANCING
MEDICINE X3 /RESEARCH
OCCULTISM X4 /RITUALS
SOCIAL SCIENCES X3 /ARCHEOLOGY

BREAKDOWN

STATS 14, POWERS 19, WEAKNESS -0 = 33

ADVANTAGES

DEVOTED HENCHMEN
GRIMOIRE
RESOURCES

DISADVANTAGES

OLD
SUSCEPTIBILITY (-3 DICE PENALTY TO BRAWN IN HOLY PLACES)
WARD

NOTES

ORTHAIN HAS THE GRIMOIRE ADVANTAGE WHICH ALLOWS HIM TO SWAP OUT CURRENT SPELLS FOR NEW ONES FOR THE REST OF THIS ISSUE; MAKING THIS SORCEROR A VERY VERSATILE OPPONENT.

ORTHAIN, THE THIRD

BACKGROUND

ORTHAIN ARADEZ WAS BORN IN THE 18TH CENTURY IN VENICE. INTERESTED IN ALL THINGS MACABRE AND DARK, HE QUICKLY ESTABLISHED LINKS TO SOME OLD RITUALISTIC BOOKS. MOST OF THEM WERE LOCATED IN A LIBRARY OWNED BY THE ORDER OF THE IRON CROSS. HE WORMED HIS WAY INTO THE ORGANIZATION, GAINING POWER, MONEY, AND INFLUENCE.

ABLE TO READ THE ANCIENT LANGUAGE HE SLOWLY STARTED TO LEARN "DARK MAGIC", THE SAME MAGIC THAT PENETRATED HIS BODY AND MADE HIM ABLE TO PROLONG HIS LIFESPAN. WITH THE NEWFOUND POWER, HE ASCENDED INTO THE MASTER OF RITUALS, AND BECAME THE THIRD, WHERE HE LEARNED ABOUT THE ONE. HE IS THE ONE THAT STUDIES OLD MANUSCRIPTS, TRYING TO LOCATE THE PIECES OF THE CROSS.

HAVING MANY NAMES OVER THE CENTURIES, ORTHAIN IS NOW KNOWN AS PHILIP ARADEZ, THE OWNER OF LEAF LABORATORIES.

THE DEATHS OF ALL HE KNEW OVER THE YEARS, MADE ORTHAIN PROTECTIVE OF HIS FAMILY. TODAY IT'S REDUCED TO MARTA ARADEZ, A YOUNG WOMAN THAT LIVES IN ROME, ITALY.



TACTICS

HE ALWAYS PRESENTS HIMSELF WITH MINIONS, EITHER ANIMATED, OR REAL (IN ORDER TO MAKE HIS DEVOTED HENCHMEN WORK). IN COMBAT HE LIKES TO KEEP HIS DISTANCE AND FIRE FROM AWAY (OR USE HIS CRITTERS TO DO IT).

CRIME SCENE

AN OLD TREASURED BOOK, AN ARTIFACT, AN EXHIBIT WHERE FRAGMENTS OF THE CROSS MIGHT BE, THERE'S WHERE ORTHAIN WILL STRIKE.

QUOTE

"THE BARS OF DEATH ARE MINE TO PRY. I SUMMON THEE, OH MIGHTY ALSZA, TO COME INTO THIS WORLD AND AGAIN SPREAD TERROR."

CATCHPHRASE

"PROTECT ME."

A Rogue's Gallery of Villains for your BASH:UE Games

Zoler the Second

BY BRUNO SOUSA
[PROTHEUZ]

Brawn: 4

Agility: 2

Mind: 1

COMBAT STATS

PRIORITY: X2
MOVE: 6 SQ RUN, 160 SQ JUMP
SOAK: X7
DEFENSE: X2 (X4 W/SHIELD)
MENTAL DEFENSE: X3
NOTE: WHEN USING A SWORD ZOLER IS X5 TO HIT AND X4* (+15) DAMAGE.
* +2DM DUE TO WEAPON TECHNIQUE.

MENTAL MALFUNCTION

STRIVES FOR THE RELEASE OF THE ONE.

POWERS

WEAPON TECHNIQUE 2 (+2 DM WITH SWORDS).
SHIELD: DEFLECT 2.
SUPER SPEED 5 (LIMITATION: ONLY FOR SWORD ATTACKS).
AGILITY BOOST 3 (LIMITATION: ONLY FOR SWORD ATTACKS).
MARTIAL ARTS MASTERY 1 (TRICKY STYLE).
SUPER JUMP (160 SQ).
ARMOR OF THE PALADINS: ARMOR 3.
STRENGTH OF BELIEF: MIND SHIELD 2.

ADVANTAGES

CONTACTS
FEARLESS

DISADVANTAGES

MORAL CODE (HONOR OF FIGHTING)
BATTLE ARROGANCE*

* BATTLE ARROGANCE (NEW DISADVANTAGE):-

MORE THAN JUST A MENTAL MALFUNCTION, THIS ARROGANCE IS CRIPPLING IN ITS PREVENTION OF THE CHARACTER'S ABILITY TO UNDERSTAND HIS OWN LIMITS IN COMBAT. AS SUCH THE CHARACTER NOT ONLY CAN BE GOADED INTO DANGEROUS SITUATIONS BY CALLING THEIR ABILITIES INTO QUESTION, THEY MAY ALSO NOT SPEND HERO DICE TO NEVER SAY DIE. THE IDEA THAT THEY COULD BE DEFEATED IS SO FAR BEYOND THEM THAT WHEN THEY ARE IT IS COMPLETE." - DISADVANTAGE DEVELOPED BY ASLANC



ARTIST: BRUNO SOUSA
[PROTHEUZ]

PHYSICAL SKILLS

ATHLETICS X2 /ACROBATICS
STEALTH X2 /EVADE SECURITY CAMERAS AND ALARMS

MENTAL SKILLS

OCCULTISM X1 /LEGENDS

BREAKDOWN

STATS 14, POWERS 19, WEAKNESS -0 = 33

NOTES

WHEN USING SWORD ATTACKS ZOLER GETS 3 PANELS PER PAGE AND IS TREATED AS IF AGILITY IS 5.

ZOLER, THE SECOND

BACKGROUND

A FORMER AMERICAN ATHLETE (FENCING), ALAN MAY WAS RECRUITED BY THE ORDER, AFTER HIS OLYMPIC FAILURE.

HE GLADLY ACCEPTED IT, AS A WAY TO PERFECT HIS KNOWLEDGE. HE ENTERED IN THE ORDER'S PALADINS, AND LEARNED SECRET SWORD TECHNIQUES THAT, COMBINED WITH HIS PERSONAL SKILL ALLOWED HIM TO CLIMB THE RANKS AND TURN INTO A SWORDMASTER.

SINCE THAT DAY HE USES ANY OPPORTUNITY TO PROVE HIS WORTH, AND TRIES TO FIND ABLE ADVERSARIES, CAPABLE OF TESTING HIS SKILLS.

WHEN HE WAS PROMOTED TO HIGH PALADIN, HE BECAME THE SECOND, AND LEARNED ABOUT THE TRUTH BEHIND THE ORDER, HE LEARNED ABOUT THE ONE, AND DISCOVERED SOMETHING TO DRIVE AND JUSTIFY HIS QUEST FOR SELF-PERFECTION.



TACTICS

IN BATTLE ZOLER CHALLENGES THE STRONGEST LOOKING ADVERSARY TO A ONE ON ONE FIGHT. IF ACCEPTED, HE WILL ONLY FIGHT WITH THAT ADVERSARY, TILL HE WINS. THEN HE CHALLENGES ANOTHER.

CRIME SCENE

ANYWHERE, WHERE THE INTEREST OF THE ORDER, IS AT STAKE. STEALING A NEW TECHNOLOGY, KILLING A RIVAL, OR MORE IMPORTANTLY, RECOVERING SHARDS OF THE CROSS.

QUOTE

"THIS SWORD IS A PART OF ME, AND LIKE ME IT WILL NEVER BREAK. MY STRENGTH AND MY SKILL WITH IT, IS MY HONOR."

CATCHPHRASE

"YOUR BLOOD IS MY TROPHY."

FROM THE MAKERS OF BASH!

comes...

HONOR + INTRIGUE

Journey back to a time when daring highwaymen ply the coach-roads, dashing musketeers protect the king, and buccaners cross swords on the high-seas.

In a dangerous and cruel world, there are men and women who laugh in the face of danger to fight injustice. They swing into action on chandeliers, and meet their foes with flashing steel and an insult on their lips. *Honor + Intrigue* lets you become such a swashbuckling hero.

But be on your guard, a quick sword is not enough. Among the tangled webs of intrigue, friends can become bitter rivals, enemies can become allies, and lovers can betray you to your death. Rival nobles who smile cordially at one another at court plot against one another in secret, and often, heroes are caught in the middle.

✦ Simple game mechanics based on the *Barbarians of Lemuria* (BoL) System, adapted for the swashbuckling genre.

✦ Simple character creation so you can dive right into action and swing from the chandelier! A back-story is created during the process, to give depth.

✦ Fencing rules that emphasizing maneuvers and pressing advantage over hack & slash. Repartee and Social Combat, so you can fight with flair!

✦ 9 Dueling Styles, each with its own secret techniques, and rules to create new styles of your very own.

✦ The power of Fortune to overcome overwhelming odds and reward acts of derring do!
Fortune favors the bold!

✦ A Gazetteer containing a brief history of the swashbuckling world, as well as a number of secret societies and powerful groups that can be joined by the heroes, or their enemies...

INTRIGUED?

VISIT WWW.BASHRPG.COM/HONORINTRIGUE.HTML

