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ZENITH COMICS PRESENTS

SUPERVILLAINS!

VOLUME 1



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SUPERVILLAINS!

VOLUME 1

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Introduction

When did the Zenith Universe begin?

A harmless enough question to be sure and with an equally harmless answer.

It was 1985 and I was hanging with my buddy Gramme Clyde in the basement. We were tired of the dragons and the spaceships. We wanted something else and a thin green box was possibly going to be the answer.

That's the first time I played "Villains & Vigilantes", my first ever superhero game. Let me tell you, I was hooked. This was way better than slaying dragons or hoping galaxies! Boomastic action? Check! Melodrama and personal crisis? Check! The fate of the universe hanging in the balance? Check and mate! I had loved superheroes since I first opted to spend my allowance on a Superman Family: Digest instead of ice cream like my sisters. Now I could actually play out titanic battles! Oh yeah!

That was the beginning of the Zenith Universe.

No wait... I'm wrong.

When I was younger, my buddy Ian MacDonald and I used to trace over comic book pictures and make our own heroes. We would get together in the back yard and play "superheroes". Climb trees to look out for enemies. The top of Ian's shed was our secret headquarters.

The Sensational Stuntman! The Lynx! Quarterflash!

These names, and dozens more, echoed out in our backyard battles. THAT was the real beginning of the Zenith Universe.

Now let me welcome you to the first edition of "Zenith Comics Presents". This one I call "Supervillains!". Within these pages are 10 villains (and 1 pain in the butt) from the Zenith Comics Universe for you to unleash on your unsuspecting heroes!

Above all, though, I would like to thank you for purchasing this book and taking your first steps into the Zenith Universe, I hope it is everything you hoped for. Hopefully this won't be your last visit, 'cause there is plenty more to come.

Cheers!

Andrew Collas
November, 2010

ADONIS

Adonis

Height: 6'3"

Weight: 220 lbs

Hair: Golden

Eyes: Bronze

Identity: Public

Base of Operations: Mount Olympus

Legal Status: Roman God of Beauty

Known Allies: Venus

Known Enemies: Champion, The Silver Skull, The Terrific Trio, Lady America

Group Affiliations: Gods of Olympus

Background

When man turned their backs on the Roman Gods, most were willing to go quietly into the lands of shadow and myth, but not Adonis. Adonis railed against it and defied the direct orders of Jupiter to no longer interfere in the affairs of mankind. It took him centuries, but during the Golden Age he finally convinced his wife, Venus the Goddess of Love & Beauty, to give him a magical harp that would allow him to leave Olympus for the Earth, where he set about trying to rebuild his cult of followers. When Jupiter discovered the treachery he sent a message to the hero Champion to stop Adonis. It was in this confrontation that Adonis learned he could be hurt by the magical metal Heronium and fled back to Olympus in shame.

He spent the next few decades sulking in Olympus, but eventually he grew bored again and set his sights back on the Earth. Seeing that an explosion of heroes and heroines had occurred in his brief absence, Adonis became infuriated when he learned of Alexander Adonis "The World's Most Beautiful Man", a Silver Age villain whose very existence became an affront to the Roman God.

Stealing away again to the Earth, he captured Alexander Adonis and spirited him away to a recreation of the Underworld and gave him one chance for survival: if Alexander could traverse the Underworld and emerge from it, Adonis would let him live, but if not his life was forfeit. Alexander beseeched the Roman God to allow him allies to assist him, as he was but a mere mortal. Adonis, who had already become bored of this whole affair, allowed it. Alexander asked to be assisted by his archenemies the Terrific Trio and the Roman God agreed, teleporting them to join him.



The heroes and villain were able to survive the Underworld and as they were about to leave, Adonis, in a tantrum of rage decided to change the rules and trap them there forever. It was only when Element Lass managed to transform herself into pure Heronium that Adonis agreed to honor the original deal and let them all escape. In a final moment of pettiness he horribly scared the face of Alexander Adonis, who from that day forward became the villain the Silver Skull (due to the silver skull faced mask he now wears to hide his disfigurement).

After that outing, Adonis snuck back into Olympus, where Minerva confronted him about his actions and threatened to expose his transgression to Jupiter, unless he did her a favour.

Lady America was being called the American Amazon and this was offensive to Minerva who saw the Amazons as her sole domain. If Adonis would put a stop to Lady America's heresy, Minerva would not tell Jupiter. Adonis agreed and once again came to Earth. This time though, things would be different.

Completely smitten with the beauty of Lady America, he set up a fake Happy Hunting Grounds and set about trying to woo the American Amazon's heart. Needless to say she wasn't having any of this, and Adonis wasn't taking no for an answer. When Minerva felt Adonis was not living up to his end of the bargain, she didn't go to Jupiter, she did the next best thing and showed the goings-on of her husband to Venus. Enraged with anger and jealousy, Venus arrived on the scene and ended the shenanigans. At first she tried to kill Lady America, but when Lady A held her own against the Goddess, Minerva (watching from Olympus) was so impressed she intervened on the American Amazon's behalf. Jupiter was not blind to all these events and sent Apollo to retrieve the errant deities. When they returned to Olympus, Jupiter took the magical harp from Adonis, preventing his return to Earth in the future.

In Your Campaign

Adonis is a great foil for arrogant heroes or ones who are considered to be very handsome. As such he makes a good non-direct threat, since physical combat with the God would be nearly pointless. He is also easily distracted by beautiful heroines and could attempt to woo them, causing an entire session based around rescuing the heroine(s) or repelling his advances. For his history Champion could be replaced with a legendary Golden Ager from your universe, the Terrific Trio with your premiere Silver Age team, the Silver Skull could be replaced with any masked mastermind, giving him a magical origin, despite his power source, and certainly the story of Lady America and Adonis could be replayed with any pseudo-Amazon heroines in your campaign universe.

Roleplaying Notes

Adonis is the height of arrogance. He is the most beautiful of all, and he knows it. He is also petty and childish, prone to throwing very dangerous tantrums when he doesn't get what he wants. He is also somewhat cowardly and prone to treacherous behaviour. Overall he is not a noble God and sees no problem with that.

Hooks

- The city is having a bodybuilding contest to crown Mr. Awesome (or some such) and Adonis has decided that he doesn't like it. Having stolen the harp back, he has come to Earth and is going to put the contestants through a horrifying death trap, promising a Golden Apple to the winner. Of course he really just plans to kill them all off. Maybe one of the PCs was part of the contest in his secret ID, or maybe the PCs have been asked to be celebrity judges?

- Adonis has become enamoured of a PC heroine and has vowed to make her heart his. Venus has learned of this and is going to do everything she can to stop

this, including recruiting the enemies of the PCs to work for her. Can the PCs survive being in the middle of a domestic dispute of deific proportions? To mix things up, have Venus fall for one of the hero PCs and reverse the roles with Adonis trying to put a stop to it!

- The Silver Skull has decided to get even once and for all with Adonis. He has managed to capture the God and is siphoning his power into himself. This is bad news for the PCs as their standard tactics to defeat the machinations of the Silver Skull won't work against this level of power. Can the PCs learn where the power is coming from? Can they free Adonis, whom they have fought before, to prevent the Silver Skull from taking the world for his own?

Combat Tactics

Adonis avoids direct combat; it might damage his beautiful face, after all. As such he is best used as a powerful being who uses minions and monsters to combat the heroes. He is fond of bringing his opponents into his own extra-dimensional realm, typically recreating mythological locales for such encounters, like the Underworld, the Happy Hunting Grounds, etc. Typically, he'll use his illusions and control over his headquarters and its inhabitants to place challenges in front of his opponents and make them play his game. If the heroes can overcome these challenges, or find a way to turn the tables on him, it should count as a victory and earn them a way home (or they could negotiate some other reward).

He often has access to a few of Cupid's "Arrows of the Heart", which he likes to use to toy with the emotions of mortals who catch his attention (by stunting Emotion Control, particularly love or hate).

If push comes to shove, Adonis will don his Heronium Armor and enter into combat. He is quick to use stunts from his Wizardry power, which makes him a very flexible opponent (and provides a lot of Determination to the players). This should be especially true in his own realm where he can also control the environment. However, such a combative role does not come naturally to him, and the first hit to his face (or otherwise tagging his Vanity challenge) may force him to reconsider his actions and attempt to end the fight through trickery. If all else fails, he will sue for peace if Heronium weapons (very, very rare) are brought into the conflict.

*Heronium - A magical metal composed of any metal artifacts held by a hero at the time of his death (for example Achilles' sword). As such Heronium will have whatever colour the original metal had (bronze, iron, steel, etc...). Heronium cannot be reforged save using either hellfire or dragon's breath.

* ASGARD – American Special Government Action Response Department. ASGARD is a high-tech paramilitary organization tasked with policing superhumans as well as terrorist organizations. They do not fall under the umbrella of Homeland Security and instead answer directly to the President of the United States.



ADONIS

PROWESS: 5
COORDINATION: 6
STRENGTH: 7
AWARENESS: 6
INTELLECT: 5
WILLPOWER: 7
STAMINA: 14

Specialties

Athletics
Occult
Weapons (Blades and Bows)
Wrestling

Powers

Immortality 5
Wizardry 7 (Magic)
• Illusion
• Teleportation
Blast 6 (Device: Enchanted Bow)
Invulnerability 5 (Device: Heronium Armor; reduce to 3 without it)

Qualities

Roman God of Beauty
Married to Venus
Mythological Menagerie: many mythological beasts, beings, and lesser godlings will gladly serve him
Otherdimensional Realm: a pocket dimension that he controls completely, dictating its appearance, Inhabitants, etc.

Challenges

Vanity, Thy Name Is Adonis!
Jupiter's Ban: Adonis is not supposed to be on Earth
Weakness: Heronium weapons reduce his invulnerability by 3, and negate his immortality

Points: 64



BLACK SHROUD

Arnold Yearwood

Height: 5'5"

Weight: 135 lbs

Hair: Brown

Eyes: Brown

Identity: Secret

Base of Operations: Capitol City

Legal Status: Citizen of the United States wanted by authorities

Known Allies: None

Known Enemies: None

Group Affiliations: None

Background

Arnold Yearwood was a social outcast. He had no friends, wasn't good at sports and was invisible to girls. Jocks and popular kids picked on him and made his life a living hell. His father, who had been captain of the football team, didn't understand. His mother, who had been Homecoming Queen, kept telling him he would come into his own, and his little sister tormented him mercilessly.

Try as he might, his attempts to gain social credit turned into one failure after another. Then a new kid came to school. Her name was Debbie Frost, she was beautiful, blonde and she actually spoke to Arnold. At first he thought it was a trick and avoided her whenever she approached him, but eventually she cornered him. That's when she invited him to her place to play a role-playing game called "Dark Dungeons".

Arnold had heard of these games before but never played one. Giving it a try, he was soon swept up in the power of the imaginary world. His character Rulan the Barbarian was strong, handsome, deadly and a hit with the ladies. Arnold was swept up in the game completely. His school work began to suffer, his parents watched as he slipped from a straight A student to B's, C's and then D's. When they confronted him about it and demanded he stop playing the game, he fled to Debbie's house in tears.

She calmed him and offered to show him some real magic, magic that could make his parents get off his back. Arnold was desperate and agreed without hesitation. Together they cast a spell, requiring only a drop of his blood. Convinced nothing had really happened, Arnold returned home a little calmer. His eyes filled with horror when he saw the fire trucks



outside his house. They were all dead, his mother, his father and even his little sister. The insurance report would later say faulty wiring, but Arnold knew better.

Returning to Debbie, Arnold was at first shocked and outraged, but slowly she showed him how, deep down inside, he was happy they were gone. Not wanting to accept it, he tried to run but that was when Debbie Frost revealed her true self. She was no ordinary high school student but instead a demon in human guise. She had been looking for a soul to corrupt and after their spell had been sealed in blood Arnold's was hers! Arnold could do nothing but mewl and whimper at her feet.

She offered Arnold another deal, since his soul was already hers. She would let him live, so long as he did her bidding. Arnold listened to her proposal and then remembered an adventure she had run him through where a demon had made a similar offer to him. His mind raced furiously. There was a weakness in there somewhere, if only he could remember it. Then it came to him. Her cloak of shadows was the source of her power on Earth. As she gloated and stood over him, completely dismissing him as useless, he struck

with a speed he never knew he had.

Grabbing the cloak that hung from her back like a cape, he yanked with all his might and managed to rip it from her shoulders. As she screamed in horror, Arnold couldn't have been more surprised by the next turn of events. The cloak fell over him and he felt its cold cover him and bond to him. Now her power was his and he lashed out with every ounce of hate and anger within him. The attack was so overpowering that the demon who had been Debbie Frost fled back to whatever hell had spawned her, promising revenge as she went.

Now with the power of shadows at his command, Arnold was never going to be pushed around again. In fact he decided it was time to do some pushing of his own.

In Your Campaign

Black Shroud can be from your own city, as opposed to Capitol City. He works best as a solo villain, since he really isn't a team player. The demon from which he stole the cloak is also an important part of the tale and could be used as a foil for Black Shroud as well. However you choose to use Black Shroud, remember that at heart he is a coward and will flee if pushed too far.

Combat Tactics

Black Shroud likes to use fear to his advantage and avoids direct conflict whenever possible. Since he can create his own shadows, he can usually strike from the cover of darkness, so be prepared to apply modifiers to his foes when appropriate.

He is fond of strangulations and always tries to watch his victims' eyes as the life goes out of them. As a fan of various horror films, he loves to terrorize his targets before going in for the kill. He will use his shadow tendrils to grab and restrain his victims, tormenting them before eventually strangling them.

When faced by heroes his tactics will change. Black Shroud will first try to overpower them, then hide and strike at them from the shadows, and failing that he will then use his powers to escape. He is not above using innocent bystanders as distractions/victims to get the heroes off his tail.

He is not currently aware that the cloak of shadows makes him almost impossible to kill. However, as long as he possesses the power of the cloak, if he is ever killed in battle his body will disappear into shadows and he will reform from darkness on the night of the next new moon. Once he realizes this, he will become much more brazen and take greater risks, like the undying villains in the horror movies he loves. This is not true courage, however, and his underlying cowardice could still be exploited if he is made to doubt or question his immortality, or if anything

threatens to steal the cloak from him.

Roleplaying Notes

Arnold was a weak willed person and remains so as Black Shroud. Despite being able to tap into his darkest desires of revenge and bullying, he is still a coward and will act like one if his nose is bloodied.

He prefers to target popular, rich or beautiful people for his murders. He sees himself as a one man equalizer, making them all pay for their past transgressions against people who were bullied and outcast like him.

He lives in absolute fear of the return of the demon he stole the cloak from, so much so that any hint of her return will send him to ground for a good and long time

Hooks

- One of the heroes is a playboy/model in their secret identity and has become Black Shroud's next target. Little does he know that they are actually a superhero and he has bitten off more than he can chew.
- Like above, except this time the target is a significant other of a hero, a family member or even just an associate. Black Shroud will kidnap them and spirit them away to an abandoned warehouse, factory, orphanage or some other suitably creepy location to carry out his murder. An important clue left behind should lead the hero(es) there in the nick of time.
- The demon has returned and she wants revenge. Either she approaches the heroes in disguise, claiming to have a way to remove Black Shroud's powers, or she openly tries to recruit them to her cause (this works best with vigilante style characters). Of course she plans only to get the power back for herself and to drag Arnold screaming into the abyss.





BLACKSHROUD

PROWESS:	4
COORDINATION:	6
STRENGTH:	3
AWARENESS:	4
INTELLECT:	3
WILLPOWER:	4
STAMINA:	6

Specialties

Stealth
Powers (Darkness)

Powers

Super Senses 1 – Dark vision
Alternate Form 7 – Shadow (treat as gaseous for moving through openings, blends into darkness like chameleon, and invulnerability is described as attacks passing right through him)
Darkness Control 6
Creating
Attacking (animated clawing hands or blades from the shadows, etc.)
Moving (tendrils of darkness act as the medium)
Teleportation 3
Immortality 1

Qualities

“I’m your worst nightmare!”
Cloak of Shadows
The Night Terror
I’ll Make Them All Pay!
Horror Movie Clichés

Challenges

Teenage Orphan
A Coward at Heart
Wrath of a Demon
Weakness: intense light can negate his alternate form, darkness control and teleportation powers (opposed test)
Weakness: if he loses the cloak, he would lose all powers and his Prowess, Coordination and Willpower would become 3

Points: 50



COLT

Virgil Walker

Height: 6'1"

Weight: 185 lbs

Hair: Brown

Eyes: Brown

Identity: Known to authorities

Base of Operations: Texas

Legal Status: Citizen of the United States with a Criminal Record

Known Allies: None

Known Enemies: The Texas Ranger

Group Affiliations: None

Background

When Virgil Walker was a young lad, he was obsessed with all things fast. He liked fast cars, fast bikes, but above all else he loved fast horses. His dream was to become a jockey and ride horses professionally. Alas, genetics had a different idea for Virgil and he sprouted as a teen way past the needed height to be a jockey. Not one to let his dreams go, he dropped out of school and took a job as a stable hand. If he couldn't race horses he would at least be near them.

His obsession for speed would be his undoing. He started gambling on the races and quickly found himself owing a lot of money with no way to repay it. That's when he was made an offer. He was given a needle with a chemical in it that should make a horse run extremely fast. He agreed to do it and injected the horse he was watching. Sure thing, the next day the horse won the race in record time, but also dropped dead on the other side of the finish line. When Virgil refused to dope another horse and threatened to go to the police with what he knew, the people he owed money to decided to get rid of him.

Kidnapping Virgil, they doped him up with ten times the amount of the drug they would give a horse and dropped him in the wilderness, far from everyone. Much to his surprise, Virgil didn't die. Instead he was transformed by the process and developed the ability to run extremely fast.

Normally this would be a story about how a new superhero was born, but Virgil had a mean streak in him a mile wide and he headed right back for revenge. When he found them at a stable outside of the city, Virgil used the guns he took from the guards to kill every last one of them in a horrifyingly short period of



time. It wasn't a big leap for him to decide to use his new powers to make himself some money. Donning a costume based on the gunslingers of the Wild West, he called himself Colt and was off.

His first bank heist brought him into direct conflict with the man who would be his nemesis from that day on, the Texas Ranger. Captured and tried, Colt was sent to jail, from which he promptly escaped and returned to his life of crime. Since then he has been in and out of jail, but never stays for long and is always trying to pull off the one heist that will set him up for the rest of time. Naturally that will never happen since he always wastes his ill gotten gains on gambling, something he just isn't very good at.

In Your Campaign

If your campaign isn't set in Texas, maybe Colt has decided to get away and try his luck somewhere else. He is the kind of guy who would happily work with a crew of other villains, so long as the cut is good and there is a nice window of opportunity for him to double cross them all and abscond with the swag himself. Instead of the Texas Ranger, maybe there is a hero in your world who could work well as the nemesis for Colt, though a ten gallon hat isn't necessary.

Combat Tactics

Colt is not above killing to get what he wants; he might shoot from one part of the room and then body check an unsuspecting target into the path of the bullet for example. He uses his speed to his advantage and loves to keep moving all the time in a fight. He is not one to stand still and wait to be hit, and he prefers to keep his opponents at a distance. He will typically make up to four attacks per page using his Fast Attack power.

Roleplaying Notes

Colt is a dirty lowdown snake and has no honor. He holds a grudge, is greedy as hell and very cowardly. He will give up the goods on anyone he works with or for in the hopes of escaping himself.

He will steal from other villains he works with, and loves to gamble. He is not good at gambling and will always wind up owing large sums of cash, which requires him to pull bigger and bigger jobs to pay off.

Hooks

- Colt has had enough of Texas and decided to pull off a one man crime spree in the players' city. The prime target for his attention is nothing less than an armoured car bringing a cool one million dollars worth of gold bullion to the city reserve. The players have been asked by the local authorities to provide security for the midnight transfer and Colt intends to make sure they fail.

- The Texas Ranger has arrived in the players' city and has asked for help from them. It seems Colt is on the run from a major crime boss back in Texas and has decided to lay low in the players' backyard. If they can help the Texas Ranger nab the villain it would be a big help since he doesn't know their city at all. Feel free to throw a few surprises the players' way so that this isn't just a straight up fight.

- A set of currency minting plates are being transported by train across country and the train is passing through the players' city. Colt has decided that he wants those plates and has recruited a group of other villains to help him pull off the job. The plan is to blow out the bridge just outside of town and make the grab then. Of course, Colt plans to flee with the plates, leaving his teammates to the local authorities. Luckily for the players a local snitch has overheard Colt spilling his plan while drunk and has given them the info.





COLT

PROWESS:	6
COORDINATION:	6
STRENGTH:	4
AWARENESS:	3
INTELLECT:	3
WILLPOWER:	4
STAMINA:	8

Specialties

Weapons Expert (Guns)

Powers

Super Speed 8

• Defending 8

Fast Attack 8

Shooting 4 (Device – pistols)

Qualities

Fastest Gun in the World!

Can't Touch This!

No Honor Among Thieves

Challenges

Always Picks the Wrong Horse

Owes Somebody for Something

Enemy: The Texas Ranger

Points: 50

(Note: the Defending bonus power is only being counted as 2 pts, instead of a full 8, since Colt's base defenses are already 6 to begin with).



DAMSELFLY

Jennifer Fraser

Height: 5'3"

Weight: 115 lbs

Hair: Brown

Eyes: Hazel

Identity: Known to authorities

Base of Operations: The Houser Home For The Criminally Insane, Capitol City

Legal Status: Citizen of the United States with a Criminal Record

Known Allies: None

Known Enemies: The Nightowl

Group Affiliations: None

Background

Jennifer Fraser was a lonely student at Levesque University in Capitol City. She was a Psychology major (with a minor in Romantic Literature) who didn't fit in and had no friends, a wallflower who even her dorm mate would later describe to authorities as "Barely noticeable." All that would change when she was accepted into a new study group focusing on the possibility of activating superhuman traits via psychological distress. She also fell head over heels in love with her professor, Dr. James McBride. Little did she know that McBride was actually an agent of The Citadel, a secret society dedicated to the overthrow of the government and establishment of a new monarchy in the United States.

Sensing her need to be noticed, McBride decided she would be his key test subject and began manipulating the lonely, bookish girl. Soon he had seduced her into a full, yet secret relationship and hired her as his teaching assistant. Happier than she had ever been in her life, Jennifer did anything and everything McBride asked of her, including the use of psychotropic drugs that were key to his studies.

After a year of preparation McBride decided to move to stage two of his experiment and Jennifer unwittingly became the victim. He left her a note asking her to meet him "to talk" after hours at his lab, and she arrived without suspicion. Once there, he confronted her and began berating and belittling her. Her emotions ran high and confusion ruled her mental state. How could this man who loved her and who she loved now be turning against her? She felt so small and hurt. Telling her their relationship had been a lie and that he had used her, he dumped her harshly and told her he never wanted to see her again. As she clung to his leg, crying and begging to be taken back, he kicked her away and left the lab, locking her in. He then activated a series of visual and audio devices designed to trigger a meta-genetic reaction, working in tandem with her extreme emotional distress and the drugs that he had given her.



Security footage of the event showed that Jennifer slowly began to shrink, disappearing from vision within a matter of seconds. McBride then re-entered the lab and began searching for her. While the cameras were unable to show exactly how it happened, EAGLE has pieced together the following:

Jennifer had indeed developed superpowers, specifically size reduction and as well as insect-like wings. She apparently entered McBride's left ear, then engaged in a conversation with him, based on him appearing to first argue and then beg with an unseen person. The next moment caught on tape was shocking as she reversed her size while still within his ear canal. Sparing the details, his cause of death was listed as "Murder by Decapitation". Jennifer then shrank back down and displayed another power, some sort of energy blast, which she used to shatter the window and flee into the night.

The next target on her agenda was her dorm mate, whom she accosted in their dorm. Fortunately for the scared girl, the superhero Protector had been patrolling near the campus and heard her screams for help. Bursting on the scene he engaged in a short and vicious battle with Jennifer, but was able to defeat her and notify the

authorities.

There was no trial, as Jennifer confessed to the crime, but instead of being sent to prison she was sent to the House Home For The Criminally Insane. The Doctors at "House & Home" determined that Jennifer had developed two personalities, her normal one and the identity of Damselfly, who had access to her new powers and a murderously psychotic protective streak. Exposed to other costumed criminals at House & Home, it wasn't long before Jennifer, under the subconscious prodding of Damselfly, made a costume and escaped.

She tracked down Protector and began following him, interfering in his battles with other super criminals in an effort to "help" him and win his affections. When he finally confronted her and tried to return her to "House & Home", she went into a rage, captured him and took him to an abandoned warehouse. There she abused and tortured him for days, while ranting about how she loved him and he wouldn't return that love, and how she was only trying to show him they belonged together forever. When he finally snapped, stopped trying to reason with her and called her crazy, she went berserk and killed him. The next morning she, as Jennifer, walked back to the front doors of House & Home and told the authorities where they could find Protector's body.

Since then she continues to reside at House & Home, until she develops an obsession regarding some hero or public figure. She then escapes the facility and begins stalking her target, which invariably ends with her kidnapping them, ranting about her unrequited love and finally trying to murder them. Fortunately she has been prevented from succeeding by the actions of the Nightowl, a Capitol City vigilante. This has made him her arch-enemy and provided her a new focus for her murderous obsessions.

In Your Campaign

Damselfly is a signature villain of sorts. She would be best used as foil for a particular hero (or heroine if said heroine is perceived as being "in the way" of her getting at her current obsession) with whom she has become obsessed. Feel free to move her from Capitol City to your own campaign city/setting and replace House & Home with whatever criminal sanatorium you may have. Nightowl and Protector could easily be replaced with PCs or NPCs from your own setting as well.

Combat Tactics

Damselfly is brutal in combat, using her shrinking to her advantage. She is a quick and agile skirmisher who likes staying close to her target. She will fly into an opponent's ears, nose or mouth and then blast them from within, providing a justification for determined effort and potential power stunts (by tagging by her "smallest things can be the most dangerous" quality). These tactics are particularly important while fighting opponents with invulnerability, allowing her to harm them despite her moderate base damage. She rarely returns to full size in combat unless she hopes to use it as a diversion for some other sort of attack

Roleplaying Notes

Jennifer's personality is docile and rather sad. She is a

shrinking violet and avoids confrontation at any turn. She still studies psychology, and if not for her circumstances, would like to become a marriage counsellor. Alas her full knowledge of her split personality prevents her from pursuing anything, as she understands she is sick and needs help. She will always be apologetic and remorseful for Damselfly's crimes. Whenever Jennifer has a moment of clarity she turns herself into the authorities immediately.

Damselfly is an aggressive, passionate and fully psychotic personality that sees Jennifer as a separate person. She is obsessive in nature and vindictive as hell. When rejected by the object of her obsession she will be quite verbal about how they were meant to be together, spouting bad poetry and bodice-ripping prose, which invariably leads to her deciding that it was all a lie and that she will not be rejected. "If I can't have you, then no one can" is usually her last words before attempting to kill her target.

Hooks

- Damselfly has developed a huge crush on a PC hero (male). She decides first to make him look good, so as to increase his fame thanks to her. She commits a very public crime (bank robbery, kidnapping, etc...) in an area the PC is known to patrol. The first time they fight she will make a good show of it, but plans to flee, acting like the hero has driven her off. She will repeat this pattern a few times, all the while following the hero to learn as much as she can about his secret identity. Once she has enough information she will again attack the hero, allow herself to be defeated and then escape custody later and visit the hero in his secret identity. There she will declare her love for him, and if he rejects her at this point, she will follow her normal pattern of rage and attempted murder.
- Damselfly has become smitten with a male hero (PC or NPC) but has decided that a female hero (PC) who has worked with him (and may or may not be involved romantically with this male hero) is in her way of being with her true love. She will use her same pattern of stalking and investigating the heroine's life, looking for a moment of weakness at which point she will strike with murder on her mind.
- Jennifer has managed to surface and still retain control of her powers. She has decided to turn over a new leaf and become a heroine. She will approach the PC heroes, claiming to have reformed. This works best if they have had run-ins with her before. Will they trust her? Can she be trusted? How long until she snaps again and the Damselfly personality reasserts itself? Is this really Jennifer or has a new personality emerged?

* ASGARD – American Special Government Action Response Department. ASGARD is a high-tech paramilitary organization tasked with policing superhumans as well as terrorist organizations. They do not fall under the umbrella of Homeland Security and instead answer directly to the President of the United States.



DAMSELFLY

PROWESS: 5
COORDINATION: 6
STRENGTH: 3
AWARENESS: 3
INTELLECT: 4
WILLPOWER: 6
STAMINA: 9

Specialties

Psychiatry
Stealth Expert

Powers

Shrinking 8
Flight 5
Blast 5

Qualities

"Nothing can keep us apart!"
College Coed or Lovelorn Stalker
The Smallest Things Can Be The Most Dangerous...
Luck Favors the Psychotic

Challenges

Enemy: Night Owl
Size Matters: when full sized, her Prowess and Coordination are reduced to 3 and she loses her Flight, Blast and Stealth Expertise
Multiple Personality: the stats above are for Damselfly; Jennifer's Willpower is reduced to 2, and she usually cannot control her powers

Points: 48



ENERGION

Unpronounceable by Humans

Height: Varies

Weight: Varies

Hair: Varies

Eyes: Varies

Identity: Secret

Base of Operations: Mobile

Legal Status: Citizen of the Galactic Concordance with a criminal record

Known Allies: None

Known Enemies: The Galactic Concordance

Group Affiliations: None



Background

The alien now known as Energion was a murderer and a thief. He refused to be a functioning member of the peaceful and enlightened society into which he was born. Caught for his crimes by the police of the Galactic Concordance, he was tried and sentenced to conversion. This meant that he would be turned into living energy and stored until his sentence was up. The sentence was for one thousand years.

Something went wrong during the conversion and just as he was to be transferred to the storage facility he managed to assert control over his energy form and possess one of the scientists performing the conversion. Quickly he escaped, jumping from body to body until he found himself on an interstellar cruise ship. Sabotaging the navigation computer of the cruise ship, it drifted into the Sol Sector (an Amber Sector forbidden to Concordance traffic) on a collision course with the Sun. Stealing an escape pod, he launched himself to freedom as the massive starliner was destroyed.

Landing on Earth he abandoned the alien body he used to arrive and began bouncing from body to body again. It didn't take him long to realise that there was a world of pleasures and indulgences he could have and billions of forms to do it with.

It wasn't long before his actions brought him into conflict with a group of super heroes in Los Angeles and he learned that not only could he possess bodies, he could generate vast amounts of energy to use in combat. He defeated the heroes and fled into the night. The press dubbed him Energion and the name stuck.

There was one downside to his new existence as living electricity. He quickly learned that he had become vulnerable to, of all things, water and the planet he was trapped on was covered in it. Aside from the obvious problems such a weakness presented, he also discovered that bathing would not be an option even while possessing a physical host, and soon those hosts would begin to smell bad enough to draw attention. That was okay though, since the more energy he used while in a host, the faster they were eaten up by the energy, so it was a race which would happen first.

Despite this he continues his adventures on Earth, indulging his homicidal tendencies and excessive lifestyle, though always keeping an eye to the stars, worried that his judges will come for him.

In Your Campaign

Energion is one of those villains that presents a problem for the heroes. He possesses innocent victims. If they hurt him while he possesses a host, well then they hurt the innocent. The question becomes how can they get him out of the body without having to hurt the host? Also, extended combat with

Energion will force him to rapidly use energy which also causes the host to be hurt and eventually killed, so prolonged fights are not a good choice either. Play this up in your game, since Energion is well aware that heroes worry about the hosts and will use that to his advantage.

If you have a space police type characters, maybe they can learn about Energion's true origin and either try to capture him, or alert the Galactic Concordance about it. Given their quarantine of Earth, the Concordance will then promptly deputise the hero and task them to bring Energion to justice.

Combat Tactics

Energion likes to be bold and upfront with his actions, since as far as he is concerned he can't be killed and there are endless hosts for him to flee to. He is not above threatening the lives of innocent bystanders or taking hostages. He is all around a mean and murderous being, though he does love excess and is a complete glutton.

While he is perfectly capable of fighting in his natural energy form, he prefers to fight while in a host because of the tactical handicap it places on the heroes. As such he will try to get the heroes to hurt the host he is in as much as possible, or manipulate them into putting themselves in a weaker position. For example, when facing a flying hero Energion might have the host jump off a building, knowing that the hero will catch him, allowing him to blast the hero while he cannot dodge. In handling such cases, the game master should make liberal use of compels.

When possessing a host, he uses the host's strength, but his own values for the other five abilities, and he can still use his Blast and Super Senses powers in addition to any powers the host might have. If the host is knocked out, Energion has the option of biding his time and playing possum, or leaving that host to continue the fight. He does not automatically gain access to the host's memories or knowledge, but if necessary he could do that with Determination (by power stunting Telepathy, or simply GM fiat). A typical human host would be a minion with average abilities, and assuming the initial possession attempt succeeds, the game master can opt to waive the need for on-going possession tests against minions (but not player characters or significant non-player characters) unless a player chooses to spend Determination to aid the host in expelling him.

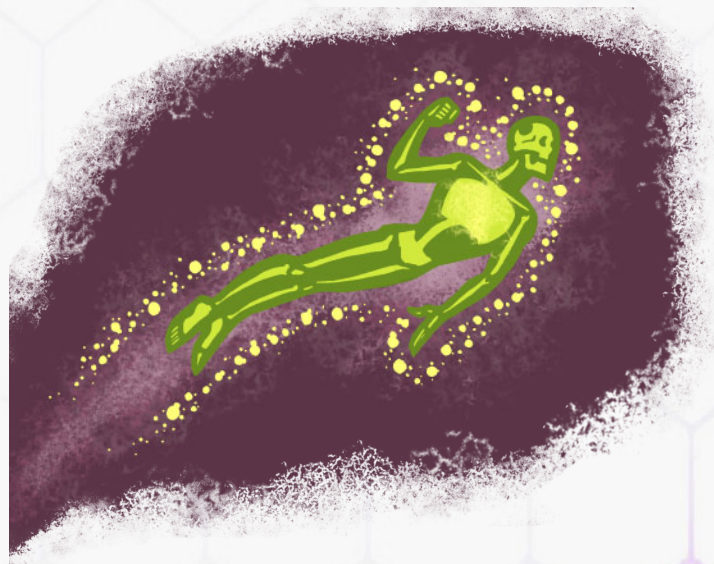
Roleplaying Notes

The personality of Energion is like that of a spoiled child that wants what he wants when he wants it. His tantrums can be lethal. He loves to taunt and mock

heroes and will remind them at every turn that if they hurt him, they hurt the host he is in. He will also always use lethal force, since he has a deep hatred for authority and police, and superheroes also fit that bill.

Hooks

- Energion has possessed the body of a loved one or dependant NPC of one of the players. How can they save their loved one and drive the alien invader out at the same time? Or maybe it is a fellow hero who has been possessed and now Energion has all of their powers as well.
- A member of the Galactic Concordance Star Law has come to Earth with only one mission, to capture Energion. Anyone, hero or villain, who gets in the space cop's way will be considered expendable. Now the heroes have two interstellar threats to deal with.
- Energion has had just about enough of Earth and all its water. He has decided that he needs to get off the blue and green ball and head to warmer, drier climes. First he will need a space ship and NASA's new Vortex Warp Shuttle prototype may be just what he needs. Will he possess one of the astronauts? Or just steal the ship for himself?





ZENITH COMICS PRESENTS

ENERGION

PROWESS: 6
COORDINATION: 7
STRENGTH: 0*
AWARENESS: 4
INTELLECT: 5
WILLPOWER: 5
STAMINA: 10

Specialties

Electronics
Mental Resistance

Powers

Alternate Form 8 – Electricity (moves at light speed instead of power lines)
Immortality 3
Blast 8
Super Senses 4 (infrared, ultraviolet, radio, x-ray)
Possession 4
• Merger

Qualities

“Your body will do nicely.”
Alien Criminal on the Lam
Living Electric Matrix
Self-Indulgent Misanthrope

Challenges

Enemy: The Galactic Concordance
Lack of Body: he has no physical form and an effective strength of 0 (stamina is based on 2x Willpower instead)
Deadly Visitor: while possessing a host he slowly burns it out and ultimately kills it
Weakness: Water - his matrix is disrupted by significant amounts of water, dispersing his essence, negating his Possession and Blast powers, and causing great pain

Points: 60



GREEN GARGOYLE

No Other Name

Height: 10'3"

Weight: 1000 lbs

Hair: N/A

Eyes: Green

Identity: Known to authorities

Base of Operations: Capitol City

Legal Status: Magically Animated Construct with no legal status

Known Allies: None

Known Enemies: None

Group Affiliations: None

Background

When a battle of magic occurred between Doctor Diablo and Arcane one night at the Saint Cosset church in Point Duchene, Capitol City, neither could have guessed that the stray blasts of their eldritch energy would create life. But create life the energies did and that life was in a large green gargoyle affixed to the top of the church.

At first the Green Gargoyle was simply a neighbourhood myth, something to frighten the local children into attending services on Sundays. Slowly though, as developers started moving in to the old neighbourhood the myth became reality.

It started with the destruction of a construction site right in front of the church, due west. No matter how many times they started over, every morning the site was devastated. Most assumed it as mob related, something to do with rival families. It was this that caught the attention the Nightowl. He set up a stake out of the site and was more than surprised when the 10 foot tall living gargoyle descended from the church and began wrecking the site.

The battle between the Green Gargoyle and Nightowl raged until nearly dawn when suddenly the beast left the fight and returned to his perch. Nightowl noticed something as the sun gave a halo around the spire of the church, while the sun rose behind it, the setting sun would fall right on the gargoyle every night. It is not known if Nightowl informed him of the situation or not, but philanthropist Jefferson Glass IV purchased the property right in front of the church and turned it into a small park, preventing the blockage of the sunset.

The Green Gargoyle did not rise again for a long time, but eventually the villain Arcane learned of his existence and using dark magic enslaved the beast to



his will. Unfortunately, to achieve this Arcane destroyed the Saint Cosset church. Now his unwilling thrall, Green Gargoyle was used as a guard dog and bruiser for the evil mage. Eventually Doctor Diablo and the Nightowl teamed up and defeated Arcane and freed the monster once again.

Now, freed from his obligation to watch the church, the Green Gargoyle prowls Capitol City, using various remaining gothic structures (of which there are less and less) as his home. He protects these buildings with a furious nature and woe to any developer who hopes to demolish any of them or build something that blocks the sunset.

In Your Campaign

The Green Gargoyle is a great mindless monster for any campaign. His motivation is peace and quiet. He will protect any structure he has adopted to the best of his ability. You can replace Doctor Diablo and Arcane with appropriate mages from your own world and certainly the Nightowl can be any dark avenger of the night.

Combat Tactics

Normally Green Gargoyle will lurk in the background, using as much stealth as possible, to assess a situation but once he does he will open up with full fury. His assault is always frontal and he does not pull back. He does not seem to have any moral problems with killing his opponents and will fight until either he is destroyed or the source of his anger is defeated. When under the thrall of another he uses the same form of attack though he is less stealthy in his approach.

Roleplaying Notes

Green Gargoyle only seeks peace. He likes the quiet and is woken by the setting of the sun every night. He protects a location, always a building, preferably a church or other gothic structure. Vandals, trespassers or worse, Green Gargoyle does not differentiate between them. He does seem able to recognize the garb of priests and nuns and will not raise a talon against them.

Hooks

- A new highrise is being built and for some reason it keeps being torn down. The contractor has offered a reward to anyone who can get evidence as to why it is happening. A group of would be vigilantes tried staking out the site and barely escaped with their lives. Now they are telling the story of a stone monster with glowing green eyes.

- Arcane has returned from his exile in the dark realms (or your campaign's evil mage of choice) and he misses his favourite guard dog. Using his magic to once again control the Green Gargoyle, he has unleashed the monster on those he deems worthy of his vengeance.

- An exhibit of classic gargoyles is in town at the local museum and a burglary has occurred. The Lady of Stone Grace gargoyle, the only female gargoyle of the collection, has been stolen. On top of that, Doctor Diablo has been kidnapped (or your campaign's heroic mage of choice). It seems the Green Gargoyle wants a mate and he will stop at nothing to get the mage to bring her to life.





ZENITH COMICS PRESENTS

GREEN GARGOYLE

PROWESS:	4
COORDINATION:	3
STRENGTH:	7 (8 FROM STONE FORM)
AWARENESS:	5
INTELLECT:	3
WILLPOWER:	3
STAMINA:	11

Specialties

Stealth

Powers

Alternate Form 6 – Stone

Growth 1

Life Support 10

Flight 3

Wall Crawling 1

Super Senses 5 (enhanced vision +2, enhanced hearing +2, night vision)

Detection 3 (true sight: detects illusions, invisible, etc.)

Qualities

The Gothic Guardian

Spirit of Magic, Body of Stone

Sentinel's Bond: a mystic bond with anything he is guarding (his adopted structure, the mage that is currently controlling him, etc.)

Challenges

Easily Enslaved By Wizards

Large Stone Gargoyle: alternate form and growth powers are permanent

Statue by Day: immobilized as an inanimate statue during the day with limited awareness of his surroundings



Points: 55

JACKIE FROST

Jacquelyn Templeton

Height: 5'5"

Weight: 125 lbs

Hair: Brown

Eyes: Blue

Identity: Known to authorities

Base of Operations: Mobile, USA

Legal Status: Citizen of the United States with a Criminal Record

Known Allies: None

Known Enemies: Aspen

Group Affiliations: None

Background

Jacquelyn Templeton came from a good family, both parents were doctors, rich and given nothing but the best in life. This more than likely led to her being a spoiled princess brat. She was a terror to her friends, and merciless to anyone she saw as beneath her. Her popularity was the only thing she cared about, well that and expensive things. She was surrounded by the best-of-the-best constantly. When she turned sixteen she was given the latest "in car" and when it changed the next year, she had to have that too.

If she had one enemy in her life it was Astrid Lillewulf. Astrid was the daughter of a European businessman who was worth at least twice what the Templeton family was. This, along with Astrid's spectacular Nordic good looks, drove Jacquelyn to distraction. Soon she managed to polarize the popular girls into two camps, those who were her friends and those who were Astrid's.

Despite the rivalry, she ruled her High School and planned to carry that attitude right through into college. Her plans were cut short when her Spring Break ski trip to Aspen, Colorado lead to yet another confrontation with Astrid, this time on the slopes where a challenge was issued and accepted to ski a Black Diamond run that had been closed due to avalanche warnings.

As the two expert skiers raced down the treacherous slope, it was Jacquelyn's shrill mocking laugh as she took the lead that triggered the massive avalanche that buried both skiers and half the mountain. After two days of searching the rescue efforts were called off, deciding to wait until spring to retrieve the bodies of the two girls.



In a strange twist of fate, neither girl was actually dead. Somehow, either the avalanche itself or the terror and panic of being buried alive awakened something powerful, perhaps a spirit of winter that had long lay sleeping or bound within the mountains. Whatever the origin of that power, by its frigid touch were the two young ladies reborn out of the ice and snow with control over it. Within seconds of awaking the two were at each other's throats and battling across the mountainside.

Eventually Astrid would go on to become the heroine Aspen, but Jacquelyn decided instead to use her newfound powers to get everything she wanted in life. Her crime spree was impressive, only stopped by Aspen who refused to let the newly christened Jackie Frost get away with it. It wouldn't be their last battle.

Eventually Jackie Frost would team up with various

super powered villains in more and more daring heists. Her cold demeanour and seemingly casual attitude towards killing put her in high demand when forming up crews, but her exorbitant demands for her cut often times left her out in the cold.

Undeterred, she has managed to make a solid career for herself robbing jewellery stores, banks, art houses and any other place that has something she wants. From time-to-time she will work with other villains, but of late she has begun to think about building a crew of her own lackeys to serve her like the ice queen she is.

In Your Campaign

Jackie Frost is a cold hearted woman who will use, abuse and discard anyone to get what she wants, and what she wants is the best of everything. Jackie is an excellent villain to add to a random non-themed team of villains to battle any hero team. She covers a nice classic power selection with no real mastermind qualities.

If you wished to use her as a solo villainess it would be smart to either give her a squad of lackeys that do her bidding, or bump up her power levels to be more of a threat to a group of heroes. She would also work well as a one-on-one enemy for any solo heroes.

Aspen could be replaced with a PC or NPC in your campaign, or used as an NPC with the PC heroes. Either way, whoever you decide is Jackie's personal nemesis is going to have a rough time of it, since she wants nothing more than their total humiliation and public defeat.

Combat Tactics

Jackie Frost prefers to take on opponents from a distance; she is not a hand-to-hand combatant and she knows it. She will use her speed and agility to keep away from slower opponents, and use her ice powers to slow down more mobile foes. She is creative at finding new uses for her powers, so game masters are encouraged to use Determination for stunts such as ice slicks (paralysis), whiteouts (blinding), animated ice sculptures (animation), freezing a hated foe solid (affliction), etc.

If she decides to withdraw from a fight, she'll use her ice creation and shaping powers to make ice barriers and cages to slow down pursuers. She will not hesitate to kill or maim if it will help get the heroes off her back, so if bystanders are nearby she will ice up ceilings, roofs, billboards, etc... whatever she can to cause an avalanche of ice to threaten them, forcing the heroes to break away from her.

Roleplaying Notes

When playing Jackie Frost you should always

remember that she will do whatever it takes to get what she wants. That means manipulating, threatening, sweet talking, attempting to kill, etc... There is little she won't do, except debase herself, to get what she has set her greed on.

She also doesn't work well with others, often losing interest in the task if it doesn't relate to her desires. She also likes to be the boss and will argue and snipe with the boss of any crew she is on, unless she is using said boss like a puppet and actually controlling him.

Hooks

- A valuable and rare set of jewels (The Star of India for example) is on display at the local museum and Jackie has to have it! She has either convinced a crew of villains to team up with her, or has decided to go after it herself. Woe to any hero who gets between her and those jewels.

- Jackie has decided to finally step out as a mastermind and has assembled a crew of thugs. Now it's time for a crime spree. Jewels, art, and anything else of value are being hit and stolen. Can the heroes put an end to her icy crime wave?

- Jackie has decided to turn over a new leaf, or so she claims. She has presented herself to the heroes and decided to work alongside them fighting crime. Of course this is all a ruse, but Jackie is patient like ice. She will spend months working alongside the heroes and proving herself, all in preparation for whatever her goal is (Hook 1 would be a good example).





ZENITH COMICS PRESENTS

JACKIE FROST

PROWESS: 4
COORDINATION: 6
STRENGTH: 3
AWARENESS: 4
INTELLECT: 4
WILLPOWER: 5
STAMINA: 8

Specialties

Acrobatics
Powers (Ice)

Powers

Ice Control 7
•Attacking
•Creating
•Defending
•Shaping
Super Speed 1 (ice skates, slides, etc.)

Qualities

“You’re about to see Hell freeze over!”
Avatar of Ice and Snow
Cold Hearted Diva
My Spoon Was Gold, Not Silver

Challenges

Enemy: Aspen
Pride, Envy and Avarice, and the Greatest of These Is
Avarice
Unknown Source of Powers

Points: 50



NIGHTVIPER

Unrevealed

Height: 5'8"

Weight: 120 lbs

Hair: Blonde

Eyes: Blue

Identity: Secret

Base of Operations: Capitol City

Legal Status: Citizen of the United States wanted by authorities

Known Allies: None

Known Enemies: The Nightowl

Group Affiliations: Former partner of the Nightowl

Background

She used to be Sparrow, kid sidekick to the Nightowl. She was the darling of young girls and the one bit of light and colour in his dark world. Then she became a teenager and started to change. Her methods became more and more brutal and eventually she took the life of a criminal. This caused a giant rift between her and her mentor, who believed that was a line not to be crossed. She argued that he was wrong and that the only way to stop them was not to keep sending them to jail but to end their lives permanently. The Nightowl tried to bring her in to justice that very night but his unwillingness to fight for keeps allowed her to escape.

Quickly she abandoned her Sparrow identity and became Nightviper, an assassin and hit woman who only targeted criminals. Slowly her one woman crusade became the focus of a number of heroes who decided to stop her. When a battle with Blue Blazer ended with his death, she crossed yet another line and realized that what she liked was killing.

Now available for anyone willing to pay the price, she is the top assassin in the world. Her targets more often than not are costumed, hero or villain. She is methodical and willing to do whatever it takes to get her target. Surprisingly though, no matter how much the offer is, she refuses to take any contracts on the Nightowl.

In Your Campaign

Nightviper is meant to scare the pants off your heroes. She can be used to give them a wake-up call that they are not immortal. Certainly the Nightowl can be replaced with the grim avenger of the night from your campaign, maybe even one of the PCs (so long as they



are willing to have this character added to their background). The Blue Blazer can also be replaced by any expendable speedster.

Combat Tactics

Nightviper is brutal and merciless in combat, but she does not attack blindly. Using disguise and intelligence gathering techniques she will case her target for weeks, getting to know their habits and patterns. She may even go undercover and find a way to insert herself into their life. Once she feels she has enough information she will modify her hit based on how she thinks would be best to eliminate the target: poison, explosives or even a good old fashioned fist fight. For more difficult targets, she will use her wealth to acquire any tools or weapons she needs, stunting to temporarily gain access to specialized gear with powers that may not be available in normal equipment like exotic weapons, power nullification, etc.



Roleplaying Notes

Nightviper was a hero turned vigilante turned villain. She is a bit homicidal and really takes great pleasure out of killing. Some would say this might be a result of the life she led as the partner of the Nightowl. Others speculate that the demons were always there, just under the surface waiting to escape. Whatever the cause, she is what she is now, and that is a brutal woman. Cold as ice and without mercy, she is a mistress of the martial arts, weapons techniques, disguise and even acting. She uses her money to finance a vast network of resources and contacts she can use to get her target or escape if need be.

Hooks

- Someone has had enough of (use a player's contact here) and has shelled out big cash to get Nightviper on the case. She starts slowly, targeting other contacts, associates and even family. When she has decided the time is right she will make her move. Can the hero(es) prevent the loss of an ally?

- A new young heroine calling herself the Blonde Dragon has been making quite the scene lately and has even applied to the PCs super team (or simply

keeps showing up to help out solo heroes). She has all the style and charm she needs to impress them. In reality this is Nightviper, who has taken a contract on the heroes and decided that this is the way she is going to get close for the kill.

- Local mob bosses and lieutenants keep turning up dead. Someone is making a play for power, but it isn't a local and they have brought the Nightviper in on the job. She is cleaning out the competition and the Police, while concerned, aren't doing much to stop her from taking out the trash. What happens if she succeeds and the new boss enters the scene?



ZENITH COMICS PRESENTS

NIGHT WIPER

PROWESS:	6
COORDINATION:	6
STRENGTH:	5
AWARENESS:	6
INTELLECT:	5
WILLPOWER:	5
STAMINA:	10

Specialties

Acrobatics
Investigation
Martial Arts Expert
Mental Resistance
Performance (Acting)
Stealth

Powers

Wizardry 5 (Gadgets)
• Strike (kamas)
• Super Senses (low light vision, infravision, extended vision, enhanced vision +1, extended hearing)
Invulnerability 2 (Device - Body Armor)

Qualities

Night Owl's Ex-Sidekick
Anyone Can Be Killed If The Price Is Right
It's All In The Preparation
Blends In Like A Chameleon
Code of Honor: she still adheres to a code of honor, but it is violent and retributive and not suitable for a hero

Challenges

Rogue's Gallery: she has made many enemies on both sides of the law

Points: 47



SKULLSMASHER

Jimmy Jones

Height: 8'0"

Weight: 500 lbs

Hair: Bright Green

Eyes: Bright Green

Identity: Known to authorities

Base of Operations: Mobile

Legal Status: Citizen of the United States with a Criminal Record

Known Allies: None

Known Enemies: None

Group Affiliations: None

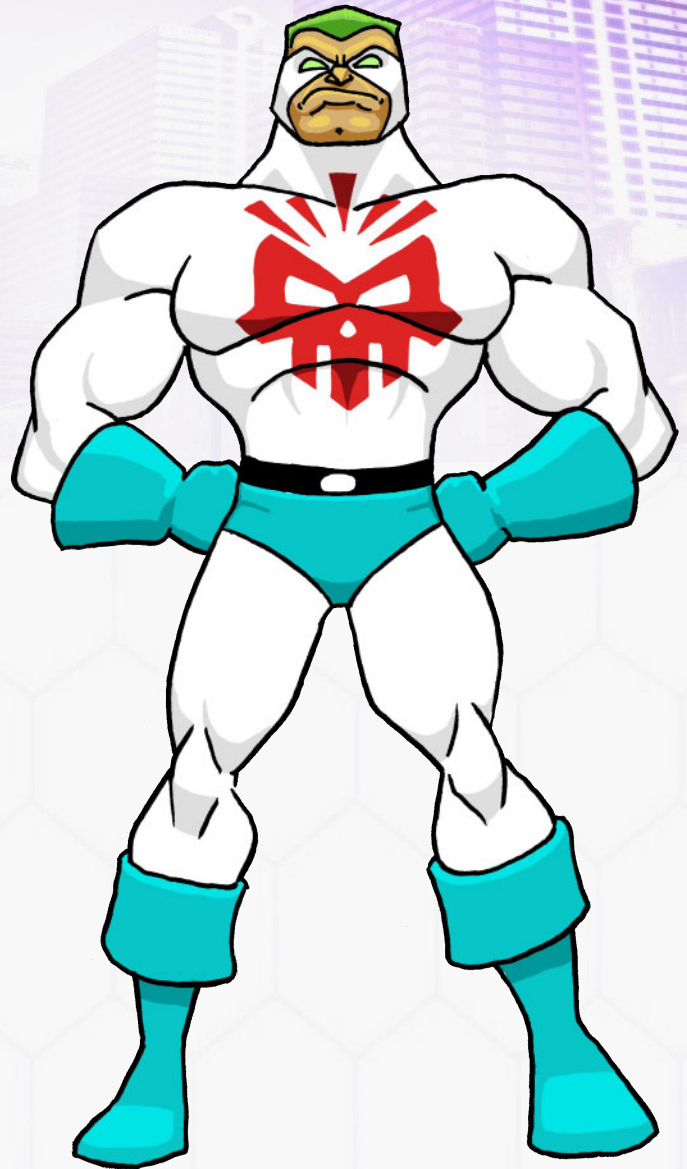
Background

Jimmy Jones was a no good street punk with a habit. He robbed, stole and even killed a few old ladies to get cash for his next fix. No amount was enough and soon he was trying anything he could to get high. That's when the stranger in a dark hat and trench coat offered him something called "Boost". Jimmy was eager for the high so he injected the glowing green liquid without hesitation. He could not have guessed what would happen next with a million tries.

His body surged and grew, achieving an impressive eight feet tall. His muscles bulged and stretched until the idea of lifting up a car was child's play for him. There was a problem though, he wasn't high. Needles couldn't penetrate his skin and he had become immune to all toxins. Jimmy Jones could no longer get high and that wasn't what he wanted, no sir.

This made Jimmy very angry and that lead to a rage-out that took him on a one man path of destruction through downtown. Naturally the local superheroes took exception to this little tantrum and responded in force. Jimmy was so far gone that when they attacked he struck out mindlessly, smashing them left and right. That's when he noticed something. He was getting high from destroying things and beating people up. It felt good to hurt them and Jimmy threw everything he had into it. By the time they stopped him, dozens of police, bystanders and two heroes were dead. The rest of the heroes were hospitalized and a wake of millions of dollars in property damage lay behind.

Sent to the Belle Isle penitentiary for supercriminals, Jimmy quickly got the nickname Skullsmasher after he crushed a guard's head in his bare hands. No one messed with the large green haired man after that. It



wasn't long before Skullsmasher got bored and decided he needed to get high again. This lead to his escape, as well as dozens of other villains who simply used his rampage as cover for their own egress.

Now a free man, Skullsmasher loves to battle heroes, the stronger the better as the longer he fights the higher he gets. Wandering across the country, like a natural disaster, Skullsmasher is always on the look out for the next battle and the next high.

In Your Campaign

Certainly Skullsmasher could be part of a villain team organized to go on a crime spree or get revenge on the PCs. He is a very powerful opponent and has no apparent weakness (aside from mental attacks), so it is cautioned to not use him lightly. Any battle against this guy should be one that your players talk about for sessions to come.

Combat Tactics

Skullsmasher is about as subtle as a hammer to the face. He does not use sneaky tactics at all. He simply announces his presence, usually by throwing an 18 wheeler through a building, and starts smashing, knowing the heroes won't be far behind. Once they show up, the fight is on and he won't go until there is no one left for him to fight or they figure out a way to contain, stop or calm him down. He is not above hiring on with a villain crew, so long as there is a promise of a battle. No fight? Not interested.

While fighting, he is in a semi-euphoric battle rage that makes him very hard to affect with some mental abilities, specifically anything that tries to calm that rage or make him stop fighting. The game master should liberally tag his rage aspect to stunt the Mind Shield power in such cases. Despite this, he still remains vulnerable to many other mental powers and has learned to fear mentalists since they are the ones who can most readily hurt him, and he doesn't like to get hurt. In the face of a mentalist he will try he hardest to take them out first, permanently if possible.

His battle rage surges to new heights whenever he inflicts a major or massive success on an attack, or destroys some object of significance. In those cases, the game master should consider tagging his aspects to perform a stunt as the rush spikes higher, and with it

his power level, temporarily enhancing him.

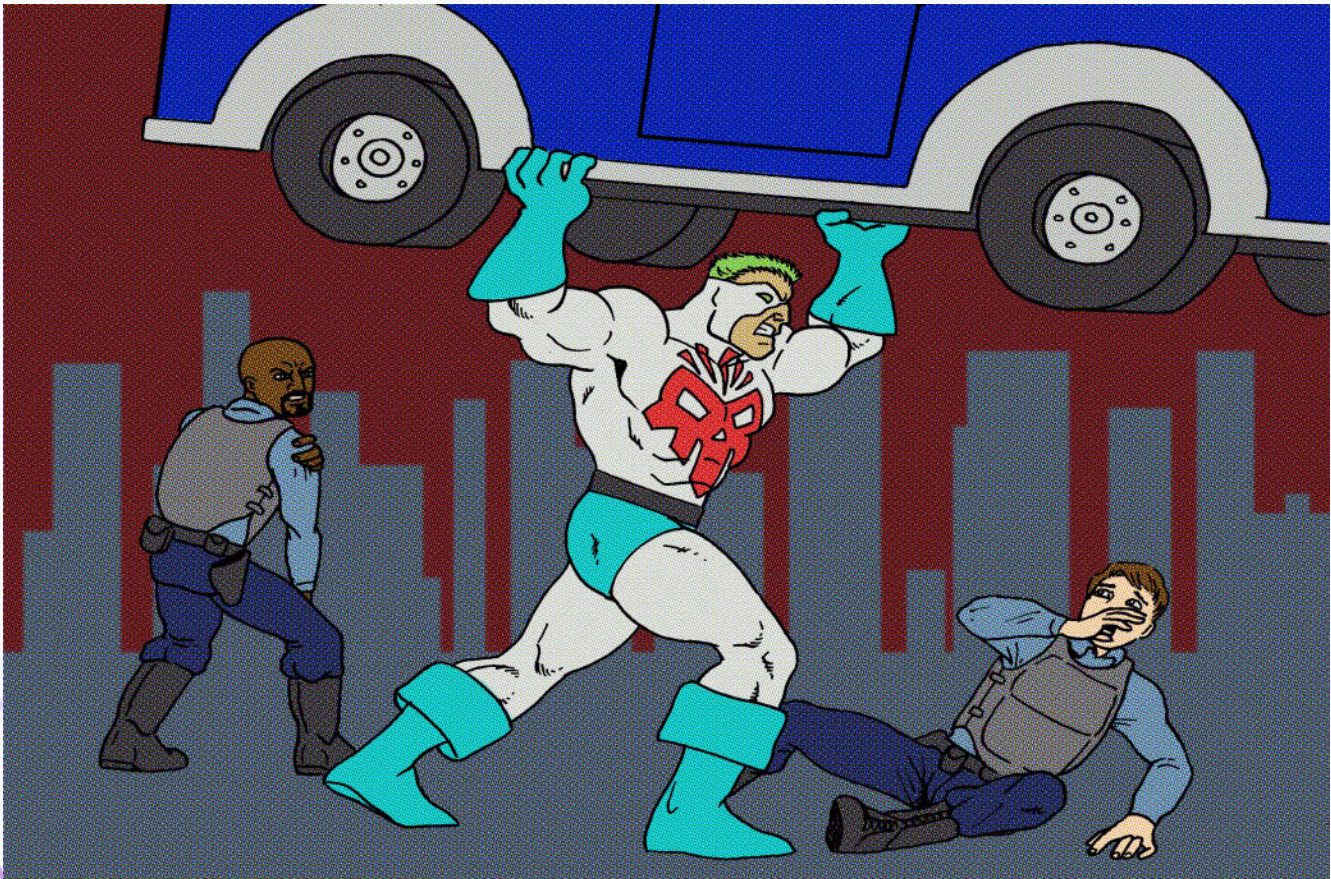
Appropriate power stunts might include Fast Attack for some extra swings, an area-of-effect thunderclap attack, an Ability Boost to prowess or coordination, etc.

Roleplaying Notes

Skullsmasher cares only about one thing, getting high. He will pick a fight with anyone, anytime and by any means possible. He will be sexist, racist or even just demolish a bus in traffic to start a fight and he won't back down. Ever. He loves to hurt and destroy, it's the only thing that lets him feel high and he will get his fix no matter what.

Hooks

- A group of villains has decided to pull off the heist of the century and they need the law and heroes distracted. What better distraction than a raging Skullsmasher in the middle of the city?
- Skullsmasher is on walkabout and his travels have brought him to your city. His path of destruction is long and shows no sign of slowing down. Can the heroes manage to stop him before he reduces the property value of the entire city?
- Success! Skullsmasher has been captured and put into the local superhuman prison. The only problem is he has decided that he doesn't want to be there. When the players respond to the break out, they not only have to deal with him, but all the other villains looking to make good their escape (this book is full of excellent candidates!).





ZENITH COMICS PRESENTS

SKULLSMASHER

PROWESS: 5
COORDINATION: 4
STRENGTH: 9
AWARENESS: 4
INTELLECT: 3
WILLPOWER: 3
STAMINA: 12

Specialties

None

Powers

Leaping 5
Invulnerability 7
Life Support 6 (pathogens, toxins, pressure, cold, heat, radiation)
Life Drain 9 (special, see below for details)

Qualities

“Feel the rush!”
Hulking, Mutated Street Punk
Destruction Is His Drug
Rage Fuels His Power

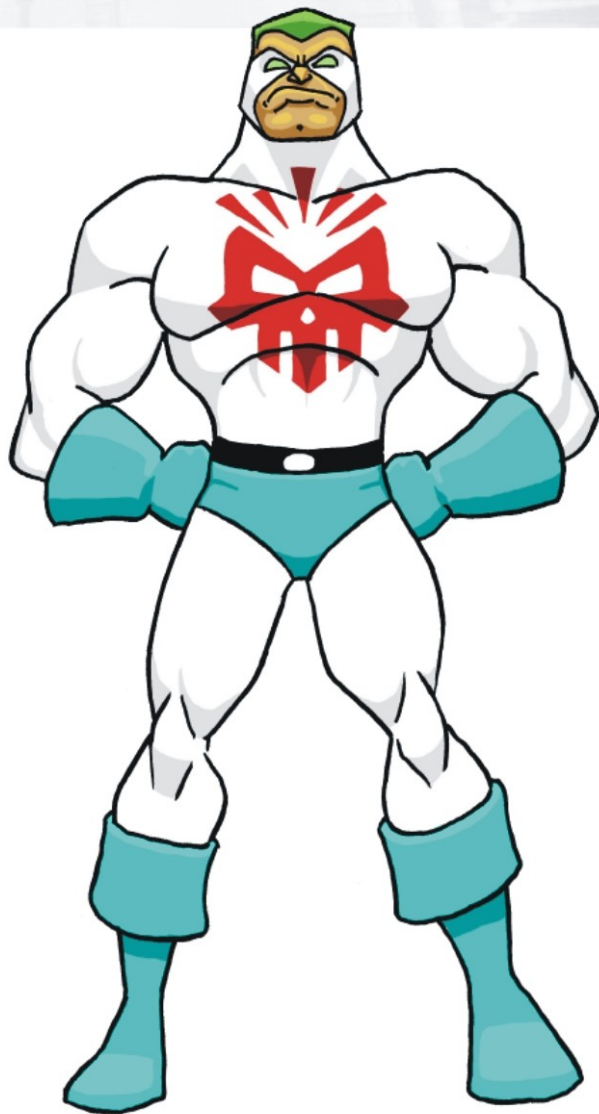
Challenges

Addict Who’s Now Immune To Drugs
Weakness: Powers depend on rage – he loses 3 levels from strength and each power when he is calm, sleeping, sedated, etc.

Points: 55

Special Rules:

Skullsmasher’s Life Drain power isn’t intended to be an actual “life drain”, but instead should be described as his battle rage reinvigorating him when he successfully inflicts damage on others. It is based on his normal unarmed punch (which is why its rank is equal to his strength), and if he succeeds and damages his target the battle rush surges through him, healing him for the same amount of stamina as he inflicted. As an optional rule, instead of using the Life Drain as a separate attack power, you can simply resolve his strength-based unarmed attacks normally (including slams/stuns, reducing the stamina damage due to any defensive powers, etc.), and then have Skullsmasher heal the same amount of stamina he inflicted (limited by the amount of stamina the target had left). In effect, the Life Drain gains the ability to slam/stun like an unarmed strike, but it no longer bypasses damage-reducing defenses or drains strength if the target is reduced to 0 stamina.



WOLFEN

Ted Schrader

Height: 5'5"/6'0"

Weight: 150 lbs/180 lbs

Hair: Brown/Slate Gray

Eyes: Brown/Ice Blue

Identity: Secret

Base of Operations: Capitol City

Legal Status: Citizen of the United States with no Criminal Record

Known Allies: None

Known Enemies: None

Group Affiliations: None

Background

A nobody accountant in a large firm, Ted Schrader was going nowhere fast, if a heart attack didn't get him first. His life was one of boring repetition and constantly being subservient to his domineering bosses and fat wife at home. If he had been a stronger man he may have made a change, or even ended his miserable existence. But alas Ted Schrader was not that kind of man, so much so that when he got bit by what he assumed was a rabid stray dog while waiting for a tow truck on a country road, he merely took it in stride.

The next month though, all that changed. Ted changed. His skin fell away and Wolfen was released. For the three nights of the full moon he went on a bloody rampage through his suburban world, killing anyone who had the misfortune to cross his path. The local authorities claimed it was an escaped animal from the zoo, but it wasn't.

When he turned back into Ted, a powerful realization came to him. Ted was the disguise, and Wolfen was who he really was. For most of the month he was forced to be a horrible monster that he couldn't stand, an accountant. But three nights a month he was free to be himself, a force of nature that left a river of blood in his wake.

He attracted the attention of a group of occult hunters once. They were ready for a werewolf and nearly killed him that night. Wolfen learned from that mistake and made sure to steer clear of too much attention when he went on his rampages after that.

In Your Campaign

Obviously Wolfen is not your standard rob-a-bank type of villain. He is best used in more street level campaigns, where he can prowl the dark urban alleys



looking for his next victim. Not one to join a team of supervillains either, he is more of a solo villain for a solo hero or a duo.

Also, while there is no game mechanic for it, his curse is transferrable. Any target he attacks who lives will become a werewolf with the next full moon. It is up to you to decide if and how this curse can be reversed. Otherwise the normal silver option exists as well as a vulnerability to magic based attacks. As a plot device, you may choose to inflict the curse on anyone Wolfen defeats but leaves alive, in which case that character will become a werewolf on the next full moon

Combat Tactics

Savage and brutal, Wolfen only retreats when his target has displayed an ability to seriously or permanently hurt him (primarily due to magic or silver) and then he will flee quickly. Once he is sure he has the upper hand he will return for vengeance hoping to take the target by surprise. Wolfen does not discriminate in his attacks, choosing lethal options every time and going for the jugular every time.



Roleplaying Notes

As Ted, Wolfen believes he is wearing a disguise and will do so very well. He is meek, easily bullied and pushed around. Seemingly Ted will take any level of abuse and not stand up for himself, but he is taking notes. When Wolfen is finally freed from his curse, he will go after those who wronged him as Ted first. Note though that he will never harm his wife, since Wolen has determined she is necessary for his survival during his time as Ted.

Hooks

- Animal attacks have been up lately in the area, though no one thought anything more than strays or an escaped Zoo animal until a teenage girl, attacked the month before, turned into a wolfwoman while at a high school basketball game, killed half a dozen in the crowd and fled into the night. Now it is up to the heroes to track her, learn the pattern and maybe discover that she was a victim of Wolfen!

- The world's most famous big game hunter has come to the city to "bag and tag" Wolfen for his collection. The thing is, he has learned that Wolfen is Ted Schrader and has decided to take him out in his human

guise. Ted is now running for his life, with only 24 hours until he changes. Where has his flight taken him? That's right, to the heroes' doorstep, where he is begging to be protected from the murderous hunter.

- Arcane has learned of Ted's affliction and decided that having a loyal werewolf as his slave is a grand idea. So much so that he has given a magical amulet to Ted that lets him change into Wolfen at will. Naturally, Wolfen has decided to use this device to feed his bloodlust with gusto. Can the heroes stop his rampage of murder?



WOLFEN

PROWESS: 7
COORDINATION: 6
STRENGTH: 7
AWARENESS: 5
INTELLECT: 3
WILLPOWER: 5
STAMINA: 12

Specialties

Business
Stealth

Powers

Strike (slashing) 4
Invulnerability 4
Regeneration 5
Immortality 2
Super Senses 5 (night vision, enhanced hearing +2, enhanced scent +2)

Qualities

Lycanthropy Is a Blessing, Humanity is the Curse
Relentless Hunter by Moonlight
Vengeance Is a Dish Best Eaten Raw and Bloody
Fortune Smiles During the Full Moon

Challenges

Cursed to be Ted Schrader for 25 days per month: drop all abilities to 3, and loses Stealth and all powers

Weakness: Silver and Magic – his invulnerability, regeneration and immortality do not work against silver; his immortality does not work against magic; and either can be used to tag this aspect for determined effort



Points: 55

THE BUG

Harry Harasovich

Height: 5'3" - No short jokes got it?

Weight: 145 lbs - I eat, and I eat and I eat, but no luck

Hair: Brown - It might be cooler blue... or purple.

Eyes: Brown – Boooooorrrrrrrinnnnnng!

Identity: Super secret... like shush! Don't tell no one!

Base of Operations: Um... my bedroom? Er... I mean... My Super Secret Awesome Bug Cave!

Legal Status: Citizen of the United States... blah, blah, blah.

Known Allies: None... well sometimes I call myself Captain Cool... but no one else does.

Known Enemies: I'm 16... let's see... The Principle... Mrs. Peterson across the street.. I mean she still owes me \$20 for all the yard work I did last year... yeah... she's totally like my enemy!

Group Affiliations: The Wolf Scouts of America... but I got kicked out... You accidentally light one little cabin on fire...

Background

So this is the part where I tell you how as a child of the French God of Croissants Le Poo I was left on Earth to be raised by radioactive spiders in a jungle... ok I am already boring myself. What can I say? I was a normal kid. Ignored at school, unless they were giving me swirlys. Girls pretty much either didn't know I was alive or thought I was something they got on the bottom of their shoes... ummmm.... Shoes... er... sorry. Got distracted. Where was I again?

Right! Origin. Yeah so I, like, loved comics books and stuff, and then one day I found this comic book and it was all about me! I don't mean that I, like, related to the character... I mean it was all about me! It was like my story and when I got the last page it was me finding the comic book! Super weird eh?

So that's when I figured out that I was pretty much in a comic book like all the time. Yup. And you know what else? I can actually write the darn thing... true story!

Like if I want pizza? Boom... pizza shows up. If I want Mary Catherine Henderson to notice me at the school dance? Well she pretty much keeps ignoring me. Something to do with the dramatic narrative or something... I barely passed English to be honest.

Any way that's how it works. I am in a comic book and I can control it ... well most of it. Like I can't control everything little last thing.... Man what a headache that would be.



Anyway, so now I am a super hero... or maybe a super villain. I dunno. Both are pretty fun times... though villains get way better chicks!

So yeah... there you go. My back story... I learned that term in English class. Stay in school kids.

In Your Campaign

I would totally use me as like the coolest hero in all the town and have me constantly save the other heroes from everything. Like if their toilet blocked up they should be at the window crying "Won't somebody save me!?" and *BAM* I appear and *FLUSH* all is well! Then the sexy hero girls would be all like "Oh The Bug... you are the manliest man ever! Make love to us right here and now!" and I would be all like "Ladies please... there's plenty of Bug to go around." and then... um.... Well you get the idea.

Combat Tactics

First off I bleed easily, so I try to avoid getting punched as much as possible. I mean I am like allergic to fists. Seriously. It's not because I am a wussy like Johnny Stevens said... he's a big liar! I totally didn't cry at his 14th birthday party when Barry hit me... I got some dirt in my eye... totally. Oh and the cake sucked.

Roleplaying Notes

I am the best I am at what I do and what I do is pretty much awesome! What more do you need to know? Really? I am awesome. All the lady heroes want me and all the dorkoid male heroes want to be me. Ask anyone. Well anyone except Mary Catherine Henderson... man I wish she would notice me.

Hooks

- Okay so like Doctor Doo... er... Captain Car... um... so the mega-bad guy has captured all the heroes and only I can save them! Cue dramatic music. Cue spotlight. Cue sexy hero babes swooning!

- What if I was like to grow 1000 feet tall and threaten to eat the whole city and stuff? And the only way to stop me would be to have like Mary Catherine Henderson agree to go to the School Dance with me? That would be totally awesome! "I AM THE 1000

FOOT TALL BUG! BRING ME MARY CATHERINE HENDERSON IN A NICE DRESS!"

- I am so gonna try out for your hero team and show you chumps what you are doing wrong and how I am so much cooler. Then you're gonna offer me not only membership but make me leader as well! Then Miss Hotpants or Superbabe or whatever her name is will totally be all like "You are such a man Bug. I want you!" and then I will be all like "You know it Superbabe!" It couldn't happen.



WHAT IF

I was like to grow 1000 Feet tall

and threaten to eat the whole city

and stuff



The Bug

PROWESS:	2
COORDINATION:	3
STRENGTH:	2
AWARENESS:	4
INTELLECT:	4
WILLPOWER:	3
STAMINA:	5

Specialties

None

Powers

Wizardry 10 (Cosmic – see special rules below)
• Probability Control 10 (good and bad luck)

Qualities

Breaking the Fourth Wall
Narrative Control
Phenomenal Cosmic Power, Itty Bitty Bedroom/Super Secret
Awesome Bug Cave
Mired in High School Drama

Challenges















Teenaged Misfit
Mary Catherine Henderson Still Ignores Me
Wizardry Weakness: Dramatic Necessity - his powers usually cannot directly control or alter other people, or permanently circumvent or change any of his aspects, and occasionally they just fail at dramatically (in)appropriate times





Points: 28 (*special*)

Special Rules:

The Bug ignores some of the normal rules of the game. His Wizardry power level is not limited by his Awareness, and when he spends Determination to perform power stunts (and succeeds on the stunt test) he retains the ability to use the new power as often as desired for the rest of the scene; in effect, he is retconning the game universe to give himself that power. The game master can limit the number of powers he can retain at one time, and vary the exact level of each power to suit the needs of the story. After all, Harry is somewhat lazy and doesn't normally exert himself, so his power stunts tend to be just high enough level to accomplish whatever he was trying to do.



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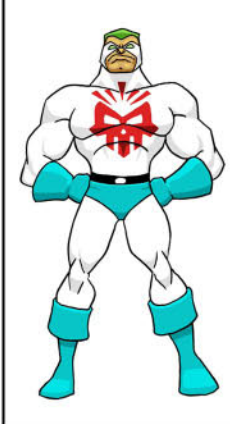
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THE GREEN GARGOYLE

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SKULLSMASHER




JACKIE FROST



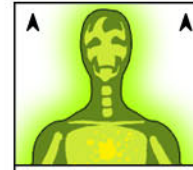
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WOLFEN



THE BUG



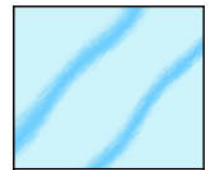
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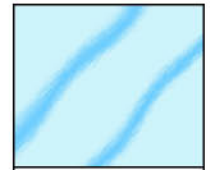
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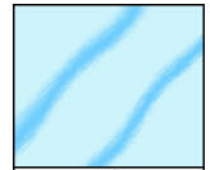
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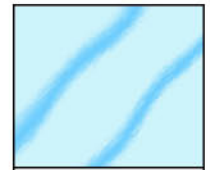
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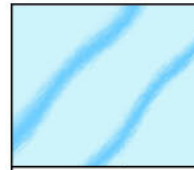
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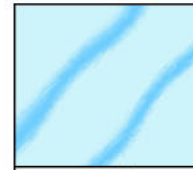
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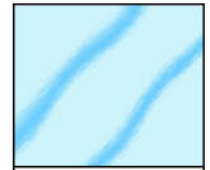
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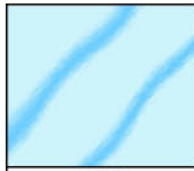
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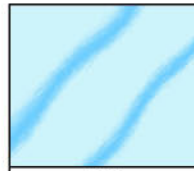
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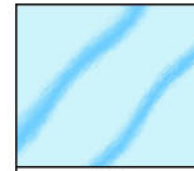
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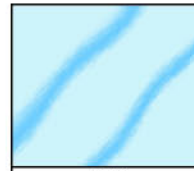
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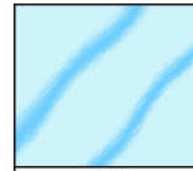
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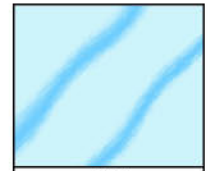
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