



VICTORY  
RPG

# ENEMIES OF THE STATE

VOLUME 1

Issue 3



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# INTRODUCTION

What fun is it being a hero if there are no villains to push you to your spandex-wearing limits? The world (of superheroes) needs villains! But where do we find these maniacal criminals? Delaware, of course! Not just Delaware, mind you, but every state of the union has spawned criminals and now super-criminals.

*Enemies of the State* is a state-by-state chronicle of some of America's most diabolical, cunning, violent and psychopathic villains. The villains from all 50 states will be presented. *Enemies of the State* (*EoS*) presents at least two villains from every state and even more bad guys from the larger states. From Delaware to Hawaii *EoS* has them all.

There's more to a great nemesis than a pile of stats. *EoS* offers detailed backgrounds, psych profiles, tactics summaries and capers for every entry.

New skills, minions, bases and vehicles are also included. There are also tips on bringing the villains to your campaign city, sending your heroes on a road trip, or a little of both.

*EoS* Volume 1 kicked things off with the first six states to become America. Delaware, Pennsylvania, New Jersey, Georgia, Connecticut and Massachusetts have produced 12 villains, two sidekicks, three new minions, three secret lairs and one stealth submarine. There are also over a dozen new skills outlined. The villains run the gamut from criminal mastermind to mutant thug, serial killer to clueless rebel, master thief to mad mystic.

Issue 3 adds four powerful foes from New Hampshire / South Carolina area. So pack your bags, hero. There's trouble in The Hampshires!

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Montemayor

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# FORT SUMPTNER

Fort Sumptner is the fort that has never  
fallen

## South Carolina



**Name:** Fort Sumptner  
**Identity:** Harrison Clark  
**Age:** 26    **Ht:** 6' 2"    **Wt:** 350  
**Born:** Charleston, North Carolina  
**Ethnicity:** White Hair: Brown Eyes: Blue

# Fort Sumptner

# TL8

PROWESS	COORDINATION	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
5	5	9	6	3	7	16
<b>POWERS:</b> <b>Super Sense (Radar 5)</b> <b>Device:</b> Armor (Regeneration 5): Blast 8 Blast Burst 6 <b>Life Support 10</b> Flight 6				<b>OFFENSE:</b> Unarmed 5 Blast 5 Close, Damage 9 Damage 8		
<b>SPECIALTIES:</b> Mechanics, Electronics, Languages (German)				<b>NOTES:</b> His armor can self-repair like the re-generation power.		
<b>ASPECTS:</b> Obsessed with upgrading armor, overconfident <b>CHALLENGES:</b> Thinks he is unstoppable, "This fort has never fallen!"						

Fort Sumter  
 Background  
 Harrison Clark graduated from the Citadel military college with a degree in electrical engineering. Clark wasn't overly smart but he had a gift for electronics and was a hard worker. After school he joined the Marines where he built, operated and repaired bomb-disarming robots. Clark was serving in Iraq when his squad missed a roadside bomb. The bomb exploded and destroyed both of his legs. Clark spent two years recovering and learning to use a wheelchair. He battled with the military for money to pay for experimental robotic legs he heard about being designed in Germany. Clark became frustrated with the military and set out to find his own funding. Clark found a group of would be Confederates doing petty robberies in Charleston. He didn't care about their politics but he agreed to help them blast their way into a bank for a share of the loot. Clark used his share to fly to Germany and meet Doctor Ganz.

After much trial and error they were able to permanently attach robotic legs to Clark. Over the next three years Clark worked as a mercenary. He traveled the globe but always returned to Ganz. Each time they'd add to his arsenal. Armor was soon added to his legs, then a full bodysuit and finally weapons systems. Clark once joked that he was like a one-man Fort Sumter, powerful yet never completed. Doctor Ganz died a year ago so Clark moved back to Charleston. He still works as a mercenary codenamed Fort Sumter and tinkers on his armor every chance he gets. **Psyche Profile**  
 Clark is a ruthless mercenary and bounty hunter. He is always tinkering on his armor and never feels happy with it. He has no problem hurting or killing people but prefers getting paid to do so. **Tactics**  
 Capers

# SECESSIONIST

It's a twisted thing to have your  
own body seceed from you

## South Carolina

**Name:** Seccessionist

**Identity:** Caroline McCormick

**Age:** 24    **Ht:** 5' 8"    **Wt:** 115

**Born:** Columbia, South Carolina

**Ethnicity:** White **Hair:** Brunette **Eyes:** Blue



Seccessionist

### **Background:**

Caroline McCormick was a grad student at the University of South Carolina. She was part of a team working on fuel cell technology. Specifically, they were working on a controlled fission-fusion reactor. Their reactor would split and fuse atoms at high speeds generating high energy.

The reactor experiments failed time and again as the reactor went beyond safety limits and had to be shut down. Professor Garrison was certain his design would work but the government and university decided to redirect the funding.

Caroline had a crush on Garrison so of course she agreed to help him run the reactor one last

# Secessionist

TL7

PROWESS	COORDINATION	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
8	8	2	4	8	8	10

**POWERS:**  
**Anatomical Separation 8 (Self)**  
 [Stretching, Hands only, Limited, No Tether to Body, ESP], Flight 6, ESP 8, Strike 5 (Slash)  
**Anatomical Separation 7 (Others)**  
 [Mind Control, Limited to Hand, Hand detaches from foe as above]  
 Specialties:  
 Physics, Atomic Chemistry, Stealth

**OFFENSE:**  
 Unarmed 8                      Close, Damage 5  
 Separation 8, Touch, Mind Control

**NOTES:** Secessionist can separate her hand(s) and use them at a distance. The power works like Stretching except her hand can't flatten or twist, etc. and in exchange for not being attached. Attach/Detach as free action.] Secessionist can control a foe's hand as a standard action mind control attack. Once controlled, she can use the hand as to use any of the foe's powers, strength, or abilities the GM feels appropriate for controlling one hand. The hand acts as Secessionists standard action and can fly and has ESP as if it was one of Secessionists hands.] The victim can break the hands mind control as per mind control rules or by grabbing the hand and holding it in place for a standard action  
 Strength                      vs.                      Strength.]

**ASPECTS:** Thinks of herself as Evolutionary Elite, overconfident, little value of human life  
**CHALLENGES:** Standoffish, Can't actually do everything she claims such as effect objects, "Your hands are my puppets."

time without safety limits. The reactor increased and increased the size of the atomic reaction until the reactor walls themselves began to break down. Garrison ran outside to cut the power to the lab as Caroline struggled at the controls to contain the growing reaction.

In a flash of light Caroline found herself caught in the reaction. Her atoms fused and split and she became aware of things at the atomic level. When it was over her arms and legs floated near her. They were no longer connected to her but she could control them and feel them.

Caroline pulled herself together and left the campus. She learned that she could disrupt people or objects at the atomic level. She discovered she could split people like an atom and create an exact duplicate of them she could control. Caroline named herself Secessionist in honor of South Carolina being the first state to secede from the Union. She is the first to split from the "world of mortals" and see the true nature of the universe.

Anatomical Separation

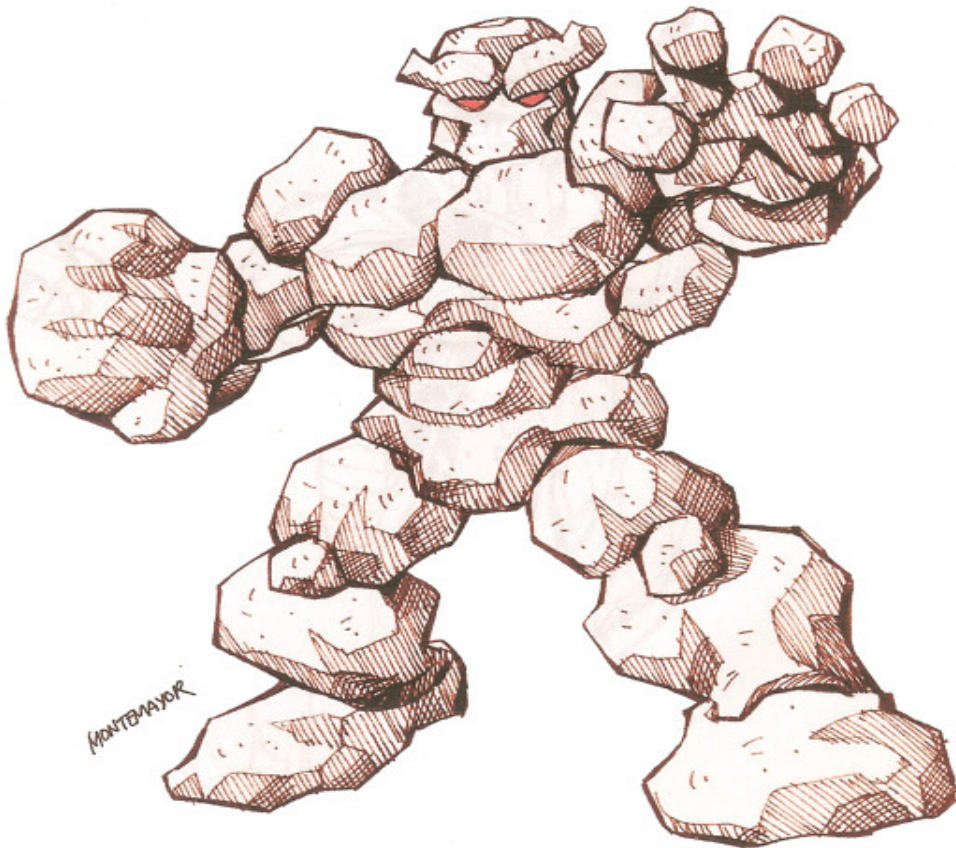
Self-Secessionist can separate her hands from her body as a free action. The hands can move (fly) as part of her move action. She can use one standard action per turn using a separated hand or a connected body part. Her hands reconnect as a free action. Her hands use her traits and abilities but get a +4 on defense due to size.

Others-She makes a touch-based affliction attack. The victim makes a Will save. Failure [hand disabled, detached]. The hand makes a second Will save versus mind control 8, failure [compelled, controlled]. The victim can grab his hand with an attack and then hold it in place for a move action to regain use of the hand. Hands under secessionist control have flight 3. A hand that suffers a staggered or disabled status stops functioning. Hands that are reattached transfer any bruised or injured conditions back to the person, other conditions don't carry over.

# GRANITE

Granite Crush All who oppose him

## New Hampshire



**Name:** Granite  
**Identity:** Flokal  
**Age:** 10,000 + **Ht:** 6' 7" **Wt:** 1100Ibl.  
**Born:** UNKNOWN  
**Ethnicity:** Rock/Alien **Hair:** None **Eyes:** None



# Granite

# TL9

PROWESS	COORDINATION	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
4	3	10	3	3	7	17
<b>POWERS:</b> <b>Alternate Form 8</b> (Rock, Always on) <b>Life Support 8</b> <b>Invulnerability 5</b>				<b>OFFENSE:</b> Unarmed 4                      Close, Damage 10		
<b>SPECIALTIES:</b> Wrestle				<b>NOTES:</b> Granite is always in his natural rock form.		
<b>ASPECTS:</b> "I am the god of New Hampshire!", "The Granite state worships me" <b>CHALLENGES:</b> Rock form, thinks he's a god						

G r a n i t e  
 B a c k g r o u n d  
 In roughly 8,000 BC an escaped convict named Flokal crash-landed in what is today known as New Hampshire. A bounty hunter named Rogell was pursuing Flokal. Rogell found the convict and the two aliens engaged in epic combat. The aliens were as powerful as modern superheroes. Rogell managed to bury Flokal alive after fierce fighting. Rogell carved a marker shaped like Flokal's face out of stone in the side of the mountain. He left Flokal captive there and went to get help transporting the criminal. Rogell's ship was destroyed as he arrived at his home world during the Tarban invasion. Nobody ever came to get Flokal. He was incredibly strong but the weight of the mountain and a glacier were too much for him to escape from. In 1805 Francis Whitcomb and Luke Brooks, part of a Franconia surveying crew, were the first white settlers to record observing the Old Man Of The Mountain, according to the official New Hampshire

history. The Old Man became a state symbol and was believed to be a naturally occurring formation. On May 3<sup>rd</sup>, 2003 the rock formation collapsed. The collapse, combined with 10,000 years of erosion, reduced the weight on top of Flokal enough that he was able to break free. After 10 millinium Flokal isn't all that sane. Unfortunately, he never was all that smart either. Flokal had never seen the Old Man since he was under it so when he saw stamps, coins and pictures bearing his profile he assumed "primitive humans" were worshipping him. New Hampshire is the Granite State so the humans must think his name is Granite. Granite walked into the state capital and declared, "Humans! Your god Granite is here to rule you." The humans didn't like that idea and after a battle involving the New Hampshire National Guard, FBI and super-armored police, Granite fled. Granite is once again wanted by authorities and is in hiding.

Psyche                      Profile  
 T a c t i c s

# NOR'EASTER

This woman from New Hampshire will literally  
blow you away

## New Hampshire

**Name:** Noreaster  
**Identity:** Cindy Duffy  
**Age:** 20 **Ht:** 5' 6" **Wt:** 103  
**Born:** Concord, New Hampshire  
**Ethnicity:** white **Hair:** Blue **Eyes:** Yellow



# Nor'Easter

# TL7

PROWESS	COORDINATION	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	STAMINA
2	5	2	3	5	6	8
<b>POWERS:</b> <b>Air Control 8</b> <b>Binding 6</b> <b>Flight 7</b> <b>Life Support 3 [Breathing, Pressure, Cold]</b> <b>Force Field 5</b>				<b>OFFENSE:</b> Unarmed 5                      Close, Damage 2 Blast 5                              Damage 8		
<b>SPECIALTIES:</b> Aerial Combat, Performance				<b>NOTES:</b> Her force field is air control based so the GM may limit it in a vacuum, under water, etc.		
<b>ASPECTS:</b> Greedy, Vain, Short Temper <b>CHALLENGES:</b> Attacks Women first as rivals, "I'm so beautiful I'll blow you away."						

N o r ' e a s t e r  
**B a c k g r o u n d**  
 Cindy Duffy was vacationing in the Isles of Shoals just as she had many times before. The twenty year-old had heard the legends that Blackbeard the pirate had buried treasure in the area but she didn't believe it. Still, when she found an old hand-drawn map on a piece of parchment she couldn't help but i n v e s t i g a t e .  
 Cindy followed the map and found a small metal box hidden away in the notch of an old tree. She opened the box and found a necklace inside. The necklace was a silver chain with a beautiful seashell attached. Cindy put on the necklace and bragged about it to all her friends. The problem was Cindy wasn't a good person. She was a vindictive, jealous, conniving young woman. During a dance a few days after finding the necklace, one of her many rivals began teasing her about it. Cindy became furious and suddenly the dance hall was filled with a fierce wind. Cindy's anger drove a destructive arctic wind and the entire hall was d e s t r o y e d .  
 Cindy relished her new power. She designed a sexy costume and took on the name Nor'easter, a reference

to the most feared weather in New Hampshire. She has the power to take what she wants, and does.  
 Psyche Profile  
 Nor'easter is a very disturbed woman. She feels entitled to anything she wants. She takes her powers for granted and lacks training. She is raw and destructive and shows no remorse for the death and destruction she causes.  
 T a c t i c s  
 C a p e r s

*The strongest wind in US history was recorded on Mount Washington New Hampshire in 1934 (231 mph).*