

CHAMPIONS
THE SUPER ROLE-PLAYING GAME!

MONSTROUS SUPERVILLAINS FOR

ENEMIES III



HERO

GAMES

ENEMIES III

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Another Heroic Creation of Alluvial Games

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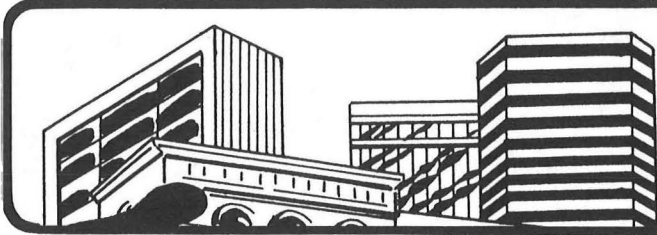


Key to the Character Descriptions

Powers and Disadvantages have been presented in standard order. All additional stats due to Growth and Density have been added to the listed Characteristics. Hand-to-hand Killing Attacks include the user's Strength. All non-standard Power Advantages and Limitations, other than +¼, are given. Desolidification, Tunnelling, and Radar Powers are for the minimum amount, unless otherwise stated. Force Field and Armor protection are already added into a character's PD and ED. Force Walls, defenses with Limited Uses, and defenses with an 11 or less activation or worse are not so included.

Abbreviations

AP	Armor Piercing
BODY	Body pips
CHA	Characteristics
COM	Comeliness
CON	Constitution
DCV	Defensive Combat Value
DEF	Defense
DEX	Dexterity
EB	Energy Blast
EC	Elemental Control
ECV	Ego Combat Value
ED	Energy Defense
END	Endurance
FF	Force Field
FTL	Faster than light travel
HKA	Hand-to-hand Killing Attack
HTH	Hand-to-hand
IAF	Inobvious Accessible Focus
ID	Identity
IIF	Inobvious Inaccessible Focus
INT	Intelligence
IR	Infrared
Irr	Irrational
KNB	Knockback
LS	Life Support
m	Variable Multipower slot: multi
MP	Multipower
NND	No Normal Defense (the defense is given)
OAF	Obvious Accessible Focus
OCV	Offensive Combat Value
OIF	Obvious Inaccessible Focus
PD	Physical Defense
PRE	Presence
r	Radius
RKA	Ranged Killing Attack
REC	Recovery
SPD	Speed
STR	Strength
STUN	Stun pips
TK	Telekinesis
TP	Teleportation
u	Fixed Multipower slot: ultra
UV	Ultraviolet
VAL	Value
w/	With
†	Optional power from <i>Champions II</i>
‡	Optional power from <i>Champions III</i>
[n]	A number in brackets represents Limited Uses
(n,m)	Parentheses enclosing a pair of numbers represent the PD and ED values of a Force Field or Armor
≤	"Less than or equal to" (as part of a 3D6 roll)



INTRODUCTION

Welcome to the wonderful, wicked world of *Enemies III*. Here are another 27 villains which may be used as villain group fillers, throwaway encounters, or as the basis for world-threatening campaigns. It's been some time since the last volume, but the intervening months have been well spent defining the layout and design of these and, yes, future *Enemies* books. The character backgrounds have been expanded, providing motivations, origins, and power descriptions. As an added bonus, costume notes have been added, so the villain images may be colored in if desired.

Villain selection for this book was made with an eye to providing low-, medium-, and high-powered individuals. A few "specialty" villains have also been included, particularly apt for campaign games. Many of the villains are more rounded than has typically been the case. Such characters present the referee with more options both in combat and within the campaign. However, more attention may be required when running them. If convenient, the referee may of course select the most obvious modes of play (or attack) for them and ignore the other options to speed up the game. This is perfectly valid; the characters are here for your convenience. If necessary, add or remove powers, heighten the

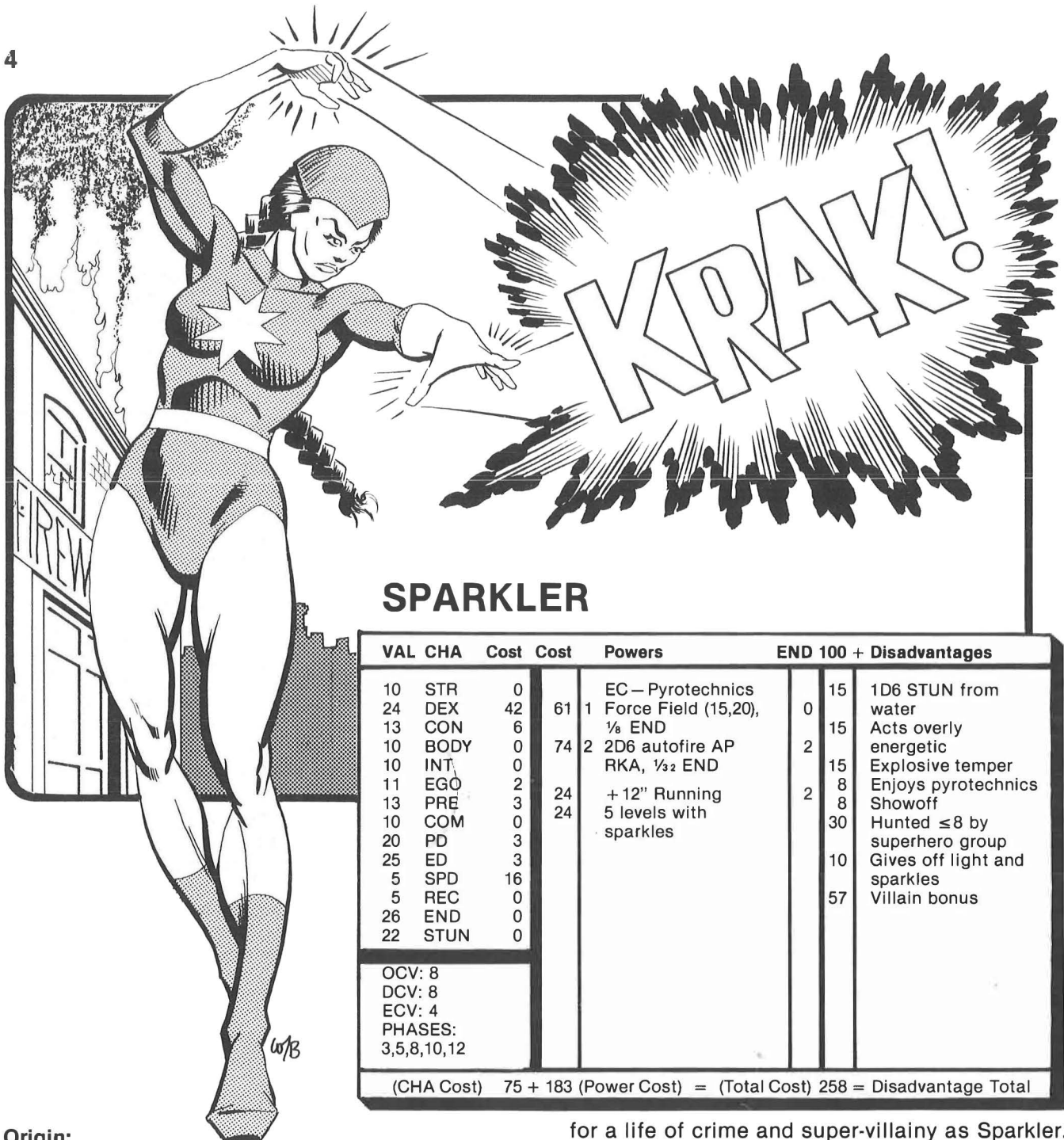
defenses or add to the number of dice thrown. Rewrite, modify, or change the characters in any way desired to fit *your* campaign.

The majority of these villains fall into what we call the "mercenary" class. Many of them are not in the least averse to working for or with a group, and they will do so for a variety of reasons such as money, notoriety, or the simple desire to smash and destroy. This makes it rather easy to drop them into your campaign. By keeping track of which villains are in jail or hunting certain heroes or working with certain villains, the gamemaster can establish a continuing history for these characters.

In the back of the book is a complete index of all of the villains ever published by Hero Games. This index lists various general categories into which many of the villains fall, plus a rough "toughness" rating for each one and a total cost.

Character costs are always a tough proposition: power costs change with time, character outlines pass through several hands, and "editing" is sometimes carried out in a hurry. To avoid the pitfalls inherent in such processes, *all* non-standard power advantages and disadvantages have been spelled out and costed. So, help yourselves, and trounce those heroes!





SPARKLER

VAL	CHA	Cost	Cost	Powers	END 100 +	Disadvantages
10	STR	0		EC—Pyrotechnics	15	1D6 STUN from water
24	DEX	42	61	1 Force Field (15,20), 1/8 END	0	Acts overly energetic
13	CON	6			15	Explosive temper
10	BODY	0	74	2 2D6 autofire AP RKA, 1/2 END	2	Enjoys pyrotechnics
10	INT	0			15	Showoff
11	EGO	2	24	+ 12" Running	2	Hunted ≤8 by superhero group
13	PRE	3	24	5 levels with sparkles	8	Gives off light and sparkles
10	COM	0			30	Villain bonus
20	PD	3			10	
25	ED	3			57	
5	SPD	16				
5	REC	0				
26	END	0				
22	STUN	0				
OCV: 8						
DCV: 8						
ECV: 4						
PHASES: 3,5,8,10,12						
(CHA Cost) 75 + 183 (Power Cost) = (Total Cost) 258 = Disadvantage Total						

Origin:

The girl who would become Sparkler was born Maria Consuela Gonzales Romano, the youngest of twelve children of hardworking Central American dirt farmers. She spent her dowry to buy her way into the United States, the land of opportunity, but she was sold to work in a back-country fireworks factory, an illegal and highly dangerous operation. None of its owners were particularly surprised or concerned when it blew up accidentally one day, but they died in shock when Maria, now imbued with the power of the fireworks that had killed her co-workers, showed up to take revenge. Having committed murder, however justifiable in may have been in her own mind, Maria decided that she had no choice but to opt

for a life of crime and super-villainy as Sparkler.

Sparkler is not a planner. She spends her earnings quickly on an extravagant lifestyle. She is still enthralled by her own abilities, and often pulls impulsive jobs just for the joy of the exercise.

Powers:

Sparkler's powers cause her to emit bright light and hissing sparks. Even when not using her powers, she throws off sparks at her hands and hair. As she runs, small explosions beneath her feet send her in long bounds through the air.

Costume:

Sparkler wears a bright red body suit with a coruscating fireburst across her chest. Her actual firework effects accentuate the color scheme.

Origin:

Some years ago, all of Canada was threatened when a young renegade scientist said he would detonate a "darkon-bomb" and blind the entire country if his demands were not met. Since the scientist didn't have the postal workers union behind him, the government categorically refused to give in, the bomb was never set off, and the authorities assumed that the threat had simply been the doing of a crank.

The authorities were wrong. In fact, the bomb *would* have been set off and all of Canada blinded had it not been for the clumsiness of a common thug who stumbled over a misplaced cable and fell into the generator which powered the darkon-bomb. In the ensuing explosion, the scientist was killed and the bomb demolished, but the thug emerged from the rubble with powers far beyond those of normal men. Now that thug is known as Darkon, and he's one really amazing guy, eh.

Powers:

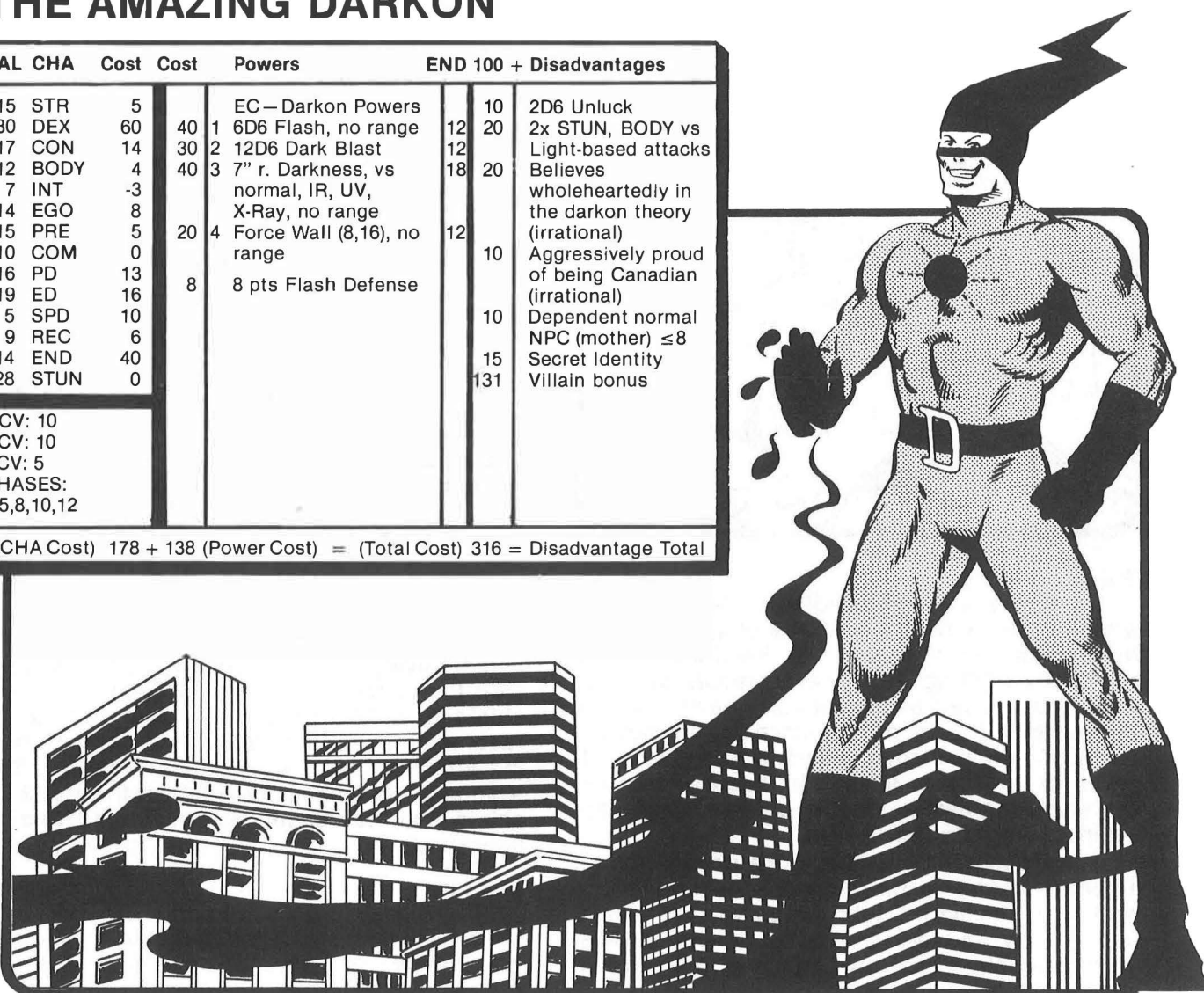
The amazing Darkon is living proof of the "Darkon Theory," which holds that light is merely the absence of darkness. By absorbing all the darkons in the immediate vicinity, Darkon can create a blinding absence of darkness. He can also emit darkons in order to make things dark, to generate a potent blast of darkness, or to fashion a solid wall of force. Of course, his ability to absorb darkons makes him particularly vulnerable to light-based attacks (which steal darkons away from *him*) . . .

Costume:

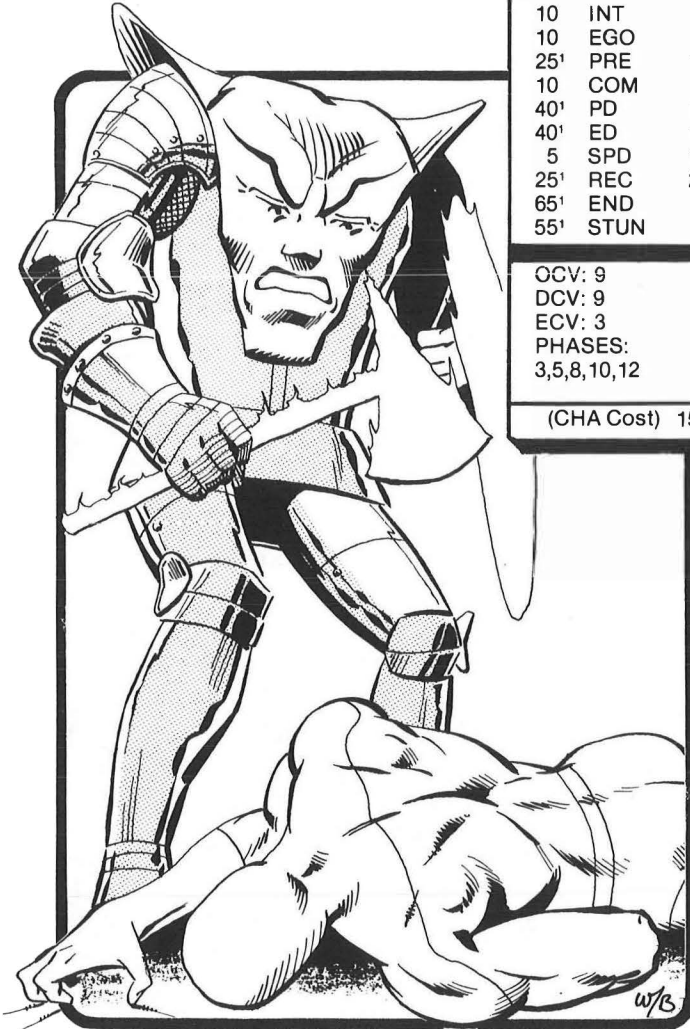
Darkon wears a billious green costume with black trim. His headpiece is made of black-painted cardboard, and provides no protection whatsoever.

THE AMAZING DARKON

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
15	STR	5		EC—Darkon Powers	10	2D6 Unluck
30	DEX	60	40	1 6D6 Flash, no range	12	20 2x STUN, BODY vs
17	CON	14	30	2 12D6 Dark Blast	12	Light-based attacks
12	BODY	4	40	3 7" r. Darkness, vs	18	20 Believes
7	INT	-3		normal, IR, UV,		wholeheartedly in
14	EGO	8		X-Ray, no range		the darkon theory
15	PRE	5	20	4 Force Wall (8,16), no	12	(irrational)
10	COM	0		range		10 Aggressively proud
16	PD	13	8	8 pts Flash Defense		of being Canadian
19	ED	16				(irrational)
5	SPD	10				10 Dependent normal
9	REC	6				NPC (mother) ≤8
114	END	40				15 Secret Identity
28	STUN	0				131 Villain bonus
OCV: 10						
DCV: 10						
ECV: 5						
PHASES:						
3,5,8,10,12						
(CHA Cost) 178 + 138 (Power Cost) = (Total Cost) 316 = Disadvantage Total						



THE GREEN KNIGHT



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
25 ¹	STR	10	50	¹ MP—75 pt pool	30	Berserk ≤14, recover ≤8 if attacked by 2 or more foes
26 ¹	DEX	33	3	^u 4D6 RKA+5 pts resistant Piercing [†] , no range	15	Overconfidence
25 ¹	CON	20				Obsessed with defeating knightly opponents
15	BODY	10				Hunted ≤8 by superhero group
10	INT	0	5	^u +25 Recovery, 2 BODY Regeneration, only when unconscious, but self-activating +0	20	Unusual Looks ≤14
10	EGO	0				Secret Identity
25 ¹	PRE	10				3D6 STUN, BODY if out of armor for one day [†]
10	COM	0				Villain bonus
40 ¹	PD	13			30	
40 ¹	ED	13				
5	SPD	14				
25 ¹	REC	20	14	² EC—Shield	15	
65 ¹	END	5		Missile Deflection (20 pts) ≤17	15	
55 ¹	STUN	9		Reflection [†] ≤18	30	
				-10"Knockback Resistance [‡]	6	
	OCV: 9					
	DCV: 9		33	¹ Armor (15,15)	26	
	ECV: 3			1 level with shield		
	PHASES: 3,5,8,10,12			1 level with RKA		
						¹ OIF—armor
						² OAF—shield

(CHA Cost) 157 + 129 (Power Cost) = (Total Cost) 286 = Disadvantage Total

The talisman grew, enveloped John, and shaped itself and him as a set of green armor, headless but otherwise quite beautiful. But the talisman also swallowed John's mind and soul to the degree that he cannot live without his armor for more than a day. With this armor, he quickly established a small reputation as a villain. Some forgotten toolmaster paid for a task by giving him the shield he bears, and then his career soared. The Green Knight will accept employment for pay, but his great obsession is in proving his claim as "The World's Greatest Knight." To this end he challenges anyone who wears any kind of armor or carries medieval weaponry, and quite a few bruised heroes pursue him for a rematch.

Equipment:

The Green Knight's armor gives him strength and enormous durability. He attacks with a weapon formed of green fire that comes from the suit. He uses either an axe, sword, or mace, depending on his opponent, but the three weapons do the same damage. If he is knocked unconscious, the weapon immediately dissolves, and his living suit of armor begins to revive him, with the added Recovery and Regeneration. His shield is technological, not magical. It contains radar and other scanning devices to track incoming attacks, and at a command from the Green Knight, it will repel or even reflect the attack. The shield also absorbs momentum, subtracting from knockback.

Costume:

The Green Knight's armor is a beautiful green, but he has no head. He is wreathed in pale green fire, from which his weapon is formed. The shield is a simple grey color.

Origin:

An obsession with medieval life combined with the mentality of a would-be bully took John Nottingham on a search for knighthood and power. After sifting through every medieval document he could beg, borrow, or steal, he discovered the final hiding place of a talisman of great power. This talisman, the legends said, would give great power to its wearer. In fact, its bearer would be the world's greatest knight. Unfortunately, the legends left out a few details.

John found this talisman in the possession of a lonely hermit in the hills of Cornwall. After beating up the hermit, John seized the talisman in both hands and *demand*ed to be the world's greatest knight. The artifact complied, with an evil chuckle . . .

Origin:

In life, the beautiful Natasha Rasputin was one of the Soviet Union's finest undercover intelligence operatives. Under orders from the KGB, she came to the United States in the late 1970's and, posing as a defector, ingratiated herself with various U.S. espionage agencies by providing them with very real intelligence information. Her instructions were to help the United States in every way possible, regardless of the cost to the Soviet bloc, until such time as her true masters had need of her. This she did with such zeal that she became a target for assassination by elements of the Bulgarian secret police who didn't realize she was actually a Soviet mole. Natasha was slain, but in her outrage and anger at the mindless stupidity of the Bulgarians, she refused to pass on to the next world. Now she exists as an unliving embodiment of Death itself. Her vengeance on the Bulgarians has long since been taken, but she still must pay the price of her sins by claiming the souls of others when the time comes for them to die.

Campaign Note:

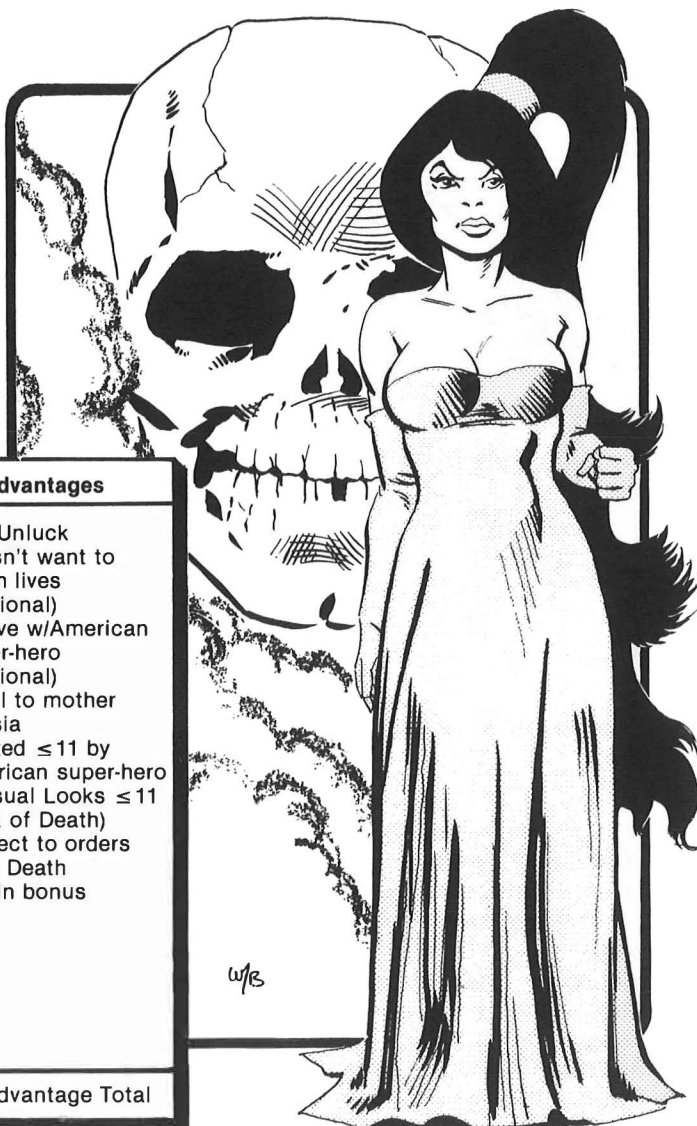
The gamemaster should choose a (male) hero in his campaign who would logically develop an interest in Dark Angel, perhaps one who dislikes Communists or one with knowledge of the supernatural. The gamemaster should then bring these two together in several scenarios and gradually cause Dark Angel to fall in love with the American. This has already been noted in the disadvantages.

Powers:

As an embodiment of Death, the Dark Angel possesses the power to kill with a touch. She can neutralize that ability for brief periods of time, but if her will weakens (i.e., when she runs out of Endurance) the death-touch will return. She can bypass time and space, render herself immaterial on the physical plane, and levitate herself into the air. She can touch her victims mind-to-mind instead of body-to-body; this attack will not kill, but can cause agonizing pain.

Costume:

Dark Angel's long, reddish-purple hair is always in motion, fluttering in the ethereal wind. She wears only a green silk dress and gloves. Her aura of death is often visible as a shimmering black outline, and because of it those who are sensitive to such things may react in fear or horror at her approach. When she does claim a life, a mocking skull-faced visage of Death will often appear above her or in the solid white of her eyes.

**DARK ANGEL**

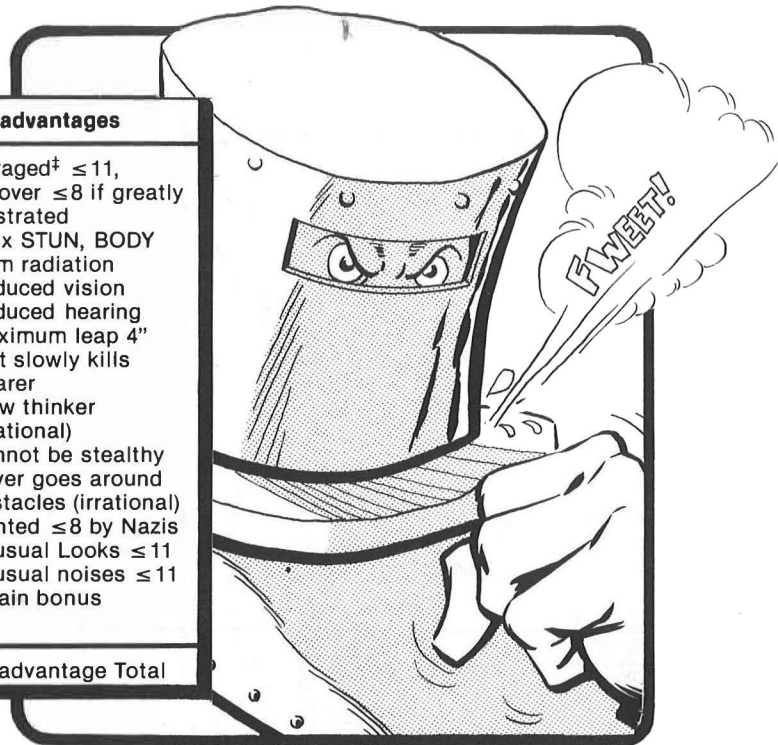
VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
30	STR	20	45	MP—45-pt reserve	5	1D6 Unluck
23	DEX	39	4	u 4½D6 Ego Attack	9	20 Doesn't want to claim lives (irrational)
20	CON	20	4	u Force Field (15,15), ¼ End	1	15 In love w/American super-hero (irrational)
15	BODY	10	4	u 9 BODY	9	8 Loyal to mother Russia
20	INT	10	4	u Desolidification	3	25 Hunted ≤11 by American super-hero
17	EGO	14	4	u Dimensional Teleport 15"	0	10 Unusual Looks ≤11 (aura of Death)
20	PRE	10	4	u	10	10 Subject to orders from Death
20	COM	5	6	10 pts Ego Defense	10	221 Villain bonus
25	PD	19	107	3D6 RKA damage shield†, always on	5	
20	ED	16	22	27 pts to neutralize RKA, costs Endurance	5	
4	SPD	7	6	10 pts Ego Defense	10	
10	REC	0	20	2 BODY Regeneration	1	
40	END	0	10	5" Flight		
40	STUN	0	5	Stealth ≤14		
			10	2D6 Luck		
			3	Speaks fluent English w/ Russian accent		
				OCV: 8		
				DCV: 8		
				ECV: 6		
				PHASES: 3,6,9,12		

(CHA Cost) 170 + 244 (Power Cost) = (Total Cost) 414 = Disadvantage Total

THE JUGGERNAUT

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages	
70'	STR	37	9	1 Density Increase,	0	15	Enraged [‡] ≤11,
8'	DEX	-4		1/4 END, always on			recover ≤8 if greatly
60'	CON	60		(2x Mass, -1 KNB)			frustrated
40'	BODY	39	20	1 Full Damage	20		1 1/2 x STUN, BODY
10	INT	0		Resistance			from radiation
13	EGO	6	13	1 20 pts Power	15		Reduced vision
30'	PRE	13		Defense	15		Reduced hearing
10	COM	0	13	1 22 pts Ego Defense	5		Maximum leap 4"
30'	PD	9	22	1 -11" Knockback	8		Suit slowly kills
30'	ED	11		Resistance [‡]			wearer
5'	SPD	25	10	1 Hardened PD, ED	15		Slow thinker
30'	REC	8	65	1 3" Tunneling	1		(irrational)
110	END	0		through 36 DEF,	5		Cannot be stealthy
99	STUN	0		may not close hole	15		Never goes around
			8	1 +6" Running	1		obstacles (irrational)
OCV: 3			10	1 1/2 END on STR 50	8	25	Hunted ≤8 by Nazis
DCV: 3			10	1 5 levels w/punch		10	Unusual Looks ≤11
ECV: 4				1 OIF steam suit		10	Unusual noises ≤11
PHASES:				(+2 SPD)		126	Villain bonus
3,5,8,10,12							

(CHA Cost) 204 + 180 (Power Cost) = (Total Cost) 384 = Disadvantage Total



Origin:

During the final days of Hitler's empire, many millions of reichsmarks were thrown into wild and hopeless research projects. One of the strangest of these was Professor Klanknhissen's hydraulic steam suit, code-named Juggernaut. Professor Klanknhissen's dream was a legion of storm-troopers in his steam-driven power suits spearheading the recapture of Europe. In his pistoned suit, a soldier could crush a tank, breach a pill box with a single blow, or stand up to the most powerful artillery shell. Professor Klanknhissen worked day and night in the subbasement of the Berlin Power Generating Station No. 5 until he was discovered by Allied forces eight days after the occupation of the city. The complete Juggernaut suit was crated and shipped back to the United States, where it (like many other superweapons) was diverted by organized crime.

Since then, the suit has passed through many hands, usually left unused as a final weapon of one or another criminal organization. Nevertheless, the suit has a sporadic history of famous crimes. Typically, the suit is worn by an unintelligent subordinate of a ruthless organization, for the primitive radioactive pile inside it slowly kills the wearer with radiation. Thus, a juggernaut trades ultimate power for a slow death, but there has never been a shortage of volunteers.

Equipment:

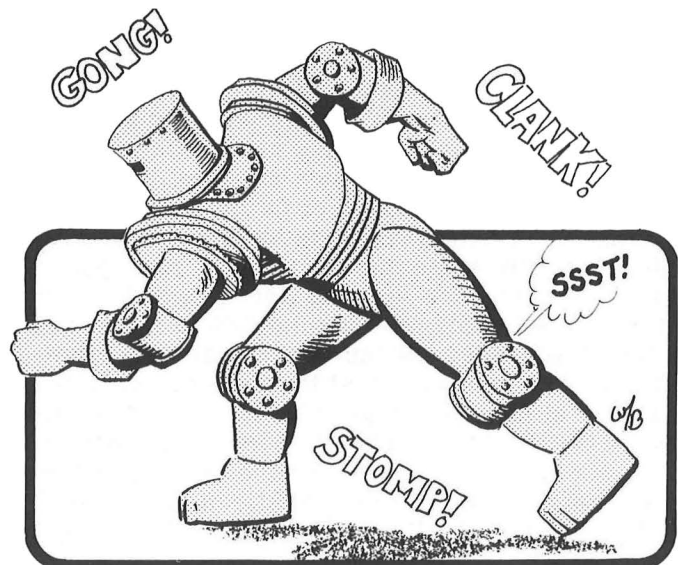
The Juggernaut suit is a complex mass of steamdriven hydraulics, powered by Professor Klanknhissen's amazingly-compact dirty nuclear pile. The suit itself is moderately radioactive, hisses and clanks with every movement, and

occasionally whistles. It requires periodic lubrication and replenishment of its fluids. So far the internal pile shows no sign of running down.

The Juggernaut's main attack is a simple punch. The extra levels come from the speed of the piston muscles. The wearer of the suit can tear through any wall or armor (up to 36 defense), an effect given here as Tunneling. Finally, the suit is extremely tough itself, and hence protects its wearer very well.

Costume:

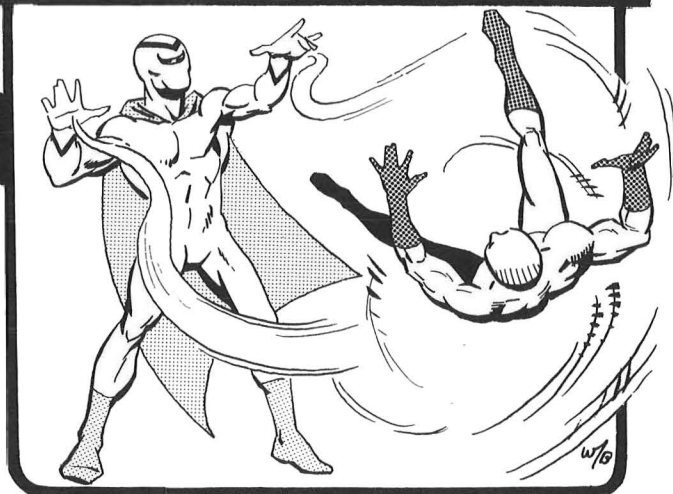
The Juggernaut suit is made of an unknown steel alloy and is dirty grey, except when it has been recently cleaned and is shiny grey. Puffs of steam leak from the joints.



AERION



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
10	STR	0		1 EC-Control of Air, only in air	10	2x STUN from characters with x4 Density Increase or more
27	DEX	51	86	1 43" Flight, 1/4 END	2	15 2D6 STUN from fire
18	CON	16	44	2 15D6 Air Blast, 1/6 END	1	20 Overconfident
11	BODY	2		3 STR 75 TK, 1/8 END	1	15 Irrational fear and hatred of immersion in water
13	INT	3		4 STR 45 5" r TK, 4/4 END	1	30 Hunted by evil mutant group ≤8
13	EGO	6	44	5 STR 40 32" r ⁺ TK, 1/2 END	11	20 Hunted by US Government ≤8
15	PRE	5	47	6 FF (37,37), 1/6 END	1	15 Secret Identity
13	COM	1		25 Passive Sonar		296 Villain bonus
45	PD	6		18 +6 Hearing		
45	ED	4		7 Parabolic Hearing		
6	SPD	23	43	15 3 levels with EC		
12	REC	12		1 IIF - crown		
36	END	0				
40	STUN	15				
OCV: 9						
DCV: 9						
ECV: 4						
PHASES: 2,4,6,8,10,12						
(CHA Cost) 144 + 377 (Power Cost) = (Total Cost) 521 = Disadvantage Total						



control the movement of air. Initially it was very weak, able to do little more than blow paper about. However, Jon found that by clever use of his power he could control the local street gang, by scaring the superstitious, making fools of enemies, and distracting pursuers. Soon he became confident that he could take on anyone or anything. When Jon turned twenty, his powers were noticed by a group of evil mutants, who recruited Jon and made for him a crown that amplified his mutant powers enormously. Jon was named Aeron, Master of the Wind.

Aeron worked with the criminal group for a while, but eventually decided he could do better on his own. He took the crown with him, of course. Now he works for himself, or for others if offered sufficient pay. He likes to know that the work is illegal, or that someone else objects to it. As an example, he once worked for a group at a mysterious facility who wanted him to figure out why an advanced jet fighter did not work right. The job seemed fishy, just to his liking. By sensing the airflow about a model of the plane, he found the problem. Then Aeron tried to collect his pay. His employers identified themselves as the National Security Agency, and attempted to arrest him for espionage. It is rumored that the damage to the facility is still under repair.

Powers:

All of Aeron's powers are based on his ability to control and sense the movement of air. His force field is a layer of solidified air, and his main attack is a supersonic vortex ring. He flies by pushing on the air as an airplane wing does. With his Telekinesis he can move objects with blasts of air or with local changes in air pressure. One of Aeron's favorite tricks is to take an opponent (especially a strong stupid one) for flying lessons. The landing is usually rather hard.

As Aeron is an air elemental, he has difficulty with the other elemental forces, being vulnerable to characters with the density of rock (or denser), susceptible to fire, and powerless in water.

Costume:

Aeron wears a white body suit with blue trim and a blue cape. On his chest is a blue spiral, and on his cape is a white spiral. His crown is worn under the suit.

DARK SERAPH



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
45	STR	35		EC – Dark Powers	15	Enraged [±] ≤11 if
23	DEX	39	20	¹ 20" Flight	2	attacked, recovers
25	CON	30	51	² 18D6 physical	9	≤11
13	BODY	6		explosion, one	10	Berserk ≤11,
13	INT	3		phase delay + 1/2,		recover ≤11 if
14	EGO	8		strikes from sky		wounded
28	PRE	18		+ 1/2	30	1 1/2x STUN, BODY
13	COM	1	32	³ 12D6 Telepathy	6	from magic and
35	PD	13	16	⁴ Desolidification	2	magical attacks
35	ED	17	6	¹ PD, ED (13,13),	20	2D6 STUN, BODY
6	SPD	27		act ≤11		from holy objects
14	REC	0	5	5 pts Flash Defense		and relics
60	END	5	5	5 pts Lack of	20	Pathological hatred
49	STUN	0		Weakness		of all religious men
			10	10 pts Power		and objects
			30	30 pts Life Support	20	Contempt for
			30	² N-Ray Vision, may		mortals
				only see living souls	8	Glories in destruc-
			8	² 10 pts Instant		tion
				Change	8	Determined to rule
			79	² Reduced END on		the world of Man
				EC	25	Hunted ≤8 by
			10	2 Levels Hand-to-		PRIMUS
				Hand	25	Hunted ≤8 by the
				¹ OAF – wings		Circle
				² IIF – Dark Crown	15	Aura of ultimate evil
					10	(unusual looks ≤14)
					298	Public Identity
						Villain bonus

OCV: 8
DCV: 8
ECV: 5
PHASES:
2,4,6,8,10,12

(CHA Cost) 202 + 302 (Power Cost) = (Total Cost) 504 = Disadvantage Total

Origin:

Sir Dennis of South Mallon was one of the world's foremost sages of Satanism. Steeped in the lore of the dark realms, learned in the ways of black sorcery, Sir Dennis ruled one of the most powerful covens in all of England. During one especially portentous ceremony on All Soul's Night, while wearing a Relic of Power known as the Iron Crown, Sir Dennis and his coven performed a number of gruesome, evil sacrifices. In one electrifying moment, the coven punctured the barrier between this world and the next, briefly topping the power of Hell itself. At that moment, Sir Dennis struck, slaying the other members of the coven, thus reserving the whole of the inflowing evil force for himself. A resounding peal of thunder heralded his awesome transformation as the Iron Crown was welded to his skull. Sir Dennis was no more; instead, in his place Dark Seraph remained to bring havoc and destruction upon the world of Man.

Powers:

Dark Seraph is a very powerful but curiously limited magical being. He can call down enormous blasts of energy, but they arrive at the designated target point after a delay of one

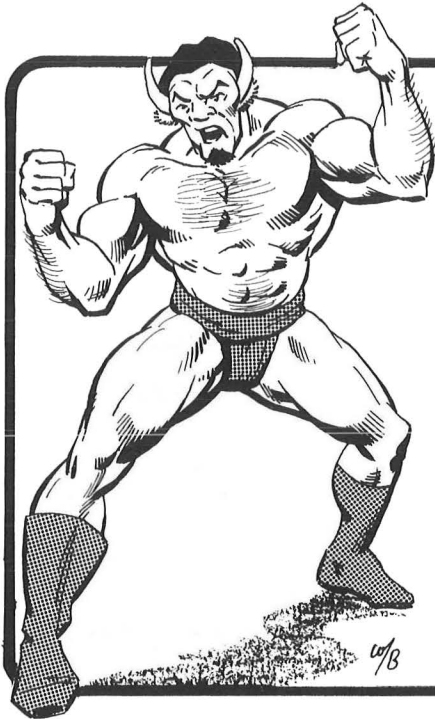


phase. He can read the thoughts of mortals and spy out the presence of living beings, wherever they may be. Because of his unearthly composition, the dark angel is resistant to many forms of attack by mortals. Additionally, he may interpose his wings between himself and an attack to gain extra protection.

Costume:

Dark Seraph is a dark charcoal-grey. His trunks and boots are black. He wears a dark crown the same color as his skin, and hence very difficult to see. The shadows in the folds of his wings seem impossibly deep and black.

THE BUFFALO



VAL	CHA	Cost	Cost	Powers	END 100 +	Disadvantages
65	STR	50	12	1 level Growth, always on (1 hex height, 1 hex reach, ½ hex area, +1" Range Mod, +2" Running, -1" KNB, 2x mass) 2 BODY Regeneration 5 pts Lack of Weakness + 7" Running (15" total) Discriminatory Smell 3 Levels w/Move-Through 2 Levels w/all HTH Combat	35	Berserk ≤14, Recover ≤8 when attacked
23	DEX	39			30	Berserk ≤14, Recover ≤8 at the sight of a firearm
30	CON	40			15	3D6 Unluck
30	BODY	36	20		20	2x STUN vs Ego Attacks
1	INT	-9			10	Poor eyesight
5	EGO	-10			15	Hatred of firearms (irrational)
25	PRE	10			25	Hunted by U.S. government agents ≤8
4	COM	-3			15	Unusual Looks ≤14
20	PD	7			10	Public Identity
20	ED	13			18	Villain bonus
5	SPD	17				
32	REC	28				
60	END	0				
73	STUN	0				
OCV: 8				9		
DCV: 8				10		
ECV: 2						
PHASES: 3,5,8,10,12						
(CHA Cost) 218 + 75 (Power Cost) = (Total Cost) 293 = Disadvantage Total						

Origin:

The Buffalo (his real name is classified) was a victim of a well-intentioned Army research project gone wrong. A method was sought to enable severely wounded soldiers to regenerate nerve endings, damaged tissues, and even entire limbs. Unfortunately, the process had a side-effect which had not been seen in test animals: the higher-order brain functions became drastically impaired within days of the initial treatment. The quadruple amputee upon whom the process was tested regained all his limbs, but he soon went berserk and escaped from a military hospital to rampage through the streets of Chicago, causing enormous property damage. The Chicago press dubbed him "The Buffalo," because of his body hair and the horns protruding from the side of his head, and the name stuck.

Powers:

The Buffalo's enormous strength is another side-effect of the regenerative process which made him big and hairy. He has incredible vitality and endurance. He can be cut—his flesh is no tougher than a normal human's (though his stamina makes him difficult to injure with blunt instruments)—but any wounds will slowly heal themselves. The one physical weakness the Buffalo has is his poor eyesight. His eyes do not focus well because his eye muscles are so strong that they distort and distend rather than adjust the lens. The Buffalo's favorite mode of attack is to run at full speed, headlong into whatever might

be in his way. Since his horns don't rise any higher than the top of his head, he takes the full impact on his skull, and doesn't do killing damage.

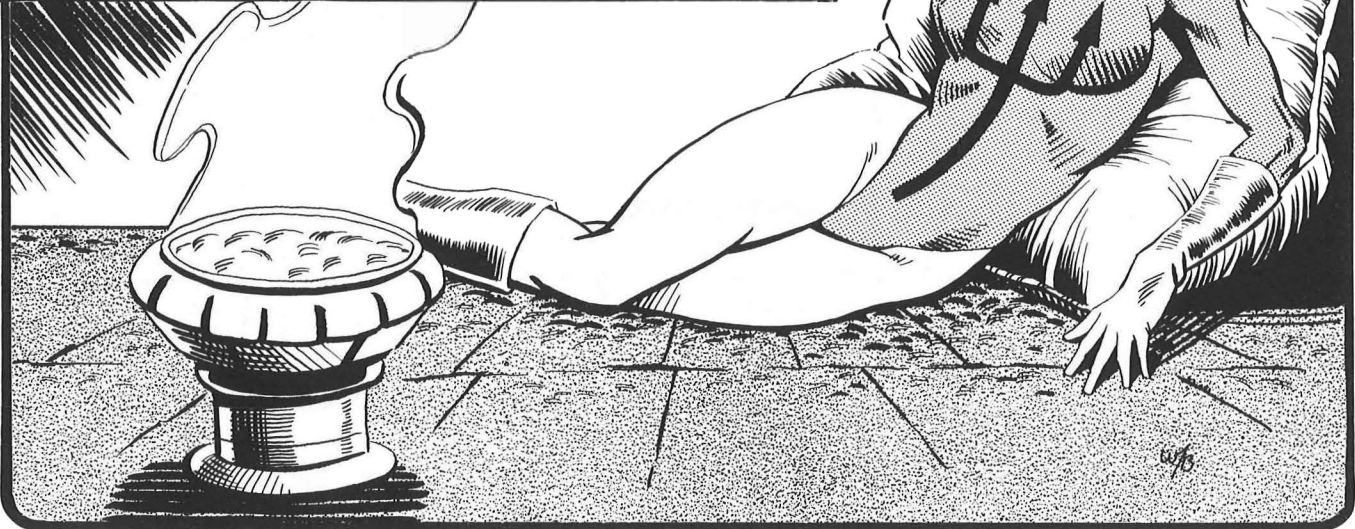
Costume:

When the Buffalo was first captured and used by a supervillain, he was given red boots and a red loincloth to wear. His fur is brownish-orange.



DEMONFIRE

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
10	STR	0		EC - Hellfire		20
21	DEX	33	45	1 Force Field (10,20), ¼ END	1	2x STUN, BODY from cold
20	CON	20				15
13	BODY	6	24	2 15" Combat	1	3D6 STUN from holy relics
10	INT	0		Teleport, ½ END		15
18	EGO	16	78	3 8D6 Fire Blast, 0 range, 8-hex area, uncontrolled contin- uing†, ½ END	8	Irrational aversion to holy things
18	PRE	8				15
18	COM	4				Finds fulfillment in destruction (irrational)
20	PD	8				5
30	ED	6	44	4 2D6 AP Fire RKA, ¼ END	2	Unfamiliar with Western culture
6	SPD	29				20
8	REC	4	10	12 pts Ego Defense		Hunted by Moon- silver ≤8
40	END	0	10	UV Vision		25
28	STUN	0				Hunted by small superhero group ≤8
						10
						120
						Villain bonus
OCV: 7						
DCV: 7						
ECV: 6						
PHASES:						
2,4,6,8,10,12						
(CHA Cost) 134 + 211 (Power Cost) = (Total Cost) 345 = Disadvantage Total						



Origin:

Alexis Koronsky's mother was a Czech peasant. She was also a witch. When the secret police dragged away her husband, she summoned a demon and demanded its aid. Thus Alexis was conceived. The child fulfilled her purpose on her sixteenth birthday, when she incinerated the district police headquarters, destroying her stepfather's killers and most of the surrounding town of fifty thousand.

Lacking any further purpose, Alexis traveled to the West, where she became known as Demonfire, the better to satisfy her destructive urges by obliterating productive areas and happy people rather than the meager targets back home. She has no specific goals, however, and will happily follow anyone with a scheme requiring wide-scale devastation. Left to herself, she will soon start creating haphazard arson just to keep happy.

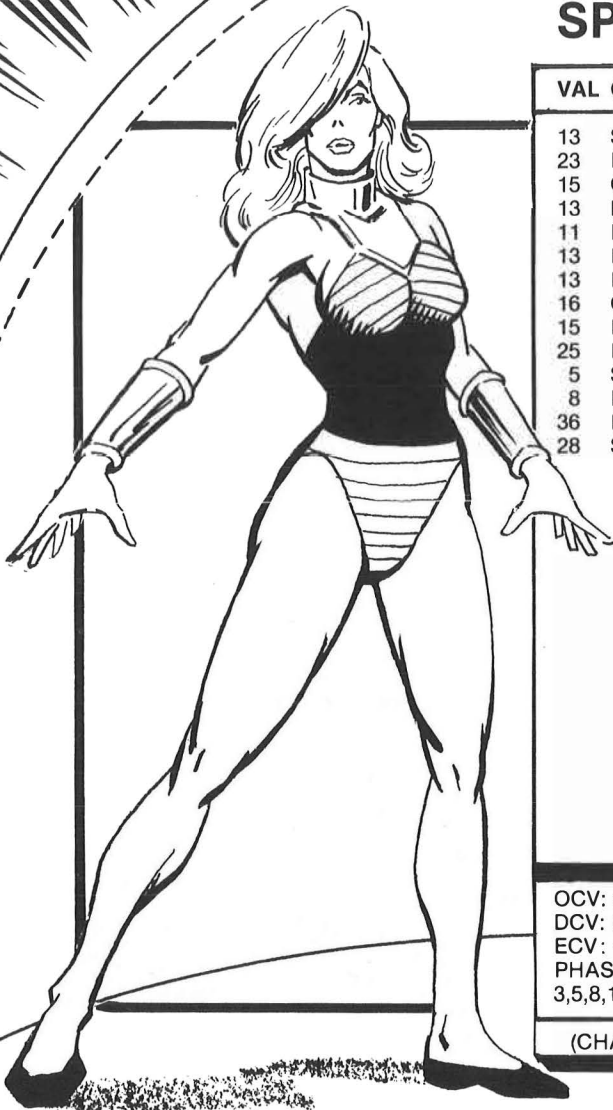
Powers:

Demonfire can magically conjure fire from hell and shape it into various forms. She can protect herself with a burning force field and, more violently, cast killing attacks in the form of white-hot firebolts. She can cause fire to erupt in an area of 8 hexes. This fire will *continue* to burn if she pays the endurance cost for multiple phases when she first makes the attack. Because of her father's demonic origin, Demonfire possesses the ability to travel instantaneously from spot to spot, bypassing normal space.

Costume:

Demonfire wears a shiny crimson body suit which radiates more light than actually falls on it, suggesting the devilish nature of her own hell-spawned powers.

SPECTRA



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
13	STR	3	40	MP—40-pt reserve	25	Berserk ≤11,
23	DEX	39	4	u Red: 2½ D6 RKA	2	Recover ≤8 when
15	CON	10	4	u Orange: 8D6 Energy	2	stymied
13	BODY	6		Blast	5	1D6 Unluck
11	INT	1	4	u Yellow: 4D6 Flash	2	20 1D6 STUN, BODY
13	EGO	6	4	u Green: 4D6 Ego	2	when berserk
13	PRE	3		Attack	15	3D6 STUN vs
16	COM	3	4	u Blue: 8D6 Mind	2	ultrasonics
15	PD	2		Control	20	Passionately in love
25	ED	12	4	u Indigo: Desolidifi-	2	w/Jabberrock (irra-
5	SPD	17		cation		tional)
8	REC	4	4	u Violet: 4 BODY	15	Doesn't like engag-
36	END	3		Regeneration		ing in physical
28	STUN	1				combat
			1	EC—Power	5	Likes money (irra-
				enhancement		tional)
			20	1 2" r. Darkness vs	6	5 Quick-tempered
				normal, IR, UV		Dependent Compe-
			10	2 Force Field (10,10),	1	10 tent NPC ≤11
				¼ END		(sister)
			10	3 N-Ray Vision	0	10 Public Identity
						87 Villain bonus
			20	Martial Arts (4½ D6		
				punch, 6½ D6 kick)		
			32	3D6 NND Explosion	0	
				(vs 10 pts LS),		
				¼ END, 0 range,		
				only when berserk,		
				must use when		
				berserk + ½		
			13	2 Armor (15,5), act		
				≤11		
			5	1D6 Luck		
			23	1 ¼ END on		
				Multipower		
			3	Paramedic Skill		
				≤11		
			3	Driving Skill ≤14		
					1	OIF—wristbands
					2	OIF—costume
OCV: 8						
DCV: 8						
ECV: 4						
PHASES:						
3,5,8,10,12						
(CHA Cost) 110 + 207 (Power Cost) = (Total Cost) 317 = Disadvantage Total						

Origin:

When her boyfriend was transformed into a hideous monster by the Ubermachine of Professor Pomegranate, Daphne Oesterhaus insisted that she share his fate. But Daphne emerged from the Ubermachine just as pretty as she'd ever been. She gained power over electromagnetic radiation, and took the name "Spectra."

Powers:

Spectra absorbs energy from broad bands of visible light, and utilizes the energy to several different effects. She can fire red laser bursts. She can project an orange beam of force. She can generate a blinding burst of yellow light. She can project green energies into a victim's mind. She can influence thought patterns with a bluish glow. She can Desolidify with her indigo power. And she can use a violet healing ray. When Spectra uses any of these powers, she absorbs all light of the related color from the environment, to a radius of 2", making things look very strange.

Equipment:

Though many heroes who battle Spectra assume that her wrist bands are the source of her power, this isn't true. The wrist bands are designed merely to enhance her ability to *control* her power, reducing the endurance cost of using her abilities. The bands also enable her to absorb light across the entire spectrum (instead of only one band at a time), making it dark across a large area, and give her the ability to see through any barrier by bending light around it.

Weaknesses:

Spectra's one great weakness is her unstable physical structure. If she loses control of her temper (as she tends to do any time she's frustrated), her body will literally begin to dissolve, generating uncontrollable noxious fumes.

Costume:

Spectra's costume contains a circular rainbow pattern, with red on the outside and violet on the inside. Her slippers and the central part of her costume are black. Spectra's hair is blonde.

MECHASSASSIN

VAL	CHA	Cost	Cost	Powers	END 100 + Disadvantages
35 ¹	STR	17	35	Martial Arts (10½D punch, 14D kick)	10 2D6 Unluck
27 ¹	DEX	34			20 2x effect from characteristic Power
40 ¹	CON	40	30 ³	4D6 HKA, w/ +1 Stun multiplier [‡]	6 Drains/Transfers
15	BODY	10			28 1½x STUN, 2x BODY from heat, fire
18	INT	8	27 ⁴	10D6 AP Electric Blast, [8], not AP vs Armor	35 3D6 STUN (2D6 w/BODY) vs electricity
15	EGO	10			15 The very best and knows it (irrational)
28	PRE	18			10 No compunctions about killing
14	COM	2	30 ⁵	6D6 Entanglement, vs one target at a time + ½, target may be attacked without hitting Entanglement [‡]	5 Greedy; works only for lots of pay
32	PD	1			25 Hunted ≤8 by most Western intelligence, security organizations
32	ED	0			25 Hunted ≤8 by Russian GRU
6 ¹	SPD	15			10 Hunted ≤8 by Void
15	REC	0			15 Secret Identity
80	END	0			10 Dependence once/two days on special parts for suit (or suit needs activation rolls)
53	STUN	0	33 ¹	MP—90-pt reserve, [3/slot]	121 Mercenary bonus
			4 ^u	12D6 Physical Explosion	
			4 ^u	4½D6 NND 3" r EB (vs 10 pts LS)	
			5 ^u	7" r Darkness (vs all but Radar), 1 turn duration [‡]	
			27 ¹	Armor (12,12)	
			16 ²	Armor (12,12), act ≤ 14	
			7 ¹	10 pts Life Support	
			8 ¹	High Range Radio Hearing w/P.A. system	
			5 ¹	Searchlight (1D6 Light Illusion [†] only for illumination +1), 4" r	
			20	2 Overall Levels	1 OIF—armor
			15	3 Levels w/suit	2 OAF—shield
			5	Security Systems ≤ 13	3 OIF—pop-out wrist slashers
			3	Mech Engineering ≤ 12	4 OAF—electric pistol
					5 OIF—steel cable from gauntlet
OCV: 9					
DCV: 9					
ECV: 5					
PHASES: 2,4,6,8,10,12					

(CHA Cost) 155 + 274 (Power Cost) = (Total Cost) 429 = Disadvantage Total



Origin:

At the age of 28, Craig Vandersnoot had it all: a master's degree, an Army major's rank, and a coveted NATO intelligence position. But one day his 'extra-curricular' activities came to light: Major Vandersnoot had been renting himself out to German criminal organizations, pulling bodyguard, security consultant, and enforcement duties. The court-martial was quick and decisive.

Craig drifted about Europe until he was recruited by KRONOS, the now-defunct German research group that built hardware for various criminal organizations. Its most ambitious project was the Power-Assisted Personal Suit (PAPS), and Craig was selected to test it. Just as he was donning the suit, UNTIL staged a raid on KRONOS. In the confusion, Craig snuffed the assembled technical staff and appropriated the suit's plans. He then departed, ignoring efforts to stop him.

Craig took the name Mechassassin. He worked for a while in Europe and the Middle East, but he knew that the real money was all Stateside,

so one day he jumped ship off the California coast. Since then, Mechassassin has worked exclusively in the U.S., doing the kind of work he loves. He has also taken jobs as security chief for various master villains, and has on these occasions run up against Void, who also takes such employment.

Equipment:

Mechassassin is easily recognizable in his PAPS and with his pistol and shield. The suit is directed mentally by special receptors built into the helm. Unfortunately, these same connectors conduct electricity and power attacks through the suit's armor into Craig. A second problem is that heat penetrates the armor too well.

Costume:

The armor Mechassassin wears is orange with red arms and thighs. The helmet is blue. The gauntlets, hipboots, belt, and backpack are orange. He wears red goggles over a blue-grey faceplate. His wrist-launchers and shield are grey.

Origin:

William Harding Spencer had very old-fashioned parents, from whom he learned to love the early days of the movies. Douglas Fairbanks, Harold Lloyd, and especially Errol Flynn were his heroes. To be like them, William spent long hours training himself until he became so good that he convinced himself he was actually a reincarnation of the legendary Flynn.

William became a stuntman. He learned to cling to the tiniest projections on walls as a

"human fly". A friend taught him the trick of striking bullets and arrows from the air. During his career, William had more than his share of accidents. Some were caused by his reckless flamboyance, but others were simple bad luck. Eventually, though, William developed a sixth sense for danger and became one of the best stuntmen.

Unfortunately, the one flaw in William's view of the world was superpowered people. There were mystery men who could perform feats that the old movie legends never could. William would show these people up. Donning mask and cape, William claimed a place among superbeings as the Red Rapier. He will accept almost any job offering a chance of excitement and publicity, particularly if he has an opportunity to best one of those false idols, the superheroes, in public.

Equipment:

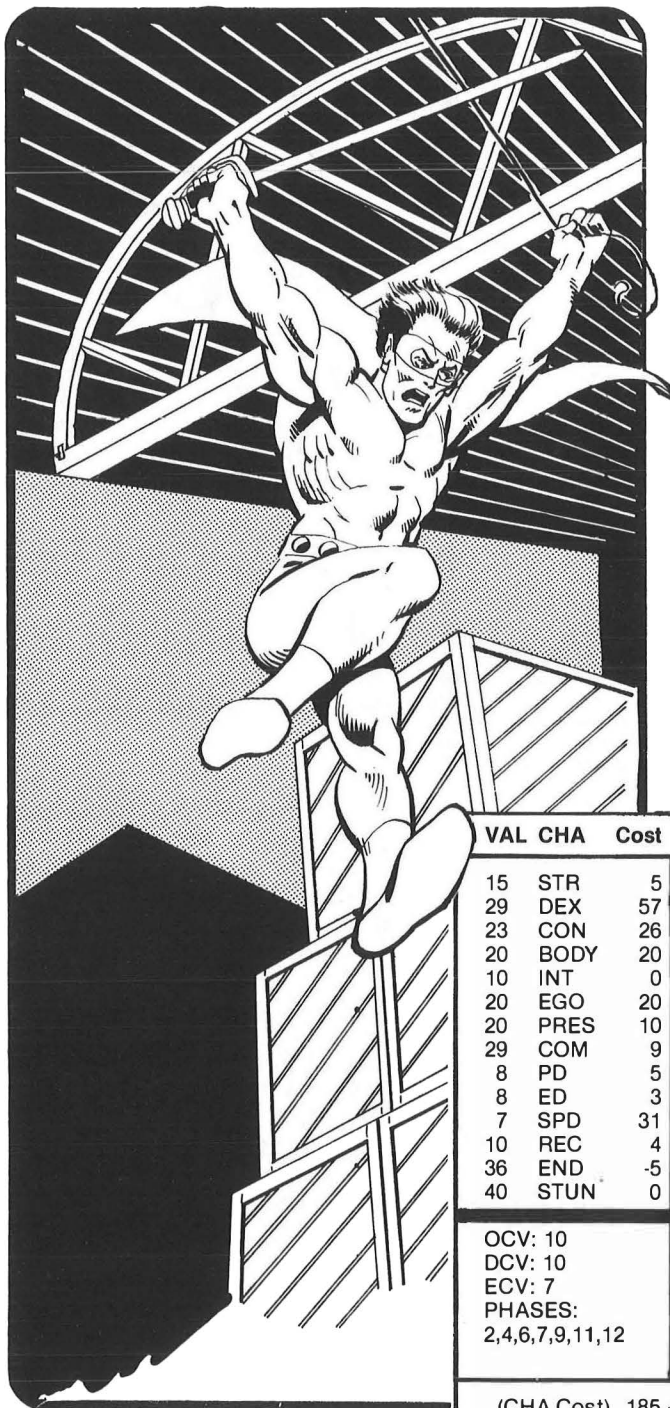
In addition to his sword, Red Rapier carries a gun that shoots a swingline with an adhesive end. The same adhesive covers the soles of his shoes to aid him when he clings.

Running Notes:

This villain is far less powerful than most superheroes. He can, however, even the odds by luring heroes onto his own turf. He knows stunts and effects and will bring some do-gooder into a building he has previously prepared with gimmicks.

Costume:

The Red Rapier wears a red mask, pants, and shoes. His chest is bare. He wears an orange cape with a yellow lining. His hair is black and his eyes are blue.



RED RAPIER

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
15	STR	5	11	1 2D6 Penetrating [†]	4	15 Berserk ≤8, Recover
29	DEX	57		HKA		≤11 if criticized
23	CON	26	3	1 Penetrating [†] on	0	5 1D6 Unluck
20	BODY	20		STR 15		30 2x STUN vs surprise
10	INT	0	15	Martial Arts (4½ D6		attacks
20	EGO	20		punch, 6D6 kick)		10 1D6 STUN from
20	PRES	10	20	Missile Deflection		criticisms
29	COM	9		≤15		20 Irr showy and
8	PD	5	10	Danger Sense ≤11		dramatic
8	ED	3	10	Acrobatics ≤15		15 Irrationally
7	SPD	31	2	1" Stretching	0	conceited
10	REC	4	7	STR 15 Clinging	1	8 Secret envy of true
36	END	-5	12	Superleap, ½ END	1	super-beings
40	STUN	0	10	+5" Running	1	5 Self-confident
			10	10" Swinging		15 Secret Identity
			5	½ END on	1	103 Villain bonus
				Penetrating STR		
			1	½ END for		
				Stretching		
			10	2 levels with rapier		
			10	One Overall Level		
						1 OAF—rapier
OCV: 10 DCV: 10 ECV: 7 PHASES: 2,4,6,7,9,11,12						
(CHA Cost) 185 + 136 (Power Cost) = (Total Cost) 321 = Disadvantage Total						

Origin:

Dr. Thomas Lande was a Caltech professor of physics working on an experiment at the Stanford Linear Accelerator. Because of a limited budget, the experiment used old, unreliable electronics, which failed just before the particle beam was to be turned on. Dr. Lande knew he might lose what funding he had if he missed this run, so in an insane attempt to preserve his experiment he worked at repairs even as flashing lights and alarms warned of the approaching beam run. Lande fixed his equipment, but the beam switched on as he dived for cover, and he was bombarded with intense synchrotron radiation. Lande should have died instantly, but he found himself on the other side of the safety shielding, his body transformed into a humanoid ball of plasma. He soon learned that he could change back and forth from plasma to human at will, and that in either form he was capable of manipulating his bodily energies to devastating effect.

Dr. Lande has decided that with his powers, in his costumed identity as Beamline, he will take control of the country and start a government of the educated elite. Scientists will then not have to beg stupid bureaucrats for funding, and will consequently be able to advance our knowledge with far greater speed. Beamline steals to build funds toward this goal. He also steals radioactive material, because his one great weakness is that

he requires radiation treatments in order to maintain his molecular cohesion.

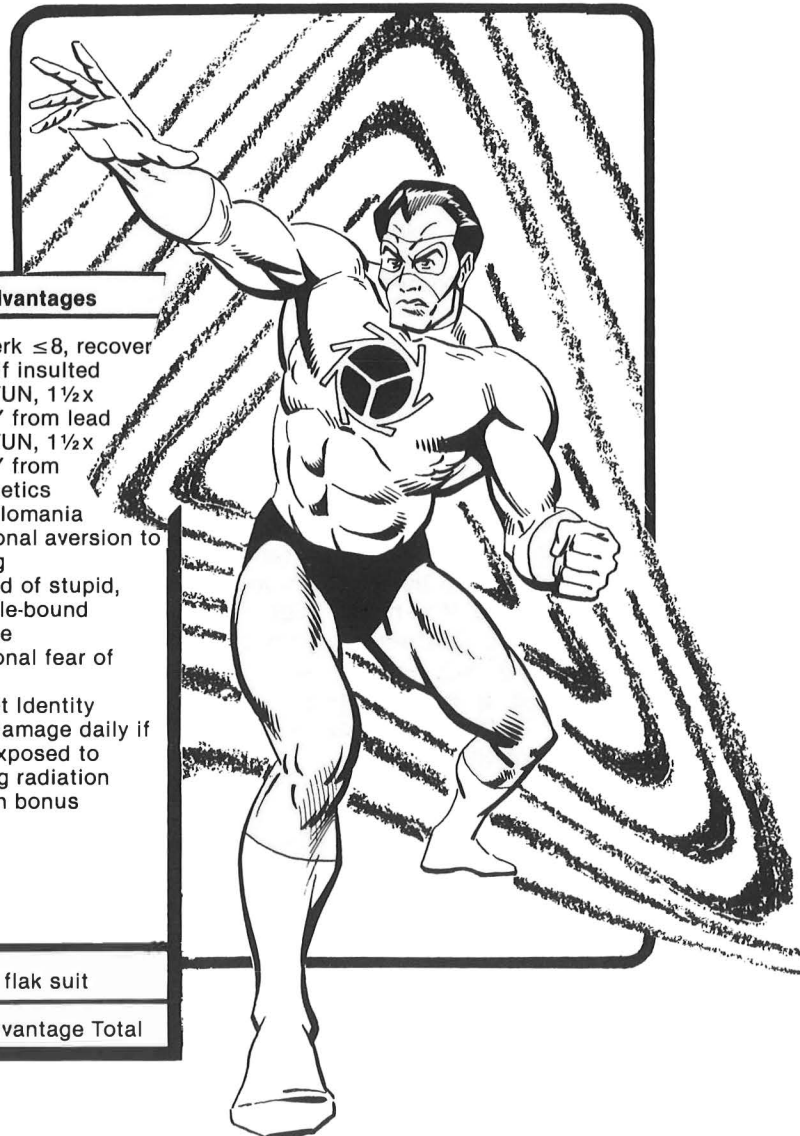
Powers:

Beamline can fly while in plasma form. He can project particle beams from his body at high energies; electrons emerge from his left hand and positrons from his right. When fired in parallel, these beams disrupt a person's nervous system unless stopped by metal or a magnetic field. These beams can also be aimed at a single point, causing a matter/antimatter explosion. When the beams are fired so that they wrap around each other as they travel, a bright light results. If Beamline is hurt, he can repair internal damage by force of will. Outdoors, Beamline can glide by riding the Earth's magnetic field, but indoors the planet's field is disturbed too much by objects.

Costume:

Beamline's costume is primarily blue. The synchrotron pattern on his chest is black on dark red. His gloves and boots are gray. His trunks are black. He has brown hair and blue eyes.

BEAMLIN



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
13	STR	3	56	MP - 70 pt reserve, not in intense magnetic fields	15	Berserk ≤8, recover ≤11 if insulted
18	CON	16			30	2x STUN, 1½x BODY from lead
13	BODY	6	8 m	7D6 NND EB (vs metal armor or magnetic field), [16], uses END	14	2x STUN, 1½x BODY from magnetics
23	INT	13			0	Megalomania
13	EGO	6			0	Irrational aversion to killing
10	PRE	0			8	Hatred of stupid, muscle-bound people
14	COM	2	4 u	9D6 Explosion [8]	12	Irrational fear of guns
19	PD	7	3 u	6D6 Flash [8]	3	Secret Identity
19	ED	6	1 u	2 BODY Regeneration, only if conscious + ½	15	2D6 damage daily if not exposed to strong radiation
6	SPD	27			36	Villain bonus
14	REC	14				
56	END	10	2 u	Desolidification, uses x1½ END		
39	STUN	10	3 m	Gliding 20", only outdoors + ½		
			3 m	Flight 15", only while Desolidified		
			15 1	Armor (9,9), Act ≤14		
			3	6 pts Presence Defense†		
			9	Computer Programming ≤16		
			3	Scientist		
			4	Physics ≤14		
			4	Subatomic Physics ≤14		
					1	OIF - flak suit
OCV: 8						
DCV: 8						
ECV: 4						
PHASES: 2,4,6,8,10,12						

(CHA Cost) 159 + 118 (Power Cost) = (Total Cost) 277 = Disadvantage Total

THE EARTHMASTER



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
40	STR	15	40	¹ MP—80 pt reserve, only in contact with the ground + ½	30	Berserk ≤14, recover ≤8 if wounded
18	DEX	24				
40	CON	30				
20	BODY	14	4	^u 8" 4" r area	3	20 1½ x STUN, BODY from elemental air-based attacks
10	INT	0		Tunneling		
11	EGO	2	3	^u 10" ranged Tunneling	2	30 2D6 STUN, BODY if out of contact with Earth
30	PRE	20				
14	COM	2	2	^u STR 35 4" r TK, only vs ground or objects in/on ground +1, reduced END	10	5 Cannot swim
40	PD	17				
25	ED	11				
5	SPD	22				
17	REC	14				
50	END	0	3	^u STR+80, only for shockwaves [‡] +1	16	20 Hatred of Man's deformations of the Earth (irrational)
60	STUN	17	3	^u 10D6 explosion, only outdoors and centered in ground	15	15 Contempt of firearms
			4	^u 4D6 Entanglement explosion, increases 1D6/phase [‡]	12	8 Greed for the Earth's riches
						8 Irrational fear of immersion in water
			30	¹ 3 levels Density Increase, 0 END, always on (8x Mass, -3 KNB)	0	25 Hunted ≤8 by Demon
			10	¹ ½ Damage Resistance	25	25 Hunted ≤8 by PRIMUS
			20	20 pts Power Defense	10	10 Public Identity
			8	10 pts Ego Defense	44	44 Villain bonus
			30	N-Ray Vision, sees anything connected to the living Earth		
			15	3 levels Hand-to-Hand		
						¹ OIF—the Earth Crown of Krim

OCV: 6
DCV: 6
ECV: 4
PHASES: 3,5,8,10,12

(CHA Cost) 188 + 172 (Power Cost) = (Total Cost) 360 = Disadvantage Total

Origin:

Eric Rahn hoped that by painstaking investigation of the earth's movement over a small area, he could learn not only the accurate forecasting of earthquakes, but how to defuse them as well. Setting hundreds of sensors over a mysterious bulge on the San Andreas faultline, he began his studies. To his amazement, the sensor data pointed to a single spot in the bulge which seemed entirely responsible for the upward ground movement.

Further study showed the anomaly was emitting some strange unknown force. Eric could not analyze this force, but he did manage to duplicate it on a small scale. He built a special pair of gauntlets, which he then used to attempt to bring the anomaly to the surface. As he locked onto the underground power source, he felt enormous energies. With a tremendous blast, the earth split asunder, wreaking havoc for miles around. Up from the earth rose a small crown of fired clay.

Eric drained off its mystic energies into his gauntlets. Turning to survey the area, Eric noted the torn roadways, the tumbled farmhouses, the crumbled cars. He laughed. He knew now that Man's mistreatment of Mother Earth was soon to end, at the hands of the Earthmaster!

Powers:

The Earth Crown of Krim gives its wearer power over the Earth, as long as he remains in direct contact with the ground. Rahn destroyed the crown, but it will recreate itself if his gauntlets are removed or destroyed. The Earthmaster can make holes appear and close at range, Tunnel through it, cause intense local earthquakes, or even order the ground to explode upward. He may exert tremendous strength against any object in contact with the ground. Finally, he can perceive anything within or upon the ground.

Costume:

The Earthmaster wears a two-tone brownish-red costume, light above and darker below. His lapels and heavy metal gauntlets are black. His skin is a normal flesh tone.

Origin:

Dr. Howie Reeves, a scientist on the staff of Western Power Dynamics, was working on an ultra-high voltage transmission line project at the Yuma experimental MHD hydroelectrical plant when a valve left loosened by a careless technician released a spray of liquid oxygen. Reeves fell back over the edge of the inspection platform, and landed on a generator just as the current built up to its maximum. He was subjected to an incredible surge of electricity.

The next thing Reeves knew, he was standing back on the inspection platform. Though his clothing had been mostly destroyed, he seemed physically unharmed. But he was not unchanged! As he stood on the platform, sparks began to flicker about his body and arc away into various metal surfaces. Somehow, Reeves had become electrified: in fact, his body was electricity.

Since he was a living thunderbolt, Dr. Reeves decided it was only fitting that he take that as his new name. Thus was the villain known as Thunderbolt born! Reveling in the use of his unique

abilities, and donning a concealing costume, he razed the Yuma plant. Then he went traveling, systematically destroying every experimental MHD plant in the country.

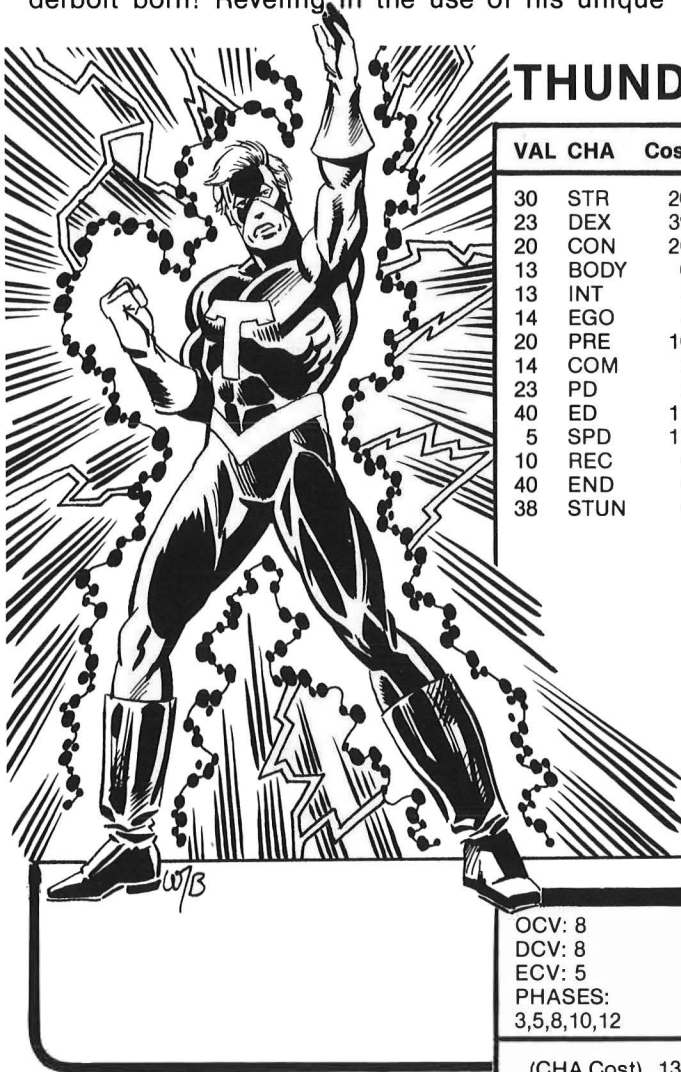
Now thoroughly outside the law, Thunderbolt is enjoying his career as a supervillain. He does it more for fun than for money, and has operated both on his own and with groups.

Powers:

Thunderbolt's 15D6 lightning bolt is very effective. So is his punch, which does electrical damage and a bright flash. He needs, however, to recharge his body for about half an hour once a day. Standard house current will do. Metal objects penetrating his defenses to do BODY damage can cause traumatic releases of power and additional injury. His Teleportation power only operates along wires or between two conducting objects.

Costume:

Thunderbolt wears a special charcoal-black suit with a bright red belt and "T" insignium to protect himself from touching metal objects.



THUNDERBOLT

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
30	STR	20	72	1 MP—90 pt reserve	5	1D6 Unluck
23	DEX	39	7	u 12D6 Lightning bolt, 1/4 END	3 45	1 1/2x STUN, 2x BODY from metal attacks
20	CON	20	6	u 5D6 Flash, 1/4 END	2	
13	BODY	6	3	u 4D6 RKA, 0 range, only used vs Entanglements, grabs +1, 1/4 END	3 15	1D6 STUN, BODY if wounded by metal attacks
13	INT	3				
14	EGO	8				
20	PRE	10				
14	COM	2				
23	PD	2	2	u +5D6 shock with punch, 1/4 END	1	Dislikes big dumb bricks
40	ED	11				
5	SPD	17	1	u 1D6 indiv Flash with punch, 1/4 END	10	Dislikes taking orders or being talked down to
10	REC	0				
40	END	0	2	u 20" Teleport, through conductors or air + 1/2	4	5 Enjoys using power
38	STUN	0				
			12	1 +3D6 Lightning bolt	3	20 Hunted ≤8 by Genocide
				1 EC—electric composition	3	15 Hunted ≤8 by FBI
			24	1 Life Support, 30 pts		109 Villain bonus
			28	2 FF (15,25), 1/2 END	4	
			12	3 15" Flight	3	
			4	2 5 pts Flash Defense		
			10	2 levels w/MP, except punch		
			10	One Overall Level		
			9	Computer Programming ≤14		
			3	French, complete command		
			3	Scientist		
			13	Physics, Electrical Eng, Computer Science, all ≤14		
						1 IIF—power source
						2 IIF—contact lenses

(CHA Cost) 138 + 221 (Power Cost) = (Total Cost) 359 = Disadvantage Total

Origin:

One Galactic unit, siLok Bee Cu'nok, a Mi'Lee Experiencer attached to the Twelfth High Band investigated a barren planetoid drifting in interstellar space. He was drawn to a small, golden ring of metal buried in rubble. Once he took it up, he was compelled to place it on his head. Cu'nok's consciousness reeled under the sudden impact of a thunderous torrent of Awareness as the accumulated wisdom of Aeons was given up to him, and his mind shattered under the pressure.

When the entity who had been Cu'nok awoke, he found that he possessed nothing save what he knew to be the Cosmic Crown upon his head. This, and the knowledge that he was Starseer, charged with an age-old quest, were all that remained. Gone was his knowledge of the goal of the quest, a fact which caused Starseer much anguish. After a period of searching through the cosmos, Starseer came to realize that the goal he sought was as likely to come to him as he to it. So he gave up his search, and traveled to the nearest inhabited planet to see what he could accomplish.

On Earth, Starseer answers to a higher call and to his own code of conduct. After wandering for a time, he came upon a battle between Bullet's Raiders and a supervillain group. The villains

attacked Starseer and injured him. After the battle, Bullet offered to show him the Earth if Starseer would join his band. Starseer agreed, becoming the third member of Bullet's Raiders.

Powers:

Cu'nok was permanently transformed by contact with the Crown. He can survive in naked space with no protection and travel its vast distances. He gains a number of combat powers as long as he is in contact with his circlet. The most potent of these is his ability to unleash cosmic power, a force mortals cannot bear. Only a Force Field, can stop its damage. Starseer can hurl up to 9D6 of NND cosmic power, but the last three dice cause him progressively more unluck and internal damage. The Crown cannot normally be removed unless Starseer so wills it.

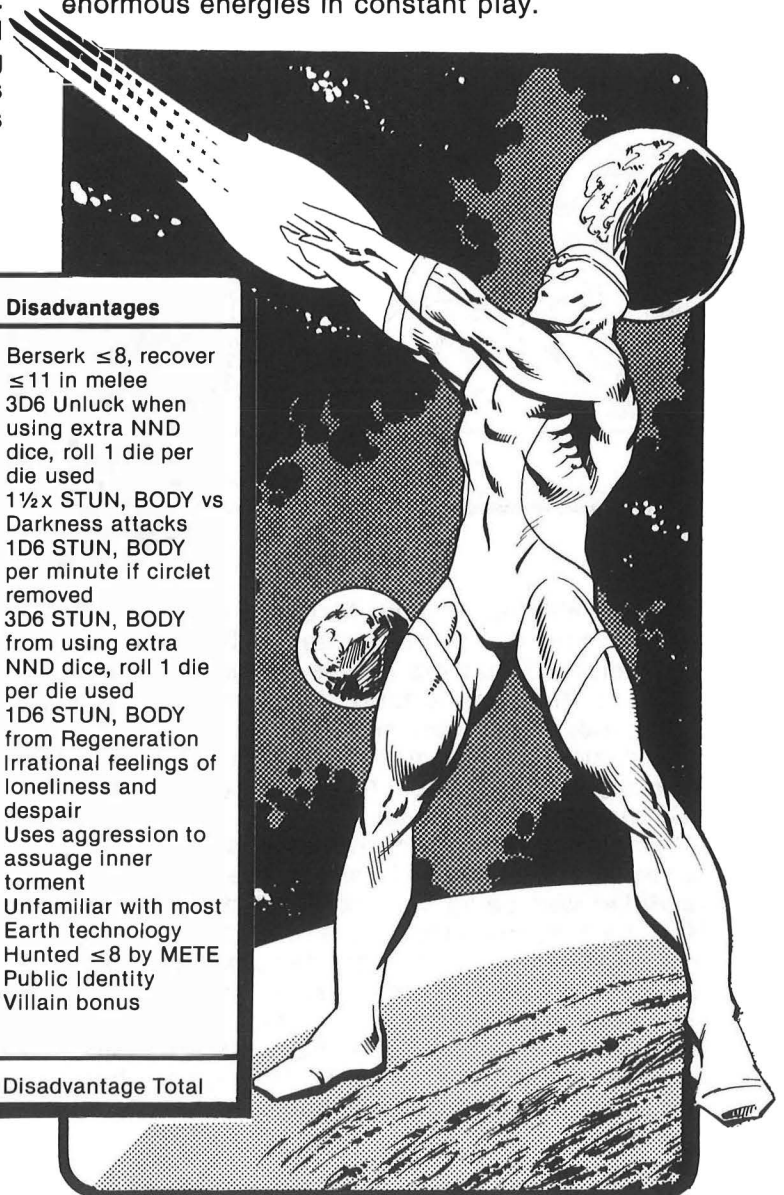
Costume:

Starseer's costume is a two-toned orange, with the darker orange overlaying the lighter tone. Upon his head is the golden Cosmic Crown, its enormous energies in constant play.

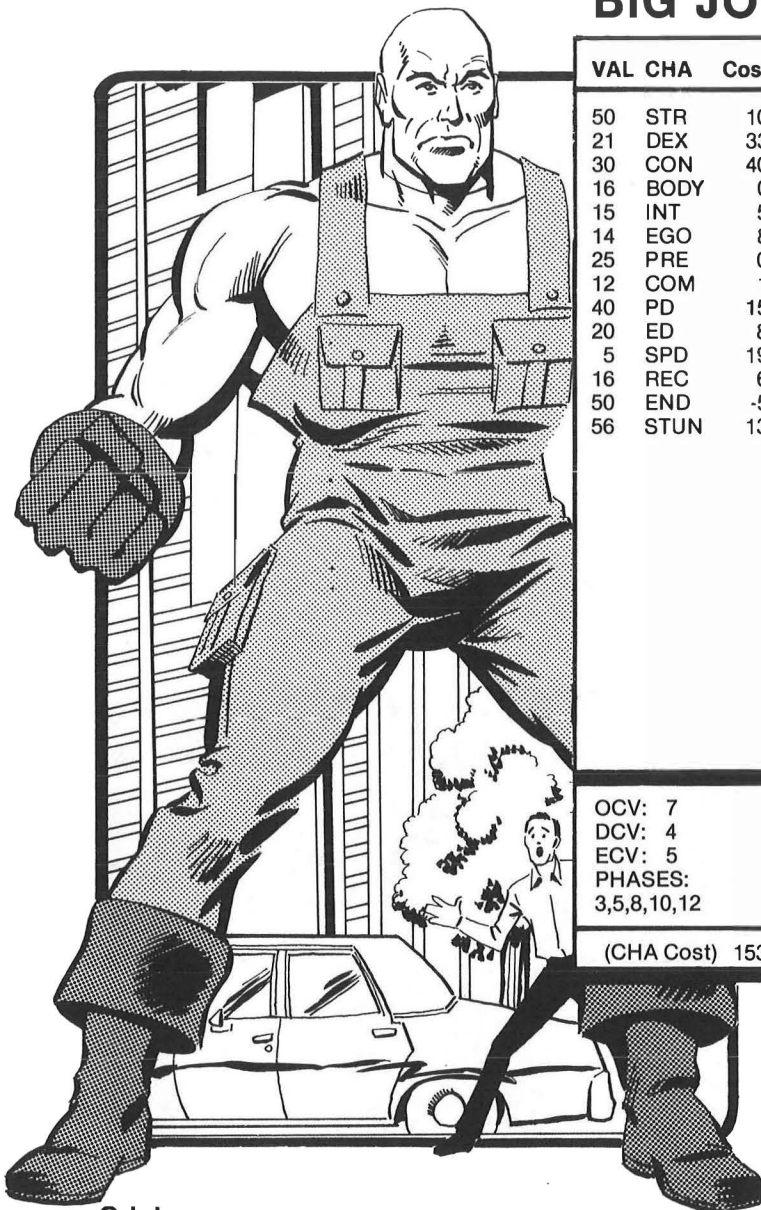
STARSEER

VAL	CHA	Cost	Cost	Powers	END 100 +	Disadvantages
40	STR	30		1 EC - Cosmic Powers	20	Berserk ≤8, recover ≤11 in melee
30	DEX	60			10	3D6 Unluck when using extra NND
33'	CON	31	20	1 30 pts Life Support	12	dice, roll 1 die per die used
23'	BODY	17	30	2 6D6 NND Cosmic Ray Blast (vs FF)	10	1½x STUN, BODY vs Darkness attacks
18	INT	8			10	1D6 STUN, BODY per minute if circlet removed
11	EGO	2	11	3 Danger Sense ≤18	40	3D6 STUN, BODY from using extra NND dice, roll 1 die per die used
23	PRE	13	27	4 Radar, -1 per 1300"	15	1D6 STUN, BODY from Regeneration
18	COM	4	10	5 15" Flight	5	Irrational feelings of loneliness and despair
10	PD	2	10	6 FTL, 300 ly per day	15	Uses aggression to assuage inner torment
10	ED	3	20	1 +3D6 to NND attack, activates disadvantages	5	Unfamiliar with most Earth technology
6	SPD	20	13	1 MP - 20 pt reserve	20	Hunted ≤8 by METE
15	REC	0	1	u AP effect on punch	10	Public Identity
66	END	0	1	u Punch affects desolidified	140	Villain bonus
60	STUN	0	10	1 ½ Damage Resistance		
			6	1 Full Damage Resistance act ≤11		
			20	1 50% Physical Damage Reduction†, resistant		
			20	1 50% Energy Damage Reduction†, resistant		
			11	1 15 pts Ego Defense		
				1 OIF circlet of power		
OCV: 10						
DCV: 10						
ECV: 4						
PHASES: 2,4,6,8,10,12						

(CHA Cost) 190 + 210 (Power Cost) = (Total Cost) 400 = Disadvantage Total



BIG JOHN



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages	
50	STR	10	45	3 levels Growth,	0	15	Enraged [‡] ≤ 11,
21	DEX	33		1/8 END, (2 hex			recover ≤ 11 if
30	CON	40		height, 2 hex reach,		20	bloodied
16	BODY	0		1 hex area, 2x			2x effect from
15	INT	5		Range Mod, +6"			poisons and gasses
14	EGO	8		Running, -3" KNB,		15	Overconfident
25	PRE	0		8x mass)		10	Likes to fight
12	COM	1	10	Find Weakness ≤ 11		5	Fondness for drink
40	PD	15	10	+5 STR per Growth	3	5	Likes fiddling with
20	ED	8		level, depend on			mechanisms
5	SPD	19		Growth		20	Hunted ≤ 8 by
16	REC	6	10	+5 PD per Growth			Genocide
50	END	-5		level, depend on		10	Public Identity
56	STUN	13		Growth		137	Villain bonus
			2	+1 ED per Growth			
				level, depend on			
			15	1/2 Damage			
				Resistance			
			3	Instant Change		5	
			8	1/2 END on STR,			
				depend on Growth			
			10	1 level OCV per			
				Growth level,			
				depend on Growth			
			10	2 Levels Hand-to-			
				Hand			
			5	Find Weakness +2,			
				only vs structures			
				and mechan-			
				isms +1			
			5	Mech Engineering			
				≤ 14			
			41	Gadgeteering [†] ≤ 24			
							1 OIF—belt

OCV: 7
 DCV: 4
 ECV: 5
 PHASES:
 3,5,8,10,12

(CHA Cost) 153 + 164 (Power Cost) = (Total Cost) 317 = Disadvantage Total

Origin:

Since childhood, John McDugal has had the power to grow to enormous size, but he was quick to understand that the people of rural Scotland would not take comfortably to the presence of a fifteen-foot giant roaming the land, so he concealed his size-changing ability. In time, John moved to America, where he became a very highly paid mechanical engineer.

One day, while John ate lunch, a fight broke out at the hotel across the street. The man known as Bullet was being set upon by a dozen thugs. McDugal's Scottish blood was riled at the sight of this unfair contest, and he strode across the street to wade into the fray. But even he couldn't cope with the swarm of hoods, so reluctantly he concentrated and grew to his full height, flinging thugs to the four winds. Bullet thanked John for his help and offered him a job. McDugal accepted. Bullet

dubbed him Big John, and the giant has served as Bullet's muscle man and engineer ever since.

Powers:

When in giant form, Big John has the usual extra strength, resistance to harm, and extra body. He has a special affinity for mechanical devices. Big John can take 'em apart and put 'em together so they work better than before, or even do something the manufacturer wouldn't believe. Finally, Big John knows just the place to put the pressure on people and things: his special sense tells him the weakest spot in any device or structure he might come across.

Costume:

Big John wears a special set of coveralls he designed himself. The suit has plenty of extra fabric, covering him in several well-ventilated layers when he is normal-sized, and fitting just right when he is big. The outfit comes with rugged gloves and boots and has several goodly sized pockets for his tool kits. The costume is sky blue with a gray front, gray gloves, and gray boots. Big John has been in the habit of shaving his head since his college days, and this gives him a somewhat sinister look.

Origin:

Randolph Bullet served in Vietnam for many years and then became a mercenary. He earned his reputation as the best mercenary in the Third World through a combination of personal training, go-for-broke strategy, and the best hardware.

One day while on vacation back in the States, Bullet stumbled onto a pair of second-rate supervillains. Attacking from ambush, Bullet brought them down and gained a sizable reward. It was then he realized that he could make more money in the U.S. than in foreign deserts and jungles.

Bullet knew he would need a different kind of follower than he had employed before, so he began a recruitment campaign for superpowered individuals. Currently, Big John and the alien Starseer comprise his forces. Bullet's Raiders, as they are called, may be encountered working either for or against the superheroes, depending on who's paying. They can also be a third force.

Powers:

Bullet's physical abilities are legendary among his fellow soldiers. He always gives credit to a rigid physical training schedule, eight hours of sleep a night and a fifth of good bourbon a day, but his comrades prefer to speak of strange temples in the depths of Cambodia, or of bizarre potions concocted by witch doctors in deepest Africa.

Equipment:

Bullet's hardware consists of the dreaded plugh gun (named after the sound it makes when fired), his armor, and a ration of grenades. The gun fires rubber bullets, and the grenades are normally tear gas canisters.

Costume:

Bullet wears a dove-grey leather battlesuit, with grey cloth-covered armor and helmet. His battle harness and weapons belt are in black leather.

BULLET



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
15	STR	5	15	Martial Arts (6½D6 punch, 8D6 kick w/brass knuckles)	5	2D6 Unluck vs getting loot and payoffs
21	DEX	33			2	10 Soldier
24	CON	28			20	Irrational love of excitement, combat, and danger
13	BODY	6	5	+2D6 w/STR, 0 range	0	5 Concerned about underlings, will not abandon them
13	INT	3	11	2 2D6 HKA, ¼ END	30	Hunted ≤8 by several African, European, and Communist countries
15	PRE	5	15	Gadget Pool†, 77 pts, allocated as follows:	0	15 Dependent incompetent NPC ≤8, younger admiring brother
14	COM	2			0	15 Secret Identity
28 ^g	PD	12			149	Mercenary bonus
28 ^g	ED	10	34	3 MP - 85 pt reserve, act ≤14		
5	SPD	19	2	u 3D6 2" r NND EB	0	
7	REC	0		+2D6 Flash NND (vs 10 pt LS), [3]		
48	END	0	1	u 2D6 + 1 RKA explosion, [3]	0	
35	STUN	2	31	4 MP - 50 pt reserve, [10], 3 reloads‡, each [10]	0	
			2	u 10D6 STUN only EB	0	
			2	u 8D6 autofire STUN only EB	0	
			5	5 High-Range Radio Hearing		
			10	6 ½ Damage Resistance, only on suit PD, ED +0		
			8	7 Armor (8,8), act ≤8		
			13	8 MP - 20 pt reserve	2	
			1	u +10" Running	4	
			1	u Superleap x4		
			5	5 Stealth ≤13		
			7	9 MP - 10 pt reserve		
			1	u UV Vision		1 OIF - brass knuckles
			1	u IR Vision		2 OAF - combat knife
			1	u 8 pts Flash Defense		3 OAF - grenades
			15	3D6 Luck		4 OAF - plugh pistol
			16	2 General levels w/all attacks		5 OAF - radio
			10	One Overall Level		6 OIF - battlesuit (+15 PD, +15 ED)
			5	Tactics ≤12		7 OIF - helmet
			5	Demolitions ≤12		8 OIF - boots
						9 OIF - visor

(CHA Cost) 127 + 222 (Power Cost) = (Total Cost) 349 = Disadvantage Total

Origin:

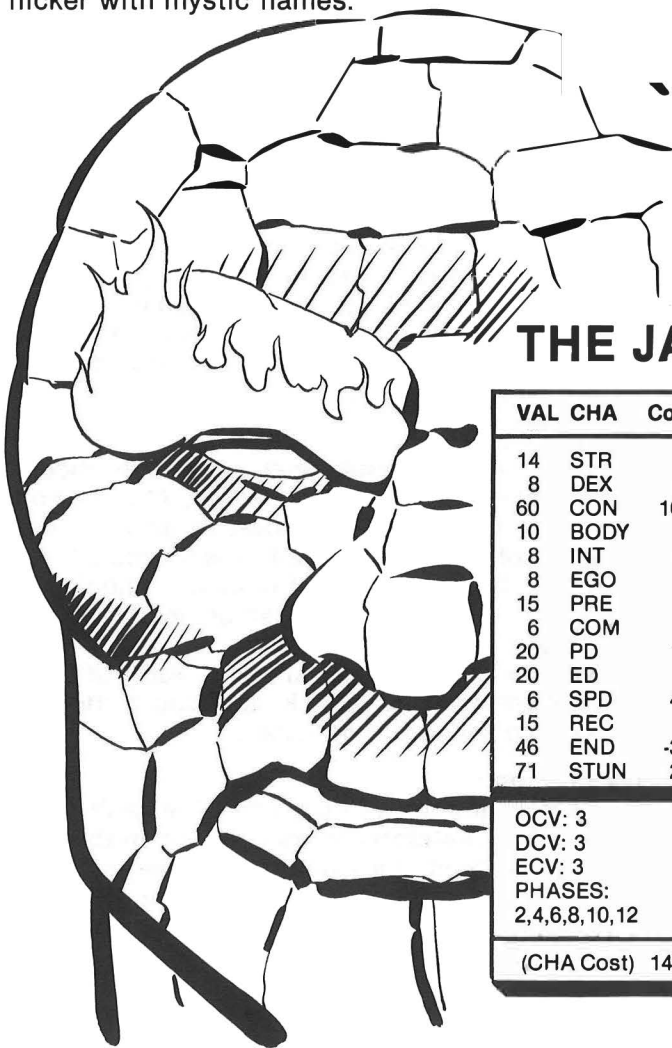
Benjamin Jones was a martial arts instructor for the Thugmaster's School for Thugs before he was selected as a test subject for an experiment involving the "Ubermachine" of Professor Pythias Pomegranate. The machine gave Jones enhanced physical abilities, but transformed him into a hideous mockery of humanity. His flesh has become lumpy and hard, with an almost rock-like consistency. This, plus his knowledge of the martial arts, and the fact that Pomegranate was a great fan of Lewis Carroll's "Alice" books suggested the punnish *nom du guerre*, Jabberrock!

Powers:

The Jabberrock's mystic "Eyes of Flame" will not do a great deal of damage initially, nor does the energy cause any STUN damage, but anything which *can* burn will *continue* to burn unless a phase is spent putting the fire out. The flames burn on each of the Jabberrock's segments, and do only BODY damage.

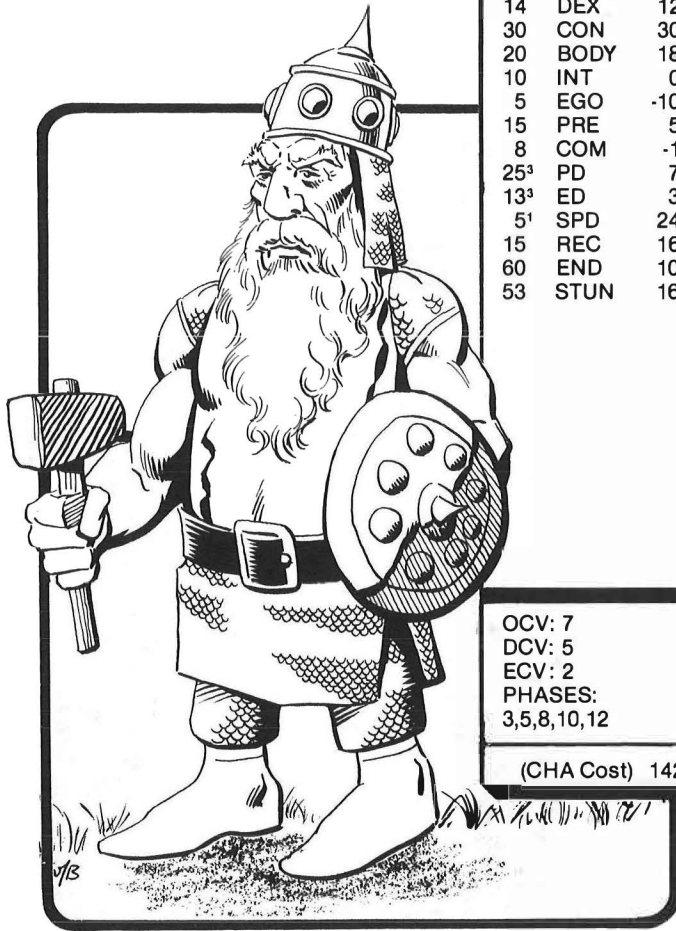
Costume:

The Jabberrock wears a villainous green costume with red boots and trunks, and black trim. His flesh is pinkish, and his eyes always flicker with mystic flames.

**THE JABBERROCK**

VAL	CHA	Cost	Cost	Powers	END 100 + Disadvantages		
14	STR	4	20	1D6 Uncontrolled Continuing [‡] RKA, no STUN or KNB + 1/2 Martial Arts (8 1/2 D6 punch, 10D6 kick) Find Weakness ≤ 11 w/Martial Punch 1/2 Damage Resistance 3 Overall levels 2 levels w/Martial Arts	6	20	2D6 STUN, BODY vs magical Energy Blasts
8	DEX	-6			10	10	1D6 STUN vs radiation
60	CON	100			20	20	Wants to be the foremost villain of them all (irr)
10	BODY	0			20	20	Jealous of normal-looking people (irrational)
8	INT	-2	36		10	10	Overconfident (irrational)
8	EGO	-4			10	10	Devoted to Spectra (irrational)
15	PRE	5	10		30	30	Hunted by Phoenix hero group ≤ 8
6	COM	-2			15	15	Unusual Looks ≤ 14
20	PD	17	15		10	10	Public Identity
20	ED	8			25	25	Villain bonus
6	SPD	42	30				
15	REC	0	10				
46	END	-37					
71	STUN	24					
OCV: 3							
DCV: 3							
ECV: 3							
PHASES: 2,4,6,8,10,12							
(CHA Cost) 149 + 121 (Power Cost) = (Total Cost) 270 = Disadvantage Total							

STRONGHAMMER THE DWARF



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
35 ¹	STR	12	12	1 Level Shrinking, 0	0	30 Berserk ≤14,
14	DEX	12		END, always on		recover ≤8 when 20
30	CON	30		(½x height, ½x		pts or more STUN
20	BODY	18		Running, -1/2"		lost to an attack
10	INT	0		Range Mod, +3"	10	2x STUN from magic
5	EGO	-10		KNB, ¼x mass)		spells
15	PRE	5	12	Density Increase, 00	20	Unfamiliar with
8	COM	-1		END, always on, (2x		modern times
25 ³	PD	7		Mass, -1 KNB)	20	Overconfident
13 ³	ED	3	4	STR + 10, x2½ END	5	Irrational hatred of
5 ¹	SPD	24	10	2 3D6 EB, adds to	0	elves
15	REC	16		STR if not thrown,	30	Hunted ≤8 by
60	END	10		¼ END, no		Chicago superhero
53	STUN	16		knockback		group
			27	7 + 10D6 w/STR and	2	10 Public Identity
				warhammer, 0	52	Villain bonus
				range, ¼ END, sub-		
				tracts defenses		
				separately + ½, [10]		
			17	3 Armor (10,5)		1 IIF - Girdle of Giant
			10	4 Armor (10,5), Act		Strength (STR + 19
				≤ 11		does not add figured
			4	5 3 levels DCV, Act		char, +1 SPD)
				≤ 14		2 OIF Dwarven
			13	6 22 pts Ego Def		warhammer
			13	1 + 10" Running	1	3 OIF chain armor
				(8" total)		(+10 PD, +5 ED)
			9	½ END for STR 35		4 OIF breastplate
			5	2 levels OCV HTH		5 OIF shield
			9	3 levels w/war-		6 OIF Helm of Protec-
				hammer		tion vs Mental
						Spells
						7 OIF Gauntlets of
						Dexterity

OCV: 7
DCV: 5
ECV: 2
PHASES:
3,5,8,10,12

(CHA Cost) 142 + 145 (Power Cost) = (Total Cost) 287 = Disadvantage Total

Origin:

Stronghammer the Dwarf was the premier fighter of his time. Although a bit weak (as dwarves go), he had the constitution of a troll, and feared little. One day, Stronghammer was exploring when he was attacked by a band of gremlins bent on mischief. He shook off the effects of a one spell and slew two gremlins, but a third gremlin smiled, made an intricate series of gestures, and sent the dwarf tumbling into a waking nightmare. He barely managed to keep a grip on his sanity until he landed in a Chicago warehouse.

As luck would have it, two superheroes arrived on the scene, investigating a series of burglaries. They mistook Stronghammer for a villain. He, in turn, decided that the new arrivals were colorful demons. In the ensuing battle, the heroes were routed. The dwarf spent the next day saving innocent humans from the clutches of assorted metal monsters we would call cars, trains, and elevators, and fighting off members of the city's resident superhero group dispatched to stop him.

Since then, Stronghammer has learned something of Twentieth Century Earth. However, a residual effect of his trip was enough paranoia to make him see all super-powered beings as demons, monsters, or evil wizards, any of whom he will attack on sight.

Equipment:

The Dwarven warhammer adds three dice to Stronghammer's strength damage. Alternatively, the warhammer can be thrown at an opponent; because of an enchantment, it will return to the caster. Either way, it never does any knockback. Stronghammer's gauntlets can be used ten times per day to effectively double up his STR or warhammer attacks; roll an extra 10D6 after his normal warhammer attack and apply the new damage to the target normally.

Description:

Stronghammer wears a suit of greyish chainmail with breastplate, helmet, and gauntlets. The shield and hammer are silvery. The magical items are all clean and unscratched, but the chain and breastplate are battle-scarred and dirty. Stronghammer's skin is dark and rough and his beard is white.

THE CORRUPTORS OF ALL

Origin:

The planet Lo in another dimension has three great continents, each ruled by its own government. The southern continent contains the United Serran Nation, the Istatic Union covers the northern continent, and the great eastern continent is controlled by the Terric Empire. Within each nation all crime is controlled from a single source, and it should not be surprising that these three criminal powers, the Corruptors of All, the Grand Escalator, and the Great Crane, are hated rivals for total control of the planet.

A balance of power existed between the three crime organizations until recently, when the Grand Escalator developed a weapon that would end the stalemate in his favor. He deliberately leaked the information that his inner circle of

superpowered beings would be in a certain building on the west coast of the Terric Empire at a certain time, and the four Corruptors of All converged on the building. Knowing the power of the Grand Escalator, they took appropriate precautions, but there was nothing any of them could do when the Grand Escalator detonated his dimensional implosion bomb from a safe distance and sent the group of his opponents hurtling across the boundaries of time and space.

The Corruptors of All were scattered to the four corners of the Earth. They search for each other, and for a way to return to Lo, but most of them would willingly accept employment with other villains in the meantime. If, however, the GM prefers, the group can be entered into the campaign having found each other already.



Origin:

Cormon à Tren was born lame, but he was intelligent and determined, and he resolved to find a means to deal with his handicap. He spent many hours studying and experimenting outside of school. Eventually, Cormon made his big discovery: the cryogenic relay, a supercooled device that could convert heat energy to physical force or other forms. He fashioned a crude exoskeleton and used it for crime. Soon Cormon controlled the most powerful crime ring in the U.S.N. He called himself Cryotron and now wore a suit of armor. He

commanded an imposing group of super-powerful people whom he called the Corruptors of All.

Equipment:

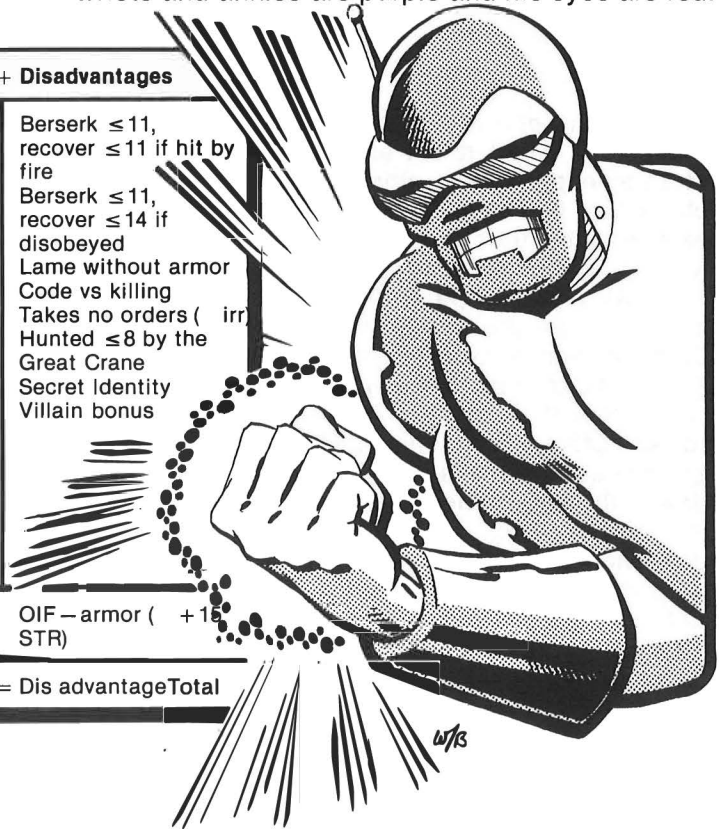
Cryotron's armored suit not only gives him great strength, it can absorb energy from temperature-based attacks and emit the energy in a variety of ways. The suit has one drawback: the heat energy in fire is so abundant that Cryotron is occasionally overwhelmed and he goes berserk.

Costume:

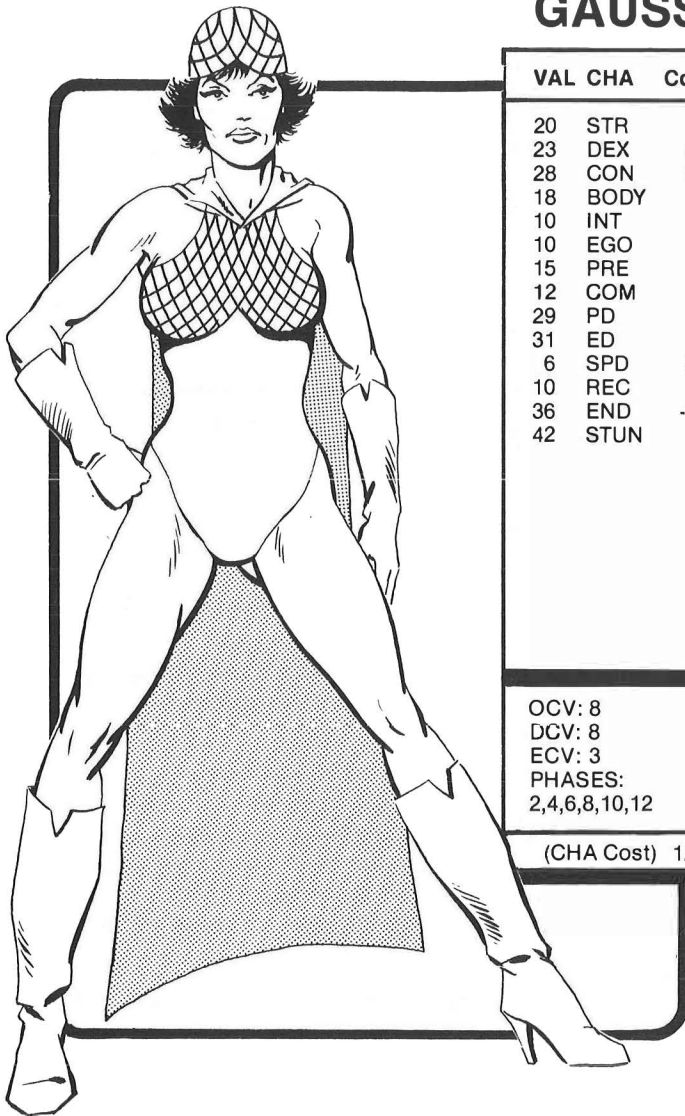
Cryotron's suit is light blue. The swells at his wrists and ankles are purple and his eyes are red.

CRYOTRON

VAL	CHA	Cost	Cost	Powers	END 100 +	Disadvantages
40'	STR	15		1 EC—Cryogenic Circuits	20	Berserk ≤ 11, recover ≤ 11 if hit by fire
23	DEX	39		1 10D6 Cold Blast, ½ END	5	Berserk ≤ 11, recover ≤ 14 if disobeyed
28	CON	16	21	2 5D6 Entanglement, ½ END	5	Lame without armor
16	BODY	8		3 ½ D6 SPD Drain, ½ END	5	Code vs killing
13	INT	3	21	4 Armor (0,30), Hardened	15	Takes no orders (irr)
12	EGO	4		5 4D6 Energy Absorption ¹ to END, only Heat, Cold, or Fire + 1	20	Hunted ≤ 8 by the Great Crane
15	PRE	5	21	20 2 levels Density Increase, 0 END, always on (4Mass, -2 KNB)	15	Secret Identity
12	COM	1		1 Armor (18,0)	55	Villain bonus
30	PD	0	21	3 5 pts Flash Defense		
40	ED	0		1 IR Vision		
5	SPD	17	24	1 level with EC	0	
13	REC	6				
36	END	0				
40	STUN	2				
OCV: 8						
DCV: 8						
ECV: 4						
PHASES: 3,5,8,10,12						
¹ OIF—armor (+15 STR)						
(CHA Cost) 116 + 159 (Powers) = (Total Cost) 275 = Dis advantage Total						



GAUSSIAN



VAL	CHA	Cost	Cost	Powers	END 100 +	Disadvantages
20	STR	10		EC—Magnetics, depends on planetary magnetic field, 164-pt END Battery	25	Berserk ≤14, Recover ≤11 if hit by electricity
23	DEX	39			20	Berserk ≤11, recover ≤8 if reminded of home
28	CON	36			4	1 ½x STUN and BODY from electricity
18	BODY	16	18	1 4D6 NND Magnetic Blast (vs armor or metal clothing), x1 END Battery, ½ END	20	Dislikes killing
10	INT	0			20	Immature and selfish
10	EGO	0	60	2 10D6 4" r Magnetic Blast, x8 END Battery	10	Backs down from bluffs and ultimatums (irrational)
15	PRE	5			5	Hunted ≤8 by Great Crane
12	COM	1			30	Hunted ≤8 by Genocide
29	PD	0			84	Villain bonus
31	ED	0				
6	SPD	27	18	3 FF (25,25), x1 END Battery, ¼ END	2	
10	REC	0	20	4 3D6 + 1 Energy Absorption†, all energy attacks into END Battery		
36	END	-10	9	5 20" Flight, x1 END Battery, ½ END	2	
42	STUN	0	20	Martial Arts (6D6 punch, 8D6 kick)		
			10	High Range Radio Hearing		
			10	Sense Orientation† ≤11		
			40	5 General levels w/mutant powers		
				OCV: 8		
				DCV: 8		
				ECV: 3		
				PHASES: 2,4,6,8,10,12		
(CHA Cost) 124 + 205 (Power Cost) = (Total Cost) 329 = Disadvantage Total						

Origin:

Maia di Sena was an only child, as is usual in the U.S.N. When she was 13 she began having strange experiences. She heard voices no one else could hear, and became uncomfortably conscious of the direction she was facing. The doctor at her school identified Maia as a mutant.

Maia and her parents objected vehemently, but she was sent away to be trained. Her new teachers and doctors identified Maia's power as an ability to "tap into" the planetary magnetic field. The voices she had been hearing turned out to be nothing more than radio broadcasts. She also possessed a sense which allowed her to determine her facing by (in game terms) making a Perception Roll. Accordingly, the government gave Maia a code name based on their measuring unit of magnetic field strength. "Gaussian" is the Earth-equivalent name Maia adopted when she arrived on our world.

During her stay at the mutant training facility, Gaussian learned her lessons well, but she

missed her parents and resented the fact that she wasn't allowed to leave. Upon learning of Gaussian's unpatriotic desires, an agent planted on the staff by Cryotron helped her escape. Ultimately, Gaussian became a member of the Corruptors of All, and was with them when they were blasted into our dimension by the Grand Escalator. Gaussian misses her parents and her old home, and is likely to fly off the handle if reminded of them.

Powers:

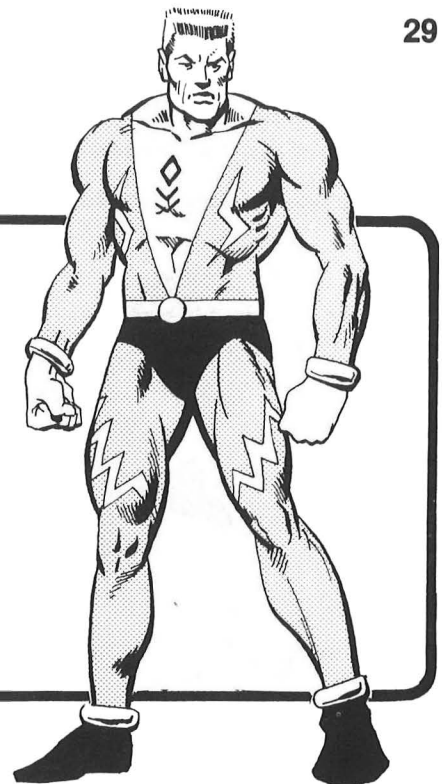
Gaussian was trained to use her powers to fly. She discovered how to use the planetary magnetic field to fashion intense magnetic blasts. She learned to create large area blasts at great cost to her Endurance reserve (and at great risk to others, since she tends to disregard any friends who might be in the area). She can also generate a Force Field to protect herself. Gaussian received training in unarmed combat as part of the standard program. And, finally, she learned that she could absorb energy from the magnetic fields generated by excited atoms, that she was particularly vulnerable to electricity, and any surge of electrical energy could cause her to go berserk.

Costume:

Gaussian wears a white costume with black arcs on it. Her cape is white with a black lining. She has brown hair and blue eyes.

SERGEANT SUPREME

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
18	STR	8	80	² MP—120-pt reserve	15	Berserk ≤11, recover ≤11 if laughed at
20 ¹	DEX	20	7	u 12D6 Lightning Bolt, 1/8 End	1	
18	CON	16				
18	BODY	16	7	u 8D6 AP Lightning Bolt, 1/8 End	1	20 1½x STUN, BODY vs weather-based attacks
10	INT	0				
13	EGO	6	6	u 12D6 Area Lightning Bolt (12-hex line), [8]	0	30 3D6 STUN, BODY if bracers removed
20	PRE	10				
12	COM	1	5	u 8D6 AP Area Lightning Bolt (12-hex line), [8]	0	15 Serious and grim
19	PD	0				
19	ED	0				
7 ¹	SPD	30	44	¹ MP—66-pt reserve	30	30 Hunted by the Great Crane ≤8
8	REC	0	6	m FF(15,15), 1/4 End	1	98 Villain bonus
36	END	0	1	m 11 pt Lack of Weakness		
55	STUN	19	3	m 22 pt Power Defense		
OCV: 7			3	m 24 pt Ego Defense		
DCV: 7						
ECV: 4						
PHASES: 2,4,6,7,9,11,12			20	¹ +15" Running	3	¹ OIF—bracers (+10 DEX, +4 SPD)
			10	2 levels w/Lighting		² OIF—chest brand
(CHA Cost) 126 + 192 (Power Cost) = (Total Cost) 318 = Disadvantage Total						



Origin:

Sergeant à Cayman's parents were wanderers who dabbled in magic. They stayed in the few wilderness regions on the southern continent of Lo, and used the simple spells they knew to keep themselves comfortable. When their child was but seven days old, Cayman and his wife Tela took him on a rainy night to the top of the largest hill about. There they heated an iron and branded his chest with the sign of the weather gods so that Sergeant would forever be able to invoke a part of the gods' power.

When Sergeant was twenty, he left his parents and went into the cities to satisfy his curiosity about civilized ways of life. Very quickly, Cryotron heard of Sergeant, contacted him, and offered

employment. Sergeant's power and his sense of tactics set him high among the Corruptors of All, and he took the name Sergeant Supreme.

One day a small bird flew to Sergeant and dropped his father's ring in his hand. Hastily he returned to the wilderness and found that his parents' hard primitive life had left them aged beyond their years. They were dying, but they had one last gift to give their son: four golden bracelets that augmented his weather powers, giving him the speed to race the swiftest winds. The bracers could also protect him against hostile forces, but only when he knew what to prepare for.

Sergeant Supreme returned to Cryotron more powerful than ever. Because of his power he was one of those chosen to attack the Grand Escalator's stronghold, and he found himself, along with Cryotron, Bruiser, and Gaussian, flung across the dimensions to our Earth.

Powers:

Sergeant Supreme fires lightning bolts from the brand on his chest. The narrow bolts will hit a single target; the 2-meter-wide bolts hit anyone within the length of the bolt. The bolts may start at any distance from his chest.

Costume:

Sergeant Supreme wears a dark gray costume with yellow lightning bolts, yellow belt, and black trunks. His shoes are black. The V-neck of his tunic is deep enough to show the brand on his chest. Sergeant Supreme also wears the golden Bracers of the Wind on his wrists and ankles. They are attached to his skin; removing them would cause him damage.



Origin:

Estus à Pirimo was the only child of a poor family within the United Serran Nation. The

father's job as a salvage technician did not have a very high rating, and he was unable to demonstrate greater financial need by the formula then in use. Estus was more resourceful than his father; he used his large size and unusual strength to extort credit vouchers from other children. Estus' parents were so pleased by the extra credits he obtained that they did their best to shield him from discovery, but they could not help him when he was recruited into Cryotron's crime ring.

Because of Estus' strength, Cryotron usually sent him on field assignments as second-in-command. This arrangement worked until Estus was clipped in the head by a bullet from a peace-enforcer. In order to save Estus, Cryotron ordered his medical staff to use an untested treatment designed to toughen human tissue. The result was an enormously strong human being with a very fast rate of recovery. His hands became so tough that he weakened as well as damaged anything he struck with sufficient force. Cryotron renamed Estus, calling him Bruiser.

Powers:

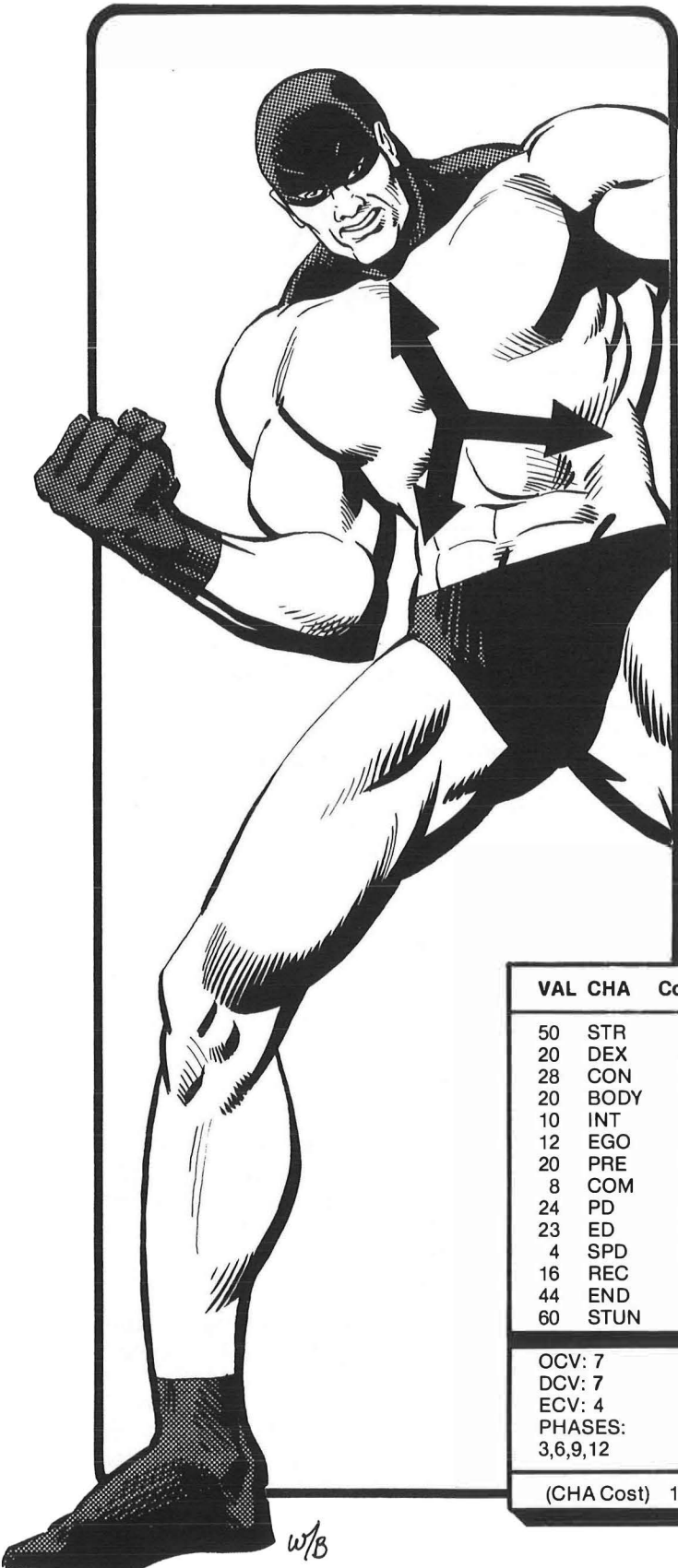
Bruiser's only power is his ability to bruise and weaken the defenses of nonresistant substances such as normal human flesh. He normally does this with a powerful blow which also does his strength damage just before the weakening effect (the PD Drain) occurs.

Costume:

Bruiser wears a red costume with a black arrow design. His hood, gloves, and boots are also black.

BRUISER

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages	
50	STR	40	45	3D6 PD Drain	3	10	Berserk ≤8, recover ≤11 if wounded
20	DEX	30		+3 Seg delay, ½ END		10	1½x STUN from attacks w/Find Weakness
28	CON	36		Full Damage Resistance		20	2x BODY from bullets
20	BODY	20	30	5 pts Lack of Weakness		5	10 Mute
10	INT	0	5	½ END for STR 50	5	20	20 Code vs killing
12	EGO	4	12	4 levels w/HTH combat		15	15 Will act to prevent property damage
20	PRE	10	20			5	5 Likes cute things
8	COM	-1				30	30 Hunted ≤8 by the Great Crane
24	PD	14				15	15 Secret Identity
23	ED	17				52	52 Villain Bonus
4	SPD	10					
16	REC	0					
44	END	-6					
60	STUN	1					
OCV: 7							
DCV: 7							
ECV: 4							
PHASES: 3,6,9,12							
(CHA Cost) 175 + 112 (Power Cost) = (Total Cost) 287 = Disadvantage Total							



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