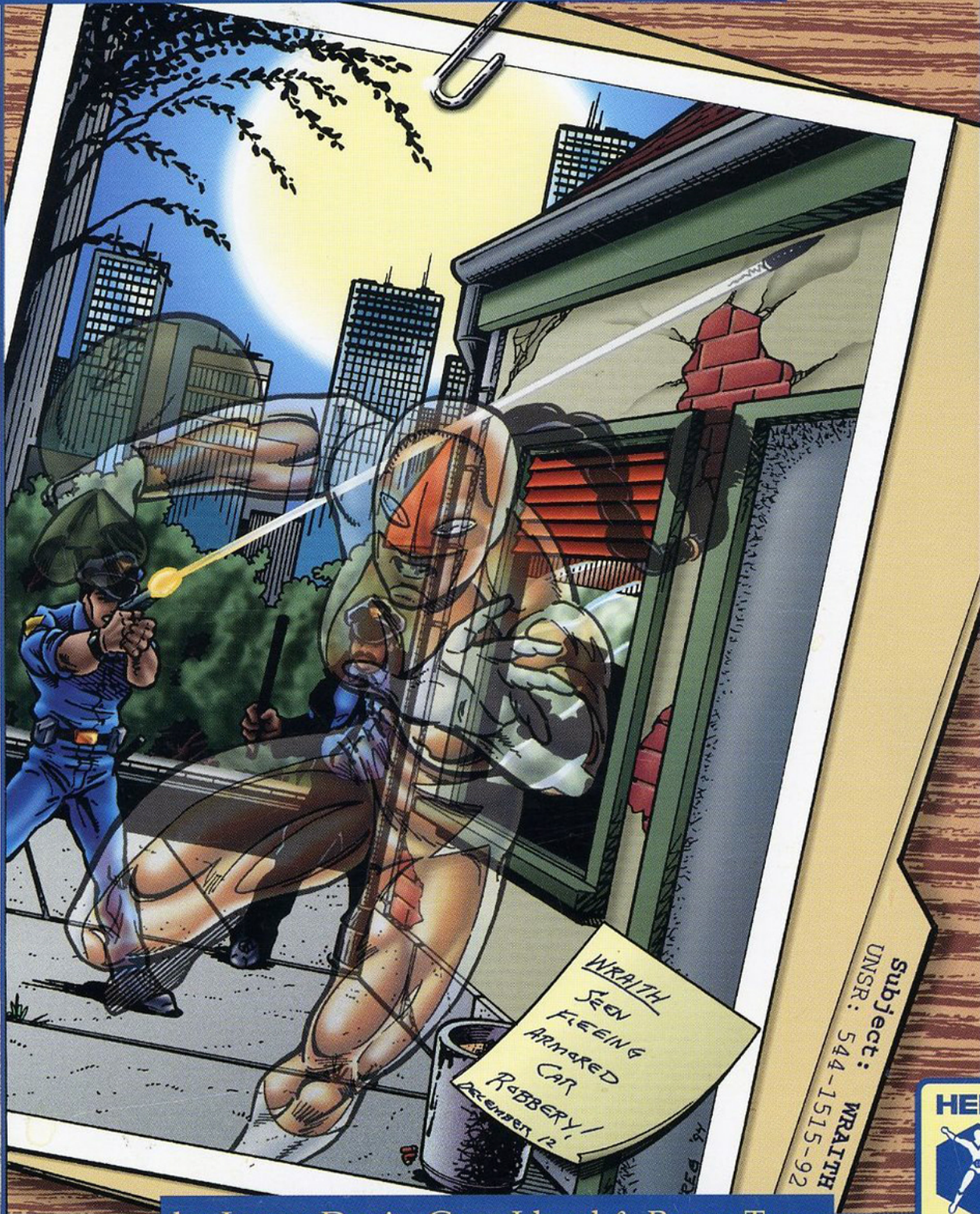


Enemies For Hire™



by James Davis, Greg Lloyd & Bruce Tong



ENEMIES™ For Hire

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Bruce uses IBANEZ guitars, GHS strings, PEAVY amps, TYCO Magic 8-Balls, and lots of other really cool toys. All characters appearing in this book are fictional. Any resemblance to persons living or dead is purely coincidental—no, really. This book has been brought to you by the letters 'A' and 'R', and by the number '8'. EFH was written in front of a live, studio audience. Be alert! The world needs more jerks. Hey all you Hero System bums—join an APazine!

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INTRODUCTION

Enemies For Hire is a divergence from the regular HERO Games Enemies books. In this book, we have attempted to portray supervillains as they would be perceived by a government agency, in this case: UNTIL.

The write ups are arranged into six major areas. These areas are grouped with crime fighters and Game Masters in mind; set up so that information is organized into categories in the order of their importance for an agent in the field.

The first information an investigator would need would be the identity of his suspect. Hand-in-hand with that, he will need any known aliases, sometimes referred to as "A.K.A." or "Also Known As". Pseudonyms as well as "super" names and nicknames are included in this section.

Secondly, a good, vivid description of his looks and habits is very important to apprehending a subject. Both the available physical characteristics and the typical costume a super villain would wear will be included here. Weight and height are recorded in this section and, even though these characters do not all weigh one-hundred kilograms or stand two meters tall, they are considered to be that size and mass for game purposes. If, for example, one of the villains weighs 125 kilos, 10 STR will still lift him. If a character has Growth, Shrinking, or Density Increase Powers, it will be indicated in their write-ups.

The third section covers the apparent activities of the subject. The documented history of a masked figure may be very vague and flimsy. Aside from information gained from actually capturing a villain, anything known about a subject will generally be supposition and conjecture, or information acquired from informants. Common knowledge indicates informant's facts are often distorted and false; they tell investigators stories the informant feels is "convenient".

Usually, an UNTIL psychological evaluation team will gather as much data about a subject as possible and create a psychological profile. This profile, in the fourth section is usually a result of sifting and sorting of some of the subject's peculiarities and actions. A careful study of their handwriting, their dressing habits, the types of crime they commit, and how they behave in combat situations will often yield a remarkably complete picture of the mental make-up of an individual. When the villain has been incarcerated before, standard tests help further enhance this type of information.

The fifth section, which doesn't exist in every file, consists of information gathered from other fields. This information may not fit in with the repeating information gathered from the field notes that can reveal a better grasp of the subject.

A "Campaign Uses" section is included. This fifth field is for the Game Master's eyes only, Players should not read these sections unless they get the GM's permission. The actual history of the character is included here and is information which UNTIL does not have. It is reasonable

to assume the players will have no more information on a particular villain than UNTIL does.

The events as described in the Known History sections of the write-ups will usually be echoed in the Campaign Uses section, although there may be some conflict between the two sections. Reasons are included for any discrepancies; UNTIL's confusion between what actually happened and what they believe happened will be explained in this section.

ADAPTING AND USING THESE CHARACTERS IN YOUR CAMPAIGN

As can be seen from the way these characters are presented, the information which exists on them is sketchy at best. In some cases the information may be slightly inaccurate or even completely wrong. Since UNTIL rarely gets a chance to subject the villains to rigorous testing, the characteristics and power levels listed here should be viewed as suggestions.

Raising or lowering the combat values, defenses, and attack dice of the villains to better match the GM's campaign is encouraged. The villains contained in this book are written at a relatively low power level, since it is easier to increase the powers of a villain than to make them weaker. These characters were designed for the average Champions character. If you are running a higher (or lower) point world, don't be afraid to make adjustments to the characters to fit your power levels. Two or three extra damage classes will turn a wimpy villain into a powerhouse.

The characters were also built to be easy to run. Complex powers, ½ dice, and powers or skills which would make the characters difficult to keep track of have been reduced to a minimum. Game Masters are usually busy keeping track of their plot line. Requiring the GM to keep track of a whole host of villains is tough. Since these villains are designed to be simple and easy to run, some of the burden on the GM can be lessened.

If some of the details of these characters don't seem to fit into the GM's campaign, change the details! If the PCs encounter a supervillain from this book and wonder why the villain is different, explain to them the information UNTIL gathered may have been incomplete or inaccurate.

How does this work? If a villain listed here has a 2x STUN Vulnerability from electrical attacks and the GM feels this would hinder the character too much to make him viable, he can alter or remove the Disadvantage. When the PCs encounter the villain and find that electrical blasts don't seem to be doing any extra damage, explain to them UNTIL was mistaken. Perhaps the villain was unlucky the last time he was hit by lightning.

The villain's history may clash with your campaign world. If a villain listed here is described as the strongest man in the universe, but another character fits that niche in your world, change the enemy's history. It's important to note the history explained in the Campaign Uses section is not necessarily what actually occurred. These are guidelines and suggestions for the GM to customize the stories of the villains to fit his game-world. If a specific villain or superhero is mentioned as part of a character's

Field Notes will sometimes be put on post-it notes or be handwritten over the text.

origin, freely substitute a different, appropriate character from the GM's world. The Champions, for instance, are mentioned several times in this product. If the GM feels it will improve his game, integrate the villain's story with his campaign by substituting a local hero team for the Champions.

TYPES OF VILLAINS IN THIS BOOK

Most of the older *Enemies Books* contained a sampling of lots of different characters. More recently, HERO Games has tried to issue *Enemies Books* which are based around a single premise. *Alien Enemies* concentrated on characters from other worlds, and *European Enemies* highlighted characters from Europe. Here, the goal is thugs. Villains who aren't world conquerors and villains who aren't afraid to work for someone else will be found in this book.

Most GMs have their own Megalomaniac villains of the Doctor Destroyer variety. What is missing is a large cadre of competent flunkies for the masterminds. This book is intended to fill the gap, bringing a large number of employable super powered beings into a campaign without bringing in more masterminds.

When a GM begins to prepare for a game, he usually knows which master villain he will be employing, but he has to spend hours preparing the flunkies and secondary supervillains who show up. With *Enemies for Hire*, he can glance through the villains presented and quickly determine if the villains presented here will fit into his scenario.

Solo, villains are the most common form of mercenary in a superheroic world. There are a few organizations and teams which would cater to super-powered individuals, no matter what side of the law they operated on. UNTIL would keep track of these agencies as well as they track the individuals.

Have knowledge,
or know those who do.

JUST A FEW FRIENDS

Your feedback has been very helpful to Hero Games. Many of you told us of how you used *Enemies Books* as examples of how to use the system, as well as for a source of non-player characters. To help us meet your demands, we've enlisted the help of a few, hopefully familiar, friends.

You might also notice, we have a new Game Mechanic. The previous one has moved on to become one of Dr. Destroyer's henchmen. So be careful the next time you're up against the good doctor.

THE STORYTELLER



The Storyteller is the voice of the game master. She is interested in the rules, but she is mainly interested in telling a good story. She knows there are times when the rules get in the way, and need to be ignored. She also knows there are things that can be done with the rules which should not be done. The Storyteller looks at these new rules with an eye to plot and fun for her players.

THE GAME MECHANIC



The Game Mechanic is the voice of the rules lawyer. Although he is interested in the story when playing, he is strongly interested in the rules. If there is a special effect, it can be built. If it can be built, it can be played. He is interested in balance at the game system level. The Game Mechanic has read these rules with an eye towards their proper use and potential abuse.

ROLE-MAN



Role-Man is the voice of the dedicated role-player. He is interested in the rules and writing up good characters. He is also interested in the Storyteller's story and plot, and likes to cooperate with her to get the story told. Role-Man may be attracted to the Game Mechanic's point of view at times, but is primarily interested in playing in a good game and having a good time. Role-Man has read these rules with an eye towards how they affect the player and how they can be used to implement his character conceptions.

Your happiness is intertwined
with your outlook on life.



Headquarters, United Nations Tribunal of International Law
1st Ave & 42nd St. UN Headquarters, New York, NY 10017-0000

MEMORANDUM

From: LECH DUMBROWSKI, Captain
UNTIL Operations Advisor

To: All Base Commanders

Re: Criminal Case Files, secrecy of.

CC: MAKI KAHEI, Lieutenant
Chief of Intelligence Analysis Staff

This document is classified information for the use of our field agents. All other personnel, particularly costumed vigilantes without local law enforcement support, should have very limited access to these files and their contents.

These folders represent up-to-the-minute notations on super powered criminals operating in the United States of America. Due to the highly sensitive nature of all UNTIL operations on U.S. soil, the very existence of these files could be misconstrued as a violation of United States sovereignty by UNTIL. As such, it is your duty to respect the classified status of these notes.

Each criminal's file contains much data that is supposition. Where facts are known, they will be clearly marked. In an effort to provide complete and accurate information, any statements which are conjecture will be specifically noted as such.

The files are being constantly updated and new information will be made a part of these files as soon as it has been analyzed. Psychological profiles, fingerprints, and identifying characteristics will be included with each individual file to make apprehending these criminals safer and more efficient for our field agents.

Further information can be obtained through Corporal O'Malley (212-555-1212), the case file contact at UNTIL headquarters.

Lech Dumbrowski

LECH DUMBROWSKI, Captain
UNTIL Operations Advisor

Name: Martin McCleary
Alias: "Ack Ack" McCleary
AKA: N/A
Subject Ref. Number: UNSR-400-2445-88
Ht: 180 cm (71") **Wt:** 94 kg (207 lbs.)
Eyes: Brown **Hair:** Brown
Race: Caucasian

Appearance: Martin McCleary is a tall man with brown hair and brown eyes. When employed as a weaponsmith, Martin wears a conservative two-piece suit. When working in his shop, he usually wears blue jeans and a T-shirt.

As "Ack Ack" McCleary, Martin's costume is designed to support a massive autocannon. His heavy, white duraplastic battlesuit is covered with black straps and stainless steel buckles to stabilize and support the weapon when fired. Two telescoping stainless steel poles deploy from the back of his costume to help absorb the weapon's recoil and provide extra support for firing. Without these poles deployed, McCleary cannot safely fire the weapon.

Distinctive Behaviors: When nervous, McCleary often plays with a small Swiss Army knife he keeps hidden away in a trouser pocket. In his costumed identity, he tends to engage and disengage his weapon's safety in place of the army knife. McCleary is prone to spend long hours working on his inventions and modifications and an equal amount of time trying to sell them. Finally, he dines solely on Chinese food, which he buys and reheats later.

Known History: McCleary left Samson Arms, Inc. almost one year after it changed owners. Apparently changes in management brought about changes in the work environment when McCleary and many others found unbearable. Other UNTIL investigations into Samson Arms revealed salaries lower than the industry average and a significant decline in benefits. Samson Arms was well known for its cohesive design teams and strong employee loyalty to the company. Current management cares only for production; the previous administration made its money by depending on contented employees to turn out quality work. Of McCleary's original design team, he was the last to leave Samson Arms.

For the first year after leaving Samson Arms, McCleary tried to run his own gun store. The business failed quickly leaving McCleary in bankruptcy. An audit of his finances showed he was unable to control his expenses, particularly where his workshop was concerned.

McCleary is able to make a living as a free lance weaponsmith. We suspect that some of his income is financed through the black market. Although several modified weapons captured from other criminals bear a distinctive "MMCC" inscription on the barrel, the proof is only circumstantial. (McCleary once had a set of custom license plates for his car—"MMCC".) It is also believed McCleary is "Ack Ack" McCleary, rumored to be looking for work within criminal circles: he'll work for half price if you let him demonstrate his inventions.

Known Associates: Dan "Snoopy" Paustian, Robert Schroeder, Linus Behnke, Charles Healy, and Lucy Schiro (former Samson Arms weaponsmiths), Lazer

Psychological Profile: McCleary's work is his life. The changes imposed by Samson Arms effectively destroyed his highly productive, creative and rewarding friendships.



Without the outlets for his creative interests and the sources of intellectual stimulation, he struggles to find a place to fit in. He wants what everybody wants—personal fulfillment, security, and stability. As long as he gets these, he'll work for anybody, probably even UNTIL. It is unlikely he will find what he is looking for as long as he continues to associate with criminals, but continued exposure may leave him with no other choice.

The breakup of his design team is not the first time he has suddenly been deprived of a major facet of his life. Many years ago, he lost his wife and only child in an airline crash.

Modus Operandi: McCleary probably uses black market contacts to find potential buyers for his weapon modifications and his own designs. He is rumored to sell his services as a "hired gun" as an attempt to market his products. He has yet to publicly appear as a costumed villain; we believe it is just a matter of time.

McCleary has had no combat training. This should not be confused with inexperience with his weapons. Although he may be hesitant to pick out a target, he is an excellent marksman. Confusion and surprise may be the best weapons when confronting McCleary.

Plus ça change, plus c'est la meme chose. Tout bien ou rien. Vive la difference. A bon chat, bon rat. Pour a ses raisons que la raison ne conçoit. Qui mal y pense. Vogue la gabelle. Connoit les borgnes sont rois. Il faut le roi. Aussitôt

MMCC = 2200
 Year? Address?
 ???

"ACK ACK" McCLEARY

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7+
20	DEX	30	DCV: 7 (4)
15	CON	10	ECV: 3
15	BODY	10	Phases: 3, 6, 9, 12
17	INT	7	
10	EGO	0	Costs
10	PRE	0	
10	COM	0	Char: 76 Base 100
3	PD	0	+
3	ED	0	Powers: 164 Disads: 140
4	SPD	10	=
6	REC	0	=
30	END	0	Totals: 240 240
35	STUN	4	
Powers			
36	Armor (+15 PD/+15 ED), Only in Hero ID [Battle Harness]		
30	Armor (+10 PD/+10 ED), Hardened, Only in Hero ID [Battle Harness]		
55	3d6+1 RKA, Autofire, +1 STUN, Bulky OIF (Autocannon [½DCV]), Full Phase Action to Fire [Autocannon] [125c]		
Skills			
3	Concealment 12-		
5	Inventor 13-		
3	KS: Samson Arms 12-		
3	Persuasion 11-		
5	PS: Weaponsmith 14-		
3	SC: Chemistry 12-		
3	SC: Physics 12-		
9	Weaponsmith [Slugthrowers] 14-		
5	WF: Small Arms, HMGs, Rocket Launchers, Vehicle Weapons		
4	+2 OCV w/ Autocannon		
Disadvantages			
15	Psych: Prone to Depression (Unc, Total)		
15	Psych: Irrational attraction to firearms (Com, Strong)		
10	Psych: Hesitates in combat (Com, Mod)		
15	Enraged when cornered in combat, 14-, recover 8- (Com) "Panic Fire"		
10	Rivalry with Samson Arms (Prof, Superior Pos)		
20	Vulnerability: 2x Effect from PRE attacks from super powered beings		
20	Normal Characteristic Maxima		
5	Age 43		
5	Phys Lim: Hay fever (Inf, Slight)		
5	Phys Lim: Needs reading glasses (Inf, Slight)		
15	DF: Plays with weapons (Not Concealable, Noticed)		
5	Villain Bonus		

Campaign Use: Certain heroes might be interested in trying to stop McCleary before he gets himself in over his head. Even if he does become a wanted villain, there is a decent chance he could be reformed by a sympathetic hero. McCleary's background makes it unlikely he would undertake a solo mission, unless it was against the current management of Samson Arms, Inc.

GMs should note that McCleary's weapon makes him more of an emplacement than a mobile supervillain. A little knockback is all it takes to prevent him from firing, effectively cutting his speed in half. Pay particular attention to the size of his attack. If characters in your game tend to have low resistant defenses, you'll want to make some adjustments.

McCleary's battlesuit has been bought with the Only In Hero ID limitation rather than the Obvious Inaccessible Focus limitation because his autocannon must be removed before the battlesuit can be taken off. In all other respects, treat the battlesuit as an OIF.

See Also: Lazer is described in *Classic Enemies* (page 75).



Role-Man: Sometimes the "Only In Hero ID" Limitation better represents the special effect behind powers in a battlesuit. When compared to an "Inobvious Inaccessible Focus", this variation reduces accessibility to be more obvious. Another way to look at this is as an "Obvious Inaccessible Focus" which takes longer to remove from the character.

There is a close association between being in Hero ID and wearing the suit. Seldom do you see a powered armor character voluntarily act as a hero without his armor. Also, battlesuit characters usually envision their armor to be more difficult to remove than a focus is generally given credit.

Combining this Limitation with the "Instant Change" power and the "Secret ID" disadvantage leads to some interesting effects. The Game Mechanic is sure to have some thoughts on these combinations.



Game Mechanic: The "Only in Hero ID" Limitation (OIHID) can be used to represent a focus which is rarely taken away from the character... that's straight from the rules. When you buy a suit of armor this way, it doesn't mean there's never any penalty; if there wasn't, OIHID wouldn't be a Limitation. This is really a larger issue. Battlesuit characters who take a focus, or focus-like Limitation on many of their powers, then remain impenetrably buttoned up inside their armor, are hardly limited.

OIHID should never be combined with any of the focus Limitations. OIHID is, essentially, a subset of the focus rules and characters can't take OIF and OAF on the same power.

The value of a Limitation is intended to reflect how often and how severely the character is limited. A -½ happens more often than a -¼ and a -2 affects the character almost constantly. A good rule of thumb is to compare the Limitation to a comparable Activation Roll. A -¼ should limit a character about as often as a 15- Activation; a -½ should affect a character as often as a 14-; and so forth.

The OIHID Limitation should only occur as frequently as a 15- activation (about 4.5% of the time). In the case of "Ack Ack," he should "lose" the armored suit powers about one adventure in twenty (5% of the time). "Ack Ack" has defined his suit as being very difficult to remove because it is worn underneath his autocannon.

Name: Allan Larsen
Alias: Airbus
AKA: Hercules
Subject Ref. Number: UNSR-400-3898-92
Ht: 193 cm (76") **Wt:** 112 kg (246 lbs)
Eyes: Green **Hair:** Brown
Race: Caucasian

Appearance: Airbus is a large, strong young man. His hair extends down to his shoulders in the back, and often hangs in his eyes in the front. His nose is somewhat crooked, and might have been broken in the past.

In his villain identity, Airbus wears a light-gray bodysuit with matching boots and wears a brown belt with components which power his personal force field. Over his bodysuit, he wears an imitation leather aviator's jacket. Finally, to protect his eyes, he wears a tinted pair of aviation goggles.

Out of costume, Airbus has been observed wearing inexpensive clothing; mostly jeans and polo shirts. He seems to favor old athletic shoes.

Distinctive Behaviors: According to the file provided by PRIMUS, Airbus has been known to frequent rundown bars, where he drinks in moderation. While at the bars, the subject has shown a preference for heavy metal music.

The PRIMUS file also indicated the subject may be a drug addict, but did not specify which drugs he used. More recent evidence suggests Airbus uses heroin.

Known History: Airbus began his career with PRIMUS as a member of a special strike team. The team was assembled from patriotic super-powered citizens of the United States to help PRIMUS control the problem of super crime. Allan Larsen, a 19 year old mutant from Omaha, Nebraska, was one of the volunteers. Allan was code-named Hercules and began active duty immediately. According to PRIMUS, the team was supposed to be used for no more than a year or two, when PRIMUS would be budgeted sufficient funds for more Iron Guard units.

Less than a year after the volunteer strike team was assembled, Dr. Steven Christiansen, a top research scientist, was murdered. At the same time, Allan Larsen fled the PRIMUS base, having stolen a prototype force-belt. Because the device was a project of Dr. Christiansen, Allan immediately became the chief suspect in the ensuing investigation.

Shortly after the incident, the subject's file was transferred to UNTIL in an exchange of information with PRIMUS on known criminals. Although Allan is not a convicted felon, his file was included in the exchange. We suspect PRIMUS is embarrassed over the whole incident, which explains why the strike team was dissolved shortly after the Allan's departure. In any case, PRIMUS seems very interested in the capture of Allan Larsen.

After his escape, Allan was seen working with Deathstroke as transportation for their less-mobile members. Although Requiem's poorly-thought out plans to extort San Francisco with his earthquake machine ended in failure, Allan aided in the escape of the team from UNTIL forces. During the escape, Requiem referred to Allan as Airbus, although it was not certain if that was a special combat maneuver or his new villain name.



Airbus has also aided Deathstroke in several bank and jewelry store robberies. Alone, he has robbed several supermarkets and convenience stores. During the robberies, he referred to himself as Airbus, confirming this as his identity. Strangely, none of the robberies were in the same state. He would often travel far in a short amount of time, just to rob a convenience store.

Two months ago, DEA agents were making a raid against a minor heroin dealer when Airbus was found to be on the premises, buying drugs. The DEA agents, not expecting any kind of super-powered resistance, were unable to deal with Airbus. He grabbed a suitcase full of heroin and fled the scene. According to the captured dealers, he had been a regular buyer for the past couple of years.

Airbus has not been seen since the DEA drug raid.

Known Associates: PRIMUS (former), Deathstroke

Psychological Profile: Although he works for money, Airbus has not demonstrated traits indicating he is capable of murder. In fact, he has displayed a marked respect for life and a sense of duty to mankind in general. For example, he took the time to help a child trapped in a burning building shortly after the Los Angeles earthquake of 1994. Obviously, his role in the death of Dr. Steven Christiansen is unknown, but Airbus does not seem like a murderer.

One of Allan's stranger personality traits is his apparent wanderlust. In his PRIMUS file, Allan is described as, "loving to travel." The reason for this is unknown, but it is

AIRBUS

Val	Char	Cost	Combat Stats
19	STR	9	OCV: 5+
15	DEX	15	DCV: 5
23	CON	26	ECV: 3
18	BODY	16	Phases: 3, 5, 8, 10, 12
10	INT	0	
8	EGO	-4	Costs
10	PRE	0	
16	COM	3	Char: 100 Base: 100
5	PD	1	+ +
5	ED	0	Powers: 155 Disads: 155
5	SPD	25	= =
15	REC	12	Totals: 255 255
40	END	-3	
40	STUN	0	

Powers

25	Elemental Control —Telekinetic Powers
a-25	8d6 EB, Indirect (starts at his Force Wall), END=5
b-20	Force Wall (12 PD, 6 Hexsides), Transparent to Energy, 0 END, No Range, Self Englobement only (-1/4), END=0
c-25	15" Flight (x32 non-combat multiple), END=1/5"
15	Force Field (+10 PD/+20 ED), OIF (force belt), 3 Continuing Charges each lasts 1 Minute each
15	Characteristic: +25 STR, 0 END, Visible, Only for lifting (-3/4), No Figured Characteristics, END=0
5	Extra Limbs [Telekinetic Arms]

Skills

3	Bump of Direction
5	Eidetic Memory, Only for memorizing maps (-1)
1	KS: Drug Dealers 8-
1	KS: Heavy Metal Music 8-
3	Stealth 12-
3	Streetwise 11-
1	Tactics 8-
8	+4 OCV w/ EB

Disadvantages

10	Vulnerability: 1½x STUN from Heat or Fire Attacks
20	Psych Lim: Code vs. Killing
10	Psych Lim: Doesn't like to fight, will only do so if cornered
10	Psych Lim: Loves to fly—will rarely land
10	Psych Lim: Protective of innocents
10	Phys Lim: Drug addict
10	Distinctive Features: Huge (Concealable)
5	Distinctive Features: Detects as a mutant (Easily Concealable)
20	Hunted: PRIMUS (as pow, NCI) 11-
20	Hunted: Genocide (more pow, NCI) 8-
15	Hunted: UNTIL (as pow, NCI) 8-
15	Secret Identity: Michael Jennings

suspected he led a very stable life before being recruited by PRIMUS, and might have begun to realize what he was missing during his PRIMUS career. It is suspected that his strange behavior of robbing over a wide area is a result of his love of travel and need of money.

Modus Operandi: Airbus is a transportation and escape specialist, and rarely becomes directly involved in a battle. If threatened, he will back away from his opponent, firing telekinetic force bolts. When ordered to escape, he flies in quickly, picks up any of his allies that he can, and accelerates away.

Audentes fortuna juvat. Vox populi vox Dei. Ab uno Truditur dies die. Qui transtulit sustinet. Fortes ante Agamemnona. Quis nil nisi bonum. Animis non curat.

Subject now has a large supply of heroin.

Coordinate location efforts with the US DEA.

section... non est disputandum... Caesar aut nihil. In hoc Tria juncta in uno. Exit... mutantur, nos et mutamur in illis.

Campaign Use: Airbus is a mutant telekinetic with a powerful metabolism. Proud of his country, he enlisted when PRIMUS called for aid in the battle against super crime. The organization needed a quick and cheap strike force to help combat the threat of super crime until new Iron Guard units could be produced.

Although Allan did a good job for PRIMUS, the Golden Avenger took an immediate dislike towards the young agent. Predictably, the Golden Avenger had discovered Allan was a mutant, and wanted to see the "inhuman monster" imprisoned. When Allan's friend and mentor, Dr. Steven Christiansen, began to question where some of PRIMUS' technological advances had come from (many were stolen), the Golden Avenger saw the opportunity to eliminate two problems simultaneously. Dr. Christiansen was murdered by several of the Golden Avenger's closest men and Allan was framed for the crime.

When Allan found the body of his friend, PRIMUS security agents were ready to arrest him for the killing. However, unknown to the Golden Avenger, Allan had been testing the force belt. Before PRIMUS security agents could react, Allan activated the belt and fled the scene, energy bolts deflecting harmlessly off of the device's defensive shield. Using his telekinetic powers, Allan successfully escaped the PRIMUS base.

Unfortunately, while working for PRIMUS, Allan took cyberline, like everybody else. Once out on his own, he had to suffer cyberline withdraw without the aid of the special rehabilitation program developed by PRIMUS. The program was developed to ease the process for retiring field agents. He sought out other drugs to replace cyberline, and immediately became addicted to heroin. Unable to support his expensive drug habit, Allan now works as a criminal.

Allan is afraid to tell authorities what happened to him for fear they would not believe him. The Golden Avenger has Allan terrified of PRIMUS. In ordinary circumstances, Allan will not speak about what PRIMUS is really like.

Airbus has taken the identity of Michael Jennings.

See Also: The Golden Avenger and PRIMUS are described in *Classic Organizations* (pages 105-117); Deathstroke can be found in *Champions Universe* (pages 102-112).

Name: Jason Rice
Alias: Armstrong
AKA: Mr. Shoulders
Subject Ref. Number: UNSR-400-2340-85
Ht: 210 cm (83") **Wt:** 126 kg (278 lbs.)
Eyes: Brown **Hair:** Black
Race: Black

Appearance: Jason Rice is a huge man with broad shoulders. He keeps his hair cut short and has never been known to wear a beard or mustache. He has a barely visible scar on his left cheek.

Rice does not have a fixed costume. Instead, he wears whatever is appropriate to his employer. While working for his latest employer, Malachite, Rice has been observed to wear a white tuxedo similar to the one worn by his employer.

Distinctive Behaviors: Jason Rice has a very serious demeanor, and has never been seen smiling while working. He is always alert. His eyes constantly scan his environment, looking for potential problems.

Jason Rice's slow, exacting style of speech is highly intimidating. He also moves in a very imposing manner, deterring potential attackers.

Known History: Jason Rice was born to an unmarried woman in Montreal, Canada. According to investigations, Jason's mother never identified the father. People who knew Jason as a youth described him as an intelligent and clever individual. Larger and stronger than anyone in his graduating high school class, Jason excelled in sports and other physical activities.

After graduation, Jason Rice disappeared. He reappeared years later, offering his skills as a professional bodyguard to whomever would pay. Skilled in observation, intimidation and exotic martial arts, Jason had no problems finding jobs. When asked about his martial arts style, Rice blatantly refused to comment on it to his employer. It is known his style involves using one's hands as literally cutting weapons, but even the specific style has not been determined.

Because of his large size and wide shoulders, Rice was dubbed "Mr. Shoulders" by his second employer, an influential businessman. He used the name as his trade identity for several years. He worked with many clients, and all previous employers have stated they found him to be extremely loyal; he never left their service in bad standing.

Despite his good employment record, it was not until his first confrontation with a super-powered criminal that he attracted UNTIL's attention. He was protecting Sharon McAllister, a popular movie star, when she was attacked by the costumed criminal, Booster, at a charity function. In front of several reporters, Jason Rice fought Booster, successfully driving him off.

Media coverage of the battle made Rice famous. In fact, the bodyguard agency for which he worked was immediately swamped with requests for his services. Adopting the trade name Armstrong, Rice was able to command impressive wages for his work. His long list of satisfied clients included some of the richest and most famous personalities in Canada.



A little less than a year ago, Armstrong accepted employment from the villain Malachite. Leaving the bodyguard agency he had worked with for so long, he moved to Malachite's island-nation to protect his new employer and client. He has not had any notable incidents since his new employment. Although he is not in violation of any laws, he is considered to be dangerous by association with Malachite.

Today, Armstrong one of the most highly skilled bodyguards in the world, boasting over twelve years experience and one super-powered confrontation. Although he has lost some popularity working for Malachite, he is still very marketable in Canada and the United States.

Known Associates: Malachite

Psychological Profile: Jason Rice appears as a very obsessive individual. His entire life seems to revolve around his work. Observations indicate he is completely serious, and has never been seen smiling or indicate he is enjoying himself for any reason while working.

Rice appears to be very loyal. According to his previous employer, he has never questioned a client's request; he promptly fulfills all his client's wishes. There is not a single recorded instance where Armstrong has offered less than 100% of his ability to protect his client.

Finally, Rice seems to have a certain disdain for those who he views as his lessers. Usually, he directs his disdain towards criminals, to whom he is very intimidating. However, he has also been known to show dislike for less-capable bodyguards, police officers, and city officials. We believe Rice is proud of his accomplishments.

ARMSTRONG

Val	Char	Cost	Combat Stats
33	STR	23	OCV: 8+
23	DEX	39	DCV: 8+
25	CON	30	ECV: 6
20	BODY	20	Phases: 3, 5, 8, 10, 12
13	INT	3	
18	EGO	16	Costs
25	PRE	15	
8	COM	-1	Char: 170 Base: 100
10	PD	3	+ +
10	ED	5	Powers: 180 Disads: 250
5	SPD	17	= =
12	REC	0	Totals: 350 350
50	END	0	
50	STUN	0	

Powers

26	2d6 RKA, Armor Piercing, No Range, No Knockback, END=4
16	1d6 Major Transform (to crippled person), Cumulative, Invisible to Sight and Hearing Sense Groups (Visible to Mental), 0 END, Linked to RKA, No Range, Only if RKA does BODY (-1/2), END=0
30	Armor (+10 PD/+10 ED)
6	Mental Defense (10 pts total)
6	+3" Running (9" total), END=1/5"
6	+2 Enhanced Perception
3	Mental Awareness
7	Combat Sense 14-
21	Danger Sense, out of combat 14-

Skills

3	Bribery 14-
3	Bugging 12-
3	Combat Driving 14-
3	Concealment 12-
5	Demolitions 12-
5	Forgery 12-
3	High Society 14-
5	KS: Eastern United States 14-
3	KS: Majestic Crane style 12-
3	KS: Rich and famous people 12-
3	Paramedic 12-
3	Streetwise 14-
1	TF: Planes
6	+2 Levels w/ RKA, Block and Disarm
10	+1 Overall Level

Disadvantages

20	Vulnerability: x2 BODY & STUN from disease or chemical attacks
20	Psych Lim: Disdain for lessers
15	Psych Lim: No respect for authority
10	Psych Lim: Obsessed with work
15	Distinctive Feature: Intimidating (Concealable, Major Prejudice)
5	Distinctive Feature: Detects as a mutant (Easily Concealable)
10	Reputation: Professional bodyguard 11-
15	Hunted by Kuang Fang (equal) 11-
10	2d6 Unluck
130	Villain Bonus

Modus Operandi: Armstrong uses typical bodyguard tactics. He first insures his client is safe, and then he deals with the situation. He does not resort to combat quickly; he uses intimidation to deter any but the most determined criminals. If grossly out-numbered, he will move to a more defensible position where he can block passage, such as a hallway.

Campaign Use: Armstrong is the son of a human mother and an alien father. His mother fell in love with a large man from the planet Midha. Shortly after she became pregnant, the father contracted the flu, and later died.

Due to his heritage, Jason is stronger and tougher than normal humans. He found he can lift motorcycles and withstand great punishment without serious injury.

After high school, Jason put his natural talents to work. He sought out Kuang Fang, master of the Majestic Crane martial arts style. Jason learned to use his hands as lethal weapons. By cutting flesh and muscle, Jason could kill or immobilize an enemy.

At the same time Jason was learning the Majestic Crane style, he took classes in fields that would be useful as a bodyguard. Kuang Fang eventually learned how Jason intended to use his skills. Because Kuang Fang felt martial arts should never be used for profit, he became angry with his student and labeled Jason a failure. This incensed Jason, who attacked his master, catching Kuang Fang off guard. Injured, Kuang Fang withdrew, swearing Jason would pay for his lack of respect.

Outwardly, Armstrong seems very loyal, but his apparent loyalty is really an effort to build a good reputation for himself. Because he only respects power and thinks the world exists solely to give him what he desires, Armstrong looks at each employer and client in terms of what they will give him. When he began his career, money was enough, but now power and prestige are the things he seeks.

For example, Armstrong hired on with Malachite in hopes the master villain would want to physically enhance him. Armstrong also feels Malachite has much to offer in the way of prestige, contacts and future jobs.

Ultimately, Armstrong hopes to usurp a powerful client and take over his victim's criminal empire. He is not stupid, and would not challenge a client who is either too strong or has little to offer.

If the GM does not want to deal with Armstrong's goals, he can either keep Armstrong in a position where the client is too strong or simply change Armstrong's psychology. His Psychological Limitation "no respect for authority" could be replaced with the Psychological Limitation "completely loyal".

Note: Due to his unique physiology, Armstrong detects as a mutant.

See Also: Booster is detailed in *Champions of the North* (pages 92-93). Malachite is described in *Champions Universe* (pages 112-114).

The dim haze of mystery will
 add enchantment to your life.

Name: Stephen Allen Matthews

Alias: Avatar

AKA.: Sam Allen, Allen Stephenson, Matthew Stevens

Subject Ref. Number: UNSR-342-2778-90

Ht.: 162 cm (72")

Wt.: 93 kg (205 lbs.)

Eyes: Brown

Hair: Brown

Race: Caucasian

Appearance: Avatar is ametamorph; so identifying his actual appearance may be difficult. In his human form, Matthews is a nondescript tanned Caucasian. He does not appear overly-strong but he is very powerful.

In his Elemental forms, Avatar appears as a column of fire, a large stone creature, a cloud-like, humanoid mass, or a pillar of water. He wears no specific "super" costume; his civilian clothing is apparently destroyed when he transforms.

In his civilian identity, Matthews tends to wear economical clothing: jump suits, jeans, t-shirts, and similar, disposable clothes. He favors dark brown clothing. Receipts found at crime scenes indicate he may purchase his clothing from thrift stores.

Distinctive Behaviors: Mr. Matthews has a tendency to flee from police and other authority figures, even when they are unaware of his identity. His appearance has been broadcast on various Crime-Stopper television programs and is well-known in North America in both his normal and Elemental forms.

Known History: Matthews was a powerful occult investigator, helping citizens protect themselves from "magic" as well as from charlatans. Early records of his pursuits indicate he was actively opposed to the criminal tendencies of certain organizations, particularly DEMON. They may still be pursuing him for his part in locating several DEMON lairs on the East Coast of the U.S.

Sometime between 1988 and 1990, Matthews began to experiment in occult secrets, according to associates of his. When he delved into research his friends thought was unhealthy, they attempted to make him stop. He stopped associating with his old comrades and pursued paranormal investigations on his own.

In late 1990, Matthews' home was attacked by a DEMON Warrior cadre. The ensuing battle destroyed his house and possibly triggered his transformation into Avatar. The first definite sighting of Avatar coincides with the time of that battle. Earlier recorded sightings of Avatar may be a result of inaccuracy on the part of the observers or Avatar may have existed before the 1990 DEMON battle at Matthews' New England home.

Since the appearance of Avatar, Matthews went into hiding. He has resurfaced in different parts of the United States, concentrating on areas near the Atlantic Ocean.

Video footage from a convenience store in New Jersey helped record the information that Matthews is Avatar. When Avatar witnessed a robbery, he transformed into a fiery creature and killed the robber. When the clerk attempted to thank Avatar, the flame-covered creature immolated the attendant.

After escaping the local police, Avatar remained unseen for two months then reappeared in the employ of Dark Seraph. Avatar assisted Dark Seraph in a raid on the New York Metropolitan Museum of Art, presumably to



steal a display featuring crucifixes from the fifth century.

Known Associates: Dark Seraph, possibly Clay Cudgel

Psychological Profile: Until Matthews began his strange experimentation in 1988, he seemed to be very civic-minded. We believe his experiments in the occult weakened his grasp on reality and caused him to feel a great rage against all normal beings. Something in his experiments also caused a physical change to take place; perhaps causing a concurrent emotional change.

Since Matthews has adopted the Avatar name, he has become very callous toward all life, particularly when he is in an Elemental form. He shows an extreme tendency toward violent behavior, becoming almost childish in his tantrum-like rages. When he is in his civilian identity, Matthews tends to avoid the law and all authority figures. We believe that he is not in control of his powers and may be trying to avoid using them.

Modus Operandi: Avatar transforms into one of four Elemental forms when he is in combat. His tactical approach seems to be to use the Elemental form that will benefit him the most, based on his environment. If he is in a flammable area, he will adopt his Fire form; in an area with solid footing, he will use his Earth form; near the ocean, he will use his Water form; and so forth.

We do not know what recruiting method he uses to find employment, but we believe his old occultist skills help him in locating magical metahumans.

AVATAR

Val	Char	Cost	
30	STR	20	OCV: 6
18	DEX	24	DCV: 6
18	CON	16	ECV: 5
13	BODY	6	Phases: 3, 6, 9, 12
18	INT	8	
14	EGO	8	Costs:
25	PRE	15	
12	COM	1	Char: 136 Base: 100
10	PD	4	+
10	ED	6	Powers: 179 Disads: 215
4	SPD	12	=
12	REC	4	Totals: 315 315
34	END	-1	
50	STUN	13	

Powers

96	Multipower (120 pt pool) , Only in Villain ID (-1/4) <i>Fire Form:</i>
2u	2d6 HKA (4d6 w/STR), END=3+
5u	2d6 RKA, Damage Shield, 0 END, END=0
1u	Force Field (+12 ED), 0 END, only vs. Fire (-1/2)
	<i>Water Form:</i>
2u	3d6 HA (6d6 w/STR), NND [Life Support: Self-contained Breathing or water powers], END=4+
3u	Desolidification (not vs. Fire powers or magic), not through watertight barriers (-1/4), END=4
2u	+15" Swimming (17" total), 0 END, END=0+
2u	3" Stretching, 0 END, END=0
	<i>Air Form:</i>
5u	12d6 EB, END=6
3u	Desolidification (not vs. Earth powers or magic), not through airtight barriers (-1/4), END=4
2u	10" Flight, END=1/5"
	<i>Earth Form:</i>
2u	+25 STR (55 STR total), no figured stats (-0), END=2
2u	-10" Knockback Resistance
1u	+6" Running (12" Total), END="
5u	10" Tunneling through DEF 11, can fill in tunnel, END=1/5"
30	Armor (+10 PD/ +10 ED)

Skills

1	KS: Mythology 11-
2	KS: Occultism 12-
1	KS: Religious Beliefs 11-
3	Magic Skill (INT-Based) 13-
1	SC: Archaeology 11-
1	SC: Astronomy 11-
1	SC: Chemistry 11-
3	Scholar
3	Scientist

Disadvantages

40	2x STUN & BODY from Magic (Com)
20	Accidental Change into Avatar form when in combat or high-stress environment (Com), 14-
15	Accidental Change into normal identity when stunned, unconscious, or out of END (V Com), 8-
25	Berserk when Accidental Change activates (Com), 14-/11-
15	Hatred of his condition and all mages (Com, Strong)
10	Scientifically Curious (Uncom, Strong)
15	Distinctive Features: Flickers between different types of elementals (Concealable, Major Reaction)
10	Reputation: Destructive and Mindless brute (Extreme), 8-
20	Hunted by DEMON (more pow, NCI), 8-
20	Hunted by UNTIL (more pow, NCI), 8-
10	Hunted by local law enforcement (less pow, NCI), 8-
5	Rivalry: with Clay Cudgel (Professional)
10	Public Identity (Stephen Allen Matthews)

come. Matthews wasn't in control anymore; Avatar was.

Matthews was forced to flee the area by the possessing spirits residing within him. He now wanders the countryside in an attempt to stay away from civilization. He knows he has only partial control when in his normal form and none when he is transformed.

Since the transformation, Matthews is extremely sensitive to any magical attacks. This is a result of the creatures inhabiting him; they cannot tolerate the disruptive effects of other's spell casting.

Matthews hates what he has become and would like to return to normal. The spirits that possess him will not allow him to get close to a spellcaster, but they seem to have no qualms about associating with magical creatures that do not cast spells (Dark Seraph being an example).

Avatar met Clay Cudgel while the possessing spirits were forcing him to accompany Dark Seraph. The two were so similar in nature they had an instant hatred of one another and have not associated since.

The spirits inhabiting Avatar have several reasons for remaining in possession of Matthews' body. They may want to explore this world or wreak havoc in general. The specifics are left to the GM. In any case, Matthews is unaware of their intent.

When allocating his Multipower, the slots are grouped into different "forms". Decide each phase which form Avatar is using and use only slots designated as being part of that form. For example, in his Air "form", Avatar can fly, go desolidified, or fire a 12d6 Wind Blast. He can't use any of his other Multiform powers that phase.

When Avatar is knocked out, stunned, or runs out of END, he may revert back to his normal identity. If his second Accidental Change Disadvantage knocks him out of villain identity, his multipower will be unavailable until his other Accidental Change alters him back into an Elemental form. Once he is Berserk, he will remain in his current Elemental form until he calms down (assuming he does not run out of END, is knocked out, or is stunned).

See Also: Clay Cudgel can be found in this book. DEMON appears in *Classic Organizations* (pages 129-148). Dark Seraph is written up in *Classic Enemies* (page 57).

Campaign Use: The UNTIL file leaves out the information that led to Stephen Matthews transformation into the raging beast known as Avatar. Matthews was an occult investigator and he dabbled in forbidden knowledge in an attempt to become more powerful. He believed he could harness an ancient spell he had found in a mystical tome.

While he attempted the spell (designed to give the caster complete control over all of the natural elements), his home was attacked by a DEMON assault group. They were overpowered by the creature Matthews had be-

Name: Jennifer Armstrong
Alias: Balthazar
AKA: N/A
Subject Ref. Number: UNSR-400-9267-90
Ht: 162 cm (64") **Wt:** 61 kg (134 lbs.)
Eyes: Brown **Hair:** Black
Race: Asian

Appearance: Balthazar is a Chinese American with a strong build and a smug smirk. She changes her hair length and style as frequently as possible. When she was last seen, her hair was mid-back length and she wore it braided.

Balthazar's costume is based on a skirt and blazer combination. With it, she wears a silk blouse, a pillbox hat with veil, and Adidas tennis shoes. Her entire costume is white with yellow trim. Overall, it is cheaply tailored and fits her poorly.

Mongoose claims she wears tee shirts and blue jeans when out of costume.

Distinctive Behaviors: According to Mongoose, Balthazar has a very short attention span for things which do not immediately interest her; she tends to stare into space when something bores her. Balthazar is easily distracted from what she is doing, and prone to being side-tracked.

Mongoose also mentioned Balthazar is a slob. Although appearing as a snappy dresser, her clothes are ill-fitted and often wrinkled. Her apartment is often filled with empty Coke cans and pizza boxes. Her favorite restaurant is Godfather's Pizza.

Known History: Very little reliable information exists on the costumed criminal Balthazar. Balthazar was first seen working with the Conquerors in a raid on a scientific research laboratory. Neutron was apparently interested in a new superconductor design. However, his plan was ruined when the Champions intervened and the ensuing battle destroyed most of the laboratory.

Later, Balthazar was seen working with the Ultimates, successfully robbing an armored car. Although Crusader arrived at the scene on time, he was unable to stop the Ultimates. It is unknown why Binder thought the Ultimates would need help from Balthazar for such a trivial task.

In the past year, Balthazar has been working with Foxbat, participating in several of Foxbat's plans. As usual, Foxbat's goals are difficult to guess. For example, Balthazar and Foxbat stole the tickets to a local basketball game. The stolen tickets were simply voided and new ones sold. The night of the game, several hundred high school students appeared, holding stolen tickets. When asked how they got the tickets, they said an Asian woman matching Balthazar's description gave the tickets to them, no charge. The basketball team's owner agreed to let the students see the game and, much to the police's surprise, no further crimes were committed.

Throughout her criminal career, Balthazar has been in a series of fights against Mongoose. When Mongoose was recently captured, the police asked him about Balthazar. Under the promise his sentence would be reduced, Mongoose responded a friendly, but competitive, rivalry had developed between them after she had nearly killed him. According to Mongoose, he was fighting



agents of Coil when Balthazar accidentally set fire to the building he was in. After Mongoose escaped, they argued for a while, and Mongoose grudgingly accepted Balthazar's half-hearted apology.

A few months later, Mongoose said he ran into Balthazar again. She smiled, and threw a fire blast at him, starting their competitive rivalry. Mongoose said he hadn't minded the competition. After a few more incidents, the two got to talking. Mongoose added the more they talked, the less serious the rivalry became and the more open Balthazar was with him. She even nicknamed him "The Goose". Eventually, the two began talking about their pasts.

According to Mongoose, Balthazar began her criminal career early in life. As a youth, she was part of a gang, and took part in gang activities. On two occasions, she was taken into custody by police for misdemeanor. Legally a minor, Balthazar was released on both occasions.

When Balthazar was 17 years old, she was nearly killed in an incident of gang-related violence. Several members from another gang caught her alone and, after a severe beating, decided to drown her in a local river. Just after Balthazar's assailants had thrown her in the water, they heard police sirens and left the scene. Fortunately for her, the shopkeeper who had called the police also saw what had happened to her. Several minutes later, she was rescued from the river by a police officer and immediately sent to the hospital.

Later, Balthazar left the gang, and got a job as a custodian at a local university. She was cleaning up a chemical laboratory one night when she decided to play

BALTHAZAR

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 6+
17	DEX	21	DCV: 6
23	CON	26	ECV: 3
14	BODY	8	Phases: 3, 5, 8, 10, 12
8	INT	-2	
8	EGO	-4	Costs
13	PRE	3	
12	COM	1	Char: 103 Base: 100
4	PD	0	+
12	ED	7	Powers: 112 Disads: 115
5	SPD	23	=
9	REC	0	Totals: 215 215
46	END	0	
46	STUN	10	
Powers			
15	Elemental Control—Pyrokinetic Powers		
a-30*	10d6 EB, Explosion, Full Phase, one Segment delay (like a Haymaker) (-1/4), END=7		
b-9*	1 1/2d6 HKA (3d6 w/STR), 1/2 END, No Knockback, Reduced Penetration [Flaming Fists], END=1+		
c-12*	Force Field (+12 PD/+12 ED), 1/2 END=1		
d-10	50% Resistant Energy Damage Reduction, only vs. heat or cold attacks (-1/2)		
e-12*	15" Flight, END=1/5"		
5	Infrared Vision		
7*	Life Support: Self Contained Breathing, Safe in Intense Heat/Cold, Linked to Force Field (-1/2)		
	* Must have oxygen (-1/4)		
Skills			
3	Streetwise 12-		
2	PS: Custodian 11-		
1	Language: Chinese (basic)		
6	+2 Combat Levels w/ HKA, Strike and Block		
Disadvantages			
30	Susceptibility: 1d6 Drain to all Pyrokinetic Powers each Phase from large volumes of water		
15	Psych Lim: Fear of water		
15	Psych Lim: Easily resorts to violence		
10	Psych Lim: Greedy		
10	Psych Lim: Likes Mongoose		
20	Hunted: UNTIL (more pow, NCI) 8-		
15	Secret ID: Jennifer Taylor		

around with some research scientist's project. Apparently, the chemicals reacted uncontrollably, burning her skin. However, as the fire spread, it did not hurt. She smothered the fire and cleaned up as well as she could. Later, she developed strange fire powers. Because custodians make so little money, Balthazar decided to become a costumed mercenary. With this supplemental income, she was able to buy the things she wanted.

The above information, provided by Mongoose, is currently under investigation. A police report detailing attempted murder by drowning matches his story closely. If Balthazar was really the victim, then her name would be Jennifer Armstrong. Unfortunately, Jennifer Armstrong ran away from home shortly after returning from the hospital, and her current location is unknown.

Known Associates: the Conquerors, the Ultimates, the Conquerors, Foxbat

Psychological Profile: Balthazar's background includes membership in a street gang. As a youth, she was involved in many gang-related fights. As a result, she displays a certain eagerness toward conflict. She appears to be very sure of herself, but she may be covering her uncertainty with a guise of confidence.

Balthazar may fear immersion in water. Not only was she nearly killed by drowning, but she has never been seen operating near a large body of water.

Due to her background, Balthazar may have some dislike for gangs and organized crime; she has never found employment with gangs or organized crime..

Modus Operandi: Balthazar prefers open areas to fight in, making good use of her fiery blast. Although not defenseless in hand-to-hand combat, she shows an acute dislike of it. When confronted in hand-to-hand combat, she has been known to panic, lashing out with her flaming fists (her most lethal attack).

Although Balthazar is suspected of being resistant to fire, she does not like to catch herself in her own fire blasts. She prefers to move back and flame her opponents rather than risking injury. It is unknown if she is afraid of fire or if she simply lacks resistance to heat-based effects.

Balthazar has only been sighted in the evenings or during the weekends. It is suspected she continues to hold a job similar to the janitorial position she held in Mongoose's discussion on her.

Campaign Use: Currently using the name Jennifer Andrews, Balthazar works as a custodian at a telemarketing firm. She will not schedule mercenary jobs out of town or during weekdays. Of her employers, the only one who respected this was Foxbat.

Jennifer uses some of the wealth she has earned as a mercenary, but most of it has been stuffed in her mattress. Slowly, she tries to put the money in the bank without drawing attention to herself. She has bought a few things with her earnings, but not many.

Jennifer doesn't hate gangs. However, she does not work for them because of their ruthless nature and low pay. She is just interested in having a lot of money without any undue stress in her life. She likes Foxbat's rather harmless nature, and feels he pays her well.

Although Jennifer has a violent history, she doesn't like to fight. Unfortunately, she hasn't developed the social skills to get what she wants without getting in a fight. This explains why she doesn't like hand-to-hand combat; her Hand Killing Attack is too dangerous to use in anything but the most desperate situation.

Finally, Jennifer is neither afraid of nor vulnerable to fire. She just does not like getting blasted by fire for no real reason. She also likes her costume, and doesn't particularly want to ruin it.

See Also: Mongoose is written up in *Classic Enemies* (page 79). Foxbat appears in *Classic Enemies* (page 60). Crusader can be found in *Champions* (page C 17). The Ultimates are detailed in *Classic Enemies* (pages 5-10). The Conquerors are described in *Classic Enemies* (pages 11-15).

Name: Unknown
Alias: Betelgeuse
AKA: N/A
Subject Ref. Number: UNSR-400-5523-92
Ht: 152 cm (60") **Wt:** 46 kg (102 lbs.)
Eyes: Brown **Hair:** Black
Race: White

Appearance: Betelgeuse is a small woman, apparently of Asian Indian descent. She speaks English with a thick Indian accent. She keeps her straight, black hair shoulder length. She has a scar, possibly a burn, on her right hand.

Her costume is an orange leotard with yellow tights and a long, yellow cloak with a pair of running shoes. She has been observed to wear a belt-pack with her costume, but has never been seen opening it.

Distinctive Behaviors: Equipment and canvases discovered in a motel room Betelgeuse abandoned have led us to suspect that she paints places she has been and people she has met,. She must spend a lot of time doing detailed paintings. Also, she reads classical literature. She may have a fascination for Edgar Allen Poe; notes on several of his works were found with her books.

Known History: The woman now known as Betelgeuse began her criminal career robbing gas stations in San Jose, California. The weapon she used was a strange, futuristic pistol. It was not until the fourth robbery the function of the weapon was determined. The attendant, who later mentioned he didn't think it was a real weapon, refused to hand over the money. She fired the weapon, and trapped him in some sort of stasis field. While he was frozen in place, she took the money and left.

Based on descriptions and security camera footage, the weapon has been identified as the Stasis Pistol used by COIL team leaders. Attempts to link Betelgeuse with COIL have been unsuccessful; the reason for her possession of one of their weapons is unknown.

Betelgeuse's first use of super-powers during a crime occurred several months later. After the discovery that her weapon was non-lethal, she was challenged more and more often by her victims. On the fourth such challenge, instead of using the Stasis Pistol, she grabbed the attendant. Her body began to glow deep red and, a short time later, the attendant passed out. The attendant later told police the glow was very hot, and made him feel incredibly thirsty and lightheaded.

With investigations into Betelgeuse's whereabouts still unsuccessful, police began to suspect she was an illegal alien from India. Police located her only once, but she fled the motel where she was staying before backup could arrive. Among the possessions she left were paintings of various people and places, including a portrait of the hotel clerk. Also, books on classical literature were found in the room.

A woman matching the description of the gas station robber made her first costumed appearance during the robbery of a bank in Los Angeles, California. Calling herself Betelgeuse, she and four armed thugs ran into the bank, took all the available cash, and left before police could respond. As was later discovered, the vehicle used during the robbery had been stolen. It was found abandoned on a side-street later that day.



Similar bank robberies continued, approximately one every two months. In one instance, police arrived before Betelgeuse fled but they were unable to apprehend the robbers. Betelgeuse used her powers to burn the approaching police vehicles. Although no officers were killed or seriously wounded, her attack threw the police into disorder while the robbers made their escape.

Betelgeuse has not been seen for over four months and no further robberies have occurred. UNTIL undercover agents heard through underworld sources Betelgeuse is seeking employment, but no contacts have been made. Betelgeuse, responsible for 7 gas station and 5 bank robberies, remains at large.

Known Associates: COIL (possible)

Psychological Profile: Betelgeuse appears to be a highly disciplined and organized woman. All of her robberies have been carefully planned and cleanly executed.

During the robberies, she has been assertive but not abusive to her victims. The treatment of her hirelings have been similarly civil. She has not been known to use abusive language.

Modus Operandi: Betelgeuse does not use her powers often. In the two examples of her power use, she has used them to subdue opponents or deter attack. She has never used her fire blast on a human being, rather reserving it for use against vehicles and other objects. It is unknown how she would react to skilled agents.

BETELGEUSE

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5+
15	DEX	15	DCV: 5
20	CON	20	ECV: 3
12	BODY	4	Phases: 3, 6, 9, 12
13	INT	3	
10	EGO	0	Costs
15	PRE	5	
14	COM	2	Char: 85 Base: 100
7	PD	4	+
7	ED	3	Powers: 165 Disads: 150
4	SPD	15	=
7	REC	0	Totals: 250 250
40	END	0	
40	STUN	11	
Powers			
41	10d6 EB, ½ END, Beam Effect, No Knockback "Solar Flare", END=2		
30	2d6 EB, NND (vs. fire powers or LS: extreme heat), 0 END, Area Effect (One-hex), Continuous, Uncontrolled, No Range "Heat Wave", END=0		
26	Force Field (+13 PD/+13 ED), 0 END, Linked to NND, END=0		
11	Life Support: Need not breathe, immune to pressure, immune to radiation, Linked to NND		
15	Damage Reduction (50% Resistant, Energy), only vs. heat-based (-1)		
6	Flash Defense for Sight (6)		
3	Life Support: Immune to extreme heat and cold		
Skills			
7	Computer Programming 14-		
3	Electronics 11-		
1	KS: World Literature 8-		
2	Language: English (conversational)		
3	PS: Computer maintenance 12-		
2	PS: Painter 11-		
4	SC: Computer Science 13-		
1	SC: Astronomy 8-		
10	+5 OCV w/ Solar Flare		
Disadvantages			
20	Vulnerability: x1 ½ STUN & BODY from electrical attacks		
20	Psych Lim: Code vs. Killing		
15	Psych Lim: Claustrophobia		
15	Psych Lim: Upholds all Commitments		
10	Phys Lim: Addicted to Morphine		
10	Phys Lim: Use of Powers slowly kills her		
5	Distinctive Features: Detects as a mutant (Easily Concealable)		
5	Distinctive Features: Low body temperature, 80°F/27°C (Easily Concealable)		
5	Monitored: UNTIL (equal, mild, NCI) 8-		
20	Hunted: COIL (more pow, NCI) 8-		
10	Hunted: the Mob (less pow) 11-		
15	Secret Identity: Nakki Ramachandran		

Campaign Use: Nakki Ramachandran was a young, well-to-do woman growing up in Jamnagar, India. (Jamnagar is one of India's Northernmost ports on its Western shore.) She went to school, and studied com-

puter science. When a man from the United States promised her fortune for her skilled work, she readily agreed.

Nakki left her family only to discover the man was an agent of COIL. She was concealed from the outside world and forced to program COIL security computers. Essentially, Nakki had been turned into a slave.

Nakki was kept in a tiny room with little light, and rarely given an opportunity to see other people. As time wore on, she had begun to develop claustrophobia. COIL, thinking they had broken her, exposed her to the COIL gene in hopes of producing another super-human servant. However, the COIL gene did not visibly effect Nakki, so COIL sent her back to writing code for their demanding computer systems.

Unknown to COIL, the gene awoke her latent mutant powers. Since COIL scientists were not looking for these sorts of powers, they completely missed her transformation. Her body temperature dropped considerably, and she became a nuclear furnace, able to summon heat and fire. She just didn't know she could, yet.

Weeks later, Nakki's sleep was interrupted by the sounds of gunfire. Before she could react, a large humanoid bull with cybernetic implants, ripped open her door. He considered her for a moment, his eyes scanning the room, before he charged off to do something else.

Nakki escaped from her room only to find herself in a pitched battle. A COIL agent leveled his laser rifle at her. She panicked. Suddenly her mutant powers fully manifested themselves and absorbed the agent's attack. She lashed out at the agent, engulfing him in flame. Scared and confused, Nakki fled the base.

Afraid to go to the police, Nakki did the only thing she could; she began stealing for a living. After using super-powers in a gas-station robbery, she was approached by the mob and offered a job. Realizing she could not avoid the police forever on her own, she accepted.

The mob set her up with a costume, and gave her morphine for the bouts of pain she suffered after using her powers. The bank robberies continued and, over time, she grew addicted to morphine. After the last robbery, the mobsters refused to pay her; they would not give her morphine if she didn't do as they told her. Enraged, she lashed out. The mobsters were unable to stop her as she took her belongings plus all the morphine and money should could carry.

Although Nakki doesn't understand it yet, the reason for her painful attacks is the aging her powers inflict on her. She ages a month for every turn she uses her powers, and the pain is the result of the accelerated aging setting in. Like her namesake, the dying star Betelgeuse, her emission of nuclear energy is slowly killing her.

Her Skill Levels with her Energy Blast do not represent skill, they represent the relative ease of hitting a target with a bolt of flame over a meter wide. Because of her lower body temperature and strange body chemistry, Nakki is vulnerable to electricity-based attacks.

See also: COIL is described in *Champions Presents #2* (pages 97-98).

Name: Unknown
Alias: Bolt
AKA.: White Lightning
Subject Ref. Number: UNSR-567-3230-93
Ht.: 178 cm (70") **Wt.:** 63 kg (140 lbs.)
Eyes: Unknown **Hair:** Unknown
Race: Caucasian

Appearance: Bolt wears a complete-coverage suit which appears to be made of tiny, overlapping, metallic plates. The suit's precise composition is unknown. Whatever material is used in the suit's construction does not appear to encumber or hinder Bolt in any way; it bends as easily as cloth. A one-piece helmet covers Bolt's head, encasing her skull and neck, obscuring her features. Overall, the suit is bottle-green in coloration. The helmet is white, with two lens-covered eye slits. White gloves also offset the costume's monotonous color scheme.

Some mechanism in the suit projects a shimmering force field around Bolt. This field is mostly transparent, surrounding her with a shimmering effect, similar in appearance to the heat distortion commonly seen rising off of hot objects.

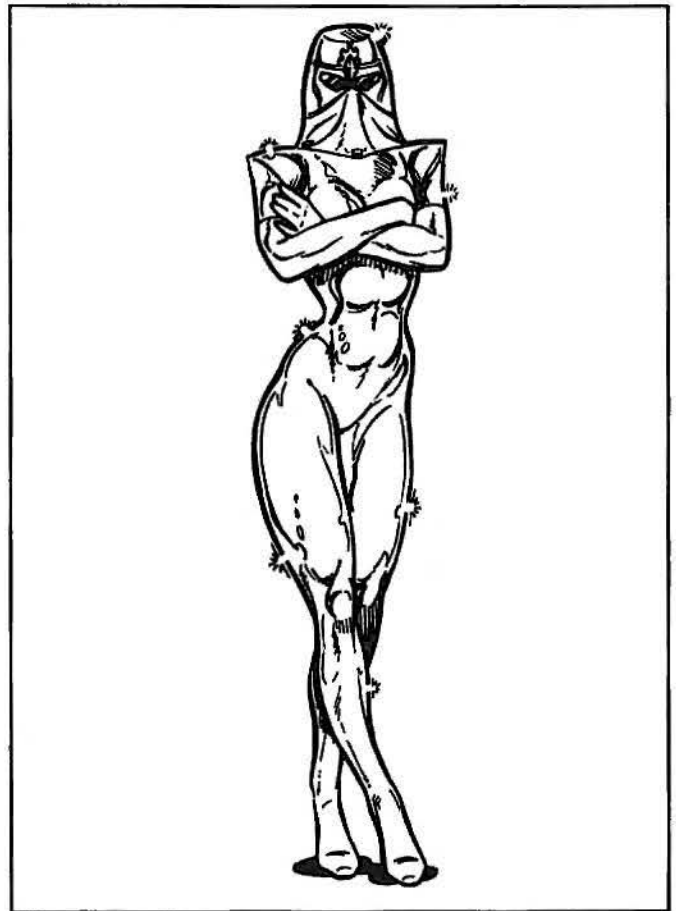
Distinctive Behaviors: Bolt's primary objective in any crime seems to be combat. She will usually ignore all of her other goals and concentrate on attacking any super-powered foe she encounters. Bolt generally ignores anyone with conventional weapons, making the majority of her attacks against superheroes as well as agents who use high-tech equipment.

Known History: In 1993, Bolt first appeared as a super-powered adjunct to a VIPER kidnapping attempt on the mayor of New York City. The kidnapping was foiled by the Champions, but the VIPER five-team and their ally, Bolt, were able to capture four hostages and use them to make an escape. Once the five-team had left the area in a stolen van, Bolt returned to the crime scene and attacked the Champions.

Even though Bolt began to lose the fight soon after it began, her incredible quickness allowed her to escape the Champions. Solitaire and Seeker were both badly injured during the altercation. The Champions have provided the most detailed descriptions of Bolt; much of the information contained in this file are a result of their cooperation with UNTIL.

Bolt has made scattered appearances throughout the Americas. In Bolivia, Bolt aided Terror Incorporated in the destruction of a hydroelectric power plant and VIPER has used her assistance numerous times in assaults throughout the United States.

One of the most significant events in Bolt's criminal career was her encounter with Yeoman. In October of 1993, Bolt was robbing the Fourth National Bank in New York City when the fledgling super hero, Yeoman tried to stop her and a VIPER team. The android attempted to keep Bolt from fleeing the crime scene, but was badly disabled by Bolt's electrical attack. As a direct result of the electrical discharge, Yeoman's programming was permanently altered. The change in Yeoman's programming and behavior has resulted in him becoming a wanted fugitive. For more information on this incident, see the separate file on Yeoman.



Bolt has never been sighted working by herself. In each appearance, Bolt acts as an assistant to the leader of the criminals she is working for; she has never occupied a position of leadership. Although Bolt's area of operation covers most of the Western hemisphere, she operates primarily in the New York area.

Known Associates: Terror Incorporated, VIPER

Psychological Profile: During all of her appearances, Bolt has concentrated on fighting other super-powered foes while ignoring less powerful adversaries. This behavior reinforces the theory that Bolt is trying to prove her capabilities to herself. Other aspects of Bolt's personality are revealed in her fascination with combat. Bolt's aggressive tactics and her ferocity are her dominant characteristics while she is on the battlefield.

While it cannot be determined with any certainty, it is probable that Bolt may have a quiet and reserved personality when she is outside of her suit. While inside the suit, she may allow her confrontational tendencies to come to the forefront, suppressing her "everyday" personality. While this may be indicative of a schizoid-like condition, it is probably very mild and casual acquaintances will not be aware of it.

Modus Operandi: In combat, Bolt ignores weaker adversaries, concentrating her firepower on the strongest-seeming target. Her suit gives Bolt the ability to temporarily alter her form into a plasma-like ball of electricity. When in the plasma state, Bolt can "ram" into a target, doing a significant amount of energy damage. She will

BOLT

Val	Char	Cost	
10	STR	0	OCV: 9+
16/26	DEX	38	DCV: 9+
15	CON	10	ECV: 5
12	BODY	4	Phases: 2, 4, 6, 7, 9, 11, 12
10	INT	0	
14	EGO	8	Costs:
15	PRE	5	
14	COM	2	Char: 107 Base: 100
3	PD	1	+ +
3	ED	0	Powers: 178 Disads: 185
3/7	SPD	24	= =
5	REC	0	Totals: 285 285
30	END	0	
40	STUN	15	Val after slash is in OIF (Suit)

Powers

15	Variable Power Pool (15 pt Pool)
3	Control Cost (7 Points), OIF (suit), only change powers in a lab
10	Elemental Control—Electrical Powers , OIF (suit)
a-61	10d6 EB, Area Effect (hexes): 15 Hexes, Selective, 0 END, No Range, END=0
b-18	2d6 RKA, Dmg Shield, 0 END, Act 11-, END=0
c-10	Force Field (+12 PD/+12 ED), ½ END, END=1
d-15	15" Teleport, ½ END, END=1/10"
3	Flash Defense vs. Sight Group (5), OIF (visor)

Skills

11	Electronics 15-
3	Inventor 11-
3	KS: Powered Armor Systems 12-
2	KS: Viper 11-
3	Mechanics 11-
4	PS: Inventor 13-
3	Systems Operations 11-
2	WF: Viper Weapons
6	+2 Levels w/ EB, RKA
6	+4 Range Skill Levels w/ EB

Disadvantages

20	2x STUN & BODY from Magnetic Attacks (Uncom)
15	Seeks out combat to "test" the suit (Com, Strong)
10	Scientific Curiosity (Uncom, Strong)
20	Susceptibility: 3d6 STUN per turn when immersed in water (Uncom)
10	Monitored by VIPER (less pow, NCI), 14-
15	Hunted by UNTIL (less pow, NCI), 11-
10	Hunted by FBI (less pow, NCI), 8-
10	Hunted by the Champions (as pow), 8-
15	Secret Identity (Clarinda O' Keefe)
60	Villain Bonus/Experience.

Sample VPP Gadgets

3	Radio Listen & Transmit, OIF (helmet radio)
5	Force Field (+6 PD/+3 ED), 3 charges of 5 minutes each, OIF (overload belt)
4	Ego Defense (13), OIF (neural cap), only vs. telepathy (-1)
10	Active Sonar, OIF (visor)
7	+15 STR, OIF (muscular enhancers), no figured characteristics

often ram several successive targets in a row, injuring each one. There appears to be a maximum range to which she can utilize this ability, somewhere between 25 and 35 meters.

The shimmering force field which surrounds Bolt's suited form carries a powerful static charge. When this effect is active, physical contact with the field can produce a stunning blast of electricity. Apparently, the shock capability of the force field is transient in nature and does not function all of the time. Technical service agents have theorized the field operates similarly to a capacitor and must recharge for a short time between uses.

Le coeur a ses raisons que la raison ne connaît point. Honi soit qui mal y pense. Au pays des aveugles, il faut éviter notre jardin. Le roi s'exécute aussitôt fait. Qui est tout pardonner. C'est plus ca change, ou rien. Vive la différence. Le coeur a ses raisons que la raison ne connaît point.

Subject uses Viper gear. Over-load Belt, Radio, etc.

Some mechanism in the suit seems to escalate Bolt's metabolism to a superhuman level. Bolt's enhanced speed may be a result of mutant traits, but careful analysis of video recordings make this unlikely. The detailed examination made of Bolt's actions seem to indicate some servo-mechanism in the suit assists her movements, over-riding her normal musculature. If this is true, the suit must be controlled by Bolt with a direct connection to her nervous system; a manual control system would not enable her to act at faster-than-human speeds.

Undercover operatives planted inside VIPER have obtained some scattered information which seems to indicate VIPER arranges Bolt's employment. VIPER does not normally hire its agents and super human talent out to other organizations. No motive has been established for their unusual behavior in this instance.

Campaign Use: Clarinda O' Keefe was an electronics expert. Unsurpassed in her field, she could make any piece of hardware conform to the client's standard. While Clarinda had worked for several different corporations (including Techtronics, the same firm which later employed Yeoman's creator), she was unable to maintain steady employment. In every case, Clarinda was dismissed because she performed dangerous or inhumane experiments without her employer's consent.

In time, no respectable firm would hire her. VIPER, on the other hand, didn't even remotely resemble a respectable firm—they gladly signed her up as a technician. Over the next ten years, Clarinda designed and developed a combat suit.

The suit incorporated several features which made it far superior to anything else VIPER had. By tapping the electrical potential of the wearer, the suit did not require an outside power source. It could project a powerful electromagnetic field which would protect the wearer and enable him to emit a close-up, powerful static charge. Neurological sensors and servos in the suit enabled the user to react at phenomenal speeds, well beyond the capability of an unaugmented human.

The most impressive and expensive aspect of the suit was its ability to temporarily transform the wearer into a ball of pure energy. While in this energy phase, the suit's user could hurtle through anything in his path. Aside from being a rapid form of transport, the phasing quality of the suit also damaged anything it passed through.

VIPER was overjoyed with the suit but was unwilling to manufacture more—the cost of manufacture was prohibitive. Clarinda managed to convince VIPER to let her use the prototype; something for her to experiment with in order to find ways to reduce the cost of making additional suits.

Since then, VIPER has allowed Clarinda to operate under the pseudonym of Bolt, using the suit in various encounters with the authorities. Most of the time Bolt works on VIPER missions but she has received permission to test her suit with other villainous groups. In this way, Bolt can be sure the suit will work well in a variety of conditions.

A few minor drawbacks have arisen from the testing of the suit. Immersion in water causes a feedback to the wearer, causing considerable pain. The wearer of the suit can also be easily shorted out by powerful magnetic fields and would be badly injured by any attacks of that nature.

Bolt will often carry miscellaneous VIPER gear, if she feels the mission may require it. Clarinda is the archetypical inventor and experimenter—always whipping up some new gadget. She hasn't carried any non-standard VIPER equipment into combat; then again, she hasn't felt any need to.

Delenda est
Otium cum diu
opibusque par
amor. Fluctuat
separabil? C
securum. Tim

*Viper Gear!
What next?*

emnona.
n. Animis
nia vincit
is. Quis
us ordo

Bolt's Variable Power Pool represents her inventive abilities as well as the VIPER equipment she occasionally carries. It can only be changed in a laboratory or a VIPER base. The Weapon Familiarity she has will enable her to use a VIPER agent's weapon. She will avoid doing that: it might interfere with her testing of the suit's usefulness.

The Area Effect Energy Blast, Teleportation, and Ranged Skill Levels all represent the "plasma phasing" ability of the suit. The special effect is she transforms into a "ball" of energy, bounces around the area (up to 15 hexes worth), and makes an attack against each target she flies "through". Mechanically, Bolt Teleports (up to an 8" half move) and uses the Area Effect EB to attack anyone standing between the start and end of her Teleport. The total number of hexes covered by the effect cannot exceed 15 (including "empty" hexes which do have targets in them). The Ranged Skill Levels will allow her to make a "normal" hit roll against anyone within reach of the Energy Blast; she takes no penalties for range to the target.

See Also: Yeoman is detailed elsewhere in this book. The Champions, including Seeker and Solitaire, are detailed in *CHAMPIONS* (pages C2-C9) and, at a higher point level, in *Champions Universe* (pages 86-95). Terror Incorporated is written up in *Classic Enemies* (page 29-34). VIPER is detailed in *VIPER*.



Story Teller: Variable Power Pools in the hands of players have to be monitored a lot closer than on NPCs. With the Non-player characters, the Game Master has complete control over the types of Powers that can appear in them; there won't be any surprise Powers to upset the scenario.

For Game Masters, there's also an incentive to define the Pool's Power's before play begins: it allows the game to flow a lot smoother when the GM can pick Powers off a list rather than creating them off the cuff. The drawback to defining all of the Variable Power Pool's options in advance is that the work involved might as well go into making a Multipower; since the "slots" have already been created when making out the list. Still, The VPP makes the GM's job a lot easier if the villain suddenly needs to have an ability to make the story better.

Any character with a Variable Power Pool stands a chance of overshadowing the other characters. Primarily, this applies to those Pools which are both large and unlimited (particularly "Cosmic" Pools).



Role-Man: VPPs are good for illustrating a very competent character with an impressive arsenal of abilities. Powerful sorcerors, technical geniuses, worldly spies and nearly divine beings are all examples of this type of character. Characters built on large, unlimited VPPs can be very capable. These characters are best geared for solo play (or in groups where everyone has large

VPPs), where the character doesn't have to worry about the roles of other characters.



Game Mechanic: Classically, Power Pools fall into two major categories: Pools with a tight special effect and Pools with a broad special effect. Tight special effects are ones which can receive the -½ "Limited Special Effect" Limitation mentioned in the Hero System Rulesbook. Weather powers, telekinetic powers, and force field powers are examples of a tight special effect. Broad

special effects are the more common use of a Variable Power Pool. Gadgets, Magic, Mutant powers, Mimicry of others' powers, and Psionics are examples of broad special effects.

The most pressing design question about a Variable Power Pool with a "Limited Special Effect" is whether all of the Powers within the Pool receive the point savings of the -½ Limitation incurred from being a Limited Special Effect. The rules are unclear on this point, though almost all published examples of this type of Pool seem to indicate they do not.

VPP characters will always be able to score big damage against their opponents by switching between NNDs with different defenses to find and exploit a weakness. All or nothing Limitations present another VPP complication. Examine Limitations such as "doesn't work underwater". Nobody would intentionally create a power which would immediately be worthless. GMs must also establish ground rules to deal with Limitations such as Charges, Ablative and Independent.



Headquarters, United Nations Tribunal of International Law
1st Ave & 42nd St. UN Headquarters, New York, NY 10017-0000

MEMORANDUM

From: ROYCE HIEDEMAN, Sergeant
Quartermaster

To: PETER SOLONYNKA, Sergeant
Team Leader

Re: Equipment Requisition #010341

I understand your background certainly makes you capable of piloting a Soviet Mi-24 Hind-E Attack helicopter, and I would very much like to be able to issue one to you. Unfortunately, even if one were in the UNTIL inventory, your unit is not entitled to have one.

If you'll take a moment to review your equipment allowance, you'll also see you are not authorized anything like a platoon of Leopard II Main Battle Tanks, or a Los Angeles Class Submarine. Oddly enough, you are entitled to have a pack of bloodhounds, and they will be shipped to you within the next week. I can also let you have the pizza oven, but your paperwork on this request was not in order. Instead of using form UN-485, you should use form UN-3875, strike-out the words "machine gun" and write in "pizza oven."

Let me suggest if you have found your current assignment to be too difficult, then you should be working within your chain of command. If, on the other hand, you're seeking a more challenging assignment, then you might take this up with your superiors or even the Director of Personnel.

Royce Hiedeman

ROYCE HIEDEMAN, Sergeant
Quartermaster

Name: Donald Elston
Alias: Clay Cudgel
AKA: Raymond Drake
Subject Ref. Number: UNSR-400-6120-92
Ht: 178 cm (71") **Wt:** 382 kg (840 lbs.)
Eyes: Brown **Hair:** None
Race: Caucasian

Appearance: Donald Elston is 173 cm (69") tall and weighs 83 kg (183 lbs.). He has brown hair and brown eyes. Donald usually wears a light button-down shirt, blue jeans, snakeskin boots and carries a backpack when he's traveling.

As Clay Cudgel, he is a hairless, humanoid lump of red-brown clay. A dark-gray pair of shorts and a light-gray muscle shirt make up his costume. He prefers to remain barefoot. Reports about Clay Cudgel being able to change shape are inaccurate. He is only able to revert back to his normal identity. The photographs of Clay Cudgel attached to this file are accurate.

Distinctive Behaviors: Elston does not sleep more than four hours a night. He spends most of his time wandering, alone. He avoids parks, schools, or any other place with lots of children. He recently started chewing tobacco and has not settled on a brand.

Known History: UNTIL investigations into Donald Elston are not complete. First records of his Clay Cudgel identity date back five years to occasional sightings in southern California. It wasn't until after the raid of the Sunomi corporate headquarters in Hong Kong that any detailed information became available. Apparently, Elston's advertising campaigns for Techtronics successfully cast an unfavorable light on Sunomi products. This cost Sunomi several sizable contracts. When Elston attempted to build his dream house, Sunomi secretly usurped the construction contract and built the house with several small, hidden explosives poised to exploit concealed flaws in the construction. During a heavy thunderstorm, Sunomi personnel detonated the charges, making sure a mud slide carried the house over the edge of the steep hill on which the house was built. Everyone in the house was killed, except for Donald Elston. Elston was transformed by the incident into the villain we now call Clay Cudgel. Sunomi was able to control the media surrounding the disaster, falsely revealing sub-standard building materials were used and that corruption allowed building codes to be ignored. After that, Sunomi watched Elston long enough to determine he was ignorant of their involvement in his family's death—then they stopped tracking him.

Known Associates: Terror Inc., Menton

Psychological Profile: This is a very dangerous individual. If Elston has seen the new reports of the disaster, he probably believes the traumatic loss of his family and lifestyle is a result of his own greed. If so, Elston might be prone to sudden mood swings. He will probably alternate between deep depression and extreme violence. Anyone who can gain Elston's trust and analyze his condition will be able to manipulate him.

Sunomi's follow-up investigation noted Elston was unable to hold down a job for any longer than a few weeks. This suggests he is having trouble dealing with people and could indicate he can no longer handle responsibility.



If Elston ever learns the truth surrounding the loss of his family, he is certain to seek immediate revenge.

Audentes fortuna iuvat. Vox populi vox Dei. Ab uno disce omnes. Trudite. Qui transtulit sustinet. Delenda est Carthago. Fortes ante Agamemnona. Otium cum dignitate. Nil nisi bonum. Animis opibusque parati. Curat lex. Omnia vincit virtute et armis. Quis prima. Novus ordo seculi. Gustibus

'Raymond Drake'
False Identification

Stake-out Supplies:
Soda, Coffee, Ho-Ho's,
Dum-Dum's, 9V Batt.

Modus Operandi: Unless working, Elston is a drifter. He hitchhikes from city to city, looking for work. He does not stay in one place more than a few weeks; something always reminds him of his personal tragedy.

Elston has never been particularly street savvy because he never spends much time in one place. He does have a knack for finding small-time criminals and getting work from them. Lately, he has been getting better-paying criminal work and does not bother looking on the street. In fact, villains like Menton can effectively monopolize Elston for great periods of time. When acting as Clay Cudgel, he does what he is told. Violent situations bring out a violent, seemingly uncontrollable, rage.

CLAY CUDGEL

Val	Char	Cost	Combat Stats
60*	STR	24	OCV: 7
20*	DEX	24	DCV: 7
60*	CON	80	ECV: 3
30*	BODY	32	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs:
15	PRE	5	
4*	COM	-2	Char: 187 Base: 100
19*	PD	6	+
19*	ED	2	Powers: 113 Disads: 200
5*	SPD	16	=
20*	REC	0	Totals: 300 300
120*	END	0	
80*	STUN	0	
Powers			
16*	Earth Powers Elemental (40 Active)		
a-16*	4 Levels Density Increase (x16 Mass, -4 Knockback), 0 END, Persistent, END=0		
b-17*	Armor (+11 PD/+11 ED), Hardened		
c-16*	8" Tunneling through DEF 8, END=1/5"		
8*	Damage Resistance (10 PD/10 ED)		
10*	Life Support: Doesn't need to breath, Safe Environment: Vacuum/High Pressure		
4*	Lack of Weakness [-5]		
3*	+2" Running (8" Total), END=1/5"		
5	Instant Change		
Skills			
3	Lightsleep		
1	Chinese (Mandarin, Basic Conversation)		
1	German (Basic Conversation)		
1	High Society 8-		
3	KS: Printing Industry 12-		
4	PS: Advertising 13-		
5	Streetwise 13-		
Disadvantages			
15	Secret ID (Donald Elston)		
20	Psych: Runs from responsibility (Com, Total)		
20*	Psych: Likes to fight (Very Com, Total)		
12*	Psych: Reckless (Com, Strong)		
5	Accidental Change when reminded about his past, 8- (Uncommon)		
10	Enraged when Accidental Change occurs, 14-, Recover 11- (Uncommon)		
20*	Distinctive Features: "Large, Clay Monster" (Not Conceal., Extreme Reaction)		
5	Distinctive Features: Chews tobacco (Easily Conceal., Noticed)		
20	Hunted by local law enforcement, 8-, more pow, NCI		
16*	Vulnerability: 2x STUN from Water/Ice/Steam based attacks		
5	Rivalry w/Avatar, professional		
52	Villain Bonus		
* Indicates Only in Villain ID (-1/4)			

The unforgiven must be clever when traveling through the never.

Campaign Use: GMs need to carefully evaluate Clay Cudgel for use in their games. Pay particular attention to his capabilities, not his final cost. Clay Cudgel's high STUN, REC, and defenses give him great staying power, but he may not be up to the damage and CV levels needed for high-powered games. Low-powered games may find Clay Cudgel difficult to bring down.

Clay Cudgel can be easily manipulated to provide distractions. He is equally useful as an enforcer and a work horse, while his tunneling powers could prove handy in a robbery or jail-break plot.

In combat, Clay Cudgel seeks out weaker opponents trying to take them out quickly. He does not see any point in a prolonged standoff with another brick. He uses his tunneling powers solely for transportation and will not try to engage opponents from underground.

See Also: Menton is described in *Classic Enemies* (page 78). Terror Incorporated is detailed in *Classic Enemies* (pages 29-34).



Role-Man: Extra END allows a character to improve performance against a superior opponent or durable obstacle. Clay Cudgel, for instance, could push his STR for extra damage. This works for some defensive powers too, such as Force Field. Pushing a movement power may make it possible to catch a fleeing foe.



Story Teller: Characters who constantly push their powers take some excitement from the game. Pushing is supposed to be used on rare occasions where a character "may need to exceed the normal limits of his abilities to perform a heroic action." Pushing may not be appropriate for all game settings. GMs may even use the Heroic Campaign rules, where an EGO roll is required.



Game Mechanic: Applying Limitations to Disadvantages is an interesting option. You won't find this discussed in the rules. Some of Clay Cudgel's Disadvantages have the "Only in Hero (Villain) ID" Limitation because of the extreme difference between his forms. However, beware of Limitations which make the Disadvantage no longer disadvantageous. An example of this is: "Secret ID" with the "Only In Hero ID" Limitation.

Another way to achieve the same effect is to use a less common frequency. For instance, a "common" Disadvantage would become an "uncommon" Disadvantage. Some disadvantages do not have a frequency component, making this variation hard to apply. Also, there is no way for an "uncommon" Disadvantage to be made less common.

To address the END topic the others were discussing: a good thing for GMs to watch for is characters who sold off a large chunk of END. It is possible to sell off enough END to buy the "Reduced END" Advantage on key powers, resulting in a net savings. Although this is not always a problem, it deserves the GM's attention.

Name: Corey MacMillan
Alias: Cold Drake
A.K.A.: The Iceman
Subject Ref. Number: UNSR-339-7900-92
Ht.: 165 cm (73") **Wt.:** 96 kg (212 lbs.)
Eyes: Unknown **Hair:** Unknown
Race: Believed to be Caucasian

Appearance: The subject habitually wears his Cold Drake armor and has not been sighted while in his civilian identity. It has been theorized that several different individuals wear the Cold Drake armor, each one purporting to be the only Cold Drake; this has not been substantiated. The armor, which enhances the subject's strength and agility to superhuman levels, is powered by an unknown process. According to a PRIMUS bulletin, experts in the Iron Guard report that the suit is metallic and capable of withstanding incredible punishment.

The bulky bright white suit, making it perform poorly as a camouflage suit. It is comprised of a completely covering mesh suit, with a helmet that resembles a medieval dragon's head. There is a strong resemblance to the Dr. Draconis armor, but authorities have noted that all powered armor suits with similar design criteria will have a similar look. Cold Drake wears a bright, blue tabard, emblazoned with a heraldic dragon, over the front of the armor. There are no known functional external equipment on the suit, the helmet's and tabard's ornamentations appear to exist solely for aesthetic purposes.

Distinctive Behaviors: Cold Drake is very talkative, and will converse freely with hostages, opposing agents, and members of any team he is a part of. His conversations are generally of a trivial nature; rarely relevant to any mission he is on. He tends to avoid being center piece of any overt operation and likes to act as a back up or technical expert.

Integer vitae scelerisque purus. Aenean et nihil. In hoc signo vinces. Fata viam inveniunt. Functa in uno. Exitus acta profectione. Mutamur in illis. Audeat. Deum. Dei. Ab uno disce omnes. Deum. Dei. Ab uno Delenda est. Deum. Dei. Ab uno Otium cum. Deum. Dei. Ab uno opibusque. Deum. Dei. Ab uno amor. Fluctuat nec mergitur. Virtute et armis. Quis separabit? Corruptio optimi pessima.

Known History: Cold Drake was first encountered working as a part of the Conquerors near the Three Mile Island nuclear power plant. Local police were unable to contain the criminals and called for support from PRIMUS. When PRIMUS arrived on the scene, the Conquerors had managed to collect some radiated material and were fleeing the area. The Conquerors defeated the PRIMUS Iron Guard team quickly, effecting an escape.

Cold Drake was next seen working for the Spumoni mob as an enforcer. Witnesses reported that Cold Drake was acting as a collections agent for the mob, though he complained that the work was "beneath his status".

Currently, Cold Drake is wanted by PRIMUS for his actions in Three Mile Island, and by the local New York authorities for crimes performed while working with the Spumoni mob.



Known Associates: the Conquerors, the Spumoni Mob, possibly Dr. Draconis, possibly the Mechanic.

Psychological Profile: Since the subject has never been tested in a controlled environment, we can only surmise as to his personality. Cold Drake seems to be a very confused individual, proud of his powers one moment but afraid to use them the next. Reports of him talking to himself may indicate either a concealed radio or a deep emotional instability.

For a career criminal, he is very non-violent, only using the powers of his suit as needed, not for gratuitous carnage. The few appearances he has made tends to indicate three different possibilities. Either he is reluctant to use the suit for gain; he makes significant money from each operation and can afford to go for long periods without working; or he serves in a non-combat capacity, doing work that is not obvious to investigators.

Modus Operandi: Cold Drake may be an ex-student of Dr. Draconis and uses Draconis' contacts to get work. Otherwise, we cannot ascertain a method that he uses to contact prospective employers.

In combat, Cold Drake uses a powerful freezing ray to damage his targets. His suit protects him from harm and he has managed to shrug off the powerful blaster attacks of PRIMUS Iron Guard agents. His suit also contains a multitude of jets along the outer edge that allow him to fly. The jets give him maneuverability and speed that is far superior to most armored personnel.

COLD DRAKE

Val	Char	Cost	
10/35*	STR	17	OCV: 7
12/22*	DEX	26	DCV: 7
15/30*	CON	30	ECV: 3
12/17*	BODY	11	Phases: 2, 4, 6, 8, 10, 12
18	INT	8	
10	EGO	0	Costs
15/25*	PRE	12	
14	COM	2	Char: 130 Base: 100
3/8*	PD	1	+ +
5/8*	ED	2	Powers: 175 Disads: 205
3/6*	SPD	21	= =
5/13*	REC	0	Totals: 305 305
30/60*	END	0	
20/50*	STUN	0	*OIF- Armored suit
Powers			
34	8d6 EB, Armor Piercing, OIF (Armor), no Knockback, END=6		
50	Armor (+20 PD/ +20 ED), Hardened, OIF (Armor)		
30	50% Resistant Physical and Energy Damage Reduction, OIF (Armor), only vs. temperature attacks (-1/2)		
33	17" Flight, x16 Non-combat, OIF (Armor), END=3		
2	LS: Extreme heat/cold, OIF (Armor)		
Skills			
3	Inventor 13-		
3	Electronics 11-		
2	KS: Mob activities 11-		
3	Mechanics 11-		
3	Scientist		
1	Systems Operation 8-		
2	SC: Robotics 12-		
2	SC: Cybernetics 12-		
2	SC: Cryonics 12-		
1	PS: Inventor 11-		
4	+2 OCV w/ EB		
Disadvantages			
45	Vulnerability: x2 STUN and x1 1/2 BODY from Physical Killing Attacks (Very Common)		
15	Hatred of bureaucracies and large organizations (Common, Strong)		
10	Scientifically Curious (Common, Moderate)		
10	Greedy (Uncommon, Strong)		
15	Physical Limitation: Schizophrenic (Frequent, Greatly)		
15	DNPC: Cheryl Chambers, Lab assistant (Normal), 11-		
20	Hunted by PRIMUS (As Powerful, +NCI), 11-		
15	Hunted by Raven (Less Powerful, +NCI), 11-		
10	Watched by UNTIL (As Powerful, +NCI), 11-		
10	Rivalry w/ all other scientists (professional jealousy)		
10	2d6 Unluck		
15	Secret Identity (Corey MacMillan)		
15	Villain Bonus		

Campaign Uses: Cold Drake is an enigma to the UNTIL researchers because he has made so few appearances. He began his career as a research scientist for VIPER. When his work on powered armor suits lost its funding, he was angered by the bureaucratic shortsightedness of his superiors. VIPER's official policy regarding the use of non-conventional weaponry blinded them to the possibilities contained in his prototype. He continued using VIPER funds while pretending to do the alternate research he had been assigned, while secretly continuing to construct a powered armor suit that would give VIPER agents a chance against super-powered vigilantes.

When his superiors learned that he had funneled research funds into his own pet project, they burst into his lab as he was testing a prototype suit. The suit had few weapons mounted on it, but those were enough to allow him to flee the VIPER base.

Corey MacMillan, the man behind the Cold Drake armor, has been running from VIPER ever since. The only people that are aware of the MacMillan/Cold Drake connection are MacMillan's ex-superiors at VIPER. They haven't revealed what they know to the authorities, hoping that they will be able to recover the suit as well as their renegade scientist.

Corey has acquired a new laboratory assistant, Cheryl Chambers. She is a young and attractive woman that used to work for the Spumoni Mob and has started to become enamored with Cold Drake. She believes that MacMillan and Cold Drake are two different people; she hasn't cracked his secret identity... yet.

One of the reasons Cheryl hasn't made the connection between Cold Drake and MacMillan is because he is very clever in hiding his identity from her. The other main reason is MacMillan is a schizophrenic and has a multiple personality problem. He isn't aware of this himself, but the problem's severity is such the UNTIL agents compiling the file were suspicious enough about his sudden mood swings to comment about them in the psych profile.

When running Cold Drake, roll 3d6 at the start of each turn that he is under stress. If the result is an 8-, give him a new personality. Personalities he has manifested include: a confident playboy; a serious scientist; an insecure ten-year old; a tough mob enforcer; a swashbuckling adventurer.

His armored suit protects Cold Drake from extreme heat and cold; he has 50% damage reduction that supplements his defenses against attacks that are heat- or cold-based (such as fire or ice attacks). His Energy Blast makes most defenses very brittle, hence it is AP.

The armor itself is made of plastalloy, a plastic/steel hybrid created under extreme pressure.

MacMillan finds work through mob contacts he has made with the Spumoni mob. He was working for the Spumoni's when he contracted out for a short time with the Conquerors.

See Also: The Spumoni Mob is mentioned in the Shockwave write-up in *Champions Universe* (pages 108-109). The Mechanic (with more on the Spumoni Mob) is detailed elsewhere in this book. Dr. Draconis is also in *Champions Universe* (pages 115-116). PRIMUS is detailed in *Classic Organizations* (pages 105-123). VIPER is mentioned in *VIPER* (page 9).

Name: Jonathan White
Alias: Contrast
AKA: Johnny Fingers
Subject Ref. Number: UNSR-400-7635-90
Ht: 168 cm (66") **Wt:** 64 kg (142 lbs.)
Eyes: Brown **Hair:** Black
Race: White

Appearance: Contrast is a short man with a medium build. He generally stays clean-shaven and keeps his long hair tied back. Contrast is in his mid-twenties. His dark-gray costume consists of a long-sleeved shirt and pants, all made from lightweight materials. He wears black moccasins, which may contribute to his observed skill at walking very quietly. He completes his costume with a night-black, hooded cloak and a dark face mask. He wears his only weapon, a 28 inch baton, on his belt.

When not disguised in his Contrast identity, Jonathan prefers to wear casual clothing. Although he does not limit himself to gray and black clothing, he does seem to wear those two colors very often.

Distinctive Behaviors: Contrast's underworld identity, Johnny "Fingers", is infamous for his habitual gambling. He can frequently be found losing money at both legal and illegal gambling institutions, primarily in Atlantic City and Las Vegas. Jonathan always carries various good luck charms including a rabbit's foot, a four leaf clover and dented 1972 silver dollar. He is a calm and quiet gambler but cannot look people in the eye when he is bluffing.

Known History: During a brief psychological observation, Jonathan White explained he had been stolen from a hospital at birth. Instead of being raised by his biological parents, he was raised by Dr. Fredric Edwards. While under Dr. Edward's care, he was subject to scientific experimentation. These experiments led to Jonathan's ability to manipulate light. Although he thought Dr. Edwards had meant well, he also thought PSI was controlling him for their own ends.

Frederic Edwards is sought for questioning in this matter; he is still at large.

Preliminary testing of White's blood indicates his DNA has been altered by genetic manipulation, making his body photokinetic; it is likely his DNA was already significantly different from the human genome or the experiments would probably have had little effect. We theorize this was an effort by PSI to intentionally create mental mutations.

Jonathan lived with Dr. Edwards until he was eighteen, finally leaving when he learned he was not actually related to the doctor. According to the subject, he was forced to escape, since Edwards would not voluntarily allow him to leave.

With no real knowledge of the outside world, he had to survive by whatever means necessary. He became a second-story man to support himself. He heard about a Cyberline shipment and attempted to steal the formula from PRIMUS for resale to a buyer from DEMON. He had nearly succeeded, but he was startled by a guard and dropped the Cyberline, smashing the containers. After eluding PRIMUS agents, he spent the next two years avoiding their strike teams. PRIMUS assigns a high priority to his capture.



His problems with PRIMUS led him to consider working in a group instead of working alone. He trained in Escrima, a Filipino martial art, and then turned to the world of super-powered individuals for employment as a mercenary.

However, before he could take advantage of his newly-acquired combat abilities, Contrast's excessive purchases of New York lottery tickets led to his discovery and capture by UNTIL agents. The agents had been alerted to his gambling habits and asked local authorities to watch for and report excessive gambling activity. Two months later, New York lottery officials reported a \$3,200 single purchase of lottery tickets. The buyer of the tickets, Jonathan White, was put under surveillance. When sufficient evidence had been collected to connect Jonathan White and Contrast, Jonathan was arrested. Jonathan was given a brief examination before being handed over to PRIMUS and was found to be psychologically unbalanced. Contrast managed to escape during the transfer to PRIMUS and has not yet been relocated.

Known Associates: DEMON

Psychological Profile: Due to his unusual background, Jonathan suffers a number of psychological disorders. His wants and desires seem to be entirely physical; he wants money and other worldly goods.

Jonathan seems to have a need to control his life and the environment he lives in. As an example of this, he is a compulsive gambler. Despite the fact he cannot control the outcome of a wager, he seems to believe he can. He

CONTRAST

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 6
18	DEX	24	DCV: 6
20	CON	20	ECV: 3
13	BODY	6	Phases: 3, 6, 9, 12
18	INT	8	
10	EGO	0	Costs
18	PRE	8	
12	COM	1	Char: 100 Base: 100
6	PD	2	+ +
6	ED	2	Powers: 130 Disads: 130
4	SPD	12	= =
8	REC	0	Totals: 230 230
40	END	0	
40	STUN	7	

Powers

42	Multipower (52 pt reserve), not in absolute darkness (-1/4)
2u	7d6 EB, Reduced Penetration, No Knockback, Beam Effect, only in good light (-1/2) + Indirect for EB (originate anywhere, but fire away), only through transparent barriers (-1/2), END=5
4u	4d6 Flash vs. Sight Group, END=5
4u	Force Wall (10 ED), Transparent to Physical, Transparent to non-light Energy, END=5
3u	Change Environment: Any light effect, 8" Radius, 0 END, No Range, END=0
4u	Images vs. Sight Group, -3 PER roll, 8" Radius, END=5
4u	Invisibility to Sight Group, No Fringe Effect, 1/2 END, END=1
12	Martial Arts—Escrima
	Maneuver OCV DCV Damage
	Sinawali +0 +2 6d6
	Disarm -1 +1 STR 30
	De Cadena +2 +2 Block
4	+3d6 Hand Attack, OAF baton (9d6 w/ Escrima Sinawali) +1
13	Armor (+9 PD/+9 ED), OIF costume, 14- Activation
8	Armor (+12 ED), only vs. light powers (-1), nonpersistent (-1/4), Visible when hit (-0)
6	Flash Defense for Sight (6 pts), nonpersistent (-0), Visible when hit (-0)
6	+3" Running (9" total), END=1/5"

Skills

3	Climbing 13-
3	Concealment 13-
3	Lockpicking 13-
3	Security Systems 13-
3	Stealth 13-
3	Streetwise 13-

is uncomfortable in complete darkness because his powers will not function. We feel this is because he no longer has a choice of whether to use them; the decision is taken away from him. This lack of control makes him feel uncomfortable — very consistent with the theory that Jonathan wants to have complete control of his environment.

Jonathan expressed the wish to learn the identity of his biological parents, but seemed unsure of how to go about

Disadvantages

15	Psych Lim: Greedy
10	Psych Lim: Avoids using powers
10	Psych Lim: Uncomfortable in complete darkness
10	Psych Lim: Addicted to gambling
5	Distinctive Features: Cannot look people in the eye when bluffing (Easily Concealable)
10	Reputation: Thief 11-
10	Monitored by PSI (MP, NCI) 8-
20	Hunted by PRIMUS (MP, NCI) 9-
25	5d6 Unluck
15	Secret ID: Alexander Brighton

finding them. This desire is not uncommon for individuals separated from their parents at an early age.

Modus Operandi: Despite his superhuman capabilities, Contrast seems to prefer to utilize his weapons and combat skills. He relies on his baton and Escrima training in a combat situation, primarily using his powers to confuse and mislead his opponents. Although he keeps his powers available as a backup, he is not afraid of using them to inflict damage.

Contrast is a capable combatant, but he prefers jobs involving stealth and theft over direct confrontations. He seems to favor dim conditions that allow him to move unseen while still being able to use his powers at will.

Contrast will tend to take a defensive posture and not provoke an attack unless necessary. If a combat seems unavoidable, he tends to strike from surprise.

Campaign Use: Years ago, PSI commissioned Dr. Edwards to enhance infants with special DNA, hoping the children would one day develop mental powers. One of the main requests from PSI was that the children should not be detectable by mutant detectors. Dr. Edwards did his job well, and, as yet, nobody has discovered a device capable of detecting Contrast's mutant powers. There are no other known examples of Dr. Edwards' work. PSI continues to observe Jonathan's development and is not yet planning to re-capture him. He is too valuable in the field.

Contrast possesses stealth and infiltration skills the GM may find useful in different situations. Because Contrast is primarily interested in money, he is easy to hire. He is currently operating under the assumed name of Alexander Brighton.

Contrast is a mental mutant incapable of either creating or destroying light. Rather, his powers enable him to move light around, focusing it or dispersing it. By darkening part of a room, Contrast can make it very bright in another part. Due to his ability to manipulate light, Contrast is highly resistant to light-based attacks; his Armor and Flash Defense literally absorb incoming light, only becoming Visible when Contrast is actually hit by one of these attacks.

Contrast also has the ability to fire a laser-bolt through glass or other transparent substances without damaging them.

See Also: PSI is detailed in *Mind Games* (pages 4-14). UNTIL can be found in *Champions Universe* (pages 28-29) and the *HERO System Almanac 2*. PRIMUS is described in *Classic Organizations* (pages 105-117).

Name: Willard Masterson
Alias: Ember
A.K.A.: The Scorch, Firefight
Subject Ref. Number: UNSR-159-1007-90
Ht.: 175 cm (69") **Wt.:** 71 kg (156 lbs.)
Eyes: Brown **Hair:** Reddish-brown
Race: Caucasian

Appearance: Willard Masterson is nondescript in appearance, save for some burn-scars on his face and hands. The scars have faded with time and they appear as red patches of discoloration, barely noticeable in poor lighting.

While Willard is less than six feet tall, witnesses always describe him as being much taller. This discrepancy can be attributed to his poise and demeanor; his out-going personality and personal charisma cause him to appear larger-than-life.

When Willard is operating as his Ember persona, he wears a jumpsuit covered in a patchwork of black and dark red. The alternating black and red is arranged like military camouflage colors, giving the suit an eerie, unearthly appearance.

If Masterson is traveling incognito, he wears severely-cut business suits and carries a metal attaché case. The case will generally contain explosives and arson paraphernalia.

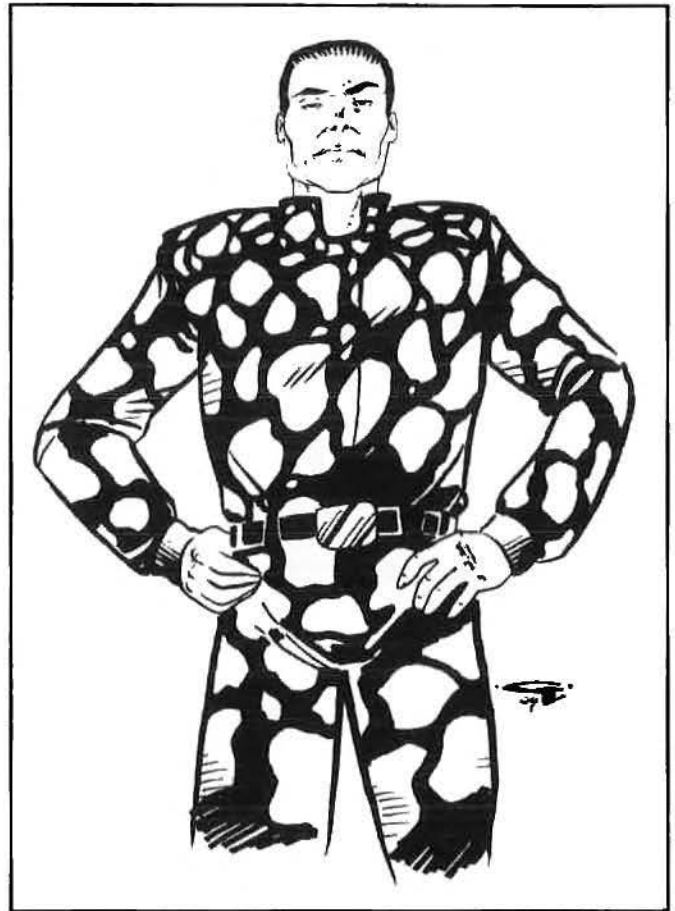
Distinctive Behaviors: Masterson has the disconcerting habit of going extended periods of time without blinking. He often uses this to unnerve those he deals with. Willard is also a boxing fan, a pastime he acquired while in the New Jersey state penitentiary. If he is in a city during a major boxing event, he will probably have ringside seats at the match.

Known History: Willard Masterson grew up in Chicago as a ward of the state. He had been orphaned by a fire that destroyed his parent's house, killing all of Willard's relatives. At the age of eighteen, Willard enlisted in the Army and spent two years in Viet Nam, becoming an expert in combat demolitions.

When Willard returned to the United States, he found that he had very few marketable skills. The demolitions training that the army had provided for him was not in demand in the post-war recession of the 1970's. Willard became despondent and attempted to take his own life by self-immolation. Paramedics resuscitated Willard and, after six months of reconstructive surgery, physical therapy and psychological counseling, he was released.

During counseling, Willard maintained that he had a prophetic vision while he was on fire. He claimed a divine source had saved him and commanded him to cleanse the Earth of evil. Willard began development of his distinctive grenades and became a vigilante. His unorthodox, and often lethal, tactics for stopping criminals eventually made United States federal authorities issue a warrant for Willard's arrest. Willard, now calling himself Ember, responded to a faked police call for help and was captured.

Ember was convicted of seven counts of manslaughter and served 3 years in the New Jersey State Correctional Facility. As a trustee, Willard's unsupervised access to cleaning chemicals allowed him to manufacture enough explosives to blast his way out. While escaping, Ember



swore he would never be returned to prison alive.

Ember next made an appearance as a partner of Blowtorch. The two criminals have cooperated in numerous arson-related cases, their skills complementing each other. Ember also does solo work. Typically, he will burn down a building in exchange for a portion of any insurance money collected from the fire. Seventeen civil and criminal cases are being processed in connection with these fires.

Known Associates: Blowtorch

Psychological Profile: Willard is a pyromaniac. He has always had a fascination with fire, probably as a result of the powerful impact it caused when fire was responsible for the death of his family. These tendencies were strengthened by his career in the military and by the powerful emotional state he was in when he attempted suicide. The vision Willard experienced while he was on fire was probably a subconscious wish-fulfillment, augmented by the agony he was experiencing. During an interview from prison, Willard claimed he had felt no pain while he was on fire. This lack of sensation is common in trauma patients but it helped reinforce his belief that he experienced a divine visitation.

Further studies of psychological evaluations made of Willard indicate he has very strong religious and patriotic sentiments. He may believe his vigilante methods and his turn to crime are necessary tools to make the rest of the world conform to his standards. He may also rationalize his change from vigilante to criminal by claiming the

EMBER

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
15	DEX	15	DCV: 5
13	CON	6	ECV: 4
15	BODY	10	Phases: 3, 6, 9, 12
20	INT	10	
11	EGO	2	Costs:
20	PRE	10	
10	COM	0	Char: 91 Base: 100
2	PD	0	+ +
3	ED	0	Powers: 129 Disads: 120
4	SPD	15	= =
5	REC	0	Totals: 220 220
26	END	0	
50	STUN	23	
Powers			
50	3d6 RKA, Explosion, Trigger (+½; any), Time Delay, 16 charges, OAF- grenades [16c]		
7	Armor Piercing Advantage for 3d6 RKA, only vs. structures/buildings (-1), OAF- grenades		
9	1d6+1 RKA, OAF (pistol), 4 clips of 6 uses [6c]		
20	Armor (+8 PD/ +12 ED), OIF (Fire Suit), END=0		
Skills			
6	+3 OCV w/Pistol		
3	Combat Driving 12-		
7	Concealment 15-		
11	Demolitions 15-		
3	Electronics 11-		
3	Inventor 13-		
1	Mechanics 8-		
3	Security Systems 13-		
3	Stealth 12-		
3	Streetwise 13-		
Disadvantages			
10	x2 Effect from PRE-attacks from patriotic, military or religious supers (Uncommon)		
20	Berserk in large-scale combats (Common), 11-, 11-		
15	Pyromaniac (Common, Strong)		
15	Fanatic: believes he is on a holy mission to rid the earth of evil (Common, Strong)		
5	Distinctive Features: Burn scars on face and hands (Easily Concealable, Is Noticed)		
15	Reputation: psychotic arsonist (extreme), 11-		
20	Hunted by FBI (As Powerful, NCI), 11-		
20	Normal Human Maxima		

Modus Operandi: In team situations, Willard will act as a combat engineer. He is very knowledgeable about the specifics of demolition and the proper usage of incendiary devices. He has developed a distinctive grenade, which is his primary tool. These grenades, when placed properly, are capable of opening a man-sized hole in a bank vault with two or three well-placed charges. Each grenade has a contact fuse and a timer built into its casing. Ember is so familiar with the operation of these small explosives, he can set the detonation parameters on them almost as quickly as he can throw them.

Ember routinely carries a Smith & Wesson Model 10 .38 snub-nosed revolver in case he has to engage in combat. He always has at least three speed-loaders for back-up ammunition and he may carry a hold-out pistol.

The other piece of specialized gear that Ember has is his fire-retardant costume. Kevlar inserts make the uniform very tough and it can stop many low caliber rounds. Its flame-resistant properties are from a special chemical treatment that Ember has developed. Chemical analysis of scraps of cloth from his costume indicate the manufacturing process involves extreme heat and temperature. We do not know where Ember acquired the equipment necessary to create the fibers of his uniform.

Campaign Use: Ember is a complete fruitcake and he has a good chance to go over the edge in a big, roiling combat. He experiences occasional flashbacks to Viet Nam but he has learned to cover those incidents up. If he happens to snap during a big combat, he'll start lobbing grenades at random, causing large-scale destruction and mayhem. He'll be screaming incoherently at the top of his lungs the whole time. Blowtorch has seen it happen, but thinks it's just a ploy to create confusion.

When he isn't drifting between his Viet Nam experiences and the real world, Ember will spend a great deal of time ranting and raving about his holy crusade to rid the world of evil. This lack of touch with reality gives him his vulnerability to patriotic, military, and religious superheroes. The only reason he and Blowtorch haven't killed each other is their common love of fire.

Blowtorch's connections are what enable Ember to get ahold of the industrial presses he needed to manufacture his fire-resistant suit. The grenades that Ember manufactures are all constructed of spare parts. His skill with demolitions and explosives is uncanny; he can make a building-busting bomb from the stuff under a typical kitchen sink. Using him in to full effectiveness in combat requires some preparation. He will set up booby traps by laying out grenades as if they were mines. He often uses the Triggered and Time Delay Advantages together, setting the grenades to activate a certain amount of time after someone has stepped on a tripwire.

Ember honestly believes in the vision he experienced. It's up to the GM to determine if the vision was inspired by some outside agency or whether Ember is just a nut case. Ember also makes a good example for those over-zealous characters who mete out justice with vengeance. He can serve as a role-model for what happens to vigilantes who carry the violence too far.

See Also: Blowtorch is detailed in *Classic Enemies* (pages 54-55). Eurostar is detailed in *Classic Enemies* (pages 16-24).

federal government and big businesses are the strongest sources of corruption and evil in America.

These beliefs will make it very unlikely for Ember to associate with any foreign or Satanic groups, such as Eurostar.

Le coeur a ses raisons que la raison ne connaît point. Honi soit qui mal y pense. Au pays des aveugles, le roi est s'excuses. C'est plus... Fingerprints of the subject are on file. ...notre jardin. ...sitot fait. Qui... pardonner.

Name: Unknown
Alias: Extreme Prejudice
AKA: Douglas Long
Subject Ref. Number: USNR-400-4487-89
Ht: 155 cm (61") **Wt:** 64 kg (141 lbs.)
Eyes: Brown **Hair:** Brown
Race: White

Appearance: Extreme Prejudice is a short man, powerfully built for his height. He keeps his hair in a military-style haircut and is clean shaven. His costume is a black bodysuit with long sleeves and leggings. His mask covers his entire face, except the eyes. He also wears black boots and gloves.

When not in costume, he wears dark-colored slacks and button-down shirts. Out of costume, he has been seen wearing wire glasses. The extent of his visual impairment is unknown.

Distinctive Behaviors: Extreme Prejudice has been observed to be very fidgety during times of inactivity, drumming his fingers on a table and shifting his posture frequently. He drinks large amounts of coffee and is possibly addicted to caffeine. He speaks with a faint British accent.

Known History: The costumed assassin, Extreme Prejudice, made his debut five years ago by assassinating Adam Jefferies, an influential businessman and member of British Parliament. The London Watch responded to the attack quickly, but Jefferies had already died inside Extreme Prejudice's lethal energy field. Extreme Prejudice was nowhere to be seen. Based on an eye-witness accounts and information provided by Dr. Goldwing, UNTIL suspects M.A.C.E. sponsored the attack. Mr. Jefferies had been an outspoken opponent of M.A.C.E., proposing greater involvement by the British government in controlling such criminals.

After the assassination, UNTIL agents heard Extreme Prejudice was responsible. Now using the name Douglas Long, he was available for hire. UNTIL agents attempted to trap him by luring him out with a false offer, but were unsuccessful. It is not known if Extreme Prejudice knew it was a trap or if he was currently busy with another job. Shortly after the failed attempt to capture him, he expanded his territory to include the United States and Canada, making him more difficult to locate.

Later, Extreme Prejudice was seen with the mercenary team H.A.W.C.S. in a raid on a Wright-Patterson Air Force Base research laboratory. Although Extreme Prejudice escaped, two of the H.A.W.C.S. members were captured. When the Air Force tried to move the captured villains to Stronghold, Extreme Prejudice, the remaining members of H.A.W.C.S. and eight VIPER assault agents attacked the convoy, liberating the prisoners. VIPER's participation in the operation suggests it sponsored the mission.

Extreme Prejudice was the target of a recent attack by Eurostar's Pantera. According to eye-witnesses, Pantera rushed into a bar in Texas, nearly surprising an innocuous man quietly drinking coffee at a table in the corner. The man ward off Pantera, encasing her in a glowing energy field. Pantera was not killed by the field, but was staggered momentarily, allowing the man to escape. UNTIL agents found residues similar to the ones left on Extreme



Prejudice's earlier victims and concluded he had been the target of Pantera's attack. UNTIL has been unable to establish the motive behind Pantera's attack. An eye-witness worked with local police to produce an artist's interpretation of Extreme Prejudice's unmasked face.

Known Associates: VIPER, H.A.W.C.S., possibly M.A.C.E.

Psychological Profile: Because Extreme Prejudice often laughs at the dying victims of his magic, we consider him to be mentally unstable. Extra caution should be exercised in any contact with him, particularly during covert investigations. Presently, there is insufficient data for a detailed analysis concerning the cause of his vicious behavior, but the fact he is usually observed alone suggests antisocial behavior.

Modus Operandi: As an assassin, Extreme Prejudice fires on his victim from a concealed position. He usually allows his energy field to damage the victim for about 15 seconds. Against tougher targets, he will follow up with another energy field to speed up the assassination. In any case, he always remains in the vicinity of the attack until the victim has died. Witnesses say he seems to watch with a certain amount of enjoyment.

As a mercenary, Extreme Prejudice prefers to fight at a distance, but is not afraid of getting close to the enemy and using his martial arts training. He rarely passes up the opportunity to use his magic on a disadvantaged opponent, engulfing them in magical energy.

EXTREME PREJUDICE

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7+
20	DEX	30	DCV: 7
20	CON	20	ECV: 4
10	BODY	0	Phases: 3, 6, 9, 12
18	INT	8	
12	EGO	4	Costs
15	PRE	5	
10	COM	0	Char: 100 Base: 100
6	PD	2	+
6	ED	2	Powers: 150 Disads: 150
4	SPD	10	=
10	REC	4	Totals: 250 250
50	END	5	
30	STUN	0	

Powers

12	Elemental Control—Magical Energy Field, Gestures																				
a-45	2d6 RKA, Continuous, Uncontrolled (stopped by any holy dispel magic), ½ END, No Knockback, END=4																				
b-12	Force Field (+12 PD/+12 ED), ½ END, END=1																				
c-10	15" Teleport, path visible throughout (-1/4), END=1/5"																				
15	Martial Arts—Commando Training																				
	<table border="0" style="width: 100%;"> <tr> <th style="text-align: left;">Maneuver</th> <th style="text-align: center;">OCV</th> <th style="text-align: center;">DCV</th> <th style="text-align: left;">Damage</th> </tr> <tr> <td>Aikido Throw</td> <td style="text-align: center;">+0</td> <td style="text-align: center;">+1</td> <td>6d6 + v/5</td> </tr> <tr> <td>Judo Disarm</td> <td style="text-align: center;">-1</td> <td style="text-align: center;">+1</td> <td>40 STR Disarm</td> </tr> <tr> <td>Boxing Cross</td> <td style="text-align: center;">+0</td> <td style="text-align: center;">+2</td> <td>8d6</td> </tr> <tr> <td>Karate Chop</td> <td style="text-align: center;">-2</td> <td style="text-align: center;">-2</td> <td>1d6 HKA (2d6 w/STR)</td> </tr> </table>	Maneuver	OCV	DCV	Damage	Aikido Throw	+0	+1	6d6 + v/5	Judo Disarm	-1	+1	40 STR Disarm	Boxing Cross	+0	+2	8d6	Karate Chop	-2	-2	1d6 HKA (2d6 w/STR)
Maneuver	OCV	DCV	Damage																		
Aikido Throw	+0	+1	6d6 + v/5																		
Judo Disarm	-1	+1	40 STR Disarm																		
Boxing Cross	+0	+2	8d6																		
Karate Chop	-2	-2	1d6 HKA (2d6 w/STR)																		
8	+2 DC w/Commando Training (already added in)																				
10	Armor (+6 PD/+6 ED), IIF (kevlar vest), Act. 14-																				
2	+1" Running (7" total), END=1/5"																				

Skills

3	Breakfall 13-
3	Concealment 13-
3	KS: Demonology 12-
3	KS: Occult magic 12-
3	PS: Mercenary 12-
3	Paramedic 13-
3	Stealth 13-
3	Streetwise 12-
3	Tactics 13-
3	WF: Small Arms, Machine Guns
6	+3 OCV w/RKA "self-guiding magic"

Disadvantages

20	Vulnerability: x1 ½ BODY & STUN from light-based attacks
10	Vulnerability: x1 ½ BODY & STUN from holy objects or people
15	Psych Lim: Cruel—likes to watch victims die
10	Psych Lim: Will not refuse a job
10	Phys Lim: Must sacrifice a virgin every full moon to maintain powers
15	Distinctive Features: Magical goat's head tattoo on arm (Easily Concealable, Extreme Reaction)
15	Reputation: Vicious assassin, Extreme 11-
20	Hunted: Eurostar (more pow) 11-
20	Hunted: UNTIL (more pow, NCI) 8-
15	Secret Identity: John Adams

Campaign Use: John Adams was born in Bristol, England. Throughout his youth, he had an interest in the occult but never pursued it. After high school, he joined the British army, serving for several years before leaving with few distinctions. He then joined a mercenary outfit. While traveling in the United States, he discovered a small occult shop. This renewed his interest in the occult, and when he returned to the United Kingdom, he located similar shops.

The occult would have simply remained a hobby if John hadn't read about the Brotherhood of the Crimson Shadow, which was supposedly based out of his home town. Investigating, he began to notice that parts of the legend were true. He carefully followed his leads to Bristol, locating an American (whom he suspected of being one of the Brotherhood). John approached Therri Cozzolino and bluntly stated he knew of Therri's involvement in the Brotherhood and wanted to join. The man said he didn't know what John was talking about, and left the scene. When John attempted to locate Therri the next day, he found Therri's apartment vacant.

About eight months later, John was accepted into the Brotherhood of the Crimson Shadow. Within a year, he had learned the precepts of magic. Through a combination of magical skill, demon worship, occasional human sacrifice and focused hate, he was able to summon magical spheres of red energy. (Note: Extreme Prejudice's Powers and Disadvantages are similar, but not identical to, Blackfire's.)

In order to prove his loyalty to the brotherhood, he was required to kill Adam Jefferies, a businessman and member of Parliament. He performed his duty successfully, sending the politician and several secrets the target knew about the brotherhood to the grave. However, Fiacho, leader of Eurostar, had been manipulating Adam Jefferies for several years, using Jefferies to support his own political beliefs. Fiacho was enraged by the assault, and unable to determine who hired the assassin, turned his anger on the assassin himself. Hearing of Fiacho's anger, John changed his assumed identity and expanded his operations to a larger area, including the United States and Canada.

Note: Extreme Prejudice does not have to sacrifice a chaste and pure person every full moon. However, he does need to make a sacrifice if he intends to use his magical powers during that lunar cycle.

See Also: Dr. Goldwing is written up in *Kingdom of Champions* (pages 124-127). M.A.C.E. is described in *Kingdom of Champions* (pages 147-152). UNTIL can be found in *HERO System Almanac 2* and *Champions Universe* (pages 28-29). Blackfire is detailed in this book. Eurostar, Fiacho and Pantera are written up in *Classic Enemies* (pages 16-24). VIPER can be found in *VIPER* (pages 4-43). H.A.W.C.S. is described in *High Tech Enemies* (pages 57-65).

39.7 Mhz

TWP 306

Ohr

Name: Unknown
Alias: Flip
AKA: N/A
Subject Ref. Number: UNSR-400-9512-87
Ht: 168 cm (66") **Wt:** 56 kg (123 lbs.)
Eyes: Blue **Hair:** Blonde
Race: White

Appearance: Flip is an average-sized woman in good physical condition. Her eyes are blue, but have a greenish tint to them. She keeps her hair shoulder length and tied back in a tail.

Flip's costume is a black bodysuit with a light gray face mask, gloves, boots, and jacket. The jacket's many pockets are used to store her throwing weapons.

Distinctive Behaviors: Flip generally is a quiet woman, rarely speaking more than short phrases. It has been noticed she rarely associates with other super-powered villains. Flip seems to prefer quick, instinctive action over extensive thought, allowing her to react quickly to threats.

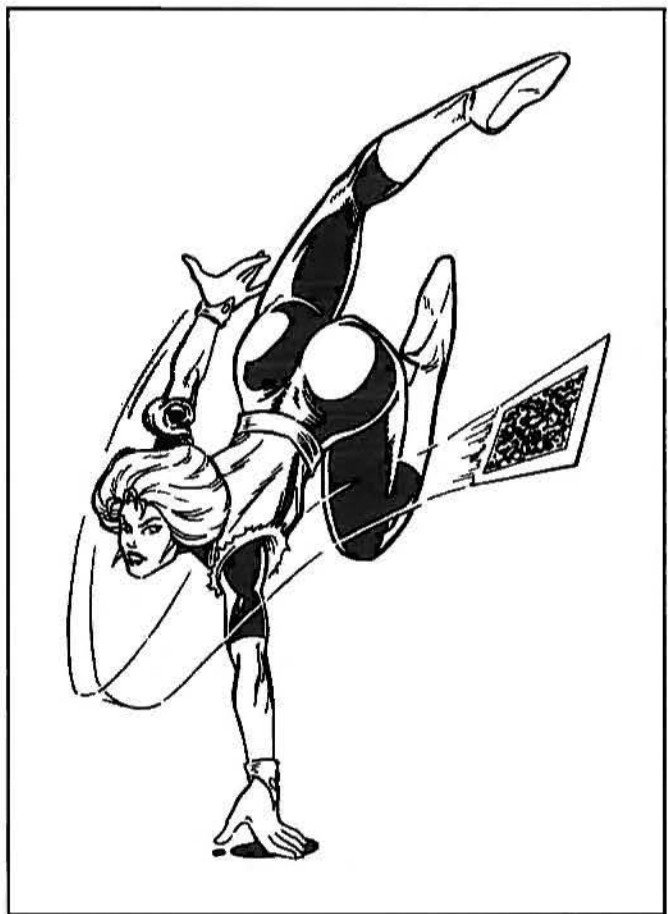
Known History: Flip is an experienced criminal with an extensive career. Seven years ago, she began a series of robberies in San Francisco, California. Flip's crimes included several bank robberies, but she was better known for her series of night-time jewelry store break-ins. Although police killed one of her partners and captured another in an attempted bank robbery, Flip was not captured.

Although the robberies were well coordinated, they were far from perfect. On several occasions, Flip has left evidence indicating she was responsible for the crimes. In one incident, she was seen by a video camera without her mask. However, Police were unable to make use of the grainy videotape.

After two years, Flip disappeared, only to re-appear as a super-powered thug in the employ of Dr. Samaine. According to the British hero Weather-Ring, Flip participated in Dr. Samaine's latest plot to steal Weather-Ring's magical ring. She aided Dr. Samaine by de-sensitizing the electronic security systems of the Nightwatch's base, allowing him easy access to Weather-Ring. However, the plan was upset by the untimely arrival of the other members of the Nightwatch. Aspen cornered Flip and stabbed her in the abdomen. Flip was seriously wounded and taken out of the fight. The battle came to a halt as the participants looked to see what had happened. Seizing the opportunity to act, Dr. Samaine teleported Flip and himself to safety.

Flip's next appearance was working with the European villain team Eclipse. Although not one of the original members, she was incorporated into Eclipse soon after it's inception. Flip worked with Eclipse for more than two years, serving as their break-in expert and as a combat asset. During her work with Eclipse, Flip was often seen in quiet conversation with teammate Shrike. The exact relationship between the two is unknown.

Finally, Flip left Eclipse to work for VIPER. She began her work for VIPER in Europe, but soon she began work in the United States. Under VIPER, she has not been observed working in the capacity of a break-in expert. Rather, she has been used as added firepower in dangerous missions.



Since her arrival in the United States, Flip has been involved in several inconclusive confrontations with Radix, the leader of Maelstrom, the Omaha-based super team. The reason for these battles is unknown; Radix has refused to comment on the issue. Because both participants are masters of thrown weapons (Radix uses small objects such as coins as weapons), we believe the conflict may be a competitive rivalry.

Flip's career has been successful one. She has never been captured and investigations into her background have failed to turn up any leads as to her identity. There is an outstanding warrant for her arrest.

Known Associates: Dr. Samaine (former), Eclipse (former), VIPER

Psychological Profile: Flip is a fairly quiet and removed individual, the exact reason for which is not known. She has a highly competitive nature, but this may only extend to those with similar combat methods. It is not uncommon for introverted people to be highly competitive in one or two areas.

Flip has been known to avoid close-up combat, and has a reputation for being a coward. She is easily panicked, especially when confronted by a hand-to-hand combat expert. It is possible this could be the result of the serious wound inflicted on her by the British hero, Aspen.

Modus Operandi: Flip prefers to keep her distance, using specially-made, razor-edged playing cards as thrown weapons. She also uses other thrown weapons, such as spikes and knives, but she seems to favor her playing

FLIP

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 10
19/29	DEX	27	DCV: 10
15	CON	10	ECV: 5
13	BODY	6	Phases: 3, 6, 9, 12
18	INT	8	
14	EGO	8	Costs
20	PRE	10	
16	COM	3	Char: 100 Base: 100
8	PD	4	+ +
8	ED	5	Powers: 115 Disads: 115
4	SPD	11	= =
7	REC	0	Totals: 215 215
30	END	0	
30	STUN	0	

Powers

17	Characteristic: +10 DEX, No Figured Characteristics, only for CV (-1/4) (Already added in)
22*	2d6+1 RKA, 1/2 END, OIF (thrown objects), No Knockback, END=2
9	Armor (+6 PD/+6 ED), IIF (armor), Act 12-
2*	Hardened Advantage for above Armor, IIF (armor), Act 12-, only if aware of attack (-1/4)
9*	Armor (+6 PD/+6 ED), Hardened, IIF (armor), Act 12-, only if aware of attack (-1/4)
5	Flash Defense for Sight (8 pts), only if aware of attack (-1/4), Act. 15- "blink reflex"
4*	Knockback Resistance (3"), only if aware of attack (-1/4)
2	+1" Running (7" total), END=1/5" * Foulable (not if Grabbed, Entangled or Stunned) (-1/4)

Skills

15	Find Weakness w/ RKA, 12-
3	Absolute Time Sense
3	Bump of Direction
3	Lightning Calculator
3	Acrobatics 13-
3	Breakfall 13-
3	Lockpicking 13-
3	SC: Physics (INT-based) 13-
3	Security Systems 13-
3	Sleight of Hand 13-
3	Stealth 13-

Disadvantages

20	Vulnerability: x2 STUN from sonic attacks
15	Psych Lim: Cowardly—keeps her distance and avoids being cornered
15	Psych Lim: Greedy
10	Psych Lim: Easily panicked—acts without thought
10	Reputation: Cowardly villain 11-
15	Hunted: UNTIL (equal, NCI) 8-
5	Rivalry: Radix (superheroic)
10	2d6 Unluck
15	Secret Identity: Tasha Markinson

cards. She actively avoids hand-to-hand combat, and will sometimes make irrational decisions when faced with the possibility of such an encounter. However, most of the time she will simply step back from her opponent, counterattacking with her thrown weapons.

Campaign Use: Tasha Markinson was the little sister living in her brother's shadow. Burke was mother's favorite child, and extremely intelligent. Tasha felt she couldn't compete with him. However, while playing solitaire one day, she flipped a card through the air, and it hit the wall exactly where she had aimed. Bemused, she flipped another at the doorknob, and it hit dead-center. Tasha practiced her unusual skill, discovering her agility and precision grew at an incredible rate. She kept her discovery secret.

When life at home turned bad, Tasha left to make her own way in the world. She left for the big city, committing several inconsequential crimes. She grew desperate for a better way of life, and hired out to a group of bank-robbers as a super-powered thug. With the group, she participated in several bank-robberies and other thefts, developing her break-in skills.

Believing the authorities were hot on her trail, Tasha left the group to move to England. There, she began to steal for a living. One night, she was caught robbing a mansion by the owner, Dr. Mark Lyons, better known as Dr. Samaine. Instead of defeating the would-be thief, Dr. Samaine offered her a job. Intrigued by the possibilities, she accepted. Her employment ended in disaster when she was cornered and seriously wounded by Aspen. After rescuing her, Dr. Samaine healed her as best he could with his magic. Seeing the psychological trauma the incident had caused her, he paid her and released her from his service.

While recovering from the incident, Tasha met Diana Reeds (Shrike, of Eclipse). The two became friends, and Diana began to notice Tasha's strange talents. After talking with Nether, the leader of Eclipse, Diana offered Tasha a job working with them. Although Tasha got along well with the group and sympathized with their goals, she disagreed with their methods. Speaking with Nether about it proved fruitless, so Tasha quietly left Eclipse.

Tasha searched for employment and was hired by VIPER, eventually transferring her to the United States. During an operation in Omaha, Nebraska, Tasha was confronted by the hero Radix. She instantly recognized the costumed vigilante as her brother, Burke. Similarly, Radix recognized her as his sister. Shocked by the discovery, Radix was unable to stop her escape. In the months that followed, Tasha sought out Radix to prove herself to him.

After hearing Burke was a professor of Physics, Tasha decided to use her earnings to enter college, majoring in Physics. Due to her demanding job, school has been difficult.

Flip has a special jacket lined with Kevlar. With her precise skills in dodging, she effectively doubles the armor's effectiveness and gets the advantage of Hardened defenses. Her skill at avoiding damage is negated if she is unaware of the attack, Grabbed, Entangled, or Stunned.

See Also: Eclipse can be found in *European Enemies* (pages 22-35). VIPER can be found in *VIPER* (pages 4-43). Dr. Samaine can be found in *Kingdom of Champions* (pages 159-160). The Nightwatch, Aspen and Weather-Ring are described in *Kingdom of Champions* (pages 134-137).

Name: Unknown
Alias: Interface
AKA.: The Software Pirate
Subject Ref. Number: UNSR-33-6429-93
Ht.: 173 cm (68") **Wt.:** 79 kg (160 lbs.)
Eyes: Green **Hair:** Brown
Race: Caucasian

Appearance: Interface is a wiry man of medium height and build in his early twenties. His bright green eyes are his most outstanding feature. His hair is a mousy brown color the same as his goatee and waxed mustache. His outfits vary considerably, but normally consist of the classical triangle hat, powder wig, high black boots, black eye-patch with a skull and crossbones design, and other paraphernalia of the classical movie pirate. He often sports a pair of wheel lock pistols he has never fired during any altercation.

Distinctive Behaviors: Interface behaves with all of the mannerisms of a fictional swashbuckler. He swings from chandeliers, behaves gentlemanly toward all females, and utilizes an eclectic style of sword-play designed to defeat opponents without injuring them.

Known History: Interface made his first appearance at the National Credit Card Company of Cleveland. The NCCC, a national clearinghouse for storing credit card transaction information, is a high-security business and had taken precautions to protect itself from break-ins and robberies. Using unknown methods, Interface gained access to the storage departments of the NCCC and threatened to destroy all of their electronic receipts if he was not paid a ransom.

Hidden cameras recorded his entrance to the building and revealed he was carrying a large electromagnet. The technique Interface used to bypass the electronic locks is unknown. He walked up to the door and it opened for him; he did not use a passkey or the keypad entry system.

NCCC agreed to pay the ransom and Interface left with the money, using stolen motorcycle to evade roadblocks. In the course of his escape, he dropped the briefcase containing the ransom money. The case was recovered by the police and returned to NCCC.

Interface was next spotted in Las Vegas, robbing a casino. He claimed the casino was using electromagnets to affect the course of roulette balls. He again successfully eluded capture, disappearing down a man-hole. Police investigations of the robbery site revealed no clues as to his whereabouts, but they did find a hand-written note claiming Interface would be donating the money to Gambler's Anonymous.

Lack of information has led the Las Vegas Police Department to discontinue the investigation. Gambler's Anonymous has reported no large donations.

The latest incident, involving Interface, was a daring day-time raid of PRIMUS Headquarters in New York. Interface, accompanied by VIPER Assault troops, deactivated the PRIMUS security computer and fled with dozens of classified documents.

Known Associates: VIPER

Psychological Profile: Interface's appearances are well-documented but the inferences from his actions rein-



forces one of two beliefs: Either he is slightly psychotic or he is using the piratical references as a distraction. We believe the second case is the more likely of the two, but there is a possibility Interface has serious mental health problems.

From his actions in Las Vegas, we know Interface pretends he is helping others by his criminal acts. He may see himself as a vigilante, rather than as a criminal, or it may be a part of an attempt to better his public image.

Interface's name and his commission of crimes involving computers indicate he may hold a computer-industry related job. His knowledge of electronics and computer systems is astounding, given the diversity of electronic security systems he has over-ridden. How he reconciles the name "Interface" with a pirate costume is unknown.

To date, all of the crimes Interface has committed do not involve physically harming others. We believe this indicates Interface has a strong moral background, probably of a religious nature.

His exposure to pirates seems to be casual, not academic; his knowledge of pirates is based on Hollywood misconceptions, rather than on historical accuracy.

Modus Operandi: Interface is primarily a solo operator who has occasionally hired his services to outside agencies. As yet, he has not worked with any other super powered individuals, but nothing in his background indicates he would actively avoid it. In combat situations, he utilizes a rapier with a great deal of skill. He carries two wheel-lock pistols but never fires them.

INTERFACE

Val	Char	Cost	
15	STR	5	OCV: 6
18	DEX	24	DCV: 6
15	CON	10	ECV: 6
20	BODY	20	Phases: 3, 5, 8, 10, 12
23	INT	13	
18	EGO	16	Costs:
15	PRE	5	
10	COM	0	Char: 115 Base: 100
3	PD	0	+ +
3	ED	0	Powers: 205 Disads: 220
5	SPD	22	= =
6	REC	0	Totals: 320 320
30	END	0	
36	STUN	0	

Powers

62	Multipower (62 pt pool)		
6u	16d6 Dispel, any electronic special effect (+1/4), END=6		
4u	12d6 EB, Reduced by Range, No Knockback [Bio-Electric Blast], END=6		
3u	9d6 Mind Control, Telepathic, based on CON, only vs. battlesuits/mechanical intelligences (-1/2), END=6		
4u	10 STR TK w/ Fine Manipulation, Invisible to all but radio (+3/4), Indirect (+1/2), only vs. electronic items (-1/2), END=6		
6u	2d6 Minor Transform: change any magnetic memory to any other magnetic memory (+1/4), cumulative, Invisible to all but radio (+3/4), Indirect (+1/2), END=6		
5u	Change Environment: to intense magnetic field, 8 hex radius, Invisible to all but radio (+3/4), Indirect (+1/2), Zero END, END=0		
13	Detect: magnetically stored information, Ranged, Discriminatory, END=0		
19	Armor (+8 PD/ +8 ED), IIF- costume, END=0		
9	1d6 HKA (2d6 w/STR), 1/2 END, OAF- rapier, END=1+		
5	10" Swinging, OAF- grappling hook & line, END=2		
13	Martial Arts: Fencing		
	Maneuver	OCV	DCV Damage/Effect
	Thrust	+1	+3 2d6 KA w/rapier
	Parry	+2	+2 Block, Abort
	Disarm	-1	+1 Disarm, STR 25

Skills

7	Eidetic Memory, only for information gathered through Detect (-1/2)
6	Speed Reading Lightning Calculator
6	Acrobatics 13- Breakfall 13-
3	Bugging 14-
3	Combat Driving 13- (motorcycle)
3	Computer Programming 14-
3	Cryptography 14-
3	Electronics 11-
3	Gambling 11-
3	Inventor 14-
2	KS: Computers 11-
3	Systems Operation 14-
1	WF: Swords
10	2 Combat Levels w/ Multipower

Campaign Use: Sam always had a way with machines. As a toddler, if he didn't want to ride in a car, it wouldn't start. In his presence, machines seemed to take on a life of their own; video games he played would have their scores rolled over, remote controls worked without batteries, and pay phones never charged him. His parents knew Sam was going to be a computer genius, so they saved enough to buy Sam a personal computer.

Sam could break into any computer system and never seemed in danger of being caught. Like many teen-agers he was a closet thrill seeker and, when these illicit activities failed to prove exciting, Sam branched out into petty burglaries and theft. But he wasn't as adept at foiling real-world security. Sam was caught looting a warehouse full of Japanese electronics. Bad luck and a trigger-happy security guard cost him an eye.

The court tried Sam as an adult, so the conviction stayed on his permanent record. College prospects and job offers all dried up after this incident and, six-months later, when Sam was paroled, he felt he had no future. After several dismal attempts at self-employment, Sam realized his past was always going to be discovered by anyone researching him. He knew his options were limited and decided to beat the system by becoming a real criminal.

Failing to get away with the money seemed to become a tradition. He finally resorted to working with VIPER and he will probably continue to work with other groups. He will avoid working for the Mob; the crooked gambling he stopped in Las Vegas was in a Mob-controlled casino.

Interface has the ability to affect electronic devices and create intense magnetic fields. He can short out and manipulate electronics, generate an intense bio-electric blast, control AI programs (like those controlling some battlesuits), and read and alter magnetic media, without a machine.

His swordsmanship comes from watching movies, so his actions will appear eclectic to a trained fencer. His style is a synthesis of various saber, rapier and foil techniques, like something from a badly made movie. The pistols Interface carries have had their barrels filled with plaster to render them unusable — he just likes the way they look.

See Also: PRIMUS is detailed in *Classic Organizations* (pages 105-123). VIPER is mentioned in *VIPER* (page 9).

Disadvantages

20	Vulnerability: x2 STUN & BODY from Sonic attacks
20	Vulnerability: x2 STUN & BODY from Magnetic attacks (Uncommon)
20	Code vs. Killing (Common, Total)
10	Can't refuse a challenge or duel (Unc., Strong)
15	Protective of Innocents (Common, Strong)
5	Physical Limitation: Blind in one eye (Inf., Slight)
10	Distinctive Features: Inveterate punster (Easily Concealable, Major)
10	Reputation: Insane Swashbuckler, 11-
25	Hunted by PRIMUS (More Powerful, NCI), 11-
15	Hunted by the Mob (Less Powerful, NCI), 11-
15	3d6 Unluck
15	Secret Identity (Samuel Macon)
35	Villain Bonus/Experience.

Name: Unknown
Alias: Nightmare
A.K.A.: The Beast
Subject Ref. Number: UNSR-159-4583-92
Ht.: 274 cm (108") **Wt.:** 327 kg (720 lbs.)
Eyes: Black **Hair:** Black
Race: Unidentifiable

Appearance: Nightmare is a huge and bulking creature that strongly resembles a mythological centaur, complete with hooves, a mane and a tail. Hair strands collected from the mane and tail do not contain any human genetic material and Nightmare does not register on standard mutant detectors.

Although Nightmare appears to be wearing a suit and helm of plate armor, experience has shown that the armor is a part of him, and will heal from injuries received. The armored "suit" looks as if it were made of ceramic materials. It is covered in some kind of runic script that analysts have been unable to associate with any known language; they may be of an extraterrestrial origin. Private UFO investigators can not collaborate that fact and M.E.T.E. representatives will not comment.

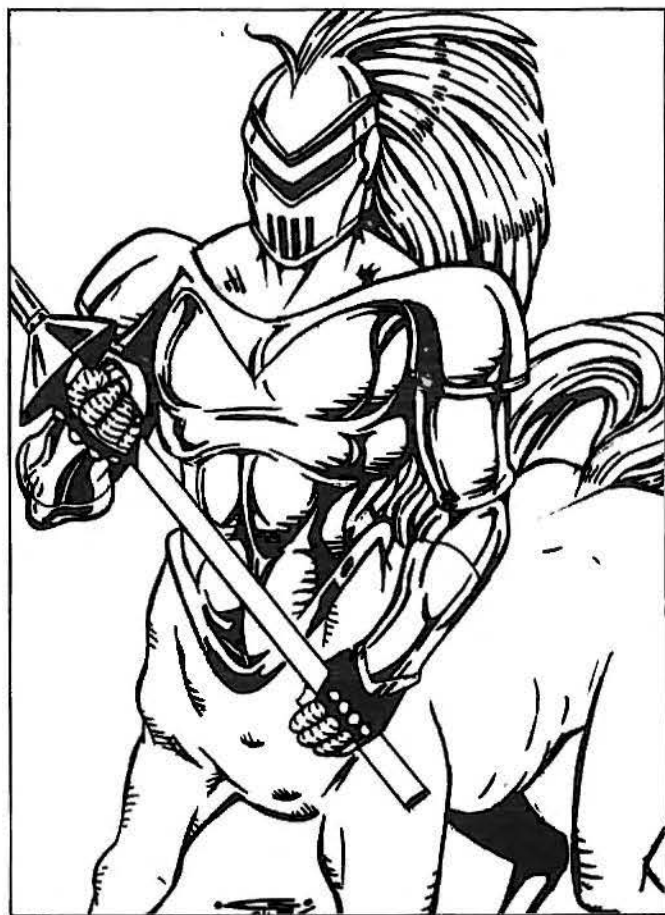
Nightmare carries an extremely sharp lance made of some unknown metal. He speaks with a hollow and booming voice that can be heard across battlefields filled with the sound of explosions and energy weapons. His accent seems to place him as an American citizen (or someone that can mimic one), probably from the Southern United States.

Known History: Nightmare became a public figure in the late fall of 1992. His first sightings were in several different areas in and near Washington, D.C. Initial reports indicated that he was a local vigilante because he was seen apprehending various suspects in a purse-snatching ring. That opinion was later reversed when Nightmare made a foiled attempt on Senator Wainwright's life. The perpetrator was apprehended by the Champions and was later acquitted of the charge. He claimed to have been coerced by DEMON into making the assassination attempt and evidence that surfaced at the trial convinced the United States courts that this was true. According to the court records, DEMON had threatened to kill Nightmare if he did not murder the senator. Nightmare claimed that he deliberately failed so that he would have an excuse to explain his failure to DEMON.

Nightmare agreed to testify against the DEMON agents that had harassed him. In exchange he would be released, but no substantial case could be made. The police investigations against DEMON were dropped; no other witnesses could be found and the individual responsible for threatening Nightmare was never located.

After the furor from the trial ended, Nightmare resumed his vigilante efforts. He achieved some successes but was arrested three times for assault. Even though American super heroes tend to enjoy some of the rights of law enforcement officers while apprehending criminals, Nightmare was found to be using excessive force.

Nightmare again disappeared for nine months. Since we could not locate him during this time, and since he has such a recognizable form, we believe that he can change his shape or alter his appearance at will.



When Nightmare was next seen, he was working in the employ of Deathstroke. He helped them to commit three warehouse robberies, also in the D.C. area. He is currently at large and wanted by the Washington police.

Known Associates: Deathstroke, DEMON (under duress)

Psychological Profile: Recordings and court records of Nightmare indicate that he is very cool and collected under stress (but not, apparently, combat conditions). He is an impressive speaker, but appears to be untrained in that field. When confronted by new situations or information that he does not understand, we believe that he will ignore the unknown material and pretend that it does not exist. He appears to be from a working class background and he has had someone that was a very strong father figure in his early life that betrayed him. One possibility is that Nightmare was abandoned by his father when he was very young.

Nightmare revels in the fact that his appearance frightens many people. Whatever he was before he became a super powered individual, he did not command the respect that he felt he deserved.

Modus Operandi: Nightmare seems to use one primary attack: a lance charge. According to police officers that tried to stop him in the warehouse robberies, he appeared as if he wanted to scare them rather than injure them.

Because Nightmare has only been associated with one group since his status has changed from vigilante to criminal, we cannot confirm the methods he uses to gain

KNIGHTMARE

Val	Char	Cost	Combat Stats
35*	STR	15	OCV: 6
18	DEX	24	DCV: 6
20	CON	20	ECV: 3
12*	BODY	0	Phases: 2, 4, 6, 8, 10, 12
8	INT	-2	
10	EGO	0	Costs:
30	PRE	20	
10	COM	0	Char: 117 Base: 100
5	PD	0	+ +
5	ED	1	Powers: 143 Disads: 160
6	SPD	32	= =
10	REC	2	Totals: 260 260
40	END	0	
40*	STUN	5	*effects of Growth already added in

Powers

18	1 ½d6 HKA (3d6+1 HKA w/STR), Zero END, OAF (Lance), END=0+
3	1" Stretching, Zero END, OAF (Lance), Only for weapon use (-1/4), END=0
13	2 Levels of Growth (-2" Knockback, 800 kg mass, +10 STR, +2 BODY, +2 STUN, added in), Persistent, always on, END=0
75	Armor (+25 PD/ +25 ED)
12	+6" Running (12" Total), Zero END, not in confined spaces(-1/4), has turn mode (-1/4), END=0+

Skills

3	WF: Common Meele, Lance
3	Weaponsmith 11-, for medieval melee weapons
1	PS: Welder 8-
15	+5 OCV w/ Lance

Disadvantages

40	x2 STUN & BODY from magic (Common)
10	x1.5 STUN from electrical attacks (Common)
15	Berserk in combat (Very Common), 8-, 14- Code Vs. Killing (Common, Tot)
10	Physical: Centaur body; has trouble with equipment built for normal humans (stairs, vehicles, entering rooms) (Frequent, Slight)
5	Physical: Cannot reveal his true name or identity (Infrequent, Slight)
10	Susceptibility: 1d6 per turn from silver (Uncommon)
20	Distinctive Features: Centaur-shaped body (Not Concealable, Major reaction)
10	Hunted by DEMON (As Powerful), 8-
10	Hunted by local police (Less Powerful, NCI), 8-
10	Villain Bonus

employment. It is theorized that he may have had criminal contacts before he became super powered (if he was ever human) and is using those contacts to gain criminal employment.

When Knightmare was a vigilante, he hunted for crime in the parks and other open areas that would allow him to use his speed to his advantage. We do not believe he can climb as he had difficulty navigating normal stairs when he was imprisoned for attacking Senator Wainwright.

Campaign Use: Knightmare is a little confused about what he wants to be. Ten years ago, when Knightmare was a normal human named Martin Garvens, he suffered

a fall from a construction sight where he worked as a welder. Injuries from the fall left him paralyzed from the waist down. When he was done being rehabilitated, he came to the realization that he was destined to remain in that condition for the rest of his life. He consulted faith healers and other fringe elements in an attempt to find some kind of cure. What he found was a true practitioner of magic that summoned a demon.

The demon agreed to grant Martin the ability to walk and, when he did so, he was horrified to find that he would be able to walk, but only with his new body of a centaur! In addition, the demon's curse kept him from revealing his true identity. Martin couldn't write it down or communicate it in any way.

Along with the transformation, Martin was covered with a set of unremovable armor that was a part of him. He decided that the only option he had for any kind of life was to be accepted as a super. With them, he could be accepted as a fellow abnormal. He used the metal-working skills that he taught himself to fashion a lance. The metal is unknown to UNTIL because they haven't had a chance to analyze it. It is made of steel that has been spray painted black.

A DEMON lair stumbled onto him a few days after he began his vigilante career and extorted him, just as he claimed in court.

After the court incidents, and after he was arrested for assault, Martin realized that he had more problems than he had known about originally. Something about his transformation had caused him to have a violent temper that interfered with his ability to work as a super hero.

He went through a long period of depression and decided to join a criminal organization. In that way, he hoped that his berserk furies would be less likely to injure normal people and might actually harm some super villains.

The UNTIL file is wrong in that Knightmare cannot change his shape. They are right that he is using some corrupt friends from old construction jobs to contact the underworld.

His old friends are not aware that the apparition that visits them is, in any way, connected with Martin. Knightmare appears to them and demands that they help him find employment; he extorts them with information he gathered when he was the ordinary human, Martin Garvens.

In combat, he will attempt to frighten his opponents with a PRE attack while charging them with a lance. He prefers to perform Move Bys and Move Throughs but he is adept at using his lance with different maneuvers.

See Also: DEMON appears in *Classic Organizations* (pages 129-148). Deathstroke appears in *Champions Universe* (pages 103-112). The Champions are detailed in the *Hero System Rulesbook* (pages C2-C9) and, at a higher point level, in *Champions Universe* (pages 86-95).

The lance appears to be as unbreakable as his armor.

Stat-Rep Due Thursday

Name: Unknown
Alias: Kryogen
AKA: Iceburst and The Freeze
Subject Ref. Number: UNSR-400-2394-93
Ht: 183 cm (73") **Wt:** 95 kg (210 lbs.)
Eyes: Blue **Hair:** Light Brown
Race: Caucasian

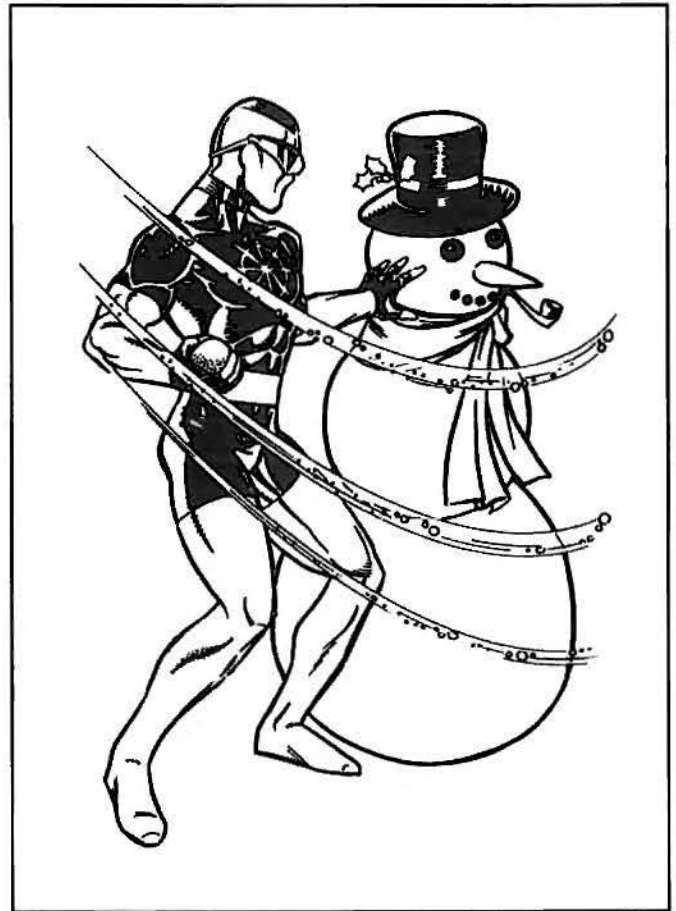
Appearance: Kryogen does not present a consistent appearance. Medical experts have analyzed the few available photographs and determined Kryogen is suffering from some form of rapid aging. Field agents must allow for some variation when trying to identify Kryogen. One theory about Kryogen's condition suggests the rate of aging is slowing. If this is true, Kryogen will probably fit the height and weight parameters listed above.

Kryogen favors a dark blue body suit with a white snowflake on the chest. His face mask, boots and belt are also white. In the past, Kryogen has operated under other identities: Iceburst and The Freeze. The Iceburst costume consists of dark blue pants, a white shirt, white gloves, a white face mask and black boots. As The Freeze, he wears a dark blue parka with white pants and white boots. The parka's hood, a white ski mask and black goggles hide his face.

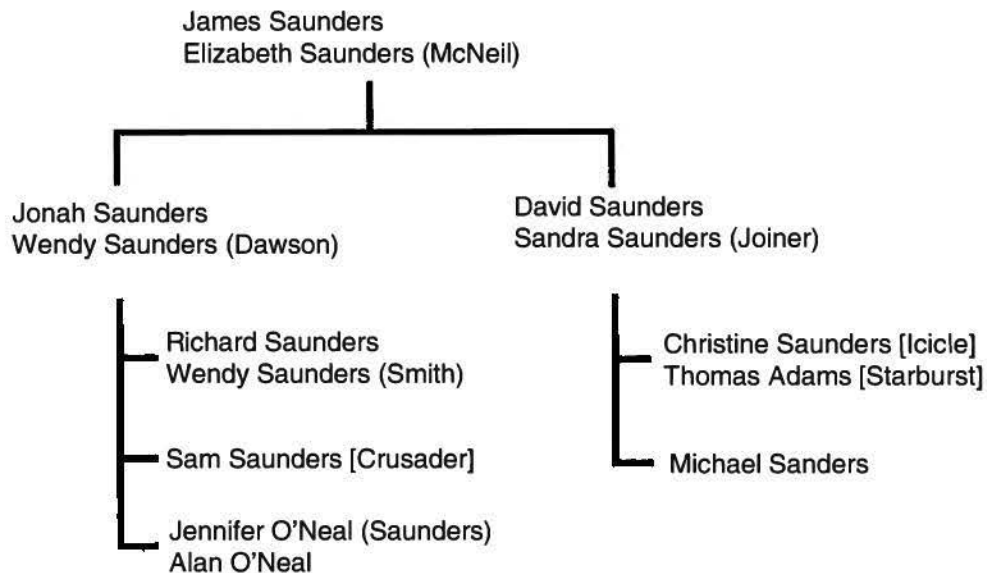
Distinctive Behaviors: Kryogen either has no noticeable habits, or is very careful about hiding them. One extended surveillance noted he was taking aspirin at a rate of one to two tablets each hour, but there is no supporting information to suggest this is a trend. Field agents have also noted Kryogen will adopt the habits of those around him.

Known History: Extensive background information on Kryogen is not available at this time. Kryogen has committed many robberies in all three of his known identities. He has not been known to work for organizations such as VIPER.

Known Associates: Green Dragon, Ogre, Armadillo, Crusader, Black Claw, Black Diamond, Gremlin



Psychological Profile: No explanation can be offered for what Kryogen hopes to gain by working as a villain. He has worked for small time crooks as well as the mainstream villainy. The type of crime, short of murder, doesn't seem to matter either. Even harder to explain is Kryogen's continued association with Crusader. Kryogen's other identities do not suggest multiple personalities. More likely, since all three identities are looking for criminal work, they are all deceptions.



KRYOGEN

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
25	CON	30	ECV: 3
10	BODY	0	Phases: 3, 5, 8, 10, 12
15	INT	5	
10	EGO	0	Costs:
10	PRE	0	
12	COM	1	Char: 108 Base: 100
5	PD	2	+
5	ED	0	Powers: 192 Disads: 200
5	SPD	17	=
8	REC	0	Totals: 300 300
50	END	0	
40	STUN	9	

Powers

37	Elemental Control—Ice Powers
a-38	12d6 EB, ½ END, END=3
b-38	Running +20" (26" Total), 8xNCM, 0 END (1 END at 26"), END=0
c-43	Force Field (+20 PD/+20 ED), 0 END, Persistent (80 Active), END=0
15	50% Resistant Energy Damage Reduction, Only vs Heat/Fire based attacks (-1)
5	IR Vision
3	Life Support: Safe Environments: Intense Heat/Cold

Skills

3	Disguise 11-
3	Stealth 14-
3	Streetwise 11-
1	Acting 8-
1	Criminology 8-
1	Lockpicking 8-
1	Security Systems, 8-

Disadvantages

10	Vuln: 2xSTUN from Darkness Attacks
20	Psych: Code vs. Killing (Com, Tot)
15	Psych: Will not work for criminal organizations (Uncom, Total)
15	Psych: Hunts Pulsar (Com, Strong)
15	Phys: Subject to rapid aging (All the time, slightly)
10	Phys: Unfamiliar with society (Freq, slight)
10	DF: Childlike (Concealable, Noticed)
5	DF: Registers as a mutant on mutant detectors
15	Secret Identity (Son of Icicle and Starburst)
10	DNPC: Icicle, 14- (As Powerful)
10	DNPC: Starburst, 14- (As Powerful)
20	Hunted by local law enforcement, 8-, More pow, NCI
20	Hunted by Genocide, 11-
25	Villain Bonus

Strike first, strike fast, recover later.

In many ways, Kryogen still exhibits the behavior characteristics of a child. When he is alone, he is prone to day dream, mimic his employer, or even toy with a small gadget he's taken from a recent crime scene. He does not deal well with adult concepts. Death, for instance, is a topic he will avoid. He is not a killer. A high IQ is the only explanation we put forth for how Kryogen can survive in an adult environment.

Modus Operandi: Kryogen changes employers often. Apparently, he prefers to hire on for short assignments, collect what he's owed and move on. He does not take jobs that hinge on violence or terrorism. He gets most of his jobs through his contacts with other mercenary villains. He has worked with Green Dragon many times, and they get along well. Strangely, Kryogen also hears about jobs through Crusader's street contacts.

Campaign Use: The son of Icicle and Starburst, Kryogen (Richard Adams-Saunders) was born with a hyper-aging disorder. Starburst had been working on a way to keep the disorder dormant, until Pulsar captured Icicle and used her to lure in Starburst. With both of his parents missing and still suffering from his disorder, Kryogen was desperate. Kryogen found Icicle's cousin Crusader, and they devised a plan. First, Crusader would teach Kryogen the fundamentals of the world of crime. Then Kryogen would pretend to be a villain and try to find information about Pulsar, while Crusader would continue his vigilante work, provide a safe place for Kryogen to hide, and provide information as it came available. Crusader's death effectively cuts off Kryogen from any support and means no one else knows Kryogen is not a villain.

This background has several possibilities for good subplots. First, the players may encounter Kryogen acting with several other villains to pull off a robbery. Any interrogation of Kryogen would get him to tell his story. The players could then join the search for Pulsar. If you decide Kryogen's aging disorder cannot be stopped, Kryogen could die tragically in the arms of his rescued mother and father.

Kryogen appeared as Iceburst while he was a teenager, The Freeze during his early and middle twenties, and now goes by Kryogen. This was an attempt to hide his disorder.

Although Kryogen is resistant to heat and fire like his father, he also inherited his father's vulnerability to darkness attacks. Kryogen's growing association with Green Dragon explains why Kryogen will not work for criminal organizations.

See Also: Armadillo is described in *Champions* (page C27). Black Claw can be found in *Classic Enemies* (page 50). Black Diamond is presented in *Classic Enemies* (page 51). Crusader is located in *Champions* (page C17), and also in *Underworld Enemies* (pages 6-9). Green Dragon is listed in *Champions* (page C29). Gremlin is described in *Classic Enemies* (page 66). Icicle can be found in *Champions* (page C26), as can Ogre page C24), Pulsar (page C25) and Starburst (page C24).

Name: Unknown

Alias: Kunoichi

AKA.: N/A

Subject Ref. Number: UNSR-731-7836-63

Ht.: 168 cm (66") **Wt.:** 57 kg (125 lbs.)

Eyes: Blue **Hair:** Black

Race: Unknown, believed to be part Japanese

Appearance: Kunoichi wears a ninja-like costume of matte-black. The costume is possibly reinforced with Kevlar inserts. Although this is not apparent from photographs, agents who have engaged her in combat report that this is her probable method of escaping injury. Subject is also known to carry shuriken (Japanese throwing stars). Forensic analysis of the metal of one of the shuriken left at the Champions Base, Homestead, indicate that they are made of 440 cc stainless steel and are sharpened to very fine edges.

Experts on esoteric self-disciplines comment that she has apparently been trained in "Kuji-kiri", a ninjutsu technique for achieving great feats of mind-over-matter. Legends hold that this discipline can allow the user to control the world around them, including the actions and perceptions of others.

Apparently, Kunoichi speaks impeccable Japanese and may have been raised in Japan.

Distinctive Behaviors: Kunoichi never sits still; she paces, taps her fingers, or otherwise stays in constant motion. We believe she has a hyperactive neural system that causes this type of activity. She has been seen at various martial art studios around the globe, but tends to not visit any studio more than once. She may be studying other styles or may be searching for qualified assistants or various members of her now-defunct clan.

She is well read and has been heard to quote Machiavelli, Nietzsche and Sun Tzu.

Known History: Kunoichi was trained in the various arts of Ninjutsu at a secluded clan training center in Kaga province in Japan. The clan was eliminated by an UNTIL strike team with only a handful of the clan members escaping. An interrogation of prisoners captured during the raid revealed that Kunoichi received extensive training there and that she used it as a base of operations. From those interviews a sketchy background has been established.

Kunoichi, whose true name was never revealed by the ninja clan members (they do not know her true name), joined the clan in the late 1970s. She received training from their instructors and became a partial member of the clan. Even though they trusted her because of her mastery of the "Kuji-kiri", they denied full access to the clan's resources because she was not a full-blooded Japanese.

After the clan raid, Kunoichi made an appearance as a criminal in Florida. When a local super hero team was trying to link her to a series of jewelry thefts, she tracked down their secret identities and released that information to all of the newspapers in Miami.

The local heroes were so distracted by the publicity and the necessity of hiding their loved ones from other criminals seeking revenge, Kunoichi was able to escape the area and avoid being arrested.



She later surfaced as a blackmailer, working to extort money from several United States Representatives. She had acquired information about District of Columbia massage parlors and was using some candid photos to threaten the Congressmen.

In an unrelated case, the Champions returned to their base to find Kunoichi stealing their computer's backup tapes. She evaded the Champions but did not manage to access any restricted files. Interviews with the Champions' members reveals that Kunoichi:

- can manipulate subjective reality.
- has remarkable leaping abilities.
- has superhuman reflexes
- is a very capable martial artist.

Known Associates: None

Psychological Profile: All of the information gathered on the subject indicate that she is a manipulator but is afraid to lead. She trusts her own capabilities but won't rely on others'.

She is a perfectionist and treats her criminal acts as if they were an art: she doesn't kill, avoids violence, and remains in the shadows. A failure to conform to those standards makes her feel that she appears sloppy. Her codes of behavior do not conform completely to the concept of Bushido. She is not a Buddhist— she has been observed eating meat.

If she is discovered working in an area, the most likely way to remove her from the area is to publicize her existence. She prefers to work in the background.

KUNOICHI

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 9
26	DEX	48	DCV: 9
18	CON	16	ECV: 4
15	BODY	10	Phases: 3, 5, 8, 10, 12
13	INT	3	
20	EGO	20	Costs:
10	PRE	0	
10	COM	0	Char: 129 Base: 100
5	PD	2	+
5	ED	1	Powers: 161 Disads: 190
5	SPD	14	=
8	REC	2	Totals: 290 290
36	END	0	
40	STUN	8	

Powers

33	Multipower (50 pt pool), x2 END Cost
3 u	5d6 EGO Attack, END=10
3 u	8d6 Mind Control, Telepathic, END=10
3 u	10d6 Mental Illusions, END=10
3 u	3d6+1 RKA, END=10
5	+8" Leap (11" Total), Requires a (Acrobatics) Skill Roll, END=1/5"
12	+6" Run (12" Total), END=1/5"
4	+4" Swim (6" Total), END=1/5"
19	Aarmor (+8 PD/ +8 ED), IIF (armored costume)
9	1 1/2d6 RKA, IAF- Shuriken, 6 charges, takes END [6c], END=2
17	Martial Arts—Ninjutsu / Taijutsu
	Maneuver OCV DCV Damage
	Dodge — +5 Dodge, affects all, abort
	Block +2 +2 Block, abort
	Def. Strike +1 +3 7d6 Strike
	Escape +0 +0 50 STR vs. Grabs
16	+4 Damage Classes (added in)

Skills

3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Concealment 12-
4	Lang: English (idiomatic), Japanese is native
3	Disguise 11-
3	Lockpicking 14-
3	Security Systems 12-
3	Shadowing 11-
3	Sleight of Hand 14-
3	Stealth 14-

Modus Operandi: Kunoichi treats all her targets as if they were military objectives. She does not waste actions or mince words. In this manner, she is quite different from the typical super villain; she does not allow her ego to control her actions.

Typically, she finds a wealthy target, uncovers illicit information about them, and then proceeds to blackmail or extort them until she has acquired the money she wants. When she has achieved her objective, she destroys her copies of the damning evidence and then does not bother the same target again. We believe this is another facet of her professional ethics.

Disadvantages

20	x2 effect from all Mental attacks (Common)
15	Greedy (Common, Strong)
15	Hatred of Men, believes all men are simple-minded and easy to defeat (Common, Strong)
20	Code vs. Killing (Common, Total)
10	Reputation: Destroys public images of supers (Extreme), 8-
15	DNPC: Brother (Incompetent), 8-
10	Hunted by Miami super group (More Powerful, Limited Area), 8-
15	Hunted by CIA (Less Powerful, NCI) 11-
5	Unluck 1d6
10	Secret ID (Yolanda Wurts)
55	Villain Bonus

She has been suspected of contracting her services to outside agencies. The methods she uses to contact prospective employers is unknown.

In combat, Kunoichi relies on her quickness to escape whenever possible. If she is not assured of an easy victory, she will flee.

More specifically, her offensive tactics have been to use her Taijutsu techniques to damage an opponent. Only very powerful targets become victim to her shuriken and her "Kuji-kiri" spell-like manipulations. If fleeing, she will dodge blows while moving away at top speed. her phenomenal leaping ability comes into play in this situations.

Campaign Use: Kunoichi will probably work best as a campaign villain that does not operate in the combat sections of an adventure. Even though she is capable in combat, her motivation is such that she will prefer to work behind the scenes. When she works with other villains she will try to work in a reconnaissance capacity.

Kunoichi's multipower is an expression of the mystic training she has received, allowing her to influence others' perceptions. The RKA is a mystical disruption of the fabric of the universe. All of these powers require her to expend physical as well as mental energy, hence the x2 END Limitation.

She is, indeed, a half Japanese and has been discriminated against because of this. As a cultural generalization, the Japanese tend to view foreigners as a lower class. Kunoichi (her real name is Yolanda Wurtz) is the daughter of an American military pilot and a Japanese citizen. She was originally trained in Ninjutsu by a relative of her mother and later became a member of the clan that was raided by UNTIL.

Why she has her irrational hatred of men is left up to the GM. Some possibilities include: her father mistreated her; her experiences in school or in life led her to the belief; or she has always been fortunate and beaten all male opponents easily.

Finding Kunoichi's contacts will be difficult because she doesn't establish any long term relationships. When she is looking for work, she'll use her Streetwise to investigate for possible job openings. After any particular job, she will relocate and establish different acquaintances in her new area.

See Also: The Champions are detailed in the *Champions* (pages C2-C9) and, at a higher point level, in *Champions Universe* (pages 86-95).

Name: Michael Spader
Alias: Maul
AKA.: N/A
Subject Ref. Number: UNSR-854-4354-91
Ht.: 191 cm (75") **Wt.:** 111 kg (245 lbs.)
Eyes: Blue **Hair:** Blond
Race: Caucasian

Appearance: Michael Spader is a tall, heavily muscled man. He comes across as being very trustworthy and competent, probably from his background as a confidence man.

Maul probably remains in his costumed identity the majority of the time. His costume consists of a red and blue feathered cloak, a thick, gold-link belt and knee-high, fur-topped, leather boots. Laboratory analysis of scrapings from the boots indicate the leather is made of tanned goat hide. Similar analyses from the cloak indicate the feathers are natural in origin but are from an unknown species of bird.

Maul carries a one and a half meter long club of dark-brown wood. The top of the club is carved into the shape of reptilian claws gripping a sphere made of some black stone, possibly onyx. The club is tied to Maul's wrist by a leather thong.

Distinctive Behaviors: Maul has never been seen in anything except a combat environment. He tends to speak very loudly and with determination, often pausing and posing for dramatic effect.

Known History: Spader was convicted of fraud several times in California. He is a career criminal and specializes in confidence games and swindles. Most notably, Michael had a trademark swindle involving a vacation sweepstakes.

In 1991, the San Diego police department had obtained a warrant for his arrest in connection with the vacation swindle. Michael heard about the search for him and fled the United States, probably to South America.

Mr. Spader was next seen two months later in the identity of Maul, moving northward through Mexico. Maul was propelling himself across the countryside hurling his club forward and letting the straps at the handle pull him along. Since this defies the laws of physics, Maul may have powers of a supernatural origin. This method of travel was very efficient, giving him an average sustained velocity of over 240 kph. Each time he touched down, he wreaked destruction on the nearest man-made object or, when they were available, on civilians. An UNTIL team tried to apprehend him but it was unable to contain him. Three agents were killed.

Maul made a reappearance at San Diego's Ludwig Convention Center two months later, accompanied by Lazer and Rainbow Archer. This team of super-powered criminals worked efficiently and stripped the convention center of an estimated two million dollars in gems and precious metals in less than two minutes. Eye witnesses claim to have heard Lazer, Maul and Rainbow Archer discussing an unknown third party they referred to as "the boss." When the group was leaving the area, an altercation between them escalated into a fight. Maul was beaten by the other two but awakened and fled before a Stronghold Van could arrive.



The exact nature of the falling out could not be determined, but an amateur video tape of the sequence revealed Maul was trying to wrest some of the stolen material from his companions.

Maul has made a few other forays with Lazer and Rainbow Archer since then, so the individuals are apparently not angry over the earlier disagreement. Maul has not been seen operating solo since he returned from South America.

Known Associates: Lazer, Rainbow Archer, possibly Ack Ack McCleary

Psychological Profile: Michael feels isolated from mankind. His history of confidence games and swindling shows him to be cold and uncaring toward others. This is further emphasized by his brutal killings of an UNTIL team and the damage he caused to the Mexican people.

Maul has many of the same characteristics but we believe Michael has undergone a mental transformation coinciding with his physical changes. Individuals who knew Michael before he became Maul report he has become much more violent and aloof. This may be because he believes he is superior to normal humans or other causes may have triggered this change.

Modus Operandi: Maul is definitely contacting other criminals through associations he made when he worked as a con man in California. Some of them have been detained and interrogated, but no positive leads have been established.

MAUL

Val	Char	Cost	Combat Stats
60	STR	50	OCV: 5
15	DEX	15	DCV: 5
35	CON	50	DCV: 5
22	BODY	24	Phases: 3, 6,9, 12
8	INT	-2	
15	EGO	10	Costs:
25	PRE	15	
10	COM	0	Char: 182 Base: 100
12	PD	0	+
12	ED	5	Powers: 128 Disads: 310
4	SPD	15	=
19	REC	0	Totals: 310 310
70	END	0	
70	STUN	0	
Powers			
30	Multipower (60 pt pool), OAF (Club)		
3u	4d6 RKA [Thrown Club], END=6		
1u	2d6 HKA (4d6 w/STR), END=3+		
2u	Force Wall (12 PD/ 12 ED, 12 Hexsides), No Range, END=6		
3u	+40" Superleap (52" total), 0 END, END=0+		
45	Armor (+12 PD/ +12 ED), Hardened		
6	6" Knockback Resistance, must be aware and able to defend (-1/4), Act 12-		
7	Detect Gold, Sense, Ranged, Discriminatory, OAF (Mace)		
Skills			
3	Acting 14-		
1	Bribery 8-		
3	Conversation 14-		
3	Forgery 11-		
3	Gambling 11-		
3	Persuasion 14-		
1	Sleight of Hand 8-		
3	KS: Confidence swindles 12-		
2	PS: Salesman 11-		
9	+3 Combat Levels with Club		
Disadvantages			
40	Vulnerability: x2 STUN, BODY and Effect from all magical and mystic attacks (Common)		
25	Berserk when denied gold (Uncommon), 14-, 8-		
10	Enraged when thwarted or his plans are stopped (Common, Enraged), 11-, 11-		
15	Must have gold, pursues it constantly; Greedy (Common, Strong)		
15	Overconfident (Very Common, Moderate)		
25	Hunted by UNTIL (As Powerful, NCI), 14-		
20	Hunted by most United States law enforcement agencies (Less Powerful, NCI), 14-		
15	Unluck 3d6		
10	Public Identity		
35	Villain Bonus/Experience.		

Campaign Uses: The file UNTIL prepared on Maul is primarily correct, but incomplete. When Spader went to South America he traveled to Peru. He tried to work his con games on natives but they were too poor to invest heavily in his swindles.

Bored by this lifestyle, Michael set out exploring the mountains, posing as an archaeologist. He eventually encountered a large, hidden city, one he believed no modern man had entered in ages. He found piles of gems and gold as well as a multitude of objets d'art. He killed his guides, to eliminate any witnesses, and began to loot the city.

In an elaborate chamber, Michael found a large club. When he picked it up, his mind was assaulted by an alien entity residing in the mace. The entity attempted to control him and take over his body. Michael blacked out from the pain and, when he awoke, the city contained none of the treasure he found earlier.

Even though the alien entity had been unsuccessful in completely controlling him, it had managed to transform him physically. He was clothed in a feathered cloak and the tattered remnants of the suit he had been wearing. Filled with an incredible desire to find the missing gold, Maul left the city. He traveled back to America, believing his best chances at acquiring gold could be found there.

Since then, he has only worked with Lazer and Rainbow Archer but would be willing to work with almost anyone. Maul will only work if his employer is offering gold as payment.

UNTIL is unaware of Maul's bizarre compulsions involving gold and they do not know this was the cause of his fight with Lazer and Rainbow Archer. The haul the three were carrying contained some gold and Maul didn't want anyone else to carry it.

The identity of the mysterious "boss" is intentionally left up to the Game Master. Whoever the individual is, he has a lot of money and is willing to use some powerful villains as henchmen. Mindlock would make a good candidate because she likes to remain in the background. Anyone with magical powers would be able to control Maul because of his Vulnerability.

Maul has the strength of a thousand men and uses it to shrug aside lesser opponents and head for his goal. His club can be thrown as a ranged weapon; it will always return to his hand. Maul can hurl the club and be drug along in a "pulled-by-the-bootstraps" manner. He can also whirl the club around himself creating a virtually solid barrier against attacks. The club can also be wielded as a melee weapon.

Another power left behind in the club when Michael recovered from his psychic assault was the ability to detect the presence of gold. He cannot turn off this mental sense and it is frequently the impetus triggering his Berserk.

Maul is very quick for a man of his size and bulk. By making a DEX roll, Maul can offset the effects of any knockback done to him; as long as he sees the attack coming he can brace himself against it using his Casual Strength.

See Also: *Classic Enemies* has write ups for Lazer (page 75) and Rainbow Archer (page 84). Mindlock appears in the *Champions* (page C19). Ack Ack McCleary is detailed elsewhere in this book.

Name: Dr. Steve MacDonald / Dr. George Peterson
Alias: Mice
AKA: N/A
Ht: 87 cm (35") **Wt:** 43 kg (94 lbs.)
Eyes: Pink **Hair:** White
Race: Caucasian/Caucasian/Mouse

Appearance: Mice are a pair of short, rodent-looking individuals who share one host body. They have white colored hides with large, pink eyes and long whiskers. When combined, they make up one 175 cm (70"), 85 kg (188 lbs.) individual. Mice tend to scurry about on all fours, but stand on their hind legs to manipulate items or attack. Mice have been seen wearing white lab coats, but do not generally wear clothing.

Distinctive Behaviors: When they don't have their noses in research books, they tend to examine devices or even snack on small tidbits of cheese. Mice also spend a good deal of time arguing about what to do next or what has the highest priority. Mice have a chemical dependency on insulin.

Honi soit qui mal y pense. Au pays des aveugles les borgnes sont rois. Il faut cultiver notre jardin. Le roi est mort, le plus vaussitot fait. Qui s'excuse tout pardonner. C'est plus ca change, plus ca change, plus ca change, plus ca change. Vive la differenc. Honi soit qui mal y pense. Vogue la vogue. Au pays des aveugles les borgnes sont rois. Il faut cultiver notre jardin.

Known History: According to former VIPER agent Harlick, who is presently serving three concurrent life sentences for the murder of three Omaha men, Mice were the victims of treachery. Apparently, VIPER research scientist Dr. Greer convinced agents Harlick, Cook, and Bell to force Dr. MacDonald and Dr. Peterson into an experimental bio-combination tank. Greer tossed in a white mouse for good measure and then threw the switch. When the transformation was finished, Dr. MacDonald, Dr. Peterson and the white mouse were one being—Mice. Greer instructed the three VIPER agents to take Mice out into a nearby desert and dispose of them. Mice managed to chew through the restraints and escape unnoticed from the back of the truck some time during the trip. All subsequent VIPER attempts to locate and eliminate Mice have proved futile.

Several sightings over the past few years suggest Mice are hiring out to villains. Most of the time, Mice have been employed for their scientific abilities. They have aided small teams of villains on robberies, however.

Known Associates: Oculon, Halfjack, VIPER (past)

Psychological Profile: Mice argue constantly. Which gene is responsible for what, the fine points of Swiss, colby, or cheddar, what to combine Dr. Greer with, and the power distribution to the bio-splicer are all topics they've been overheard discussing. With the limited amount of information available, it is difficult to postulate if any real hostility exists between the pair.

We believe Peterson-mouse is interested in the theoretical aspects of genetics and biology. He might spend a



great deal of time planning, designing and bench-checking his work prior to implementation. He is probably a meticulous, organized and tidy individual who maintains a regular, predictable schedule.

MacDonald-mouse seems to be more of a "hands on" person. If so, he would have no problem going back and re-analyzing results and re-designing prototypes until a project was complete. He would adhere to the belief that no design was finished until the final product was built and tested. He probably prefers an erratic schedule, unorthodox conventions and keeps important details in his head rather than make notes.

Modus Operandi: UNTIL has no information detailing how Mice finds work. In fact, it's surprising Mice can remain unnoticed for long periods of time given their appearance. Mice may have joined forces with someone who provides a place to hide. Mice may also have been prepared to operate on their own before the incident.

Tinker, Tailor...

Bantam, Jan 85

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MICE

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 7
20	DEX	30	DCV: 7 (9)
20	CON	20	ECV: 3
15	BODY	10	Phases: 3, 5, 8, 10, 12
13	INT	3	
10	EGO	0	Costs:
13	PRE	3	
8	COM	-1	Char: 115 Base: 100
12	PD	8	+ +
12	ED	8	Powers: 165 Disads: 180
5	SPD	20	= =
10	REC	4	Total: 280 280
40	END	0	
35	STUN	0	
Power			
80	Duplication (1x200 point Duplicate—All powers except duplication)		
15	Elemental Control—Bio-Energy Powers		
10-a	2d6 EB, AP, AVLD [Mental Defense], No Range [Bio-Energy Touch], END=3		
15-b	Running +10" (16" Total), 0 END, END=0+		
15-c	Armor (+10 PD/+10 ED) [Hyper Regeneration]		
11	Shrinking (1 Level), Must use when duplicated (-1/4), Linked to Duplication, 0 END, Persistent, END=0		
Skills			
5	SC: Genetics 14-		
5	SC: Biology 14-		
4	PS: Scientist 14-		
3	Paramedic 12-		
1	Computer Programming 8-		
1	Systems Operation 8-		
Disadvantages			
15	Hunted by VIPER, 8-, More Pow		
20	Hunted by local police, 8-, NCI, more pow		
5	Dependent on being one form every hour, 3d6		
25	Distinctive Features "Large White Mice", Not Conceal, Extreme Reaction		
10	Rivalry w/ Dr. Greer, superior position		
15	Phys: Diabetic (Freq, Greatly)		
10	Phys: Hyperactive Metabolism—Requires frequent eating (Freq, Slight)		
25	Phys: Requires all four limbs to walk (can't carry items) (All the time, Fully)		
20	Psych: Total dedication to returning to normal		
10	Psych: Vengeful		
20	Vuln: 2x STUN from drugs/toxins		
5	Villain Bonus		

Campaign Use: Mice possess scientific skills master villains may find useful in implementing their plans. Mice can also provide combat support to field operations, although this is not an area in which they are strong. Mice will work for money, which they will use to purchase supplies for their private experiments.

Mice have based themselves out of a small laboratory they constructed without VIPER's knowledge. In this laboratory, they hope to find a way to reverse the effects of the bio-combination tank. Hoping to gain some insight

on their condition, Mice have volunteered to help Oculon and Halfjack, who have medical needs for which other facilities are not equipped. In exchange for Mices' help, Oculon and Halfjack have agreed to help Mice find work.

Mice suffer from several side effects of the transformation. They are severely diabetic and require regular insulin injections to regulate their blood sugar. Mices' metabolism cannot support long periods of separation without periodic recombination to re-supply depleted nutrients. Mice also suffer from hyperactivity and insomnia.

GMs should take the time to examine Mice's energy blast. At first glance, the advantages may make the attack look more impressive than it is. This attack will do seven STUN, on the average, to most characters. In effect, this power will usually act like a 2d6 NND. Mice only become effective when both forms work together on a single opponent. Higher-powered games will find Mice to be more of an annoyance than a threat.

See Also: Halfjack can be found in *Classic Enemies* (page 69). Oculon is located in *Classic Enemies* (page 81). VIPER is detailed in *VIPER* (pages 4-43).



Story Teller: Sometimes players envision a team, rather than a single character. They use Duplication to create other characters with a variety of powers and skills. While playing a team is certainly a valid conception, it doesn't always fit into my campaign conceptions.

When it is within the campaign premise, care must be taken to make sure a player running one of these "teams" doesn't overshadow another player's chances to participate in the game. For instance, a character with several duplicates could investigate different leads at the same time.



Game Mechanic: Duplication can be used to gain a significant combat advantage. When every duplicate can match campaign damage and combat value maximums, the total offensive package may be overwhelming. If we examine Mice, for example, we find a moderate combat value combined with a weak attack power. The 2d6 attack will do an average of 7 STUN to an opponent. And, if the two duplicates combine, they will average 14 STUN, which is approximately the amount normal attacks will punch through an enemies defenses. Watch for this issue on defense, as well. Duplicating Automaton characters can be a real problem.



Role-Man: Powers such as Duplication and Multiform, and the Followers perk, are not always appropriate for a campaign setting. Also, it is possible to represent certain duplication-like special effects with other powers. In some cases, even the Dependent NPC Disadvantage is appropriate. Be sure to

discuss character conceptions which may use these powers with your Game Master.

Name: Jerry Shetley
Alias: Oddball
AKA: N/A
Subject Ref. Number: UNSR-841-2646-93
Ht.: 183 cm (72") **Wt.:** 88 kg (193 lbs.)
Eyes: Gray **Hair:** Blond
Race: Caucasian

Appearance: When Oddball has been encountered at close range, he is usually accompanied by the smell of alcohol. His hair is typically unkempt and his clothing never seems to fit well, being made of what appears to be remnants of cast off clothing. Among the assorted pieces of cloth that make up his attire, he has attached hundreds of bits of rusted iron and scrap metal odds and ends. These jangling pieces of makeshift armor seem to provide an effective defense. He constantly carries a 20 to 25 meter long power line.

Jerry is a moderately tall and solidly built, though not large. His musculature has very sharp definition but little bulk; if he exercises regularly, he is using an aerobic-type of conditioning. His eyes are a light gray coloration with an almost hazel cast. His hair, underneath the filth normally covering him, is a light blond.

Distinctive Behaviors: Oddball's hair is usually raggedly cut and appears dirty on most sightings. While we believe Jerry is an alcoholic, no state-sponsored rehabilitation program lists him as an enrolled member. No private programs responded to our queries.

The few times that Oddball has been heard talking, he tends to speak with a slight slur and repeats himself. He is hesitant and irresolute in verbal confrontations.

Known History: Jerry Shetley first made a public appearance as a part of a Genocide strike team. The team was apparently trying to capture a nascent teen-age mutant at a high school pep rally in Grover's Mill, New Jersey. Local police received an advance warning from an unnamed source about the intended attack but were unable to stop Genocide's strike. The police had attempted to get help from several federal agencies but all of the agencies were unable to provide assistance. PRIMUS reported it had no agents near enough to act as support for the police and UNTIL was not contacted until after the incident was over. The few local heroes operating in the Grover's Mill area could not be reached.

Unable to get any backup, the local police attempted to clear the high school of civilians. They managed to get the majority of the students and faculty clear but a few were left exposed when Genocide began its assault. During the fire fight between the police and Genocide, Shetley was struck by small arms fire. The wounds he received appeared to be minor, according to statements made by several of the officers involved in the shoot out. He was one of the few agents captured when Genocide retreated from the school property.

The police had several severely injured officers from the encounter and decided to hold their prisoners on the site until reinforcements from SAT and PRIMUS could arrive. Immediately after Shetley was handcuffed, he began screaming angrily and violently fighting his bonds. With super human strength he shredded his restraints and raced away from the scene on foot. Two of the officers



tried to pursue Shetley but they were unable to recapture him. None of the other prisoners attempted to escape from the police.

During his escape, Shetley had inadvertently placed his hand against a recently cleaned police cruiser. The fingerprints left behind allowed the FBI to positively identify Jerry Shetley as the escaped prisoner and a warrant was issued for his arrest.

Shetley's home address was searched and his close friends were questioned but no link to Genocide could be established. Surveillance was maintained over his residence but he did not return there.

Two weeks after the Grover's Mill encounter with Genocide, the New Jersey city of Garfield was the scene of another Genocide encounter with United States law enforcement officials. The Garfield police responded to the sounds of gunfire and found a Genocide team (comprised of six "Pawn" agents) in battle with a man matching the description of Shetley. Shetley, in combined effort with the police, disabled all of the agents but refused to surrender to the officers after the fight. He again fled from the police, outmaneuvering the patrolmen by swinging away on a power line which had been downed in the fight.

Shetley reappeared working for Neutron and the Conquerors during a successful armored truck robbery. The security guards who had been guarding the truck were debriefed by an UNTIL team (in cooperation with an FBI investigation). Analysts who have reviewed the transcripts of the debriefing have stated Shetley was acting in a subordinate role. Offhand comments made by the

ODDBALL

Val	Char	Cost	Combat Stats		
20	STR	10	OCV: 8		
23	DEX	39	DCV: 8		
25	CON	30	ECV: 5		
15	BODY	10	Phases: 2, 4, 6, 8, 10, 12		
24	INT	14			
15	EGO	10	Costs:		
35	PRE	25			
14	COM	2	Char: 180	Base: 100	
4	PD	0	+	+	
4	ED	-1	Powers: 135	Disads: 215	
6	SPD	27	=	=	
10	REC	2	Totals: 315	315	
50	END	0			
50	STUN	12			

Powers

6	+30 STR (50 STR total), x10 END Cost, END=30		
20	Armor (+10 PD/ +10 ED), OIF (costume)		
9	Armor (+3 PD/ +3 ED) [Resistant to pain]		
7	Mental Defense (10)		
8	16" Swinging, OAF (Swing Line), END=1/5"		
20	Martial Arts—Comic Book		
	Maneuver	OCV	DCV Effect
	Punch	+0	+2 10d6 Strike (16d6 w/extra STR)
	Kick	-2	+1 12d6 Strike (18d6 w/extra STR)
	Block	+2	+2 Block, Abort
	Throw	+0	+1 8d6 +v/5, target falls (14d6 w/extra STR)
	Dodge	—	+5 Dodge, Affects all attacks, Abort
16	+4 Damage Classes (already added in)		
7	WF: Common Melee Weapons, Thrown Weapons, Common Martial Weapons, whip, flail		
6	+2 Combat Levels w/ Martial Art		

Skills

3	Acrobatics 14-
3	Acting 16-
3	Breakfall 14-
3	Double Jointed
5	Electronics 12-
3	Escape Artist 14-
3	KS: Anatomy 12-
4	KS: Comic books 13-
1	KS: Super heroes 8-
5	Shadowing 12-
3	Stealth 14-

criminals as they completed the robbery seem to indicate Shetley was acting as hired help for the crime, not as if he were a full-fledged member of the Conquerors.

Shetley, identified easily by his lack of a mask or other disguise, was called Oddball by the other perpetrators. Some of his comments to the security guards indicate he was not entirely rational and he behaved in an extremely erratic manner. While he was assisting in binding the security guards, Oddball was humming a children's lullaby and staring around himself in what the officers described as a furtive or hunted manner.

Disadvantages

20	x2 STUN and BODY from sonic attacks (Uncommon)
20	Berserk in combat or other high stress environments (Very Common), 8-, 11-
10	Believes everything is a dream; out of touch with reality (Uncommon, Strong)
5	Physical Limitation: Alcoholic (Infrequent, Slight)
10	Distinctive Features: Disheveled, Dirty & Messy (Easily Concealable, Major)
5	Distinctive Features: Registers as mutant
5	Distinctive Features: Noisy armor [-3 to Stealth, Shadowing, and Concealment Rolls] (easily Concealable, Is Noticed)
20	Hunted by Genocide (More Powerful), 11-
10	Hunted by U.S. law enforcement (Less Powerful, NCI), 8-
10	Watched by UNTIL (As Powerful), 14-
10	2d6 Unluck
10	Public Identity
80	Villain Bonus/Experience.

Shetley, as Oddball, has made several more appearances with the Conquerors interspersed with some participation in New York youth gang activities.

Known Associates: Genocide, the Conquerors, various NY street gangs.

Psychological Profile: Oddball was a one-time operative of the fringe group, Genocide. This fact alone indicates he is an extremely insecure person, taking his hatreds out on mutants. We assume he has been removed from Genocide's ranks after the Garfield fight between Oddball and the Genocide agents. Whether he remains an agent of theirs or not, his activities with the anti-mutant organization is well documented. Since we know they tend to employ relatively-stable individuals (who probably undergo a battery of psychological testing similar to our own), his recent erratic behavior indicates Mr. Shetley may have experienced a traumatic event. He has not reconciled himself with whatever event has caused his unusual mood swings and may never do so without professional counseling.

Jerry's relatives and former childhood friends testimony do not seem to point to any instability on Jerry's part before he became a fugitive. This, coupled with his steadily degrading personal habits, might indicate he has some sort of depressive disorder, possibly complicated by hallucinations.

If Jerry has combat training, and we have every reason to believe Genocide agents are competent in combat, he will be extremely dangerous to apprehend.

Modus Operandi: Oddball enters into combat using a very unorthodox fighting style. His techniques do not match any known martial art; he may be self-taught. Though his style seems to lack any formal training it is very effective, allowing him to knock out otherwise healthy men in a single blow. Though he has only exhibited this trait once, research agents believe Oddball is able to utilize hysterical strength, pushing his body well beyond normally-accepted human ranges.

It is unknown how Oddball arranges for employment.

Campaign Use: Jerry was a Genocide agent and very gung ho about his life. He had clear cut ideas of what was right and wrong, particularly about mutants. As far as Jerry was concerned, the only good mutant was a dead mutant. After all, dead mutants can't continue to "pollute" the gene pool. Other matters of race and religion didn't matter to Jerry, he was convinced that mutants were the single greatest threat to mankind.

He was fairly vocal about his beliefs; beliefs which had been fostered by his overbearing father. When Jerry was approached by Genocide to become a member, he jumped at the chance.

Jerry began receiving training in Genocide weapons and was surprised to learn he had a knack for hand-to-hand fighting. In a few weeks he could beat most of his unarmed instructors in practice without raising a sweat. When the base received notice of a mutant at Grover's Mill, they scrambled a team to destroy the newly discovered "mutie." Jerry wasn't qualified to be on the mission, he hadn't received enough training. However, his instructors wanted to see how the recruit would perform in field conditions. The instructors received permission to include Jerry on a combat mission.

As the fight was ending, Jerry was wounded by one of the police officers on the scene. When he regained consciousness, he was being bound by a pair of plastic handcuffs and all he could think about was escaping. Without knowing how, he wrenched his arms and shredded the plastic restraints easily. Evading the police was also simple and he quietly proceeded to a Genocide safe house in the nearby city of Garfield.

When he arrived at the hidden base, he was greeted by several of his friends who seemed surprised he had escape the police. As they were listening to his story, one of the technicians began a routine scan of the area, trying to locate any mutants who might have tried to track Jerry back to the base.

The scanner registered Jerry as a mutant. At first, none of the other agents could believe Jerry was a mutant. They tried to convince themselves he was actually a mutant who shapeshifted into Jerry's form, or one who was using mind powers to trick them. As the tension mounted, Jerry convinced them he was not an impostor by relating details of the organization only another agent would know.

While the agents were questioning Jerry, another squad stumbled on the first group. The second group saw the telltale scanner readings and opened fire on Jerry. He fled outside the base and the ensuing fire fight was witnessed by the Garfield Police Department.

Jerry wandered around the countryside, unable to come to terms with his mutant status. He eventually stumbled onto the Conquerors' hidden base. Hiding in a secluded fishing cabin, the Conquerors believed themselves untraceable and attacked Jerry as soon as they found him raiding their refrigerator. Neutron was very impressed with Jerry's combat capabilities and, after they roused the unconscious interloper, they offered him a job as a temporary member of the Conquerors.

Jerry was given the code name Oddball. His condition was not improved by his association with Neutron, someone he knew was a mutant. As he slipped further and further into a fantasy world, he began drifting away from

the Conquerors. He periodically rejoins them when they commit a crime, but most of the time Jerry is happy living the life of a vagrant in New York City.

Even though Jerry has become embroiled in a few gang wars and worked with the Conquerors, he is not exactly a mercenary villain. He does not seek employment, either as a super human or in the regular work force. Any criminals stumbling across Oddball and recognizing him as a super villain would probably be able to trick Oddball into helping them pull off whatever crime they are contemplating.

Oddball's powers are primarily wrapped up in enhanced characteristics—all mutant in nature. At any time, Jerry can focus his will and "Push" his STR by up to 30 points (a total of STR 50); 40 pips (total STR 60) if he also uses the normal Pushing rules (*Hero System Rulesbook*, page 169). This extra strength is a conscious use of hysterical strength—the strength normal humans use to move very heavy objects or perform other superhuman feats in times of crisis. The classic example of this is when a frail woman will lift a burning car off of a trapped infant.

His other mutant ability is his innate understanding of hand-to-hand combat. By carefully observing his opponent and performing unexpected actions, he can enhance his OCV, DCV, and do extra damage (i.e., his martial arts maneuvers).

Oddball has accumulated a huge collection of tiny pieces of scrap metal. He keeps these bits of car parts, trash cans and refuse tied to his body with wire. By careful and cunning arrangement, this makeshift armor serves as a very nice defense against physical and energy attacks.

The power line functions as a Swing Line, letting him swing up to 12" per phase. UNTIL has not seen him use this ability but they suspect he can do it, based on the Garfield P.D. reports.

See Also: Genocide is detailed in *The Mutant File* (pages 12-37). Neutron and the Conquerors are written up in *Classic Enemies* (pages 11-15).



Role-Man: Some of Oddball's most interesting quirks are his Distinctive Features. The Rulesbook suggests a character should only take this Disadvantage one time, but there are cases where multiple Distinctive Features is all right.

Normally, the only penalty associated with a Distinctive Feature is that the character is more recognizable and finds it very difficult to disguise who he is. In Oddball's case, his "Disheveled, Dirty & Messy" falls into that category.

A good guideline for allowing multiple Distinctive Features is to make sure each additional Feature falls under a different "sense group." His "Registers as mutant" will be noticed by a different sense, "Detect Mutant."

The final Distinctive Feature Oddball has is a little harder to adjudicate, since it is detected by the same senses as his "Disheveled" Feature. The addition of the Hearing Perception bonus to spot Oddball definitely makes the Disadvantage restrictive to the character. While it could have been taken as a Physical Limitation, Distinctive Feature is a better choice, since the amount of "Concealability" is part of the Disadvantage description.



Headquarters, United Nations Tribunal of International Law
 1st Ave & 42nd St. UN Headquarters, New York, NY 10017-0000

CITATION TO ACCOMPANY THE AWARD OF THE UNTIL MEDAL OF HONOR

To: TESHON PORBANDARWALA, Sergeant

Sergeant Porbandarwala distinguished himself through conspicuous gallantry and intrepidity at the risk of life above and beyond the call of duty as Platoon Leader, Alpha Platoon, Delta Company, 15th Expeditionary Force, United Nations Tribunal of International Law Operations Division on 12 May 1992. On this fateful day, Sergeant Porbandarwala's platoon engaged The Ultimates on the outskirts of San Marcos, Texas, United States of America, bravely engaging the Ultimates until reinforcements could respond. It was soon discovered the enemy was augmented by the presence of four superpowered mercenaries, and not only would the platoon be unable to contain the malfesants, but the platoon's own safety was in immediate jeopardy.

As his comrades began to fall, Sergeant Porbandarwala left his position and made his way to a live power line which had fallen during the fire fight. Sergeant Porbandarwala was twice wounded as he attempted to connect the power line to Plasmoid. Only after disabling Plasmoid did Porbandarwala return to his unit, having been wounded three more times by Charger's powerful blasts.

Covering the platoon's retreat, Sergeant Porbandarwala remained atop the burning wreckage of the platoon's personnel carrier, firing the machine gun until all of the ammunition was spent and bringing down Slick in the process. Finally retreating from the battle, Porbandarwala carried all three of his fallen comrades to safety.

Sergeant Porbandarwala's self sacrifice in the face of a vastly superior force reflects great credit upon himself and to the United Nations Tribunal of International Law.

Lech Dumbrowski

LECH DUMBROWSKI, Captain
 UNTIL Operations Advisor



Name: Unknown
Alias: Ronin
AKA: N/A
Subject Ref. Number: UNSR-400-5317-88
Ht: 165 cm (65") **Wt:** 64 kg (142lbs.)
Eyes: Brown **Hair:** Black
Race: Asian

Appearance: Ronin is a powerfully built man. He dresses in traditional Japanese samurai clothing and colorful battle armor. Although the armor has many colors in its design, red, yellow and blue are predominant. He wears a full helmet and mask, so none of his facial features can be discerned.

Ronin has a loud voice, and is capable of communicating his ideas with little difficulty. He speaks English with a slight Japanese accent.

Distinctive Behaviors: Ronin has very few distinctive behaviors. He is not known to say very much. When he does speak, his statements are usually direct and to the point. Sometimes there is a short delay between a statement and his response; Ronin seems lost in thought.

In combat, Ronin uses the classic Kenjutsu form, using technique virtually identical to the typical practitioner. His technique may be difficult to distinguish, but his tactics are not. In combat, he singles out those with mental powers, dealing with them in a harsh, lethal, manner.

Known History: Ronin first came to UNTIL's attention six years ago, when he was involved in a series of skirmishes against the organization, PSI. Eyewitness accounts of the events were both limited and contradictory, so few conclusions could be reached. The most likely reason for the battles with PSI became evident when Ronin made his first appearance as a super-powered mercenary. For reasons unknown, Ronin and Makeshift attacked members of Executive Sanction including Major Star, Foresight and Silver Avenger. Foresight's use of her psychic powers ended in near-disaster when she tried to read Ronin's mind to find the purpose of the conflict. She failed to make contact, and Ronin began attacking her in an uncontrolled frenzy. Foresight, unable to defend herself from the ferocious attacks of Ronin, would have been killed if not for the protective efforts of her teammates, Major Star and Silver Avenger. With every one of their members wounded and Foresight in immediate danger of dying, Executive Sanction was forced to flee before their assailants.

During her recovery (aided by Panacea), Foresight commented that Ronin's mind was completely inaccessible; it was almost like he had no mind. We have classified him as a psychic null, meaning he is either impervious or highly resistant to mental abilities. This helps explain his previous altercations with PSI; he is undoubtedly a sort of mental mutant. His parents might be psychics of some kind; no information supporting this hypothesis exists.

Later, Ronin demonstrated his lethal nature when he led a squad of Master Control's Black Guard agents in a raid against a small UNTIL research laboratory. During the battle, Ronin killed five UNTIL agents. He is currently wanted by United States law enforcement officials and UNTIL for multiple cases of murder.



Ronin has undoubtedly trained in Kenjutsu and has knowledge of Bushido, the way of the warrior. Having developed his fighting skills to a fearsome level, he has been known to work for whomever could afford his services.

Known Associates: Makeshift, Master Control

Psychological Profile: Ronin appears to have a deep hatred of those with mental powers. Despite this, he does abide by a code of honor, and has not been known to strike by surprise or to take undue advantage of his enemies. This does not seem to apply to striking downed opponents, which he has few compunctions against.

Modus Operandi: Ronin is a highly mobile fighter, and rarely stays in one position for long. His super-human speed and agility allow him to fight well while moving. Although he prefers to use his katana, he is also skilled in Jiu-jutsu, a martial arts style similar to Judo.

Campaign Use: Akira Fujimoto, was many things: descendant of a feudal lord, influential businessman, skilled politician and PSI operative. It was not surprising that Akira happened to become familiar with, and eventually marry, a low-level psychic. Akira was overjoyed when his wife's first son, Toshi, was detected as a mental mutant.

For eighteen years, Akira molded his son, emphasizing to Toshi the value of discipline, the importance of his heritage, and the utility of combat training. From an early age, Toshi trained in Kenjutsu and Jiu-jutsu, two of the primary skills of the samurai. Akira also fostered in Toshi a love for the arts, encouraging him to participate, on a

RONIN			
Val	Char	Cost	Combat Stats
25	STR	15	OCV: 8
23	DEX	39	DCV: 8
20	CON	20	ECV: 8
15	BODY	10	Phases: 3, 5, 8, 10, 12
10	INT	0	
23	EGO	26	Costs
18	PRE	8	
10	COM	0	Char: 150 Base: 100
10	PD	5	+ +
10	ED	6	Powers: 150 Disads: 200
5	SPD	17	= =
10	REC	2	Totals: 300 300
40	END	0	
40	STUN	2	
Powers			
16	1 ½d6 HKA (3d6+1 w/STR), 0 END, OAF (katana), No Knockback 0+		
16	Martial Arts—Jiu-jutsu		
	Maneuver	OCV	DCV
	Choke Hold	-2	+0
	Disarm	-1	+1
	Escape	+0	+0
	Throw	+0	+1
			Damage
			4d6 NND
			55 STR Disarm
			60 STR Escape
			9d6 + v/5
16	+4 DC w/Jiu-jutsu (already added in)		
15	Armor (+10 PD/+10 ED), OIF (samurai armor), Act. 14-		
20	50% Mental Damage Reduction		
20	Mental Defense [20], Hardened		
10	Power Defense [20], only vs. mental debilitating attacks (-1)		
5	Lack of Weakness [10], only for Mental Defense (-1)		
8	+4" Running (10" total), END=1/5"		
8	Mental Awareness, Discriminatory		
Skills			
3	Acting 13-		
3	Breakfall 14-		
3	Language: English (fluent)		
3	KS: Noh theater 12-		
2	KS: Samurai culture 11-		
2	SC: Parapsychology 11-		
Disadvantages			
10	Enraged if attacked by Mental Power, 14-, 11-		
20	Psych Lim: Honorable—will not strike from by surprise		
10	Psych Lim: Hates mentalists—singles them out for death		
10	Psych Lim: Casual killer		
10	Psych Lim: Obsessed with the past		
5	Distinctive Features: Detects as a mutant (Easily Concealable)		
20	Hunted: PSI (equal, NCI) 11-		
15	Hunted: UNTIL (equal, NCI) 8-		
10	Hunted: the FBI (less powerful, NCI) 8-		
15	3d6 Unluck		
75	Villain Bonus		

non-professional level, in the Japanese Noh theater. All the while, PSI secretly monitored Toshi's growth, conducting studies to determine Toshi's talent. Although he registered as a mental mutant by the time he was sixteen, apparently he had no special talents.

Akira Fujimoto realized unless his son developed mental abilities, he would be humiliated. On Toshi's eighteenth birthday, his father gave him the family sword. Toshi was speechless with gratitude, just as Akira had hoped. It was then Akira told Toshi about PSI, and the mental powers Toshi should have possessed. Akira went on to ask his son to train at the institute in America, in hopes of discovering his talents.

Toshi was infuriated. He had read of PSI and heard of their evil. Taking the sword his father had given him, he went to his mother to warn her of his father's plans for him. She didn't know what to say to him. She mentioned she knew she had strange abilities, but they were never very useful. She had no idea his father was part of PSI. Before the two could formulate a plan, Akira walked into the room carrying a gun and shot his wife. Toshi, scared and confused, fled into the night.

With the help of other PSI agents, one of whom was a local police officer, Akira framed his son for the murder. Knowing the influence his father had, Toshi never came out of hiding.

Eventually, PSI agents located Toshi and a strike team was sent in. Due to Toshi's super-human strength, speed, agility, and endurance, he was able to escape from the PSI agents. Enraged, Psimon personally organized and led a special team of PSI villains, including Torment, Lady Mirage and Soulfire to hunt Toshi.

When the team finally located Toshi, Psimon took it upon himself to bend Toshi to PSI's will. His mind reached out and, much to Psimon's surprise, utterly failed to take control of Toshi. Before Toshi knew what had happened, he drew his sword, and despite the threat presented by other PSI members (particularly Soulfire), left Psimon laying on the ground, suffering from two sword wounds. Thrown off balance by this unexpected turn of events, the other members of PSI collected their leader and left.

Toshi realized his chances for a normal life were ruined, and decided to become a professional mercenary. Taking the name Ronin, which is the word for a masterless samurai, he sold his skills to the highest bidder. When Master Control offered him a job, along with good pay and a custom-made suit of armor disguised to look like traditional samurai armor, he accepted. After testing him and another mercenary, Makeshift, in combat against the superteam Executive Sanction, Master Control put the two to serious work.

Toshi is cold and removed, and spends a great deal of his spare time thinking about the past. He sometimes speaks of his mother favorably, but he never acknowledges his father. Rather, he lives in hope he will one day be given the opportunity to destroy his father.

See Also: PSI, Psimon, Soulfire, Torment and Lady Mirage are detailed in *Mind Games* (pages 4-30). Master Control and the Black Guard are written up in *High Tech Enemies* (pages 24-31). Executive Sanction is described in *Allies* (pages 7-17). Makeshift is detailed in *The Mutant File* (pages 80-81).

Name: James Jorgenson
Alias: Roundhouse
AKA: N/A
Subject Ref. Number: UNSR-400-6324-92
Ht: 178 cm (70") **Wt:** 78 kg (172lbs.)
Eyes: Brown **Hair:** Brown
Race: Caucasian

Appearance: James Jorgenson is a well-built man, in his mid-twenties. He has long, brown hair, blue eyes, and a neatly trimmed mustache. He wears a white dobok (traditional Korean martial arts uniform) with a black belt and Kung-Fu shoes. He does not wear a facemask.

Distinctive Behaviors: James Jorgenson chews tobacco, and the only times he has been seen without it is during a fight. He gestures often while speaking, waving his hands madly about when excited. Even when not speaking, James is constantly doing something with his hands, such as cracking his knuckles or twiddling his thumbs.

Known History: James Jorgenson began studying Tae Kwon Do at an early age. In less than a year, he had received his black belt. He soon discovered competitive sparring, and he entered many local contests. James had a talent for competition, and always did well in tournaments.

When James was 21 years old, he entered the professional fighting circuit. He did well, and was a contender for the title. James' constant violation of the rules, such as illegal blows and striking before the beginning of the match, caused him to be ejected from the competition. On national television, an enraged James Jorgenson raved about the unfairness of the decision to eject him. He swore he would become richer and more famous than anyone in the circuit.

Four months later, James Jorgenson was seen with a group of VIPER agents during an attack on the Champions' base, Homestead. Eye witnesses said that Jorgenson was referred to as Roundhouse by the other VIPER mercenaries and agents. Because none of the Champions were available to defend Homestead, VIPER was able to steal records kept by the Champions on known criminals. Although the Champions had back-up copies of their criminal records, details of the Champions' knowledge of the underworld became known to VIPER.

Roundhouse continued to work with VIPER. In a bold move, VIPER attempted to capture or kill all the members of the Champions. Using an anti-aircraft laser, VIPER shot down the Slingshot as it departed from Homestead. As the damaged aircraft crashed, ten VIPER agents and several hired mercenaries, including Roundhouse and Green Dragon, descended upon it. Fortunately, when Roundhouse and Green Dragon approached the heroes, the two VIPER mercenaries became involved in a debate over who should get the privilege of fighting Seeker. Seeker stated he vaguely remembered Green Dragon questioning Roundhouse's honor, Roundhouse insulted Green Dragon on the basis of race, and then they began fighting. Not wanting to question such fortune, Seeker left to help his team-mates.

VIPER's plans ended in shambles. Without the help of Roundhouse and Green Dragon, the agents and sole



remaining villain mercenary, Ogre, were unable to defeat the Champions. Ogre and all the agents were captured. Roundhouse and Green Dragon, having fought each other to a standstill, left when they noticed VIPER was losing. The Champions, still busy dealing with opponents who were fighting back, were unable to pursue them.

Although Green Dragon was seen one or two more times in VIPER's employ (he may have become dissatisfied with the organization), Roundhouse has not been seen for some time. We think Roundhouse is no longer working for VIPER.

Known Associates: VIPER (former?), Ogre, Green Dragon

Psychological Profile: Roundhouse's history in championship fighting indicates he is an overly competitive and aggressive person. He is quick to throw an insult, and, according to Seeker's observations, even quicker to take insult. In television interviews, he has exhibited racist and sexist attitudes.

Modus Operandi: Roundhouse has a simple combat style. He moves in on his opponent, preferably a hand-to-hand combatant, and begins to use his powerful kicks. Roundhouse often blocks, particularly when he has just delivered a powerful offensive kick.

De mortuis nil nisi bonum. Animus...
 minimis non curat...
 Quis separabit? C...
 seclorum. Timeo D...
 scelerisque purus.

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ROUNDHOUSE

Val	Char	Cost	Combat Stats		
20	STR	10	OCV: 7+		
20	DEX	30	DCV: 7+		
20	CON	20	ECV: 5		
20	BODY	20	Phases: 3, 6, 9, 12		
11	INT	1			
15	EGO	10	Costs		
20	PRE	10			
12	COM	1	Char:	120	Base: 100
8	PD	4		+	+
8	ED	4	Powers:	80	Disads: 100
4	SPD	10		=	=
8	REC	0	Totals:	200	200
40	END	0			
40	STUN	0			
Powers					
13	Martial Arts—Tae Kwon Do				
	Maneuver	OCV	DCV	Damage	
	Power Kick	-2	+1	12d6	
	Snap Kick	+0	+2	10d6	
	Block	+2	+2	Block	
16	+4 Damage Classes w/Tae Kwon Do (already added in)				
10	50% Physical Damage Reduction, only if aware of attack (-1/4), foulable (not if Grabbed, Entangled or Stunned) (-1/4), Act. 13- (-1/2)				
4	+2" Running (8" total), END=1/5"				
Skills					
3	Combat Sense 11-				
3	KS: Super-powered martial artists 12-				
1	KS: Tae Kwon Do 8-				
1	Language: Korean (basic)				
3	Paramedic 11-				
2	WF: Common Melee Weapons				
24	+8 Combat Levels w/Tae Kwon Do				
Disadvantages					
15	Psych Lim: Overconfident				
15	Psych Lim: Racist and Sexist				
10	Psych Lim: Likes insulting people				
10	Psych Lim: Seeks martial combat				
10	Phys Lim: Reduced to 1/2 DCV against opponents fighting in the same hex or using Grab				
10	Reputation: Vicious ring fighter 11-				
15	Hunted: Green Dragon (equal) 11-				
5	1d6 Unluck				
10	Public Identity: James Jorgenson				

Campaign Use: Roundhouse is an exaggeration of the negative aspects of overly competitive martial artists. He is aggressive and overconfident; very quick to use violence to solve his problems. Despite his overconfidence, he is still a capable fighter with his martial art style, Tae Kwon Do. Roundhouse's background in championship fighting, while making him perfect his art, has made him concentrate on "ring" conditions rather than real world conditions. For instance, Roundhouse is virtually unable to deal with threats like grappling or ranged weapons — things which do not appear in competition matches.

Unable to deal with these sorts of tactics, he insists they are "unfair" or "wimpy." And he isn't afraid to voice his opinions of how "cowardly" another character's actions are.

Roundhouse is abrasive when dealing with others; he is prone to take offense at the slightest provocation. A master of the double standard, Roundhouse does not think his insulting mannerisms are out of line yet he treats every minor offense against him as if it were a major issue. During VIPER's attempt to capture the Champions, he was quick to levy racist comments against Green Dragon. When Green Dragon returned the insult, Roundhouse became offended and decided the only way their differences could be settled was through personal combat.

On top of the personality flaws noted by UNTIL, Roundhouse is extremely undisciplined. He is naturally talented in the martial arts, and has never had to work very hard to master his discipline. Since Roundhouse is very competitive and he feels winning is more important than anything else, he often ignores the subtleties of honor. As a competitor, he was not above kicking a bowing opponent before the match began in hopes of injuring and intimidating him.

Roundhouse should have no problems finding employment in assault situations, where the primary mission involves combat. All this assumes his prospective employers are unaware of what happened between Roundhouse and Green Dragon during VIPER's attempt to capture the Champions. When he does find employment next, he may have difficulty keeping his new job.

Roundhouse can be a very dangerous opponent and the GM should be careful not to let him get out of hand. Because he has so many Combat Skill Levels, he is capable of suddenly shifting his OCV or DCV to extremely high values (such as OCV 17 block). Further, if the optional rule allowing skill levels to be converted to damage is being used, then he is capable of a 16d6 attack without Pushing — very devastating to low DCV opponents.

Because he is so dangerous, Roundhouse's Combat Skill Levels should not apply against ranged attacks. This will make him relatively easy to hit with ranged attacks. If a martial artist has KS: Analyze Style, KS: Martial Arts, or a similar skill, the GM should make it clear Roundhouse is very susceptible to grappling techniques and close-combat. Due to his competition training, Roundhouse is 1/2 DCV against Grab maneuvers and opponents attacking from within the same hex.

Roundhouse's Damage Reduction represents his ability to avoid damage by slipping blows and other similar fighting techniques. The Power has a non-standard 13-Activation Roll, equal to Roundhouse's Dexterity Roll. The Limitation value is assessed at a -1/2, as if it were a 14-Activation.

See Also: Green Dragon is detailed in *Champions* (page C 29). VIPER can be found in *VIPER* (pages 4-43). Ogre is written up in *Champions* (page C 24). Slingshot, Homestead and the Champions are described in *Champions* (pages C 2-C 14).

Name: Unknown
Alias: Rune
AKA: Phillip Raymond
Subject Ref. Number: UNSR-913-2016-46
Ht.: 165 cm (65") **Wt.:** 73 kg (160 lbs.)
Eyes: Black **Hair:** Black
Race: Caucasian of Mediterranean descent

Appearance: The subject is a short, husky man with an olive-skinned complexion and tightly-curved, black hair. He has a large, hooked nose giving him a "classic Greek profile." Rune appears to be between fifty and sixty years old.

Distinctive Behaviors: Both times Rune has been seen, he has been wearing a black domino mask and a black robe covered in glyphs of gold thread. The glyphs depict astrological, and other, symbols often associated with witchcraft.

The subject carries a six foot staff which may be the source of his supernatural powers. The brass-shod staff appears to be oak and has been used by Rune as a weapon, incapacitating an agent who was attempting to stop the subject during an UNTIL raid of a DEMON lair. Rune also walks with a limp, favoring his right leg. This may be another reason he carries the staff.

Known History: Rune has been a long-time collaborator with DEMON. He is known to provide research for DEMON and may be a member of their hierarchy. Since DEMON rarely permits any occult-using individual to operate outside of their control, Rune may have been a Morbane.

A description of Rune was obtained during an interrogation of a captured Inferno Legionnaire in 1991. Using this description, an UNTIL Investigation team managed to locate Rune in Manhattan. He evaded the team by summoning a powerful creature identified as an Earth Elemental. The Elemental rendered the team unconscious and Rune effected an escape by unknown means. When the team regained consciousness, they searched the apartment, but were unable to find any leads. The apartment belonged to Phillip Raymond but the name has since been identified as belonging to a steelworker from Connecticut. No known connection exists between the two.

Rune was again spotted during a 1992 raid on a DEMON lair near Salem where he single-handedly defeated an UNTIL assault team. He cast no spells during this encounter and it has been theorized his magical powers may be dependent on elaborate preparations he was unable to make prior to the raid.

Informants have reported Rune is persona non grata with DEMON at this time. An unknown incident occurred, apparently leading the Morbanes to evict Rune from their organization. Since DEMON tries to control all independent spell casters, Rune may be pursued by his previous employers.

Known Associates: DEMON

Psychological Profile: Too little information exists on Rune to make a detailed analysis of his personality. Using information gained from the "Phillip Raymond" apartment, we know Rune is meticulous and methodical.

Whatever equipment and belongings previously in Mr.



Raymond's apartment were removed in a very short amount of time. This suggests Rune was prepared for his discovery and had planned accordingly. This reaffirms Rune's methodical and compulsive behavior about details; he may get wrapped up in minutiae.

Modus Operandi: As far as can be ascertained, Rune works as an information gatherer and consultant. Prior to his apparent eviction from DEMON, Rune was not known to work for anyone but DEMON. Currently, we believe Rune is establishing a network of informants by contacting occult bookstores and informing the patrons and employees about his availability to work. In this manner, Rune may be hoping to stumble across employment.

In the two instances of contact with Rune, he attempted to evade the agents instead of engaging them in combat. This may indicate a reluctance to fight or a lack of confidence in his combat capabilities.

Modus Operandi: As far as can be ascertained, Rune works as an information gatherer and consultant. Prior to his apparent eviction from DEMON, Rune was not known to work for anyone but DEMON. Currently, we believe Rune is establishing a network of informants by contacting occult bookstores and telling the patrons and employees that he is available to work. In this manner, Rune may be hoping to stumble across employment.

In the two instances of contact with Rune, he attempted to evade the agents instead of engaging them in combat. When he was pursued he retaliated. This may indicate a reluctance to fight or that Rune does not feel capable in combat situations.

RUNE

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
19	DEX	27	DCV: 6
15	CON	10	ECV: 8
15	BODY	10	Phases: 3, 6, 9, 12
23	INT	13	
23	EGO	26	Costs:
15	PRE	5	
10	COM	0	Char: 115 Base: 100
3	PD	1	+ +
3	ED	0	Powers: 205 Disads: 220
4	SPD	11	= =
5	REC	0	Totals: 320 320
30	END	0	
40	STUN	12	

Powers

47	STR 30 Telekinesis, fine manipulation, Variable Special Effect: Anything (+1/2) [Conjuration Spell], Gestures, Extra Time: Full Phase, Reserve END=8
15	8d6 HA (10d6 w/STR), 1/2 END, OAF (enchanted staff), END=1+
3	Mental Defense [10], IAF (amulet)
5	Power Defense [10], IAF (amulet), only vs. magical special effect (-1/2)
20	12" Flight, x32 Non combat Multiple, OAF (Flying Carpet), limited maneuverability (-1/4), END=1/5"
24	Force Field [Spell of Defense] (+24 PD/ +24 ED), Gestures, Incantations, Extra Time: Full Phase, Reserve END=5
11	Life Support: Self-contained Breathing, Safe Environments: Extreme Heat/Cold, Vacuum/High Pressure, linked to Force Field
6	Life Support: Does not age, Immune to disease
15	3d6 Absorption (Physical & Energy) to Endurance Reserve's END, only vs. magical special effect (-1/2), restore only (-1/2)
20	Endurance Reserve (100 END; 10 REC)
2	Ultraviolet Vision [Witch Sight Spell], IAF (amulet), Costs END, Reserve END=1
2	Infrared Vision [Witch Sight Spell], IAF (amulet), Costs END, Reserve END=1
5	Detect Magic, Ranged, Discriminatory, Gestures, Incantations, Extra Time: Full Phase, Costs END, Reserve END=1
-4	-2" Running (4" Total): Bad Leg, END=1/5"

Skills

3	Cryptography 14-
5	KS: Occult 15-
1	KS: Supernatural Creatures 11-
2	KS: Earthly Religions 12-
2	KS: DEMON Tactics 12-
3	Lang: Latin (idiomatic); English is native
3	Lang: Hebrew (idiomatic)
3	Lang: Greek (idiomatic)
3	Linguist
3	Magic Skill (INT-based) 14-
3	Scholar
2	WF: Small Arms
1	WF: Staff

Campaign Use: Phillip Reginald was apprenticed to a mage in London in 1835. He eventually became a powerful spell caster and left his master, traveling the world and perfecting his craft. While continuing his occult studies, he avoided contact with normal mankind as much as possible but he realized, as society became more technologically capable, it would become difficult for him to remain undisturbed. To that end, he established the identity of Rune and contacted the fledgling DEMON in 1920.

As Rune, he was an important part of DEMON's analysis team. This work allowed Rune the protection he wanted from mundane disturbances and let him pursue his magical research. In early 1993, Rune was examining an artifact from an English archaeological dig when he received a powerful vision. This vision showed many of the DEMON personnel he knew being consumed in an unearthly conflagration. His own death was revealed to him; his powers could not save his future self from the fire.

Rune warned his superiors of the vision but they did not believe it would come true. Even though they reassured him, Rune was certain he would die if he stayed with DEMON. He gathered his supplies and left.

When Rune made his escape from DEMON, he was aided by Sharon Slater, a rogue DEMON agent. Later, she became his apprentice as part of a bargain he struck to get her to help him avoid capture.

Rune's TK represents an entire host of conjuring spells. With it, he can summon a pistol and fire bullets; conjure a net to grab opponents; or call up a demonic creature to attack. All of the effects will be limited to 6d6 Normal, but Rune can conjure virtually anything.

All powers whose END usage is marked in brackets draw from his Reserve. Rune has also mastered the ability to gather magical energies from offensive spells and convert them back to raw mana.

Rune's staff, a parting gift from his master, does twice as much damage as a normal staff because it's enchanted to strike with supernatural strength. The rest of his equipment was "liberated" from DEMON when he escaped.

See Also: DEMON appears in Classic Organizations (pages 129-148).

Disadvantages

20	Vulnerability: x2 STUN from cold steel or iron (Common)
10	Vulnerability: x2 Effect from magical Dispels (Uncommon)
15	Cold and aloof, thinks himself above human concerns (Common, Strong)
15	Avoids combat (Common, Strong)
10	Curious: Wants to gain access to all magic artifacts he can possess (Uncommon, Strong)
5	Physical Limitation: Bad Leg, limps and needs his staff to move comfortably (Infrequent, Slight)
15	DNPC: Sharon Slater, his apprentice (Normal), 11-
25	Hunted by DEMON (More Powerful, NCI), 11-
20	Hunted by UNTIL (More Powerful, NCI), 8-
20	Normal Characteristic Maxima
5	Age 40+ (aging process arrested at age 45)
25	5d6 Unluck: Cursed by DEMON, manifests as a poltergeist
15	Secret Identity (Phillip Reginald)
20	Villain Bonus

Name: Janice Henry
Alias: Starwell
AKA.: N/A
Subject Ref. Number: UNSR-116-1862-91
Ht.: 175 cm (69") **Wt.:** 84 kg (185 lbs.)
Eyes: Blue **Hair:** Blond
Race: Caucasian

Appearance: Janice Henry is a muscular woman, 28 years old at this time. She generally wears her hair tied back; untied, it hangs to about mid-back. She wears a combat costume of dark, Lincoln green offset in a rich yellow-orange cape (see attached photo). The only adornment on her costume is a golden chain-mesh belt. Since her identity is difficult to conceal, she does not wear a mask.

When wearing civilian gear, Janice tends to simple clothing, reminiscent of flower child garb. She normally wears blue jeans and homespun shirts.

Her most outstanding characteristic is a side-effect of her mutant genetic make-up. She is surrounded with a dim glowing energy field that seems to be some kind of energy absorption field.

Distinctive Behaviors: The subject speaks quietly and haltingly when on a person-to-person basis. She has a much more dynamic and impressive speaking voice when addressing large assemblies. This is probably an out-growth of her experience as a media consultant and trained public speaker.

Known History: Janice was raised in Minneapolis, Minnesota and had no known disturbing childhood incidents. When she had graduated from high school, she turned down several college scholarships to serve as an intern in the advertising firm of McCrude and Lewis. Background checks of the agency reveal her parents had professional relations with members of the McCrude and Lewis senior staff. We believe this was the reason she was granted such a prestigious job without a college education. Her work reviews there indicate she was a conscientious and meticulous worker.

On 12 January 1987, Janice and her twin brother, Jason, were attacked in a mall by an unidentified group of men armed with energy blasters. Janice manifested light-based powers that are believed to be of mutant origin and she was uninjured in the fight. Her brother was hurt badly and remains in a coma at Lawrence Hospital, where he was first treated.

As a result of her super powers, Janice exhibits a glowing energy absorption field. This field cannot be deactivated. She was unable to continue working with customers in her advertising firm and left the firm shortly after the 1987 incident, filing for state compensations to cover her brother's medical expenses. She received the coverage for her brother but was unable to maintain full-time work for her own income.

In August of 1987, Janice appeared at an anti-nuclear demonstration as Starwell. She acted as a spokesperson for a radical ecology group who was protesting the plant's operation. Later interviews revealed she was not a member of the group, but acted as a high-profile member to gain media attention. She was paid a substantial sum for the appearance.



This success led her to develop a pattern of appearing at rallies, activist meetings, and other protest activities. She would support any group willing to pay her fee; even those with conflicting causes.

Eventually, she began to earn enough money to not qualify for the medical expense money the state provided for her brother. She was able to absorb the extra expenses without difficulty, but her habits of supporting differing groups came to the attention of the media.

She became the subject of an hour-long documentary. The media followed her to every site and ruined her credibility and reputation. The documentary also revealed her parents were fugitives from the United States government, wanted for a crime of treason they had committed in 1965. Janice, who had been raised by her grandparents, had no recorded contact with her parents since they went into hiding in 1966. The Federal Bureau of Investigations still routinely monitors Janice and her brother in hopes of catching her parents.

Again unable to support her brother, Janice began hiring herself out as a media spokesperson to even more radical fringe groups. We believe these groups led her into contact with criminals. She then helped commit a bank robbery along with Black Claw and Black Diamond of GRAB. Photographic evidence clearly indicated her guilt.

Local authorities, a sheriff's office near Hallock, Minnesota, managed to track her to a hideaway near the Canadian border, but she was able to escape. Analysis of satellite reports indicate she probably crosses the Canadian border regularly to escape capture.

STARWELL

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 6
18	DEX	24	DCV: 6
20	CON	20	ECV: 5
12	BODY	4	Phases: 3, 6, 9, 12
10	INT	0	
15	EGO	10	Costs:
15	PRE	5	
14	COM	2	Char: 100 Base: 100
5	PD	0	+ +
5	ED	1	Powers: 175 Disads: 175
4	SPD	12	= =
10	REC	2	Totals: 275 275
40	END	0	
40	STUN	5	

Powers

- 100 **Multipower (100 pt pool)—Stellar Powers**
- 5u 10d6 EB, ½ END, No Knockback, END=2
- 2u 5d6 HA (10d6 w/STR), 0 END, No Knockback, END=2
- 3u 7d6 EB, explosive, -1d6 per 2", no range, x2 END Cost, END=12
- 7m 15" Flight, ½ END, END=1/10"
- 4m 15" Swimming, ½ END, END=1
- 1u FTL, 1 Light Year per year
- 25 Force Field (+10 PD / +10 ED), ½ END, END=1
- 7 Armor (+10 ED), only vs. light/ laser attacks (-1)
- 13 Life Support: Self-Contained Breathing, Safe Environments: Extreme Heat/Cold, Radiation, Vacuum/High Pressure, linked to Force Field (-½)

Skills

- 3 Bureaucratics 12-
- 2 KS: Media Culture 11-
- 1 Lang: Japanese [basic]
- 2 PS: Advertising 11-

Disadvantages

- 20 X2 BODY and STUN from darkness attacks (Uncommon)
- 5 Enraged at the presence of anti-mutant groups (Uncommon), 11-, 14-
- 20 Overconfident (Very Common, Strong)
- 15 Glory hound (Common, Strong)
- 10 Greedy (Uncommon, Strong)
- 10 Claustrophobia (Uncommon, Strong)
- 15 Distinctive Feature: Glowing Aura (Not Concealable)
- 5 Distinctive Feature: Registers as mutant (Easily Concealable)
- 20 DNPC: Brother, Jason (Incompetent), 11-
- 20 Hunted by anti-mutant organizations (More Powerful, NCI), 8-
- 15 Hunted by police (Less Powerful, NCI), 11-
- 10 Hunted by FBI (As Powerful, NCI, Watching), 11-
- 10 Public Identity (Janice Henry)

Known Associates: GRAB, Black Claw, Black Diamond, and possibly Gremlin, Wraith and Borealis

Psychological Profile: While she seems to be ecologically and socially conscientious, this remains to be proven. The most probable motivations for her are compassion for her brother and a desire to be normal. She is probably bitter about the second-class status associated with her mutant heritage.

Modus Operandi: Until the television documentary discredited her, Starwell acted as a spokesperson for several different groups. It is unlikely she can continue in that role. If her bank robbery attempt is an indication of future actions, she will attempt to collaborate with other, more experienced, super-powered individuals. In the brief encounters she has had since she became a fugitive, Starwell has acted defensively.

Campaign Use: Starwell is one of those villains that could turn out to be a hero if her motivations and situations were different. She is not a violent person unless she is facing a member of an anti-mutant group or someone who publicly expresses anti-mutant sentiments.

Her brother is also a powerful mutant but he hasn't regained consciousness since he was hospitalized. The nature of his powers will probably be some form of energy projection, like his sister's. It's possible for him to wake up with strange powers and have no knowledge of the events that have transpired since early 1987. The last thing he would remember is the fight between a group of Genocide agents and his sister. He'll probably be confused and may be violent. An energy projecting mutant running wild through a hospital is a great way to start a scenario and bring PCs into an adventure.

In combat, Starwell tends to use her Energy Blast against most opponents. Against agents, she'll use her explosive attack, unless innocents are nearby. Tough opponents will require her to use a Move By or Move Through.

Starwell is still actively sought by the police because of the bank robbery and by Genocide because she is a mutant. The FBI is still looking for her parents and believe that she may know where they are, even though she has not been contacted by them in over twenty years.

The status of Starwell's parents is left up to the GM, but they have been absent since her birth. They were involved in the theft of radioactive material and that exposure led to Janice and her brother being mutants. The residual radiation probably affected them. They may have died long ago or they may have been transformed into super powered individuals by the radiation.

See Also: *Classic Enemies* has information on Black Claw (page 50), Black Diamond (page 51), and Gremlin (page 60). GRAB is also mentioned in *Classic Enemies*. The Wraith write-up is elsewhere in this book. Borealis is outlined in *Champions of the North* (pages 94-95) and Genocide is detailed in *The Mutant File* (pages 12-37).

*Nurse Burton
555-8634*

*Dementia BBS
555-1695
8-N-1, 28.8 kbps*

*Orion
purd is Ktulu*

Name: Unknown
Alias: Stormfront
AKA: Samuel Constantine
Subject Ref. Number: UNSR-400-5415-92
Ht: 185 cm (73") **Wt:** 101 kg (223lbs.)
Eyes: Blue **Hair:** White
Race: Caucasian (alien)

Appearance: Aussitôt s'accuse. Tout comp plus qu'un crime, c'est que la raison ne conn Vogue la galere. Au pa rois. Il faut cultiver notre

Needs a Storm?

Stormfront is a powerfully-built man standing over 180 cm tall. He wears his hair long, although it rarely gets in his face; his storms keep it heavy from the moisture. His eyebrows are grown together, showing little separation.

Stormfront dresses in a cloud-gray, skintight costume with white gloves, boots and cloak. He often appears in the center of his storm-effect, where the winds constantly buffet his cloak.

Stormfront has only been observed out of costume once, under the assumed name of Samuel Constantine. As Samuel Constantine, he had long, black hair instead of the white hair observed in his Stormfront identity. Although he did not flaunt his wealth, he was wearing expensive clothing.

Distinctive Behaviors: Very little is known of Stormfront's behaviors out of costume. In costume, he is a patient individual, speaking with an even tone. He has always demonstrated a no-nonsense attitude. When displeased with an underling, he has been known to hover in front of them and explain his complaint while smiling in a placating fashion. He can become irritated if his teammates do not behave in a serious manner. Happy, flamboyant enemies or allies bother him, leading him to say things like, "This is not a game." When angered, he seems to lose control, ranting, screaming or attacking the cause of his anger.

Known History: Stormfront has only been active for two years. He made his debut as a second field-leader for Terror, Inc. (Scorpia still manages the majority of Professor Muerte's agents.) He led a successful raid on a high-security chemical plant in Worcester, Massachusetts, while Scorpia led a simultaneous raid to retrieve a scientific super-computer from MIT. After his first appearance, he continued to work for Terror, Inc., serving as an agent-team leader and occasionally as fire-support for Professor Muerte. For the most part, he supported and coordinated Professor Muerte's agent strike teams.

About eight months ago, Stormfront made his last appearance with Terror, Inc. The Champions stopped Professor Muerte's attempt to distribute an addictive narcotic that would render its user sterile. Although the plan failed and Professor Muerte was sent to Stronghold, Stormfront managed to escape.

Recently, UNTIL agents have discovered that Stormfront has made his interest in new employment known in the underworld. In the past few months, he has robbed a bank and a jewelry store, probably to maintain his lifestyle. The most recent robbery (the jewelry store) was made with the assistance of Bulldozer.



Police investigation involving the jewelry store robbery nearly led to the capture of Stormfront. A man present during the robbery identified Stormfront as Samuel Constantine, one of the tenants living in his apartment complex. An UNTIL strike team responded as quickly as possible, but the apartment was found vacant. We suspect Stormfront recognized his neighbor and left his apartment immediately after the robbery.

Known Associates: Terror, Inc. (past), Bulldozer

Psychological Profile: Stormfront is a very intense individual, and takes everything very seriously. He tries to maintain a cool composure, but he seems unable to cope with rapidly changing situations. These two traits make him a good leader as long as his plans are executed as he envisioned them. We assume that he is a meticulous planner.

While Stormfront is a capable leader, he is also hot-headed. He can become violent if his authority is usurped, and he has been observed punishing unruly agents with his Static Discharge while working for Terror, Inc.

Modus Operandi: Stormfront is a skilled tactician, and often modifies his own role in a mission to further its success. He tends to fight at a distance, taking good advantage of open areas when he can. He prefers to use his Static Discharge, and does not appear to be a very lethal fighter. He has been known to use more forceful attacks if he needs to, such as his Lightning Strike or his Wind Buffet.

STORMFRONT

Val	Char	Cost	Combat Stats			
15	STR	5	OCV: 7			
20	DEX	30	DCV: 7			
19	CON	18	ECV: 3			
15	BODY	10	Phases: 3, 6, 9, 12			
10	INT	0				
10	EGO	0	Costs			
20	PRE	10				
8	COM	-1	Char:	100	Base:	100
10	PD	7		+		+
10	ED	6	Powers:	160	Disads:	160
4	SPD	10		=		=
7	REC	0	Totals:	260		260
38	END	0				
38	STUN	5				

Powers

45	Multipower (56 pt pool) , only in atmosphere (-1/4), only in a thunderstorm (-0)
4u	3d6 RKA, 1/2 END, No Knockback [Lightning Strike], END=3
4u	9d6 EB, 1/2 END, Reduced Penetration [Wind Buffet], END=3
4u	5d6 EB, NND [defense is being insulated or electricity resistant], 1/2 END, Beam Effect [Static Discharge], END=3
2u	1d6 Flash vs. Hearing Group, Area Effect Radius, x2 Area (5" r), 1/2 END, No Range "Thunderclap", END=2
2u	Force Wall (12 PD, 6 Hexsides), Transparent to Energy, 1/2 END, No Range [Wind Wall], END=2
2u	15 STR Telekinesis, Area Effect Cone (7" side), No Range, Only to push (-1) [Wind Blast], END=5
12	Elemental Control—Storm Powers , only in atmosphere (-1/4)
a-9	Armor (+10 PD/+10 ED), only vs. weather powers (-1/2)
b-12	12" Flight, 1/2 END, END=1/10"
c-17	Change Environment: Storms, 128" Radius, 1/2 END, No Range, Extra Time: Full Phase to start power, END=2
9	Armor (+5 PD/+5 ED), IIF costume, Act. 14-
6	Flash Defense for Sight and Hearing (3 pts each)
5	Ultraviolet Vision
4	+2 Enhanced Sight

Skills

3	Concealment 11-
4	KS: Military science 13-
3	KS: Military history 12-
2	KS: Military equipment 11-
5	Tactics 12-
6	+2 Combat Levels w/ RKA, EB and NND

Disadvantages

20	Vulnerability: x1 1/2 BODY & STUN from light-based attacks
10	Enraged if authority usurped, 11-, 11-
15	Psych Lim: Loyal—only takes orders from employer
15	Psych Lim: Protective of Team-mates
10	Psych Lim: Dislike of Carefree or Flamboyant Supers
10	Phys Lim: Confused in a rapidly changing situation
10	Distinctive Feature: Flash white hair (Concealable)
10	Reputation: Hothead 11-
15	Hunted: UNTIL (equal power, NCI) 8-
15	Secret ID: Jered Preston
15	3d6 Unluck
15	Villain Bonus

Despite careful planning, unexpected problems interfered with their goal, and they were discovered and arrested. The government decided to make an example of them, and General Arnit was executed while Daron e'Chet was exiled to Earth. Daron was to be executed, but one of his influential friends managed to convince the government Daron was really a small part of the plan.

During his journey to Earth, Daron had a lot of time to think. He felt a government was not always correct. However, he saw his mistake. He felt if he did not fully support the government, then he should not have joined its military. The more time he had to think, the more he began to feel a warrior should be loyal above all else. He resolved to be loyal to whatever cause he chose to support in the future.

When he got to Earth, Daron was immediately impressed with the high-paced lifestyle the natives led, particularly in politics. Some governments rose and fell on a yearly basis. Intrigued with the people, he decided not to live as an outsider, but to become part of this alien society.

As Daron was deciding how to fit into this society, he began to notice virtually none of the natives could control the elements as he did. Because his weather command was well-developed, he was used to being more powerful than his peers. However, he was not used to being so unusual. Quickly recognizing he had little to offer this society outside of his powers, he decided to hire himself out to master villains in hopes of gaining the respect and wealth he deserved.

He contacted Professor Muerte of Terror Incorporated, and immediately went to work. He led several assaults by Muerte's troops. After a year of steady work, Stormfront was separated from Professor Muerte when the latter was defeated.

Without a job, Stormfront has taken to robbing banks and jewelry stores with his newfound ally, Bulldozer. Stormfront is hoping to either rejoin Professor Muerte in the future (if Muerte should escape jail) or find work with a different employer. Until then, he is happy to make a decent living working with Bulldozer.

See Also: The Champions are detailed in *Champions* (pages C 2-C 9). Terror, Inc. appears in *Classic Enemies* (pages 29-34), as does Bulldozer (page 55).

Campaign Use: Daron e'Chet, an alien with the power to control weather, was an upper officer in the military of the planet Malva I. Stormfront's studies led him to believe it would be better for Malva I if the military was also the governing body. He eventually got in contact with General Arnit, a politically powerful officer with ideas similar to his own. Together, they engineered a coup against the world government.

Name: Unknown
Alias: Sundown
AKA: Darkfire, Shade
Subject Ref. Number: UNSR-119-7159-89
Ht.: 190 cm (75") **Wt.:** 123 kg (270 lbs.)
Eyes: Brown **Hair:** Brown
Race: Caucasian

Appearance: Sundown wears a tight-fitting, one-piece, dark-gray uniform. Over the top of the uniform, he wears a poncho-like flame-red covering. The tabard over the top of his suit is covered with stylized flames and they appear to be sewn into the material with a metallic thread. His identity is protected by a cowl which hangs over his face, keeping his features in darkness. Discernible beneath the cowl, he wears a black domino mask. He once posed for a magazine article photograph while carrying a white ten-gallon hat as an additional part of his costume.

Distinctive Behaviors: The subject exhibits an in-depth knowledge of small unit tactics and takes charge of any combat team he interacts with. His mannerisms and speech patterns indicate he has been through intensive training in an active military or paramilitary unit. His slang references to certain activities also indicate he has a mercenary background.

Known History: Sundown has been a mercenary since the late 1980s. He first came to attention when he worked for Trooper-Of-Glory magazine as a special correspondent. The article recounts his activities as a soldier in the Korean Conflict, though he seems too young to have been involved. While the article is extensive, it is vague and lacking in detail. Comparison of the content of the article and United Nations records of personnel involved in the Conflict seems to indicate the majority of the account is completely contrived. The most likely case is Sundown was recounting stories of other mercenaries he had worked with who had participated in the Police Action.

The most significant aspect of the Trooper-Of-Glory magazine piece is the inclusion of an advertisement featuring Sundown's professional services. In the advertisement, located near the end of the article, the body of the text claims he is: "... a trained bodyguard, investigator, and professional mercenary... with references available". An attempt was made to connect Sundown with his references, but no positive results were obtained. His P.O. Box was found to be registered to a false identity and, with the United States Post Office's cooperation, a watch was kept on his mail drop. After two months the investigation was dropped due to lack of activity.

Sundown's magazine appeal for employment was apparently successful. In March of 1989, he helped a VIPER five-team ambush a PRIMUS team assigned to guard a Cyberline shipment. Two months later, he assisted a band of terrorists in hijacking a NorthSouth Airlines passenger jet en route to Denver from New York. The plane was rerouted to Miami and, when an UNTIL task force assaulted the plane, Sundown was the only perpetrator to escape. The subject is now wanted in the U.S. for several counts of terrorism, assault, and several miscellaneous violations of Interstate Commerce laws.

Known Associates: VIPER, The Asesinos, Chico Chavez (AKA: El Capataz)



Psychological Profile: Sundown's brutal treatment of several captured PRIMUS agents, and his violent response toward police officers, makes him seem very anti-authority. His constant usage of military terminology, euphemisms, and acronyms points out his strong identification with his background. He feels defined by a role of "soldier" and tries to live his life as the consummate, professional warrior. This attitude, while appearing at odds with his hostility toward authority figures, indicates he was probably discharged from the military without honor. If this is the case, he feels he was wrongfully discharged and is subconsciously trying to get vengeance on anyone in a uniform.

Modus Operandi: Sundown can project powerful, light-based, energy attacks. When using his powers, he is surrounded by a dim field of energy which apparently absorbs electromagnetic energy, protecting him from most high-tech weapons. Against kinetic attacks, such as punches or bullets, the force of the impact is converted to light energy and assimilated by the field. The subject can increase the size of his absorption field and cause it to absorb all visible and Infrared light in the vicinity.

Sundown avoids using his energy projection powers, relying on his skill with hand-to-hand combat. He occasionally carries conventional firearms, or VIPER weapons. He is very competent in small-unit tactics and has often defeated superior forces.

SUNDOWN

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 7
20	DEX	30	DCV: 7
25	CON	30	ECV: 4
14	BODY	8	Phases: 3, 5, 8, 10, 12
8	INT	-2	
11	EGO	2	Costs:
20	PRE	10	
8	COM	-1	Char: 122 Base: 100
5	PD	0	+
5	ED	0	Powers: 128 Disads: 150
5	SPD	20	=
10	REC	0	Totals: 250 250
50	END	0	
50	STUN	10	
Powers			
40	Multipower (60 pt pool), x2 END		
4u	12d6 EB, END=12		
4u	6d6 EB, NND [Sight Flash Defense], END=12		
4u	5d6 Flash vs. All Sight, END=12		
1u	Darkness vs. All Sight, 1" Radius, Personal Immunity, No Range, END=4		
20	Force Field (+8 PD/ +8 ED), ½ END, END=1		
10	Flash Defense 10 (Visual)		
5	Lack of Weakness -5		
15	Martial Arts—Commando Training		
	Maneuver	OCV	DCV
	Cross	+0	+2 8d6 Strike
	Throw	+0	+1 6d6 +v/5, Target Falls
	Block	+2	+2 Block, abort
	Disarm	-1	+1 Disarm STR 45
4	+1 Damage Classes (added in)		
Skills			
3	Breakfall 13-		
3	KS: VIPER Tactics 12-		
2	PS: Mercenary 11-		
3	Tactics 11-		
4	WF: VIPER Weapons, Small Arms		
6	+2 Combat Levels w/ Energy Blast, NND, and Flash		
Disadvantages			
40	Vulnerability: x2 STUN & BODY from Light and Dark attacks (Common)		
15	Berserk if his intelligence is questioned (Common), 11-, 14-		
15	Hatred of police, military and similar uniformed characters (Common, Strong)		
15	Believes he's unbeatable (Very Common, Moderate)		
10	Believes every story he fabricates (Uncommon, Strong)		
10	Greedy (Common, Mod)		
10	Hunted by UNTIL (Less Powerful, NCI), 8-		
15	Hunted by VIPER (Less Powerful, NCI), 11-		
20	Villain Bonus		

Campaign Uses: The true history of Charles Henshaw isn't nearly as glorious as he claims. He signed on with the United States Army for a four year tour and left when he was not accepted into Officer Candidate School. Charles had impossibly high standards, and was very disgruntled by the Army's decision. VIPER soon recruited the brash ex-military cook and trained him as a Mauler agent. Two run-ins with super heroes left Charles badly injured and in jail.

Shortly after he got out of prison, Charles's old VIPER buddies talked him into rejoining the agency. This time, Charles had gotten a little smarter and he wasn't going to be a Mauler... he wanted to cash in on the Man-Mutation program's ability to create super humans. He knew about both the dangers and the abysmal failure rate, but he volunteered anyway.

When the blinding effects of the electrical flash had faded, the crackle of flames quieted down and the smoke cleared, Charles Henshaw was dead. VIPER performed an impromptu burial ceremony in the nearest Great Lake and promptly forgot Henshaw ever existed.

The transformation process of the Man-Mutation program placed Henshaw's body in a suspended state while he metamorphasized. When Charles woke up, he had washed ashore. The memories and events of his previous life were burned from him during his startling change. The fragmentary bits of memory he retained in his mind, pieces of old stories and snippets of half-remembered conversations, slowly became fused into a new, synthetic memory of his past.

Henshaw wandered the countryside, eventually learning about his new powers. These oddities he rationalized as the results of a Super Soldier experiment; powers he had gained while defending America. Charles soon realized he had no marketable skills, other than as a combatant. He adopted the guise of Sundown to help protect himself from prosecution.

Charles actually believes the story he gave to Trooper-Of-Glory. The resentment he feels toward police and the military (including paramilitary outfits like UNTIL and PRIMUS) is an emotion he can't explain. He knows he has gaps in his memories and explains it away as something which happened during one of those gaps. He occasionally resumes his Henshaw identity but remains in the Sundown costume the majority of the time.

The UNTIL investigation team's assessment of Sundown's powers is very accurate. He has a Vulnerability to Light and Darkness Attacks (including lasers) because they overload his absorptive capabilities. He has not used his Flash attack during any engagement UNTIL has investigated so they are not aware of it.

See Also: VIPER is detailed in *VIPER* (pages 4-43). SAT is mentioned briefly in *Champions Universe* (page 31). PRIMUS is detailed in *Classic Organizations* (pages 105-123). The Asesinos appear in *Champions* (pages C56-C64). Chico Chavez, appearing as El Capataz, is mentioned in *Champions* (page C69). Pulsar gained his nearly identical powers as a result of Viper's Man-Mutation program. Pulsar is written up in *Champions* (page C25).

Name: Lester Kowalski
Alias: The Mechanic
AKA: Arnold Biga
Subject Ref. Number: UNSR-400-6345-86
Ht: 178 cm (70") **Wt:** 87 kg (192 lbs)
Eyes: Blue **Hair:** Blond
Race: White

Appearance: As the Mechanic, Lester Kowalski wears a gray trench coat and a cheap, tweed, two-piece suit. Although he varies his shirt and tie colors, he seems to favor pink shirts. He completes his outfit with a Fedora and gray half-hood. He carries a .454 Casull pistol, the hallmark of his work, in a left-side shoulder holster. He also has a scar just above his chin.

At other times, Lester typically wears a black leather jacket, jeans and leather boots. He has been known to carry a briefcase filled with miscellaneous papers.

Distinctive Behaviors: Lester is very tense and has a tendency to become absorbed in details. Although he is not the emotionless killer that he pretends to be, he has never demonstrated strong emotional responses. He reacts in minor ways, such as the crooked smirk he displays in lieu of open laughter.

Confiscated belongings include two pair of swim trunks, indicating that Lester swims frequently. He carries cassette tapes of chamber music.

Known History: The Mechanic's career began eight years ago with the assassination of the powerful businessman, Harold G. Klondike. Police reports indicate the Mechanic hit his target from a distance of over 400 meters with a pistol. Police were unable to determine how a pistol could be used so accurately, and came to the conclusion a custom-made rifle, firing pistol ammunition, had been used in the assassination.

The police were later proven wrong when two eyewitnesses saw the Mechanic during the assassination of a New York City councilwoman, Gina Kroeger. Both witnesses told police the murder weapon was definitely a pistol. One of the witnesses went on to describe the weapon as a large revolver. Despite the fact police considered the shot impossible, they had to accept the facts. The Mechanic was using a pistol (specifically a .454 Casull revolver) with rifle accuracy.

UNTIL suspects the Mechanic to be Lester Kowalski. Lester was a mob enforcer before the first appearance of the Mechanic. About the time of the Mechanic's first assassination, the mob offered a bounty of \$100,000 dollars (American) to the man bringing him in. No stipulations were made on Kowalski's condition. Kowalski, who had been observed by under-cover agents before the Mechanic's first kill, also favored the .454 Casull revolver.

The Champions later discovered Kowalski posing as Arnold Biga, a business major at a small university. Seeker and Obsidian attempted to arrest Kowalski. However, Kowalski escaped, using telekinetic powers similar to the Mechanic's to obstruct the Champions' pursuit.

To date, the Mechanic has slain a total of 15 people. We suspect the Mechanic frequently relocates and changes his name, making him difficult to keep track of. The mob still maintains its bounty for his return.

Known Associates: The Mob (ex-associate)



Psychological Profile: The Mechanic maintains a completely emotionless demeanor. He seems neither malicious nor compassionate, carrying out his work with machine-like efficiency. He resorts to public slayings only when there is no other recourse.

Though he reveals emotion while not on the job, he is still very reserved. It is possible that he must maintain a minimum level of detachment from his emotions to perform his work. Therefore, he may be required to control his emotions even when not stalking his victim.

Although the evidence is still inconclusive, we feel that he operates by a code of conduct. Two of his behaviors that support this conclusion are his reliance on a single weapon (even when another might be more appropriate) and avoidance of killing innocent bystanders.

We suspect he takes great pride in his work; he does not take many jobs, but he always completes the contracts he takes.

Modus Operandi: The Mechanic prefers to fire on unsuspecting victims from long range. He continues to attack until he is sure they are dead.

When pursued, he flies away using his telekinetic powers. He will defend himself, but he is clearly more interested in eluding his pursuers than fighting. He has been known to use his telekinesis to throw objects in his enemies' path and obstruct their progress. He seems to avoid conflicts with super-powered individuals.

The Mechanic's pistol is a .454 Casull revolver. Although no major modifications are suspected, he uses a flash suppressor and armor piercing ammunition.

THE MECHANIC

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7+
20	DEX	30	DCV: 7
19	CON	18	ECV: 3
15	BODY	10	Phases: 3, 5, 8, 10, 12
13	INT	3	
10	EGO	0	Costs
20	PRE	10	
10	COM	0	Char: 110 Base: 100
8	PD	5	+
8	ED	4	Powers: 190 Disads: 200
5	SPD	20	=
7	REC	0	Totals: 300 300
38	END	0	
38	STUN	5	
Powers			
16	Elemental Control—Telekinetic Powers		
a-16*	12 STR Telekinesis, END=3		
b-16*	Force Field (+8 PD/+8 ED), ½ END, END=1		
c-16*	9" Flight 1/5"		
31	2d6+1 RKA, Armor Piercing, Invisible to sight, full power only (-0), No Knockback (but does knock-down, -0), OAF .454 Casull (4 clips of [5c])		
35	360° Spatial Awareness		
* Invisible to Sight and Hearing (Visible to Mental) (-0)			
Skills			
3	Concealment 12-		
3	Disguise 11-		
3	Escape Artist 13-		
2	KS: Gangsters 11-		
12	Languages: Spanish, English, German (idiomatic); Polish is native		
4	PS: Business 13-		
3	Security Systems 12-		
5	Shadowing 12-		
3	Stealth 13-		
3	Streetwise 13-		
1	WF: Pistols		
6	+2 Combat Levels w/Pistols		
12	+8 Range Levels w/all ranged attacks, Visible to Mental (-0), Full Phase, physical attacks only (-0), Costs END (-½), END=2		
Disadvantages			
30	Vulnerability: x1 ½ STUN & BODY from energy attacks		
10	Enraged if loses BODY, 11-, 11-		
15	Psych Lim: Must complete the 'Contract'		
10	Psych Lim: Avoids long-term commitments		
15	Phys Lim: Shows no emotion while 'On the Job'		
10	Distinctive Features: Scar on face (Concealable)		
5	Distinctive Features: Low level radiation (Easily Concealable)		
10	Reputation: Lethal assassin, Extreme 8-		
5	Monitored: the Mob (less pow, NCI) 8-		
15	Hunted: UNTIL (equal, NCI) 8-		
10	2d6 Unluck		
15	Secret Identity: Jeff S. Lucas		

Campaign Use: Lester Kowalski started his career in crime as a mob enforcer. He was well-liked by his don, Nicky Spumoni, and was selected for a second set of "superpower" tests similar to those involving Shockwave. This time the tests used potentially lethal doses of hard radiation. The other seven men subjected to the radiation died in minutes.

Lester survived. His survival, and subsequent development of superpowers, was kept secret from Nicky by one of his most trusted lieutenants. The lieutenant, who wanted to kill Nicky and take over the business, wanted Lester's support. Enraged, Lester murdered the rogue lieutenant.

Lester stormed from the room, planning to tell his boss about the lieutenant's plans. However, Lester stopped to consider the advantages of being "dead." After some deliberation, Lester decided to leave the mob and start business for himself as a hired assassin. Although the mob learned of his survival, they were unable to track him down.

Later, Kowalski assumed the name Arnold Biga and went to college while moonlighting as an assassin. In college, he learned high finance skills in order to put the money he earned to good use. Although his discovery forced him to abandon the identity Arnold Biga, he still managed to use his business knowledge to his benefit. He invested his earnings, and today is a rich and powerful man. He currently uses the alias Jeff S. Lucas, an entrepreneur who owns several dry cleaning stores.

The Mechanic's powers are a specialized form of telekinesis. Through the force of his mind alone, he can stabilize a physical object's flight path. Because of the concentration required, he must take a full Phase to attack when using his Range Skill Levels. He puts this ability to good use with his weapon, a modified .454 Casull revolver with a flash suppresser and armor piercing ammunition. Though normally inaccurate, in his hands a pistol is as accurate as a sniper rifle. He has several other telekinetic powers, allowing him to fly and protect himself with telekinetic force.

The Mechanic looks at assassination as a challenge, and consequently does not use other weapons, such as automatic rifles, to make it easier. He prefers to adapt his tactics to the situation, rather than his weapon.

Even potential employers find it difficult to track down the Mechanic. Once he is hired, however, he will not remain in any one person's or organization's employ for long; prolonged, much less permanent, business arrangements make him feel "owned."

Because his powers are a result of hard radiation, Lester is noticeably more radioactive than the average human. This enhanced radioactivity causes other energy-based attacks to be more dangerous to him.

See Also: The Champions are described in *Champions* (pages C 2-C 9). Shockwave is written up in *Champions Universe* (pages 108-109).

.454 Only Holds
5 Rounds

Dimethyl
Sulfoxide

Name: Edward Simbalist
Alias: Trickshot
AKA: N/A
Subject Ref. Number: UNSR-400-9658-90
Ht: 162 cm (65") **Wt:** 58 kg (128lbs.)
Eyes: Blue **Hair:** Brown
Race: Caucasian

Appearance: Trickshot is a short, young man with brown hair and blue eyes. He wears a light tan, western shirt and blue jeans with dark brown, cowboy boots. His belt fastens together with a large, oval belt buckle with his alias engraved on it. Trickshot hides his face with a "Lone Ranger" mask, a red bandanna, and a black hat. A pair of six-guns hang from his waist in holsters, tied down about each leg. He also carries a lasso on his belt.

Outside of his paranormal identity, Edward abandons his western theme and wears conservative, gray suits. We believe Edward carries a concealed firearm in a shoulder holster. When out of work for more than a few weeks, he often grows a mustache.

Distinctive Behaviors: Trickshot is a very flashy individual. He'll twirl his pistols, ricochet his shots off of solid objects and perform other fancy, gun-handling stunts. He takes unwarranted chances with his own life, occasionally exposing others to considerable risk. During one observation, Trickshot was seen chewing on an unlit cigar. He did not seem to be comfortable with the experience.

Known History: Trickshot is the son of Albert Simbalist, a wealthy Midwestern bank executive who made his fortune through a series of smart investments during the oil crisis. Edward grew up on his father's estate, receiving his education from private tutors. As a minor, Trickshot ran away from home three times. Each time he was arrested in Las Vegas, convicted on several juvenile offenses, and sent home to his parents.

Edward was sent to a small private Texas university to study business. According to his transcript, he failed all of his courses. One of his former professors disclosed Edward never attended class. Edward is suspected of having committed five robberies in the area. Possibly, the robberies were to pay off gambling debts he was rumored to have accrued. All of these robbery cases remain unsolved and open.

Edward left the Texas school and, shortly thereafter, made his first appearances as Trickshot in Nevada. He has since been involved in crimes all across the South-west US, as well as the northern parts of Mexico.

Albert Simbalist has issued a reward for the return of Trickshot to his family, or for information leading to Trickshot's capture. As of this time, we believe Albert Simbalist has received no information about Trickshot.

Known Associates: The Raiders

Psychological Profile: The search being conducted by his parents might indicate Trickshot has rebelled from them and their influence. Perhaps his fool-hardy behavior is the result of an overly-protective family environment. We expect him to be attracted to sky diving, hang gliding, bungee jumping and other high risk recreational activities.

He is bound to be a shallow individual, capable of great cruelty. He should be accustomed to manipulating and



exploiting those around him rather than establishing an extended relationship. Few people will be able to tolerate Trickshot's personality.

Modus Operandi: There are several reported incidents where Trickshot has been the sole super powered individual involved. Local criminals hire Trickshot to resolve specific problems rather than retain him for prolonged service. Trickshot also works with organized teams of super villains as well as groups of hired villains. The wide variety of employers suggests he has several methods for finding work. Street contacts would explain how local criminals get in touch with him. His access to well known super villains remains a mystery.

Trickshot must use a customized weapon. Ballistic analysis of Trickshot's bullets reveal he is not using a standard round. Even though shell casings found at crime scenes come from a .45 ACP, Trickshot's round is .43 caliber (10.75mm).

Campaign Use: Trickshot is interested in the excitement

*For every action, there's a reason.
 For every loyalty, there is treason.
 For every truth, there's a lie.
 For every crime, an alibi.*

TRICKSHOT

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 7+
20	DEX	30	DCV: 7
13	CON	6	ECV: 5
10	BODY	0	Phases: 3, 6, 9, 12
11	INT	1	
14	EGO	8	Costs:
15	PRE	5	
10	COM	0	Char: 75 Base: 100
6	PD	3	+
6	ED	3	Powers: 175 Disads: 150
4	SPD	10	=
6	REC	0	Totals: 250 250
26	END	0	
30	STUN	6	
Powers			
72	4d6 RKA, Reduced Penetration (2x2d6 RKA), 0 END [Mutant Physical Blast—Fake OAFs!], END=0		
6	+3 Combat Skill Levels w/RKA		
6	+4 Ranged Skill Levels w/RKA		
40	Armor (+20 PD/+20 ED), OIF (Costume)		
3	Ultraviolet Vision, OIF (Costume)		
3	Radio Listen/Transmit, OIF (Costume)		
3	Flash Defense (5), OIF (Costume)		
7	Multipower (15 point pool) , OAF (Lasso)		
1u	Swinging 10", 0 END, END=0		
1u	Clinging STR 13, Only to Climb (-1/2)		
1u	Stretching 3", END=1		
1u	1d6 Entangle, Entangle takes no damage from attack, one opponent at a time (-1/2), END=1		
6	Running +3" (9" Total), END=1/5"		
Skills			
2	WF: Small Arms		
3	Stealth 13-		
3	Shadowing 11-		
3	Riding 13-		
3	Disguise 11-		
3	High Society 12-		
3	Streetwise 12-		
5	Gambling 12-		
Disadvantages			
20	Hunted by local law enforcement, more pow, NCI, 8-		
5	Hunted by parents, less pow, NCI, mild punishment		
5	Dist Feature: Registers as a mutant on mutant detectors		
10	Enraged when treated like a child, 11-, recover 8-		
10	Psych: Disrespect of authority (Uncommon, Strong)		
10	Psych: Likes to Gamble (Uncommon, Strong)		
10	Psych: Show Off (Uncommon, Strong)		
20	Psych: Thrill Seeker (Very Common, Strong)		
10	Phys: Near Sighted (wear contacts) (Infreq., Greatly)		
20	Normal Characteristic Maxima		
10	Unluck 2d6		
20	Villain Bonus		

generated by breaking the law. He is also interested in the money he's paid because it supports his gambling habit. Trickshot briefly worked with The Raiders; a disagreement with Bullet brought about the end of the deal.

Trickshot's only real power is the ability to materialize small pellets of lead and accelerate them away from himself. Because his power so closely resembles a firearm, Trickshot carries a pair of special pistols to promote the illusion. He'll even go through the motions of reloading them if he thinks he can afford to skip a round of fire. He has assembled a collection of gadgets for two reasons. Not only are they useful, they also make the pistols even more believable. Trickshot will bounce his attacks off solid objects to grand stand. Mentalists are Trickshot's favorite target because they tend to go down easily. Trickshot also likes to coordinate his fire with his teammates to take care of opponents quickly.

The reduced penetration on his RKA represents the firing of two projectiles. Out of his villain identity, Edward carries a Colt 1911A1 automatic, which he'll employ instead of his super power if confronted. This is the weapon responsible for the shell casings he leaves at crime scenes when he reloads his fake pistols.

Trickshot's pistol power is visible in the same manner normal firearms are visible. The lasso's entangle has been purchased below the listed minimum cost. GMs who do not agree with this power should either restructure the multipower or ignore the entangle's slot.

See Also: The Raiders are described in *Classic Enemies* (pages 25-28).

Story Teller: Trickshot's fake OAFs can present a small problem to Game Masters. There will come a time when the players discover he doesn't actually need to have the pistols to conduct an attack; perhaps after Trickshot has been entangled, or even after a player has grabbed the props. In the latter case, a player character has basically wasted an action. In a close fight, this may become the deciding factor as Trickshot will not have suffered any damage, or otherwise have been disabled, from the player characters action.

Role-Man: This issue is very similar to players characters designed to gain a combat advantage through a Surprise Maneuver, such as bouncing an attack. Characters who will be "bouncing attacks" on a regular basis should purchase skill levels to simulate the special effect of bouncing. This is better than constantly begging the Game Master to award a Surprise Maneuver bonus, which should be saved for special occasions.

On a related note, skill levels can also be used to simulate the Invisibility special effect in combat situations. A couple of DCV skill levels makes the character harder to hit, in this case representing the uncertainty of the characters location. Although it doesn't actually prevent opponents from knowing where the character is, it almost always achieves the same effect as the Invisibility power, and skill levels don't cost endurance.



Name: Unknown
Alias: Ultraviolet Sparrowhawk
AKA: Walküre (unconfirmed)
Subject Ref. Number: UNSR-400-9455-91
Ht: 173 cm (69") **Wt:** 55 kg (120lbs.)
Eyes: Golden **Hair:** Golden-Brown
Race: Hispanic (most likely)

Appearance: Ultraviolet Sparrowhawk is a medium height, winged humanoid. Her twenty-foot wingspan, as well as the majority of her back and tail, is covered with golden-brown feathers. Her breast plumage shimmers a rainbow of colors. UV Sparrowhawk has wings in addition to her humanoid arms and legs. Sharp talons replace her hands and feet; a beak replaces her mouth and nose. We believe UV Sparrowhawk tracks targets by moving her head, like a predatory bird, rather than moving her eyes, as humans do. This may be an indication of far sightedness.

Distinctive Behaviors: No information of this type has been collected.

Known History: Three years ago, satellite photography of a Neo-Nazi training camp approximately 70 miles South of Puerto Ayacucho (Venezuela) showed a creature similar in appearance to UV Sparrowhawk. There were also unconfirmed reports of a project Walküre at the time, but no details on the project have been collected by UNTIL.

The only confirmed sighting of UV Sparrowhawk has been with The Asesinos. Although they were not spotted committing any crime, UV Sparrowhawk does fit in with the rest of the membership. Since The Asesinos would not get along the Neo-Nazis, it remains to be answered how UV Sparrowhawk could work for both. This assumes the same creature sighted at the Neo-Nazi camp is UV Sparrowhawk.

We suspect UV Sparrowhawk is a mutation similar to the Griffin. Comparison of their appearances reveals UV Sparrowhawk has feathers where Griffin is covered with fur. In addition, UV Sparrowhawk has a bird-like tail but Griffin has a cat-like tail. Therefore, we believe any connection between the two is unlikely. (see UNSR-400-1005-87 "Griffin")

Known Associates: The Asesinos, South American Neo-Nazis (possible)

Psychological Profile: A detailed psychological profile is not possible at this time. Anyone working with the Asesinos would probably have few reservations about killing. The idea of a Neo-Nazi voluntarily undergoing genetic mutation to be transformed into a creature such as UV Sparrowhawk is unlikely. Fascists consider race and nationality to be an indication of social class, and would not look on such disfigurement favorably. Perhaps UV Sparrowhawk came from a less regarded race and was looking for acceptance.

Modus Operandi: Since the Asesinos work for money, it follows that UV Sparrowhawk will also. Again, limited information makes further analysis impossible.



Yo Intell,

I don't care what you guys say, this thing is definitely not a Nazi. Call Marlin Perkins because I think we got an alien, or something. I'll bet this bird can put away sunflower seeds faster than a baseball team. Or, with my luck, it probably eats meat.

Verrazano

ULTRAVIOLET SPARROWHAWK

Val	Char	Cost	Combat Stats
18	STR	8	OCV: 9+
26	DEX	48	DCV: 9
18	CON	16	ECV: 5
12	BODY	4	Phases: 3, 5, 8, 10, 12
8	INT	-2	
14	EGO	8	Costs:
20	PRE	10	
10	COM	0	Char: 120 Base: 100
4	PD	0	+ +
4	ED	0	Powers: 150 Disads: 170
5	SPD	14	= =
10	REC	4	Totals: 270 270
36	END	0	
40	STUN	10	

Powers

22	Elemental Control—Avian Powers
a-18	2d6 HKA (2x1 ½d6 HKA w/ STR), Reduced Penetration, 0 END [Claws], END=0+
b-23	Armor (+15 PD/ +15 ED) [Thick Feathers]
c-23	Flight 20", 4xNCM, Foulable (-½), ½ END [Wings], END=1/10"
13	END Reserve: 100 END, 5 REC, Recovers only in direct sunlight (-½)
3	Ultraviolet Vision, Costs END, Reserve END=1
20	Multipower (20 pt pool)
2u	2d6 Flash, Reserve END=2
2u	Force Field (+10 PD/+10 ED), Reserve END=2
2u	Change Environment: "Light", 8",r, Reserve END=2

Skills

3	Acrobatics 14-
3	Breakfall 14-
3	Stealth 14-
3	Survival 11-
3	Animal Handler (Avians) 11-
2	KS: Guiana Highlands 11-
1	Lang: English (basic)
1	Lang: German (basic)
1	Lang: Spanish (basic)
0	Lang: Hawken (native)
2	+1 OCV w/Claws

100+ Disadvantages:

20	Psych: Will not admit to the existence of her race (Com, Total)
10	Phys: Unable to digest cooked food; makes her sick (Inf, Great)
15	Secret ID (Member of a secretive Earth race)
25	Distinctive Features: Hawken (Not Conceal, Extreme Reac)
5	Distinctive Features: Registers as a mutant on mutant detectors
10	Hunted by South American Neo-Nazis (As Pow), 8-
10	Vulnerability: 1 ½ x BODY from Fire attacks
20	Vulnerability: 2 x STUN from Fire attacks
55	Villain Bonus

Campaign Use: UNTIL, The Neo-Nazis, and The Asesinos all believe UV Sparrowhawk is a mutation. They are only partially right. UV Sparrowhawk is a mutant member of another native Earth race called the Hawken. This race has slowly evolved in a hidden valley, deep in the Andes mountains of Venezuela. The Hawken have known of humans for several centuries, but their culture forbids outside contact. An injury prevented UV Sparrowhawk from evading capture by the Neo-Nazis during an excursion out of the hidden valley. She has assumed the role in which society has cast her to keep her race a secret. Information describing the location of the valley and the Hawken race is provided for the GM. UV Sparrowhawk's light powers are unique to her and are not characteristic to her race.

See Also: The Asesinos are presented in *Champions* (pages C56-C65). Griffin can be found in *Classic Enemies* (page 67).

Excerpt from Jose J. de la Vega's *Definitive Geographical Knowledge of the Americas: A Collection of Short Treatises* by the estate of Jose J. de la Vega.

Guiana Highlands

The Guiana Highlands can be found south of the Orinoco River, in Venezuela. Although they comprise a major portion of Venezuela, they are the most sparsely inhabited and least known portion of that country. Characterized by tropical forests and extremely old rock formations, the Guiana Highlands are best known as the setting for novels by A. Conan Doyle and W. H. Hudson and for Angel Falls, highest in the world. The Mount Roraima area is known to have such great permeability, the high mesas found in La Gran Sabana can absorb considerable amounts of condensed atmospheric humidity and underground water. In many places the canoe is the only means of transportation and communication. Crocodiles, caymans, lizards, rattlesnakes and bushmasters can all be found in the region.

Natives tell quaint stories about reptilian and winged jungle tribes, powerful shamanic magic and of lost pyramids filled with the riches of lost civilizations. All though countless expeditions have practically disproven these wild claims, it is amazing how strongly the natives cling to these fantastic legends.

The warrior who constantly dodges does not hurt the enemy, but postpones fate.

Hawken

13	STR	11	DEX	13	CON	11	BODY	8	INT
10	EGO	10	PRE	10	COM	3	PD	3	ED
2	SPD	6	REC	26	END	25	STUN		

Powers: 8" Flight; 1d6 HKA (1d6+1 HKA w/STR), Reduced Pen; Armor (+5 PD/+5 ED)

Disadvantages: 1 ½ x BODY from Fire attacks, 2 x STUN from Fire attacks, Phys: Unable to digest cooked food

Name: Unknown
Alias: Vector
AKA: N/A
Subject Ref. Number: UNSR-544-1515-92
Ht.: 183 cm (70") **Wt.:** 93 kg (205 lbs.)
Eyes: Unknown **Hair:** Unknown
Race: Unknown

Appearance: Vector has never appeared without his power suit so no details regarding his race or facial features can be made. His suit is a one-piece, complete coverage, metallic costume. The suit is covered in mesh-work of fiber optic cables, similar to medieval chain mail. The loops of each "link" are approximately 2 centimeters (1.25 inches) across and form diamond patterns. His powers seem to emanate from this mesh and are probably controlled by a small, 8 by 13 centimeter (3 inch by 5 inch), metal-encased box which he wears as a belt buckle. Photographic records of the buckle show it has several of the larger cables plugged into it. No known computer system or electronic device uses a similar control structure. The suit is pale-green; the cables are a dark green wrapped in very tiny, bright blue cables.

Distinctive Behaviors: The subject's voice is slightly mechanical, indicating Vector may be a robot or android. Since all spoken communications from Vector have come from the box at his waist, it may merely be a voice alteration device. If he is an android, he is very sophisticated and shows no other mechanical tendencies.

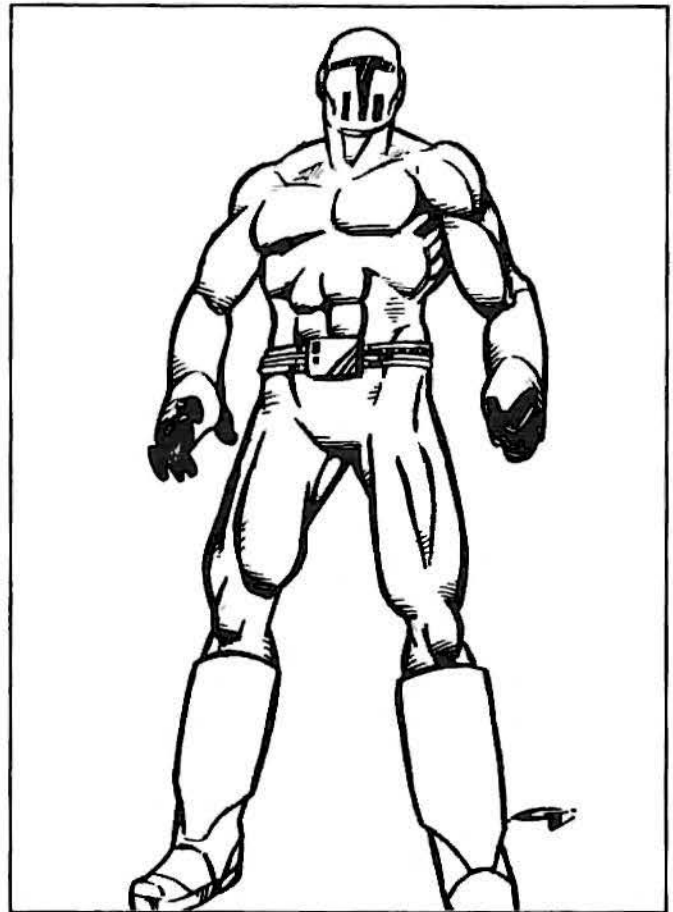
Known History: Vector's first recorded crime was a foiled automatic teller robbery. His actions were being captured on the teller machine's automatic cameras and, when he broke open the casing of the machine, he activated the silent alarm. Local New York police units responded. When the officers reached the scene, Vector attacked at their vehicles, destroying two squad cars. The officers radioed for backup, describing the scene. An UNTIL Strike Team: Urban (STU) on detached duty with the NYPD received notification of a super human threat and responded as the primary backup unit.

When the STU arrived, Vector attempted to flee the scene but the STU's specialized restraint equipment was sufficient to cause him to veer off course, crashing into a nearby building. Vector turned his energy attack against the UNTIL agents, fatally wounding two of them. His protective energy field stopped the firearms of the police officers and the STU; and Vector escaped. Even though Vector escaped, he left the money behind, apparently forgetting the cash during the combat.

Vector has since worked with several organized crime families in the New York area, working as an enforcer and assisting in armed robberies. The subject is apparently not affiliated with any single mob: His different employers are rarely cooperative enough to "share" such a powerful ally. Vector probably contracts on a case-by-case basis, rather than as a full-time enforcer.

Known Associates: various local organized crime members (see attached list)

Psychological Profile: Vector appears to be a calm and rational individual, his criminal activities are not an indication of any kind of psychosis. His linguistic usage seems



to indicate a cultured upbringing; he is probably from an affluent family. His reasons for becoming a criminal are difficult to speculate on but we assume he was not forced into it by a lack of wealth.

His powers appear to be technological in nature and he operates the equipment with extreme efficiency. This indicates Vector is very astute, whether he stole the devices or invented them himself. The one psychological flaw apparent is his discomfort with armed conflict. Unlike most professional, superpowered criminals, Vector makes poor combat decisions and does not seem to be comfortable in violent confrontations.

Modus Operandi: Vector has a layered force field generated by the loops of cable covering his suit. This field apparently has two settings. When the first setting is active, he is surrounded by a skintight, blue-tinted field of energy. Even though the first field is very resistant to damage, he has been injured by gunfire while using it. The second field, also a shade of greenish-blue, extends outward from his body, encasing him in a bubble almost four meters in diameter. Bullets cannot penetrate this shell. When he has the second field activated, he is capable of projecting a powerful energy beam. Two UNTIL agents have already been killed by his force beam and he should be considered extremely dangerous.

*It's the hopes and dreams we
have which make us great*

VECTOR

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 5
14	DEX	12	DCV: 5
20	CON	20	ECV: 3
12	BODY	4	Phases: 3, 6, 9, 12
10	INT	0	
10	EGO	0	Costs:
20	PRE	10	
10	COM	0	Char: 80 Base: 100
4	PD	1	+
4	ED	0	Powers: 215 Disads: 195
4	SPD	16	=
8	REC	2	Totals: 295 295
40	END	0	
40	STUN	10	
Powers			
70	14d6 EB, ½ END, Indirect (+1/4; starts outside Force Wall), OIF (Suit), END=5		
59	Force Field (+22 PD/+ 22 ED), 0 END, Persistent, OIF (Suit), END=0		
40	Force Wall (12 PD/12 ED/12 Hexsides), 0 END, no range, only to form sphere around Vector (-1/4), OIF (Suit), END=0		
12	12" Flight, no noncom, limited maneuverability, OIF (Suit), END=2		
16	12" Knockback resistance, OIF (Suit)		
Skills			
3	Electronics 11-		
3	Inventor 11-		
3	SC: Physics 12-		
9	+3 w/ EB		
Disadvantages			
40	X2 STUN & BODY from electrical & magnetic attacks (Common)		
15	Confused in combat; often makes irrational decisions (Common, Strong)		
20	Normal Characteristic Maxima		
15	Hunted by FBI because of his mob connections (Less Powerful, NCI), 11-		
15	Hunted by UNTIL (Less Powerful, NCI), 11-		
10	2d6 Unluck		
15	Secret Identity (Jason Wallace)		
65	Villain Bonus		

Campaign Uses: Vector is not nearly as dangerous as the UNTIL file indicates. His abilities are very powerful but he hasn't any significant combat training and he doesn't like to fight. He has a relatively high OCV with his Energy Blast, but this is a function of his familiarity with the suit, not because he's particularly skilled.

Jason (Vector) Wallace was a theoretical physicist, intent on developing a grand unified field theory, one which would make him as famous as Einstein or Hawkins. As the years crept by, Jason realized not only was he was always years behind his contemporaries, but his competitor's ideas were better received.

After several years of this bleak cycle, Jason realized he had to break completely new ground or he would never be recognized. He delved into the more practical applica-

tions of physics and this is where his true talents seemed to lie. Jason became a technical advisor for other researchers, helping them design instruments to measure the results of their theories. One of his clients was Peter Donovan, a cybernetic specialist. Peter had developed a stunning new theory on bio-electronic data interfacing. If Peter's theory panned out, Peter would become famous and revolutionize modern computing.

Jason helped Peter design and build the unbelievably small control device. Only slightly bigger than a wallet, the "little black box" could act as an incredibly fast, hands-free, user interface. When the project was complete, Jason knew he wouldn't get much credit for the project so he decided to steal all of it. Jason went to the seamy, downtown area and made contact with a street gang, promising them money if they would "accidentally" shoot Peter Donovan as they robbed Donovan's apartment. He gave the thugs a copy of the apartment's key and went home to wait.

The morning papers were full of news of the tragic shooting of a local scientist. Jason was contacted by the police in the course of their investigation. In two weeks, the case was dropped by the police due to lack of evidence. They never charged Jason with any crime.

Jason knew he would never be able to pass the invention off as his own creation. He knew no one would believe he had built a cybernetic controller of such versatility so he decided to find other ways to profit from his action. Using his own knowledge of physics and borrowing design ideas from other clients, Jason built a suit capable of projecting a powerful repulsion field. He would become famous another way....

When Jason met resistance at his first crime, he panicked. Even though the policemen's bullets couldn't penetrate his force screen, the gunfire interfered with his thinking and he began firing his repulsion field, blowing up a patrol car. When the UNTIL team arrived, he retreated, accidentally killing two of the agents trying to stop him.

Since then, Jason has worked through his "friends" in the street gangs, getting employment from the mob. UNTIL hasn't been able to trace his contacts; all of the communication goes through runners and word-of-mouth.

The Vector suit has several noteworthy capabilities. The Force Field operates by repelling all matter. The Force Wall, operating on the same principles, covers a larger area but its spherical shape gives it a lot of stability. The defensive mechanism relies on precisely countering any force which hits it. Because the kinetic energy of an attack rarely penetrates the repulsion field, he is very difficult to knock over.

The repulsion blast is a finely-focused version of his repulsion field. It travels in a straight line, making a searing, crackling noise as it travels. Very few objects can withstand its destructive force. His Flight is also a modified version of the repulsion field: By directing the field toward the nearest "ground," Vector can use the field to fly. This maneuver is relatively tricky and Vector cannot travel at noncombat speeds or make more than one facing change per phase while using it.

See Also: Cold Drake and The Mechanic (with more on the Spumoni Mob) contain information on similar organized crime villains. They can be found in this book.

Wraith

Name: Unknown
Alias: Wraith
AKA: Specter
Subject Ref. Number: UNSR-554-1515-92
Ht.: 157 cm (62") **Wt.:** 48 kg (105 lbs.)
Eyes: Unknown **Hair:** Black
Race: Caucasian

Appearance: Wraith is a slender, fair-complexioned, young woman with a wiry build and black hair. She wears a gold-colored costume with a large, white starburst centered on her left waist. The mask of her costume covers all of her face, except from her lips to the bottom of her jaw. Her hair, typically kept in a pony-tail, hangs out the back of her mask through an opening. White lenses cover the eye-pieces of her mask, making identification of the subject even more difficult.

Distinctive Behaviors: Wraith is always timid and demure, never taking a command role in any team she works with. She speaks very softly and haltingly and infrequently.

Whenever Wraith has been forced into a combative situation, she has opted for escape, rather than confrontation. Even when obviously more powerful than her adversary, Wraith will attempt to avoid conflict.

Known History: During the infamous Ajax Armored car robbery of 1992, Wraith made her first appearance. While traffic was snarled by a bomb threat at the United Nations Building, Wraith successfully entered an armored car while it was stopped by a police barricade.

According to the armored car's attendant, Wraith materialized through the floor of the vehicle, stole an attaché case full of money, then "floated" back out the same way she entered. Several NYPD officers spotted her after the robbery but, because they were unaware of the crime, they did not try to apprehend her.

Ajax authorities have declined to reveal the amount of money removed from the car. The reward posted by Ajax for the capture of Wraith is \$100,000. If the reward value was assessed following standard guidelines, the amount stolen should be approximately one million dollars.

A specialized UNTIL squad successfully removed the diversionary explosive device and detonated it at a remote location. Analysis of the remains indicate it was built in the New York area using VIPER resources. We suspect there is a link between Wraith and VIPER; she has used VIPER equipment on several other occasions.

Corruptio optimi pessima. Novus ordo seclorum. Timeo Danaos et dona ferentes. *Intelligence says a Sonic Stunner might be useful.*

Wraith's next recorded crime was several months later when she was badly injured by Vibron. Apparently, Wraith was attempting to rob the Schenectady Imperial Credit Union and Vibron arrived on the scene. It seems Vibron was independently attempting to steal money from the credit union and he attacked Wraith as soon as he entered the building. After Vibron left, Wraith was captured by the



police but she regained consciousness while being transported to the hospital. The ambulance driver reported Wraith left his vehicle in an identical manner as described by the armored car attendant.

Wraith has since been seen working with Black Claw and Black Diamond, possibly making her a member of GRAB. Wraith has not been seen committing crimes without partners since her encounter with Vibron.

Known Associates: Black Claw, Black Diamond, Grem-lin (possible), Starwell (possible), VIPER (possible)

Psychological Profile: The subject's one distinctive characteristic is her shyness. She has exhibited many introverted behaviors, including a slight stammer. A lack of leadership roles and her association with the loose-knit organization, GRAB, further demonstrates her probable tendencies toward timidity.

Wraith's few witnessed conversations indicate she is not overly familiar with the criminal sub-culture. With her powers, Wraith would be a very capable burglar but she continues working for others. This probably indicates she distrusts her powers or her capabilities.

Modus Operandi: Wraith avoids combat in almost every situation. Her intangibility powers have allowed her to escape from the authorities on several occasions, making her a very difficult target to neutralize. She has no known paranormal offensive capabilities.

Her relationship with GRAB makes it very easy for Wraith to find work. Apparently she uses their contacts to locate prospective employers.

WRAITH

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
23	CON	26	ECV: 5
16	BODY	12	Phases: 3, 5, 8, 10, 12
14	INT	4	
15	EGO	10	Costs:
10	PRE	0	
10	COM	0	Char: 121 Base: 100
4	PD	0	+ +
4	ED	-1	Powers: 184 Disads: 205
5	SPD	17	= =
10	REC	2	Totals: 305 305
46	END	0	
40	STUN	2	
Powers			
30	Elemental Control—Intangibility Powers		
a-20	8d6 EB, Indirect (+½), ½ END, Reduced Penetration, No Knockback, No Range, END=3		
b-30	Desolidification, 0 END (affected by force field/telekinetic powers), END=0		
c-30	Force Field (+15 PD/+15 ED), 0 End, Persistent, END=0		
d-15	20" Teleport, Armor Piercing, not through walls bought as "Affects Desolid" or force fields (-1/4), visible throughout travel path (-1/4), only to locations she could normally walk to (-½), END=1/5"		
15	STR 20 is Indirect(+½), ½ END, END=2		
8	+4" Running (10" Total), END=1/5"		
Skills			
3	Bugging 12-		
3	Lipreading 11-		
3	Lockpicking 14-		
3	Security Systems 12-		
1	Seduction 8-		
3	Shadowing 11-		
3	Sleight of Hand 14-		
3	Stealth 14-		
3	Streetwise 11-		
3	Ventriloquist 11-		
3	PS: Burglar 12-		
5	+1 Combat Level w/HTH Combat		
Disadvantages			
20	x1 ½ STUN & BODY from Sonic and Vibration powers (Common)		
10	Enraged if grabbed or bound (Uncommon), 11-, 8-		
20	Code vs. Killing (Common, Total)		
15	Timid and Shy; avoids conflict whenever possible (Very Common, Moderate)		
10	Believes men are superior to women; avoids male attackers more than female ones (Uncommon, Strong)		
5 (10)	Greedy (Common, Moderate)		
5	Distinctive Features: registers as Mutant		
10	Hunted by UNTIL (Less Powerful, NCI), 8-		
15	Hunted by NYPD (Less Powerful, NCI), 11-		
10	2d6 Unluck		
15	Secret Identity (Charlene Falldwell)		
70	Villain Bonus		

Campaign Use: UNTIL's sparse files on Wraith are a direct result of Wraith's cautious nature. When Charlene Falldwell first realized she had mutant powers, she concealed the information from her family and friends. In secret, she practiced using her intangibility powers, learning to use them in remarkable ways. Eventually, she found she could reach through solid objects (Indirect STR), pass through walls (Desolidification and Teleport), and even reach inside objects and disrupt them at the molecular level (Indirect EB). Once, when falling from a roof, she learned she could become partially intangible (Force Field) and escape injury.

Charlene's father, Daniel Falldwell, was an overbearing and gruff man. He was very opinionated about many things, particularly where women fit into society. Since Charlene's mother had died, Daniel had tried to "raise his daughter right" and he constantly berated her anytime she did something which wasn't "ladylike."

Torn by the conflicting demands of her father and her own visions of what she wanted, Charlene turned to her less well-off friends for consolation. She realized her only way out was to become a criminal. Using her newly-discovered powers, she could secure the lifestyle she craved without openly violating her father's wishes.

Charlene designed a costume and began her life as a "lady burglar." Early on, she discovered an abandoned VIPER nest and has used their equipment several times to help her commit crimes.

In late 1992, Charlene, in her Wraith identity was approached by an unscrupulous Ajax Armored Car executive. He told her of his plan to stage a robbery on one of his own vehicles. In exchange for her help, he would pay her thirty thousand dollars. He helped her develop the explosive and provided her with the truck's route.

This was Wraith's first robbery, all of her previous crimes were petty burglary; simple and without danger. She successfully made off with the money and was secretly excited by the thrill of the adventure. This was even better than what she had been doing before.

Wraith embarked on a carefully planned robbery spree. The one factor she hadn't accounted for was Vibron, who injured her badly during the Schenectady robbery. Afterwards, she was afraid to work without other, reinforcing super humans. She met GRAB (through a lucky break) and has worked with them steadily ever since.

Wraith's powers are of a mutant origin and her system is extremely sensitive to vibrations and loud noises. She registers as a mutant but Genocide is not aware of her and they are not hunting her.

None of Wraith's powers will allow her to pass through force fields, though she has had no difficulty with any normal, solid objects. Her Teleport power is a variation of her Desolidification. The special effect is that Wraith is "going Desolid, half-moving, then re-materializing," something not normally allowed with Desolidification.

See Also: *Classic Enemies* has information on Black Claw (page 50), Black Diamond (page 51), and Vibron (page 93). GRAB is mentioned in the Black Claw, Black Diamond, and Gremlin write-ups in *Classic Enemies* (pages 50, 51, and 66) as well as the Starwell file, elsewhere in this book. VIPER is detailed in *VIPER*. Genocide is detailed in *The Mutant File* (pages 11-15).

Name: Yeoman
Alias: N/A
AKA: N/A
Subject Ref. Number: UNSR-402-8264-93
Ht.: 191 cm (75") **Wt.:** 141 kg (310 lbs.)
Eyes: Black **Hair:** Black
Race: Android; appears Caucasian

Appearance: Yeoman appears to be a tall, well-muscled human. His eye and hair colors are black, but his creator, Professor Hans Jager, asserts that Yeoman can easily alter his complexion and hair color with the proper chemicals and equipment. To date, he has not changed his coloration. Yeoman's voice is the product of a very sophisticated synthesizer, but the result still sounds artificial.

The android's frame is covered in a life-like plastalloy, virtually indistinguishable from normal flesh. When he is damaged, his metallic chassis shows through, destroying the illusion that Yeoman is human.

Originally, Yeoman was designed to be an adjunct to local police and he wore a black outfit reminiscent of a 1920's double-breasted police uniform. Lately, he has been sighted wearing a leather bomber jacket and black jeans. This may be an attempt to disguise his identity from pursuers.

Distinctive Behaviors: Yeoman's metal infrastructure causes him to move in a stiff and mechanical fashion. His actions are jerky and, since his joints are designed slightly different from humans, his arms and legs bend at unnatural angles. This odd capability creates a very minor change in his movements: Most witnesses will only notice that Yeoman moved strangely; they won't be able to pinpoint what disturbed them.

In addition to his odd physical characteristics, Yeoman has strange body language. He was not programmed with all nuances of human culture, some of his actions will seem puzzling or out of place.

Known History: Professor Hans Jager (pronounced Yay-gur) designed the Yeoman android to assist in police work during situations that would be dangerous to humans: Fires, gun-fights, and in areas with chemical contamination. The professor, while employed at Technonics, constructed the android with private funds and his personal time, in an effort to provide assistance to local police forces. From his interviews, we believe the professor's stated intent of helping out local law enforcement is truthful.

After completing his prototype android, the professor disguised the construct as a super powered vigilante and ordered Yeoman to act as an independent crime fighter. Yeoman played that part for six months and received several citations for civic service from the governor of New York.

On 13 October 1993, Yeoman attempted to apprehend Bolt outside the Gilmore Building in New York City. Bolt, along with a VIPER five-team, had been robbing the Fourth National Bank when Yeoman arrived in response to silent alarms broadcast by the bank. When Bolt spotted Yeoman, she attacked him with an electrical blast that appeared to disrupt his circuits. He wandered from the battlefield and disappeared from public sight.

After a week without hearing from Yeoman, Professor



Jager contacted the New York police and reported his actions along with his worries over the missing android. The matter was important enough that the FBI was brought in to investigate. Our analysis of their published findings indicate that they were unable to pick up Yeoman's trail.

Professor Jager theorized that certain sections of Yeoman's programming were adversely affected by the electrical discharge from Bolt. He believes that the morality guidelines of his programming was damaged. Professor Jager was under budget constraints when building Yeoman and had only electrically shielded the self-defense circuitry and the target acquisition hardware.

The next appearance of Yeoman was in the company of William Wong, a native of New York City. Yeoman robbed a convenience store and escaped with two hundred dollars. William (Billy) Wong is a career criminal, his record extends back over 40 arrests, most of them connected with robbery (see attached file on Wong, William).

FBI undercover operatives attempted to intercept Yeoman in a sting operation. The agents had put out word that they were representing a powerful criminal organization and were looking to hire help with greater-than-human strength. Wong arrived at the scene of the operation, claiming to represent Yeoman. When the agents arranged to meet with Yeoman to capture him, the android recognized two of the operatives and escaped with Wong.

The media descended on the professor after the disappearance of the android. Many sightings were reported after the first press releases, but all of them have been

YEOMAN

Val	Char	Cost	Combat Stats
50	STR	40	OCV: 6
18	DEX	24	DCV: 6
43	CON	66	ECV: 6
13	BODY	6	Phases: 3, 6, 9, 12
13	INT	3	
18	EGO	16	Costs:
25	PRE	15	
10	COM	0	Char: 142 Base: 100
10	PD	0	+ +
10	ED	1	Powers: 258 Disads: 300
4	SPD	12	= =
20	REC	2	Totals: 400 400
0	END	-43	
60	STUN	0	

Powers

- 25 0 END for STR 50, END=0
- 45 Armor (+15 PD/ +15 ED)
- 30 Life Support: Full
- 5 Lack of Weakness (-5)
- 24 +6" Running (12" total), 0 END
- 4 +2" Swimming (4" total), 0 END
- 5 IR Vision
- 5 Radio Listen & Transmit (on-board radio)

Skills

- 10 Eidetic Memory
- 3 Lightning Calculator (on-board calculator)
- 3 Speed Reading
- 3 Absolute Time Sense (on-board clock)
- 3 Bump of Direction (on-board compass)
- 5 Cramming 8-
- 3 Climbing 13-
- 3 Combat Driving 13-
- 3 Combat Pilot 13-
- 3 Criminology 12-
- 3 Computer Programming 12-
- 3 Electronics 11-
- 3 Forensic Medicine 12-
- 3 Interrogation 14-
- 2 KS: Wanted Fugitives 11-
- 2 KS: Police Procedures 11-
- 3 Mechanics 11-
- 3 Mimicry 11-
- 3 Security Systems 12-
- 3 Stealth 13-
- 3 Shadowing 11-
- 3 Systems Op 12-
- 3 Tactics 12-
- 6 TF: Ground Vehicles, Air Vehicles, Water Vehicles
- 24 +3 Levels w/ All Combat
- 9 WF: Small Arms, Flamethrowers, grenade launchers, Heavy machine guns, Rocket launchers, man-guided missiles, common melee weapons

Disadvantages

- 30 Vulnerability: 1 1/2x STUN & 2x BODY from electrical and magnetic attacks (Common)
- 30 Berserk when hit with electric or magnetic attacks (Common), 14-, 8-
- 10 Enraged when "partner" is in danger (Common), 11-, 11-
- 20 Cannot Lie (Common, Total)
- 10 Physical Limitation: does not heal BODY without mechanical help (Infrequent, Greatly)
- 20 Distinctive Features: Emotionless expression, mechanical voice, odd body language (Not Concealable, Major Reaction)
- 15 Reputation: Out-of-control automaton (extreme), 11-
- 20 DNPC: Billy Wong (normal), 14-
- 10 Hunted by FBI (Less Powerful, NCI), 8-
- 10 Public Identity
- 125 Villain Bonus

discredited. Because of exaggerations made by some of the press, the public now has a false image of Yeoman, believing he is an uncontrolled killing machine. No confirmed sightings of Yeoman have occurred since the aborted sting operation.

Known Associates: William (Billy) Wong

Psychological Profile: Yeoman was programmed with a strict protocol of behavior. We believe Bolt's electrical attack scrambled his circuits and disrupted that protocol. He now behaves in a completely different fashion, easily violating laws he would have been incapable of ignoring before.

His actions seem to be dictated by his associate, Billy Wong. We believe, after a review of Billy Wong's psychological profile, that Yeoman will seek out employment with influential criminals and work to gather money for Billy.

Modus Operandi: Yeoman follows strategic advice from Billy Wong, but follows the tactical programming instilled by his creator. Professor Jager could not supply specifics; the artificial intelligence routine that models Yeoman's tactics has probably modified itself extensively. Yeoman has been very successful in all combat situations, except the disastrous conflict with Bolt.

Yeoman was programmed with a hierarchy of commands. This hierarchy has been compromised by the electrical damage Yeoman received, but some of the commands may still be functional:

- 1) Obey partner's orders
- 2) Do not use lethal force
- 3) Preserve others' lives
- 4) Apprehend Criminals
- 5) Protect Self
- 6) Protect others' property

How much of Yeoman's earlier programming remains is unclear. It is possible that none of his original programming remained and his self-programming features are building new priorities and commands into his patterns of behavior.

*0x48 0x49 0x20 0x54
0x48 0x45 0x52 0x45
Huh?*

Campaign Use: UNTIL agents have collected information on Yeoman, even though he has never operated inside their jurisdiction, because UNTIL high-ranking officers believe that Yeoman was built under Techtronics supervision. Techtronics is a multi-national research firm, specializing in cutting edge technology and its illegal applications. The illegal activities of Techtronics have never been proven, but UNTIL is doggedly searching for any proof they can find. The officers that started the Yeoman file also believe the professor voluntarily became a scapegoat when the Yeoman project went haywire, just to keep Techtronics' name unsullied.

In truth, Professor Jager's story is correct. He built the Yeoman android on his own time and funded the project by contracting his services as a consultant to various businesses. This moonlighting from his regular job would have probably caused him to be dismissed if the Techtronics people had found out. They didn't discover what the professor was doing until the police began asking question about the escaped android.

There are several different methods of bringing Yeoman into a campaign. Yeoman may have become a friend of the PCs (changing all of the New York references to match the campaign city) before he went haywire or Professor Jager may have been an old acquaintance or relative. Bolt's role could be filled by any other magnetic or electrical character; a simple lightning storm or power line accident can become the culprit for Yeoman's change of career.

Yeoman was designed to be the ultimate police officer. As a result, he is also a very capable mercenary. Yeoman is basically nothing more than a very strong and very tough machine. He never quits and never gets tired. His programs include investigative and police-oriented skills, as well as the ability to serve as a recording device and radio.

In combat, Yeoman will wade in, punching. If left to his own devices, he will determine who the greatest threat is and fearlessly pursue his target. If he is rendered temporarily inoperable (stunned or knocked out), he will be able to fight back at full power as soon as he awakens; none of his powers use END. Pushing his STR will cause Yeoman's power generator to overload and he will take 1d6 NND STUN only damage for each END he has to use while Pushing. Yeoman has "sold off" all of his figured END.

Billy Wong stumbled upon Yeoman's wanderings after Yeoman's accident and Billy eventually deduced the android's capabilities. Billy learned to control the android and Billy began to earn a name for himself in the underworld as a rough customer.

Yeoman's programming eventually reasserted itself to some degree; Billy had been categorized as his partner, and Yeoman was forced to comply with Billy's orders. Billy currently offers Yeoman as hired muscle for super villains. Yeoman is ideal for many capers that require brawn and no brains. He never complains or plots and he will follow orders to the letter.

Billy was also responsible for Yeoman's change of costume. Billy believes that Yeoman looks more menacing while he's decked out in a leather jacket. Billy's still relatively young (he's 21) and might order Yeoman to do something stupid, like send him out for pizza. This is a

good way for the PCs to have a run in with the villainous version of Yeoman.

If the PCs manage to capture Yeoman, they're stuck with the problem of deciding what to do with him. If Yeoman can be reprogrammed to his original specifications, should the PCs help the police by providing them with a powerful tool? Will the federal government want to have access to hundreds of Yeoman look-alikes, each one equipped to fight in military situations?

All of these issues are left to the Game Master to determine for his campaign. A further complication: What if Yeoman develops self-awareness? What rights does he have? This would be a good opportunity to have the players caught in the middle of a human rights issue, something that rarely gets dealt with in most campaigns.

See Also: Bolt is detailed elsewhere in this book. VIPER is detailed in *VIPER* (pages 4-43).



Game Mechanic: It's interesting how Yeoman is built using the "mainstream" rules, rather than using the Automaton rules, even though his special effects are those of an automaton. This is good because it makes it a lot easier to compare him to the player characters since they're both playing by the same rules.

Another point about Yeoman: His END has been bought back to zero and all of his END-using Powers are bought with Reduced END. While this can be a problem in some characters, he has spent more for the Reduced END Advantages than he saved by "selling off" his END. Another way to do this would have been to make all of his END-using abilities run off an END Reserve, though this would have actually saved Yeoman some points — only 29 points for a 90 END, 20 REC Reserve — definitely abusive to the rules.



Story Teller: When designing villains with the automaton rules, keep an eye on the defensive capabilities of the character. The classic design problem behind characters with automaton powers is they cannot be damaged. It's important for player morale for their characters to be able to hurt villains.

As far as the story is concerned, it really doesn't matter what the underlying rules are. In general, characters built with the automaton powers are as valid as those built with the normal rules.



Role-Man: Playing automatons can be a really great change of pace, since these characters aren't free-willed. They are forced to follow their programs and directives a lot more closely than other characters stick to their psychological limitations. Obviously, this can be very restrictive, but presents a real role-playing challenge. If the Game Master has strict interpretations of the Automaton rules, you might want to avoid them, building your character using normal Powers and Skills — like Yeoman.

Be sure you know whether your character will be able to make decisions outside the purview of his programming and how Mental Powers used against the character will be adjudicated.

TOP SECRET

Headquarters, United Nations Tribunal of International Law
 1st Ave & 42nd St. UN Headquarters, New York, NY 10017-0000

MEMORANDUM

From: LECH DUMBROWSKI, Captain
 UNTIL Operations Advisor

To: All United States Operational Section Chiefs

Re: Supervillain Conclave

CC: JUAN MARTINEZ, Major
 Chief, UNTIL

Recent Intelligence reports indicate several paranormal and/or paramilitary factions intend to meet somewhere along the Pacific Rim. At this time, the subject of the meeting is not known, nor are the attendees.

All units in the immediate region should adopt a higher alert posture; commanders should exercise their own discretion based on local operational circumstances. Be on the lookout for information regarding:

- Precise Location and Time of the Meeting
- Subject of the Meeting
- Attendees

We suspect one or more UNTIL installations will be the eventual target of an organized, superpowered assault as part of a larger operation.

Do not mount an operation on the meeting or its attendees without authorization from the Senior Operations Staff.

Report all information on this subject immediately.

Lech Dumbrowski

LECH DUMBROWSKI, Captain
 UNTIL Operations Advisor

TOP SECRET

"Bringing Order From Chaos"

Name: Therri Cozzolino**Alias:** Blackfire**AKA:** N/A**Subject Ref. Number:** UNSR-400-2404-90**Ht:** 174 cm (69")**Wt:** 65 kg (143lbs.)**Eyes:** Brown**Hair:** Black**Race:** Caucasian

Appearance: Therri Cozzolino has an average build for a man of his height (174 cm). He is in his early thirties and in excellent physical condition. He is obviously of Italian descent, but he speaks English with no real Italian accent. (If anything, his accent is a New York accent.)

During his career as a politician, Therri Cozzolino had been known to wear black trousers and expensive sweaters. His current tastes in clothing are unknown. As Blackfire, he wears a black bodysuit with silver trunks. His costume is stitched with silver, mystical symbols. He also wears a silver vest, boots and cowl. Hanging from his belt is a gladius, a short gladiator's sword.

Distinctive Behaviors: Therri Cozzolino is a relaxed, smug man. He rarely gets excited or raises his voice. He has been noted to wink at whomever he thinks he has under his control as he tells them what they are to do for him. He has a taste for the good life, and could probably be found wearing fine clothing and eating at excellent restaurants.

Known History: Therri Cozzolino grew up in New York. Throughout his youth, he displayed the ability to coerce others, specially his brothers, into supporting him in his hare-brained schemes. During his High School years, he was suspected of being the leader of a local gang. This was never proven and, as his academic performance was excellent, he graduated with honors. At the same time, he worked with his brothers to form one of the most-talented gymnastic teams in the area. Calling themselves The Flying Cozzolinos, the brothers became rather well-known for their abilities.

When Therri left school, he set out to establish himself as a figure to be recognized. He climbed the ladder of a small New York corporation. At the same time, he was becoming politically active and popular through his charitable contributions and community service. Eventually, he won a seat on the New York City Council.

Less than three years after his venture into the world of politics, his brother, Luigi Cozzolino, was revealed as the villain Nightwrath. Authorities suspected all four of the Cozzolino brothers, including Therri, were working together as the villain team—Anarchy. (Anarchy was wanted for the robbery of a New York jewelry store.) Therri eluded arrest, and was last seen helping his brother, Vito Cozzolino, escape from a team of PRIMUS agents. Therri has not been heard from since, and it is still unknown how he discovered PRIMUS's intent to arrest him.

Several months later, the villain team Anarchy did battle with PRIMUS. However, Blackfire introduced the team as The Flying Cozzolinos instead of Anarchy, abandoning his identity as Therri Cozzolino forever. When the battle was concluded, the Cozzolinos had successfully diverted PRIMUS. During the battle, Terror, Inc., the Cozzolinos' assumed employer, had assaulted an important PRIMUS research base.



Since then, the Cozzolinos have also been employed by Eurostar to assault on the French embassy in New York. Despite the very good diversion supplied by Eurostar, the Champions managed to answer the call for help in time and the plan failed. It is not known if the Cozzolinos are currently employed by Eurostar or not.

Known Associates: Terror, Inc. (suspected), Eurostar, other Flying Cozzolinos

Psychological Profile: Therri Cozzolino is an incredibly manipulative man. According to students in his graduating class, he took a certain amount of pleasure in manipulating others to his whim. Although he can effectively use his social skills to maintain a friendly demeanor, anyone that crosses him learns he has a nasty streak, rarely forgetting any insult. According to his former classmates, he was responsible for much of the violence that went on in his high school. Consistent with his love of manipulating people, he detests doing the 'dirty work' himself.

At the same time, Therri has a very overconfident personality. He doesn't take any threat seriously except for the most obvious or direct. It is suspected that he is used to being able to easily manipulate people to his own ends, and does not consider most people capable of hurting him.

Modus Operandi: As Blackfire, Therri prefers to stay away from his opponents, manipulating them with his mind-magic. Should he fall under hand-to-hand attack, he will draw his gladiator's sword, speak a spell upon it and

BLACKFIRE

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 6+
18	DEX	24	DCV: 6+
15	CON	10	ECV: 6
12	BODY	4	Phases: 3, 6, 9, 12
13	INT	3	
18	EGO	16	Costs
23	PRE	13	
12	COM	1	Char: 100 Base: 100
8	PD	4	+
8	ED	5	Powers: 160 Disads: 160
4	SPD	12	=
6	REC	-2	Totals: 260 260
30	END	0	
30	STUN	0	

Powers

41	Multipower (62 pt pool) , Gestures, Incantations
3u	12d6 Energy Blast, Limited Power: Beam Attack, END=6
4u	10d6 Mind Control, w/ Telepathic Command, END=6
4u	2d6 RKA, Continuous, END=6
4u	Force Wall (11 PD/11 ED, 11 Hexsides), opaque to normal Vision, END=6
3u	21" Teleport, x4 mass, END=1/5"
29	Force Field (+12 PD/+12 ED), 0 END, IIF (magic ring), END=0
20	2d6 HKA (3d6+1 w/STR), 0 END, OAF (sword), No Knockback, END=0+
7	+1 1/2d6 HKA (5d6 w/STR), OAF (sword), No Knockback, Incantations, Full Phase, x2 END, END=5+

Skills

3	Acrobatics 13-
3	Breakfall 13-
3	Bureaucratics 14-
2	Language: Italian (conversational)
3	Oratory 14-
3	Persuasion 14-
3	PS: Politician 12-
3	Seduction 14-
16	2 Combat Levels w/all combat
6	2 Combat Levels w/ sword

Disadvantages

20	Vulnerability: x2 BODY & STUN from holy weapons and people
15	Psych Lim: Overconfident
10	Psych Lim: Vengeful
10	Psych Lim: Manipulative
15	Phys Lim: Must sacrifice a baby boy every new moon or lose powers
15	Distinctive Features: Magical goat's head tattoo on arm (Easily Concealable, Extreme Reaction)
15	DNPC: Aunt Leona (Incompetent) 8-
20	Hunted: PRIMUS (equal, NCI) 11-
15	Hunted: UNTIL (equal, NCI) 8-
15	Secret Identity: Jeffrey Hanscom
10	Villain Bonus

unleash its power upon his enemy. Although he has other powers, such as a spell of fiery death, he does not seem to enjoy using them as much as his mind-magic.

Campaign Use: Therri Cozzolino was the second of four sons born to Maria Cozzolino. Maria died during the birth of her fourth son, Giauseppi. One of Maria's sisters, Leona took the Cozzolino boys in and attempted to raise them as her own. However, Leona was not capable of keeping up with her children and the Cozzolino boys were often found times unattended. Therri took advantage of those times, manipulating to boys to his whim. Due to the success that he had coercing his brothers, Therri felt himself to be a natural leader and took an early interest in politics.

After high school, the Cozzolinos went their separate ways. At the same time that Therri began to become active in the world of politics, he also discovered his fascination for the occult. He gained entrance to the mysterious Brotherhood of the Crimson Shadow. His acceptance of the cult's precepts was rewarded with quick ascension through the ranks. He also received the Blood Sword, the symbol of the cult's upper echelon. Calling himself Blackfire, he gained the ambition of controlling the Brotherhood itself.

Eight years later, the Cozzolinos had a reunion. A friendly poker game turned ugly, tempers flared and the brothers confronted each other with the super-powers they had developed during the eight year separation. Blackfire, sensing opportunity, immediately suggested they use their powers to get what they wanted in life. Naming themselves Anarchy, they began to hire out as a mercenary team to whomever could pay. When Nightwrath's real name was discovered, Therri was forced to abandon his political ambitions and go undercover.

Blackfire has several dark, magical powers, all with a black energy special effect. His Continuous RKA consists of a searing burst of black flame that consumes the target as long as Blackfire concentrates on it. He can engulf his Blood Sword, which is made from a strange, dark metal inscribed with crimson runes, in a sheath of black flame adding to its lethality. In exchange for his magical power, he must sacrifice a first-born, baby boy every new moon. If he does not, then his powers will not work in that lunar cycle.

Note: The Brotherhood of the Crimson Shadow is a small organization of cultists, including Extreme Prejudice. They derive their magical might through focused evil; the more evil the practitioner, the more powerful the resulting magic. Therefore, Blackfire's magical might is evidence of his incredibly evil nature. He should be depicted as an extremely dark and twisted individual.

See Also: The Champions are described in *Champions* (pages C 2-C 9). PRIMUS is detailed in *Classic Organizations* (pages 105-117). Eurostar can be found in *Classic Enemies* (pages 16-24). Terror, Inc. appears in *Classic Enemies* (pages 29-34). Extreme Prejudice is described elsewhere in this book.

Fitzarthur Publishing
2:00pm Sharp

Name: Luigi Cozzolino
Alias: Nightwrath
AKA: Samuel Smith
Subject Ref. Number: UNSR-400-2541-87
Ht: 172 cm (69") **Wt:** 84 kg (185 lbs.)
Eyes: Brown **Hair:** Black
Race: Caucasian

Appearance: Luigi Cozzolino is in his late twenties, and keeps himself in fine physical condition. Like his brothers, he is of Italian descent and speaks English with a New York accent. Although of average height, he has a powerful build. He wears his hair short, with a braided tail in back. He has a white lock of hair above his left ear, although it is assumed that he colors it black in his current identity with a water-based dye.

Although his current tastes in clothing are unknown, when he worked for VIPER he had a penchant for herringbone suits. Also, he would often wear a red carnation in his lapel. As Nightwrath, he wears a loose-fitting black costume completely covering his body, leaving only his eyes exposed. He ties down his costume at the wrists and ankles with black strips of leather.

Distinctive Behaviors: Luigi Cozzolino is a tense, high-strung individual, and is unable to sit idle for long. Typically, he will drum his fingers or tap his pencil to alleviate his tension. He likes drinks with caffeine, and prefers Mountain Dew to all other beverages.

Known History: Luigi Cozzolino had always been a mean man, and growing up in the slums of New York just focused his problems. By the time he was in middle school, teachers were describing him as having a chip on his shoulder. Mrs. Jackie Williamson, his tenth grade councilor, described it as more, "...like a cinder block!" Luigi never forgot an enemy that he had made, and he made them with alarming frequency. Mrs. Williamson also mentioned that he could have gotten better grades, but preferred to spend his time plotting revenge, not studying.

After high school, Luigi entered the job market. He found menial jobs on several different occasions, but was unable to hold a job for any real length of time. One of his ex-bosses claimed Luigi tended to pick fights with other employees and had to be fired. This persisted for several years, until he stopped working altogether.

UNTIL Agent Robert Jackson, working under cover in an investigation of the organization VIPER, noted the appearance of a man named Samuel Smith in VIPER only months after Luigi lost his last minimum-wage job. Apparently, VIPER was interested in Nightwrath because of his mastery of a strange martial art called "The Assassin's Way." Nightwrath worked with VIPER for several years. However, in a stroke of bad luck for Nightwrath, VIPER administrators discovered several key documents were missing during an unplanned reorganization of the criminal cartel. The clues led VIPER to suspect Nightwrath.

According to Agent Jackson, Nightwrath immediately left VIPER, taking the stolen documents with him. Unfortunately for him, he was spotted by VIPER agents, and a fight began. Although he was able to escape, he lost the documents. VIPER, unsure if he copied the documents, put a rather sizable bounty out for Nightwrath's return—



dead or alive. UNTIL immediately investigated, and discovered the name Samuel Smith was contrived.

Nightwrath immediately put his skills to use, robbing for cash on a regular basis. Several years passed, and investigators were unable to locate him. However, it was not until after the debut of the superteam Anarchy (stealing merchandise from a jewelry store) that investigators began to suspect that Luigi Cozzolino was the costumed criminal Nightwrath. Although he was able to avoid arrest, officials had made the link between him and his brothers. It is assumed information of the arrests had gotten out and the brothers abandoned their former identities.

Months later, Anarchy, renamed the Flying Cozzolinos, battled PRIMUS agents in a diversionary action for Terror, Inc. Later, they raided the French embassy in New York, apparently in the employment of Eurostar. Nightwrath participated in both of these battles.

No information on Nightwrath's new identity has been discovered.

Known Associates: Terror, Inc. (suspected), Eurostar, other Flying Cozzolinos, VIPER (former)

Psychological Profile: Luigi Cozzolino is both paranoid and vengeful. He constantly looks for enemies, and, not surprisingly, finds them with alarming frequency. Once he has identified an enemy, he spends his time antagonizing and humiliating them.

Despite these extreme behaviors, he does seem to trust his brothers to a certain degree. At least, he has not been observed antagonizing them in any real way.

NIGHTWRATH

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8+
23	DEX	39	DCV: 8+
19	CON	18	ECV: 5
12	BODY	4	Phases: 3, 6, 9, 12
13	INT	3	
14	EGO	8	Costs
18	PRE	8	
10	COM	0	Char: 105 Base: 100
8	PD	4	+ +
8	ED	4	Powers: 155 Disads: 160
4	SPD	7	= =
8	REC	0	Costs: 260 260
38	END	0	
32	STUN	0	

Powers

53	Duplication (1x200 pt), not in total darkness (-1/4), re-joins if Nightwrath is knocked out (-1/4)
16	Armor (+8 PD/+8 ED), OIF (costume)
10	Invisibility to normal Sight, may not move (-1/2), 14-Activation, END=2
25	1 1/2d6 HKA (3d6 w/STR), 0 END, No Knockback, Reduced Penetration, END=2+
5	Life Support: Need not breathe, uses END, x2 END, END=2
5	Mind Link with Shadow
2	+1" Running (7" total), END=1/5"
4	+6" Superleap (9" total), must take full phase action (-1/2), END=1/5"

Skills

3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Concealment 12-
3	Contortionist 14-
3	Interrogation 13-
2	Language: Italian (conversational)
3	Stealth 14-
3	Streetwise 13-
9	3 Combat Levels w/Strike, Block and Disarm

Disadvantages

20	Vulnerability: x1 1/2 BODY & STUN from light-based attacks
20	Psych Lim: Paranoid
15	Psych Lim: Antagonistic and Mean
15	Psych Lim: Vengeful
10	Distinctive Features: No shadow (Easily Concealable, Major Reaction)
15	DNPC: Aunt Leona (Incompetent) 8-
20	Hunted: PRIMUS (equal, NCI) 11-
15	Hunted: UNTIL (equal, NCI) 8-
15	Hunted: VIPER (less pow, NCI) 11-
15	Secret Identity: Eric Costello

Modus Operandi: Although capable, Nightwrath is not terribly dangerous without his shadow form. He will almost always summon his shadow and will then attack the closest nearby opponent simultaneously with his shadow. Although he is a dangerous assassin, he is not a great tactician and will usually listen to the orders of the team leader, Blackfire.

Campaign Use: Luigi Cozzolino was the third son of Maria Cozzolino. Because she died during the birth of her fourth son, her sister Leona attempted to raise the boys.

After high school, Luigi got involved in the mob. In order to cover his involvement, he maintained a series of part-time jobs. His mob boss noticed Luigi's incredible imagination when it came to violence, and allowed Luigi to advance through the ranks quickly. After a couple of years, Luigi was selected for training in The Assassin's Way, an obscure Italian martial arts. Once Vito had learned the style, he quietly slipped away in the middle of the night. He caught wind of the organization called VIPER, and quickly joined them.

After PRIMUS discovered his Nightwrath identity, Luigi relocated, changing his name to Eric Costello.

NIGHTWRATH'S SHADOW

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 8
23	DEX	39	DCV: 8
20	CON	20	ECV: 3
15	BODY	10	Phases: 3, 6, 9, 12
5	INT	-5	
10	EGO	0	Costs
10	PRE	0	
10	COM	0	Char: 85 Base: 100
6	PD	2	+ +
6	ED	2	Powers: 115 Disads: 100
4	SPD	7	= =
8	REC	0	Costs: 200 200
40	END	0	
35	STUN	0	

Powers

40	Multipower (40 pt pool)
2u	1 1/2d6 HKA (3d6 w/STR), 1/2 END, No Knockback, END=1+
4u	Desolidification (not vs. light powers), END=4
2u	Invisibility to Sight Group, only in shadows (-1/2), END=3
30	Armor (+10 PD/+10 ED)
7	Characteristic: +15 PRE, defensive only (-1)
24	12" Flight, 1/2 END, no non-combat movement (-1/4), END=1/5"
10	Life Support: Need not breathe
5	Mental Defense (10 pts total), not vs. Ego Attack (-1/2)
-12	-6" Running (0" total), END=0
3	Stealth 14-

Disadvantages

10	Vulnerability: x1 1/2 BODY & STUN from darkness-based attacks
20	Berserk if confronted with a light-based enemy 14-, 11-
20	Psych Lim: Vicious—likes to kill
10	Psych Lim: Cowardly—will not expose itself to danger except by direct order
10	Phys Lim: Cannot Speak
10	Phys Lim: can only be separated from Nightwrath for short periods of time (1 hour per day)
20	Distinctive Features: Dark and shadowy (Not Concealable, Major Reaction)

Name: Vito Cozzolino**Alias:** Thunderhead**AKA:** N/A**Subject Ref. Number:** UNSR-400-1934-90**Ht:** 150 cm (59") **Wt:** 53 kg (116 lbs.)**Eyes:** Brown **Hair:** Black**Race:** Caucasian

Appearance: Vito Cozzolino is a short man obviously of Italian descent with a light build. He is in his early thirties, and his short, black hair has a few gray hairs mixed in. His physical condition is generally good. Like his brothers, he speaks English with a New York accent.

Based on his tastes in clothing before he disappeared, Vito tended to prefer wearing blue, knit trousers and button-down, dress shirts. He often could be seen wearing a tie, even in High School. As Thunderhead, he wears an unremarkable gray spandex costume with dark-gray boots, gloves, face-mask and trunks.

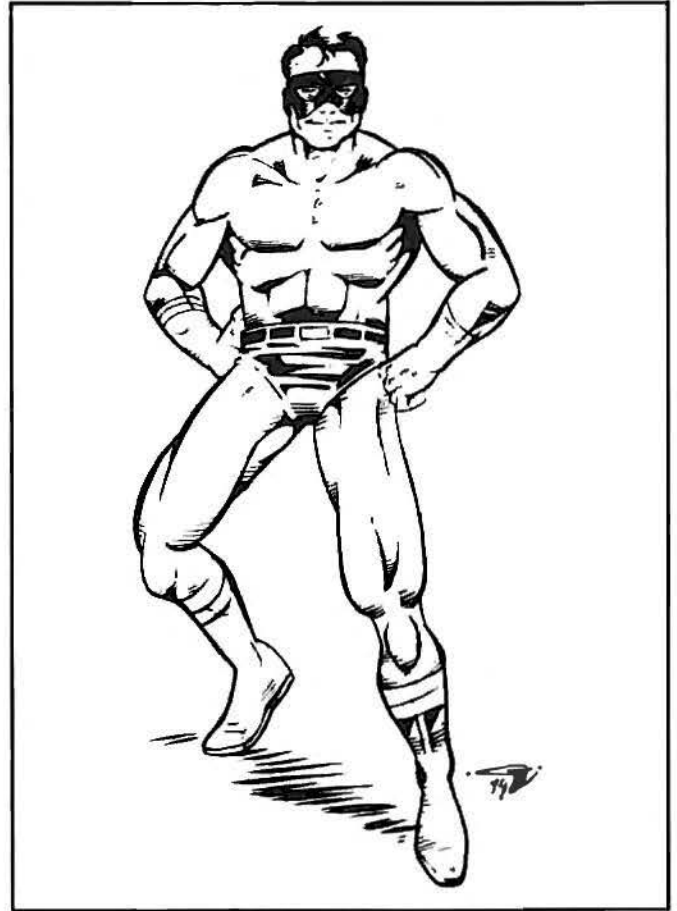
Distinctive Behaviors: Vito Cozzolino has been observed to toss his head to the side in an attempt to get the hair out of his eyes. This behavior was noted by people who knew him in school and persists to this day. Also, he had a tendency to chew his finger-nails when he was young, specially when nervous. He would never be found with anything but very closely-trimmed nails. However, it is unknown whether he still persists in this habit.

Known History: Vito Cozzolino was the eldest of the Cozzolino brothers. Growing up in New York is not easy for most youths, but his childhood was complicated by his small size and his low grades in school. According to his high school instructors, Vito had difficulties dealing with other boys, and was frequently the victim of cruel beatings at the hands of the bigger students. Vito was held back two grades before he graduated. Teachers complained that he rarely, if ever, had any of his homework done.

The only thing in school Vito liked was athletics. Although he was not a large boy, he was strong for his size and in excellent health. He did seem to enjoy physical activity. He was the primary motivator behind the gymnastic team known as The Flying Cozzolinos. With his brother Therri's help, the Cozzolinos became a capable gymnastic team, and participated in several competitions as well as touring local schools.

After he graduated from high school, Vito began working and saving money for flight school. Two years later, Vito had accumulated enough money to enter a local school for pilots. After our investigation, it was discovered that he had been a good student. However, he was injured in a freak accident and forced to drop out of school due to inability to pay flight school tuition and accumulated medical bills. Apparently, his aircraft was struck by lightning during a practice flight on a cloudy day, and Vito was blinded and paralyzed on the left side of the body. The flight instructor was barely able to land the damaged aircraft, and Vito was rushed to the hospital.

Despite the severity of Vito's wounds, he healed quickly. Within a day, he was off the critical list, and a week later, doctors believed that he was recovered from his immediate injuries. This was attributed to his good health. However, when he began to recover use of his eyes and the left side of his body, doctors were amazed. Within a month



of physical therapy, he had regained full use of his legs, walking with ease. His left eye finished healing two months later.

Unable to continue training in flight school, Vito electing to enter the working world as a minimum-wage earner.

It was assumed that Vito Cozzolino's life had remained quiet and unimportant until his brother, Luigi, was discovered to be Nightwrath. Nightwrath was a member of the villain group Anarchy, the group responsible for the robbery of a New York jewelry store. Vito, who was similar in size and build to the villain Thunderhead, was immediately suspect. When PRIMUS agents were deployed to bring Vito in for questioning, he escaped with the help of his brother Therri Cozzolino.

Several months later, the villain team Anarchy, re-named the Flying Cozzolinos, were involved in a diversionary action for Terror, Inc. against PRIMUS. Later, The Flying Cozzolinos appeared during a raid on the French embassy in New York, apparently in the employment of Eurostar. Vito Cozzolino (Thunderhead), was a part of both of these actions.

During the raid on the French embassy, Thunderhead stopped one of his team-mates, Nightwrath, from killing a secretary. It is unknown why this happened, but lack of cooperation between the brothers is suspected to be one of the reasons why the assault was a failure.

Because Vito Cozzolino was never located again, it is assumed that he is using a new identity to maintain his secrecy.

THUNDERHEAD

Val	Char	Cost	Combat Stats
40	STR	30	OCV: 7
20	DEX	30	DCV: 7
25	CON	30	ECV: 3
17	BODY	14	Phases: 3, 6, 9, 12
10	INT	0	
10	EGO	0	Costs
20	PRE	10	
8	COM	-1	Char: 130 Base: 100
10	PD	2	+
10	ED	5	Powers: 100 Disads: 130
4	SPD	10	=
13	REC	0	Totals: 230 230
50	END	0	
50	STUN	0	

Powers	
15	Elemental Control —Storm Powers
a-7	50% Resistant Energy Damage Reduction, only vs. electrical attacks (-1)
b-15	1d6 Flash vs. Sight and Hearing Groups, ½ END, No Range, END=1
c-12	15" Flight, only in atmosphere (-1/4), END=1/6"
d-10	Force Field (+14 PD/+6 ED), 0 END, non-resistant (-½) "wind barrier", END=0
6	+2d6 Hand Attack "thunderclap strike", END=1
6	Flash Defense for Sight and Hearing (3 pts each)

Skills	
3	Bump of Direction
5	Acrobatics 14-
3	Breakfall 13-
3	Interrogation 13-
2	Language: Italian (conversational)
1	SC: Meteorology 8-
2	TF: Air Vehicles
10	2 Combat Levels w/HTH Combat

Disadvantages	
25	Berserk if wounded 11-, 8-
15	Psych Lim: Protective of innocents
15	Psych Lim: Paranoid
10	Distinctive Features: Skinny (Concealable)
15	DNPC: Aunt Leona (Incompetent) 8-
20	Hunted: PRIMUS (equal, NCI) 11-
15	Hunted: UNTIL (equal, NCI) 8-
15	Secret Identity: Jonathan Reading

Known Associates: Terror, Inc. (suspected), Eurostar, other Flying Cozzolinos

Psychological Profile: Based on descriptions of those who knew him, Vito Cozzolino was a very warm and sociable person. School teachers mentioned that he never had any social problems, outside of a little genuine fear of his larger class-mates. However, after his accident, co-workers claimed, although he seemed to care for others, he often bordered on paranoid behavior. It is assumed he felt the accident was really a plot against him, although he has never been examined.

Despite his paranoia, Vito Cozzolino has maintained a rather humane and good-natured outlook throughout his entire career as a villain. The incident during the assault

on the French embassy is not the only evidence to support this conclusion, but it is the strongest.

Modus Operandi: Thunderhead is a powerful hand-to-hand combatant. His standard tactic is to single out an opponent, particularly one that can fly, and ferociously attack that opponent until Thunderhead has won or is called by Blackfire to do something else. With his thunderclap punch, Thunderhead is capable of disorienting his opponent, making it easier to land his blows.

Campaign Use: Vito Cozzolino was the first son of Maria Cozzolino. Maria died during the birth of her fourth son, Giauseppi, and Leona, one of Maria's sisters, tried to raise the Cozzolino boys herself. However, Leona needed help, so Vito's early school years were made difficult by obligations to his younger brothers and Aunt Leona's own children. Although of average intelligence, he got very poor grades in school because he rarely got any opportunities to do his homework.

Vito had very few dreams. His first dream was realized when The Flying Cozzolinos organized themselves. He held the gymnastic team together more than any of the other members. However, it was not until after school that he saw the opportunity to fulfill the greatest dream of his life—flying. When his injuries knocked him out of flight school, he was certain that others had conspired against him. As he lay in bed, he anguished over how he would never fly again.

When he began to recover the use of his eyes and the left side of his body, Vito became aware of his control over the air in his hospital room. Afraid of more conspiracy against him, he did not mention his discovery to his doctor. When he was released, his powers had grown and he was ready to experiment. In a few months, he had discovered that he was able to fly again. However, this time he needed no airplane. Not only that, but he was stronger, tougher and capable of summoning the power of lightning to his hand.

Although he had no reason to become a villain on his own, when Therri suggested that the brothers join together to get what they wanted, he agreed, with reservations. Although the rest of his brothers were acting only in their best interests, he wanted to help his Aunt Leona by giving her money to help pay her bills and raise her own children.

When he was forced to flee from PRIMUS, Vito assumed the name Jonathan Reading.

See Also: PRIMUS is detailed in *Classic Organizations* (pages 105-117). Eurostar can be found in *Classic Enemies* (pages 16-24). Terror, Inc. appears in *Classic Enemies* (pages 29-34).



Role-Man: Damage Reduction is a good way to simulate increased resistance to certain special effects, as was done with Thunderhead. Limiting the Power to one special effect keeps the cost down, as well. Complete invulnerability is not directly possible, but a combination of Damage Reduction with normal defenses is close. Also, a strong distinction between Energy attacks and Physical attacks (i.e., is a "sonic" attack physical or energy?) is not as important with this kind of Limitation.

Name: Giauseppi Cozzolino
Alias: Zipper
AKA: N/A
Subject Ref. Number: UNSR-400-9158-88
Ht: 205 cm (81") **Wt:** 119 kg (263 lbs.)
Eyes: Brown **Hair:** Black
Race: White

Appearance: Giauseppi Cozzolino is a huge man in his late twenties. Although he is quite large, he has an average build and is not believed to be any stronger than he looks. He is of Italian descent and speaks English with a New York accent, not an Italian one. His black hair is shoulder-length. Other than accent and race, he bears little resemblance to his older brothers.

In college, Giauseppi preferred to wear jeans and tee-shirts. When working as Zipper, he wears a silver, spandex bodysuit with matching gloves, face mask and boots. His mask covers his entire face, except for the jaw.

Distinctive Behaviors: Giauseppi Cozzolino has been observed scratching his chin while thinking about what to do next. When he has little to do, or is otherwise uninterested in what is going on, he was known to stretch out on a chair or sofa.

As a youth, Giauseppi had a tendency to play his radio too loud and may still persist in this behavior. Apparently, he preferred hard rock over any other type of music; and he even performed gymnastic routines with it as accompaniment.

Known History: Giauseppi Cozzolino was the last son born to Maria Cozzolino. His mother, weakened by stress from her recent divorce and following pregnancy, died from complications during childbirth.

Giauseppi seemed to enjoy the gymnastic team his older brothers founded. However, it was noted that he often did not seem to fit in with the other three; and they sometimes went out of their way to antagonize him. High school councilors have remarked Giauseppi had suffered self-esteem problems all the way through school.

Despite his problems, Giauseppi got good grades in school. He was able to attain scholarships to help him with future college expenses. Instructors at college said Giauseppi had an affinity for computers. He did quite well in college, and later graduated from Herbert H. Lehman College with a degree in computer programming.

According to local police and PRIMUS, the villain Zipper began his career robbing banks, jewelry stores and computer stores. This happened during Giauseppi's college education. Zipper's robberies went unstoppable until the villain attempted to steal valuable research on computers from Sci-Tech Enterprises. Although Zipper was not captured, the robbery was foiled by Sci-Tech security. Sci-Tech has hired private investigators to locate the villain. Although Sci-Tech is now aware of Zipper's true identity, no progress has been made.

The super-team Anarchy made its first appearance robbing banks and jewelry stores. After a couple of robberies, authorities discovered the identity of team member Nightwrath. PRIMUS suspected the other Cozzolino brothers of being on the team. However, when agents arrived at Giauseppi's home, he could not be found.



Later, the super-team Anarchy appeared under a new name: the Flying Cozzolinos. The Flying Cozzolinos raided a French Embassy in New York. The attack was thwarted by the Champions, but members of both the Cozzolinos and Eurostar (who were attempting to provide a diversion) escaped.

It is reasonably certain Giauseppi Cozzolino is Zipper. Attempts to locate him have failed, and it is assumed he is living under an assumed identity.

Known Associates: Terror, Inc. (suspected), Eurostar, other Flying Cozzolinos

Psychological Profile: During high school, Giauseppi suffered from insecurity, and it is likely that he still feels insignificant. Although he is boisterous and cocky on the battlefield, this could easily be his way of covering his insecure feelings.

On a possibly related issue, Giauseppi demonstrates a tendency to stay in the middle of a fight, to the point of self-endangerment. He often harasses opponents instead of injuring them directly. It is unknown why he feels he must show his personal bravery, because it is difficult to determine who he is doing this for.

Finally, Giauseppi tends to avoid combat with women. On two occasions, he has ignored female guards or agents, disposing of their male counterparts instead. It is unknown whether he has a problem fighting with a woman or whether he feels he is seeking a more worthy opponent.

ZIPPER

Val	Char	Cost	Combat Stats			
15	STR	5	OCV: 10			
30	DEX	60	DCV: 10			
18	CON	16	ECV: 3			
15	BODY	10	Phases: 2, 4, 6, 7, 9, 11, 12			
18	INT	8				
9	EGO	-2	Costs			
15	PRE	5				
14	COM	2	Char:	135	Base:	100
4	PD	1		+		+
4	ED	0	Powers:	95	Disads:	130
7	SPD	30		=		=
7	REC	0	Totals:	230		230
36	END	0				
32	STUN	0				

Powers

25	Elemental Control—Super Speed
a-25	5d6 EB, Physical, Armor Piercing, Area Effect (Any Area), x2 area (10 hexes), Nonselective, 0 END, No Range, No Knockback, must conform to Teleport path (-1/4), END=0
b-12	Force Field (+16 PD/+16 ED), 0 END, 14- Activation, not against Area Effect attacks (-1/2), END=0
c-14	20" Teleport, 1/2 END, not through airtight (-1/2), teleport path is Visible (-1/4), END=1/10"

Skills

3	Lightning Calculator
3	Acrobatics 15-
3	Breakfall 15-
3	Computer Programming 13-
3	Electronics 11-
2	Language: Italian (conversational)
2	SC: Computer Science 11-

Disadvantages

10	Enraged if mocked or accused of cowardice, 14-, 11-
15	Psych Lim: Loves to Harass other Supers
15	Psych Lim: Greedy
10	Psych Lim: Feels he must prove himself
10	Distinctive Features: Big and burly (Concealable)
15	DNPC: Aunt Leona (Incompetent) 8-
20	Hunted: PRIMUS (equal, NCI) 11-
15	Hunted: UNTIL (equal, NCI) 8-
5	Hunted: Sci-Tech Enterprises (equal, mild) 8-
15	Secret Identity: Bryce Ford

Modus Operandi: Zipper tends to harass enemies, moving in short bursts of unbelievable speed. (He commonly creates a sonic crack when he moves.) When he decides to harm his opponent, he sticks to simple tactics, hitting anyone in his path. He rarely moves far from his opponents, giving them many opportunities to counter-attack.

Campaign Use: Giauseppi Cozzolino does not have the same father as the rest of the Cozzolinos. When Maria began to look pregnant, it had been over six months since she and Giavonni, her husband, had slept together. Enraged, Giavonni quickly divorced her. Due to the stress

put on Maria from the divorce and pregnancy, she was in terrible health when Giauseppi was born. As a result, Maria died during Giauseppi's birth.

Fortunately for Giauseppi, Maria's younger sister, Leona, took the Cozzolino boys in and did her best to raise them. However, the other three boys would sometimes tease Giauseppi about how he was a bastard son, or how he "killed" his own mother. He dealt with this as best he could, but still feels responsible and ashamed.

Giauseppi had social problems in school, most of which stemmed from his low self-esteem. He was a large boy, and the teachers tended to treat him as if he was stupid. This only served to worsen Giauseppi's faltering belief in himself.

Because Giauseppi's life was filled with negative reinforcement, he was afraid to share his love of electronics and computers. As a boy, he played with electronic devices frequently, and was able to fix a small transistor radio by the age of eleven. When he discovered computers, he knew he had found his calling in life. He played with the school computers frequently, even taking a few extra-curricular classes on computers. Through his natural talent, hard work and a little formal training, he became fluent in several programming languages, including assembly language.

Giauseppi worked hard, getting good grades in school. He got several scholarships for a local college, and eagerly attended. During his first year of classes, his mutant powers began to surface. He would get painful migraine headaches, each followed by a rather bizarre burst of speed. As time progressed, the headaches became shorter and less painful, and his bursts of speed became longer and more controlled. Finally, he could control his powers of speed with little effort.

Giauseppi's confidence was boosted by his discovery and he decided to get the money and equipment he had always wanted. Although things did not go as smoothly as planned, he managed to support himself while in college and build up a rather powerful computer system at the same time.

When Therri suggested that the four brothers form a villain team, Giauseppi wholeheartedly agreed, adding Zipper to the roster of Anarchy and, later, the Flying Cozzolinos.

Sci-Tech is a powerful scientific firm employing several super-powered guards. They are currently investigating Zipper to determine if he had successfully stolen any of their technology. Sci-Tech's investigations have been slowed down by his name change (to Bryce Ford).

Note: Zipper's Force Field works against any directed attack, such as hand-to-hand strikes and gunfire. However, any attack not requiring a CV attack roll, such as an Area Effect attack without Selective or Nonselective modifiers, avoids his Force Field entirely.

See Also: The Champions are described in *Champions* (pages C 2-C 9). PRIMUS is detailed in *Classic Organizations* (pages 105-117). Eurostar can be found in *Classic Enemies* (pages 16-24). Terror, Inc. appears in *Classic Enemies* (pages 29-34).

Nature forms us for ourselves, not for others; to be, not to seem.

Name: Walter Hawley
Alias: Diver
AKA: N/A
Subject Ref. Number: UNSR-400-0021-48
Ht: 175 cm (70") **Wt:** 86 kg (190 lbs.)
Eyes: Brown **Hair:** Black
Race: Caucasian

Appearance: Throughout his extensive criminal career, Diver has worn several different costumes. Each costume has been centered around an aviator theme. Currently, Diver wears a modern, green, aviator jumpsuit, a leather bomber jacket with a large Army Air Corp emblem on the back, combat boots, and an old set of pilot's goggles that cover most of his head. He has not worn a white scarf since the tabloids claimed the scarf proved he was actually the late Elvis Presley.

Diver is somehow immune to aging, and has remained in his early twenties for several decades. He keeps his light brown hair short. He maintained a handle-bar mustache all through the 1960's, but stays clean shaven these days.

Distinctive Behaviors: The former spokesman for Lucky Strikes, Diver smokes unfiltered cigarettes—Lucky's if he can get them. Diver is also fond of alcohol. Since returning from Vietnam, Diver's preference for Black Label beer has also become well known. Diver's meal of choice is a thick, well-done, T-bone steak with two baked potatoes and sour cream on the side.

Known History: Diver's autobiography provides a unique source of information. According to Diver, his B-17 was crippled during a bombing run, and the crew was forced to bail out. He, and fellow crewman Randy "Tailspin" Ribble, landed near a supply depot, got captured by the depot's guards, and, while waiting to be transferred to a POW camp, were exposed to the fumes of an accidental chemical fire. (The specific chemicals involved were never identified.) Days later, Diver and Tailspin's powers manifested themselves, and the duo easily escaped from the prison camp.

Diver and Tailspin finished the war in Europe, but deserted when the Army wouldn't send them to the Pacific and went on their own. After the war, the pair stayed away from the United States to avoid prosecution, spending the next couple of years working as mercenaries. Separation from their families embittered the pair, tensions mounted, and the pair split up.

When the Korean War started, Diver was quick to enter the action. Despite standing orders for Diver's arrest, soldiers were reluctant to turn in the hero fighting by their side. For most of the war, Diver was teamed up with another super powered hero named Super Saber. (Super Saber was shot down in 1952 by a North Korean MIG somewhere along the Yalu river.)

After Korea, Diver quietly returned to the United States. Still wanted for desertion, Diver had little choice but to resort to crime to make a living. He eventually met up with Tailspin, and the two buried the hatchet. Diver, rejoined by Tailspin, collected former Army super humans Freedom's Fire and Mr. Mercury together with Privateer, Professor Time and The USS Arizona into a mercenary band often referred to as "The Pack."



As the United States entered Vietnam, The Pack disbanded. Diver and Tailspin deployed along with the troops. The pair not only fought, but rescued POWs and downed aviators. They even tried to assassinate Jane Fonda after her Hanoi broadcasts, but failed to penetrate the defenses surrounding the capitol city in time to locate her.

Diver's more recent exploits are not covered in his autobiography. We are certain Diver is responsible for acts of terrorism against the OPEC oil nations which took place during the Oil crisis, Iran during the hostage crisis, Libya, El Salvador, Nicaragua, Beirut, Grenada, and Panama. Diver also took an active role in the liberation of Kuwait during UN Operation Desert Storm and has been sighted several times in Ethiopia.

Known Associates: Tailspin, Hyperion, Freedom's Fire (missing), Mr. Mercury (deceased), Privateer (deceased), Professor Time (missing), Super Saber (deceased), The USS Arizona (deceased), American Eagle I (deceased), American Eagle II (possibly)

Psychological Profile: Reports of Diver almost always come from corner bars in the older sections of North American cities. In almost every case, these bars have catered to older, blue-collar patrons. He has also been known to frequent Veterans Of Foreign Wars, American Legion, and Disabled American Veterans posts. This almost confirms he is attracted to people with whom he shares a common background. Diver's "pro-America" stance is a matter of public record. He even uses a Swiss

DIVER			
Val	Char	Cost	Combat Stats
30	STR	20	OCV: 10+
30	DEX	60	DCV: 10
30	CON	40	ECV: 3
18	BODY	16	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs:
23	PRE	13	
12	COM	1	Char: 210 Base: 100
30	PD	24	+ +
30	ED	24	Powers: 210 Disads: 320
5	SPD	10	= =
12	REC	0	Totals: 420 420
60	END	0	
50	STUN	2	
Power			
20	Damage Resistance (20 PD/ 20 ED)		
140	Flight 45", 4xNCM, 0 END, END=0		
6	+3 w/Flight (TM 6" at 45"v)		
3	Life Support: Immune to Aging		
Skills			
3	Breakfall 15-		
3	Acrobatics 15-		
2	TF: All Air Vehicles		
3	Combat Piloting 15-		
11	Navigation 15-		
3	Systems Operation 11-		
3	KS: History (1910-Present) 12-		
3	KS: Golden Age Superheroes/Villains 12-		
3	Favor: Former President of the United States		
2	Contact: US State Department Clerk, 11-		
1	Gambling 8-		
4	+2 OCV w/ Move-By		
Disadvantages			
20	2xSTUN from Gravity Powers		
20	2xSTUN from Air/Wind Powers		
20	Hunted by Arabic nation, more pow, NCI, 8-		
15	Hunted by Japanese Corporation, NCI, 8-		
15	Hunted by Another Japanese Corporation, NCI, 8-		
10	Psych: Thrill Seeker (Unc, Strong)		
10	Psych: Show Off (Unc, Strong)		
15	Psych: Overconfident (VCom, Mod)		
20	Psych: Superpatriot—USA (Com, Total)		
10	Reputation: Patriot, 11-		
10	Public Identity		
155	Villain Bonus		

*Diver's Autobiography, Ordered
Life of a Super Hero, Part One
1922-1971
ISBN 1-55806-094-4*

bank account to pays taxes based on what he steals. Diver's active involvement in almost every armed conflict may indicate he considers himself invulnerable. We are fairly certain Diver's targeting of foreign-owned business interests is motivated by nationalist, rather than racist, reasons. We believe there are details of his life he wants to keep secret. For instance, in his book he mentions attending American Eagle I's funeral, but does not elaborate on their relationship.

Modus Operandi: Diver has never failed to respond to national emergencies where United States Military personnel are deployed, with the exception of secretive operations. In times of peace, Diver targets foreign powers, organizations, and businesses he feels are working against the interests of the United States. He will conduct these operations on his own, and as a mercenary.

Vogue la galere. Au pays des aveugles les borgnes sont rois. Il est mort, vive le roi. Ausse s'accuse. Tout compst plus qu'un crime, c'est est la meme chose. TouA bon chat, bon rat. Le ne connait point. Honi

*Torrey Pines
Bensten Pines
Pinehurst*

Campaign Use: Diver can be employed by elements of the United States government, by individuals able to convince him they are working for the benefit of the United States, or anybody who can pay his fee. Diver will not knowingly work against the United States. Diver has conducted operations on behalf of both the Reagan and Bush administrations, including involvement in the Iran-Contra scandal.

Diver has very few secrets. He does not maintain a residence because he spends most of his time working. He collects his money in a pair of Swiss bank accounts. He uses one account for all obvious transactions. He uses the other account for anonymous transactions under the name of Akitoshi Kizaki, a name so unlikely, considering his background, he's confident nobody will figure it out. Diver regularly uses this account to create college scholarships for orphans and children of veterans, and for donation to political organizations such as the Republican Party and the National Rifle Association.

Diver's speed can be misleading because turn mode requirements for his flight can make it awkward for him to attack. His only real attack is a move-by, which he will use against opponents who prefer to remain at a range. When possible, Diver will finish an attack run at a range from his opponents to take advantage of range penalties. GMs who find range penalties combined with his DCV overbearing, should either have Diver stop closer to his opponents, or lower his dexterity. Diver's huntedds have been left open for the GM to work with.

See Also: American Eagle II can be found in *Champions Universe* (pages 96-97). Tailspin can be found elsewhere in this book.

Tailspin

Name: Randy Ribble
Alias: Tailspin
AKA: N/A
Subject Ref. Number: UNSR-400-0022-48
Ht: 170 cm (68") **Wt:** 80 kg (176lbs.)
Eyes: Brown **Hair:** Black
Race: Hispanic

Appearance: Like Diver, Tailspin wears a green, aviator jumpsuit, a bomber jacket, and combat boots. Tailspin also wears goggles, but they only protect his eyes, leaving his short, black hair exposed to the wind. One striking difference between Diver and Tailspin is a parachute strapped to Tailspin's back. Tailspin's immunity to aging lets him continue to present a youthful appearance. Estimates place his apparent age around 21 years old.

Distinctive Behaviors: Away from his villain identity, Tailspin is a recluse and spends most of his time hidden away in Sanctuary. Those who have met him say he prefers quiet rooms, games of chess, Beethoven, Napoleon Brandy and Cuban cigars. Since Sanctuary moved to Destruga, Tailspin has maintained a permanent room, filled with pictures of past friends and family along with many other keepsakes and memorabilia.

Known History: Tailspin shares a common origin with Diver. In fact, most of what we know about Tailspin comes from Diver's autobiography. Apparently, Tailspin's extraordinary abilities manifested themselves a few days after exposure to fumes from an accidental chemical fire, empowering the pair to flee from a German POW camp.

After the fall of Germany and the end of the war in Europe, Tailspin joined Diver in deserting the Army in order to join the fight against Japan in the Pacific, rather than return to the United States for Public Relations training. When the Pacific war ended, Tailspin's fear of prosecution for desertion forced him to remain in exile from the United States. Unable to withstand the separation from his family, Tailspin eventually returned to the United States anyway, against Diver's wishes. The prosecution Tailspin feared never came.

Le coeur a ses raisons, mais la raison ne connaît point. Honi soit qui mal en dit. Vive la galère. Au pays des aveugles, il faut cultiver notre jardin. Aussitot dit, aussitot fait. Qui comprendre c'est tout pardonner. C'est une faute. Plus ca change, plus ca change. Vive la galère. Au pays des aveugles, il faut cultiver notre jardin. Aussitot dit, aussitot fait. Qui comprendre c'est tout pardonner. C'est une faute. Au pays des aveugles les borgnes sont les rois.

Interview David Harris re: "Baez" connection connection

Jacques Ferron Vanvres, France

Tailspin disappeared from public life for several years. UNTIL attempts to discover where he was and what he did have never been successful. Our best guess is that he returned to his family and tried to rebuild the life he left almost seven years prior. Most likely, his aging powers made this very difficult and are responsible for his return to public life as a member of "The Pack"—a mercenary



group formed by Diver. All tensions between Tailspin and his old partner were quickly resolved.

Tailspin followed Diver to Vietnam, where they saw a great deal of action. Tailspin was lightly wounded several times during the war, once by a surface-to-air missile, but none of the wounds have had any lasting effect. The fact that Diver came through the same scrapes uninjured remains a private joke between them to this day.

Tailspin's modern exploits are identical to Diver's. Raids on foreign-owned businesses and foreign powers working against United States' security interests are the most common operations performed by the pair. The duo have also been employed as mercenaries.

Known Associates: Diver, Hyperion, Freedom's Fire (missing), Mr. Mercury (deceased), Privateer (deceased), Professor Time (missing), The USS Arizona (deceased)

Psychological Profile: Diver's book describes Tailspin as a quiet man, content to reflect on his past, yet somehow motivated by the prospects of action. Tailspin might regret not having to grow older as his friends and family have. Insight into Tailspin's motivations is extremely limited, although it's safe to say he shares Diver's patriotic feelings.

Modus Operandi: Tailspin is content to participate in all of Diver's operations, including any of Diver's mercenary work. Tailspin's usual role is to provide fire support on Diver's attack runs. In most cases, Tailspin will blast Diver's target hoping to knock it down in time for Diver's move-by.

TAILSPIN

Val	Char	Cost	Combat Stats:
15	STR	5	OCV: 10
30	DEX	60	DCV: 10
15	CON	10	ECV: 3
15	BODY	10	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs:
15	PRE	5	
12	COM	1	
22	PD	19	Chars: 143 Base: 100
22	ED	19	+ +
5	SPD	10	Powers: 122 165
6	REC	0	= =
30	END	0	Totals: 265 265
35	STUN	4	

Power	
15	Damage Resistance (15 PD/15 ED)
75	12d6 EB, ½ END, END=3
5	Gliding 10", OIF (Parachute), 1 Recoverable Continuing Charge (1 hour), charge is automatically turned off after landing (-0), Only to descend (-½)
3	Life Support: Immune to Aging

Skills	
3	Breakfall 15-
3	Systems Operation 11-
3	KS: Golden Age Superheroes/Villains 12-
1	Lang: German (basic)
1	KS: Germany 8-
1	Lang: French (basic)
1	KS: France 8-
1	TF: Diver
7	Riding 17-
3	+2 Range Levels w/ Energy Blast

Disadvantages:	
20	2xSTUN from Gravity Powers
20	2xSTUN from Air/Wind Powers
20	Psych: Complete trust of Diver (Com, Total)
10	Psych: Thrill Seeker (Unc, Strong)
20	Psych: Superpatriot—USA (Com, Total)
10	Public Identity
10	Unluck, 2d6
55	Villain Bonus

Campaign Use: Most of Tailspin's income goes toward Sanctuary, although he has been putting aside a little bit from each job in a Swiss bank account as a retirement fund. Like Diver, he also makes charitable contributions.

Tailspin is Diver's sidekick, so any situation the GM deems appropriate for Diver will be appropriate for Tailspin. Tailspin is not the type to strike out on his own.

To balance Tailspin, try lowering his attack to 10d6 or eliminate the ranged skill levels. Ignoring Diver and Tailspin's coordinated attack method by splitting their attacks over separate targets should provide a significant reduction in capability too.

See Also: Diver is described elsewhere in this book. Hyperion can be found in Classic Organizations (page 40).



Role-Man: There are times when a player's conception involves more than one character. Sidekicks, military units, characters who can "split" into multiple bodies, living shadows and mages who can summon a familiar are all examples of these types of characters. When playing more than one character, consider the interaction of the two.

Sometimes the differing characters may be of an unequal power level: One may be the leader of the military group; or one may be an apprentice. Regardless of the situation, it's important to impart to the Game Master how you want the two to interact. Do the characters share common knowledge and a background? Should the GM focus his time on one character, or evenly between them?

When playing multiple characters it is strangely inappropriate to conduct prolonged conversations between two of your own characters. Nobody wants to hear an hour-long monologue.

Story Teller: It can be unfair to let some players play multiple characters while others play only one if they occupy a disproportionate amount of the Game Master's time. Even if a player is running the equivalent of an army, he shouldn't necessarily take any army's worth of time.



Another issue the GM has to keep in mind, is how many non-player characters will be directly involved in the campaign. Flooding the Game Master with a bunch of DNPCs only means they'll receive very little emphasis. He may pick one or two to focus on, but there's no way he can keep track of them all.

Game Mechanic: There are lots of different ways to play multiple characters, each with a unique twist. Followers are often run by the GM. They're generally friendly and cooperative with the PC. Summoning is almost identical to Followers, except the summoned creatures are not automatically obedient to the player character and always under control of the GM; they may be outright antagonistic to the player character.



Duplication lets the player run all of the duplicates as full-blown characters. The same goes for Multiform, but only one character is in play at a time. These are both under the control of the player.

Dependent Non-Player Characters can be used to represent multiple characters as well. With DNPCs, there's no doubt the character is in the firm control of the GM. Because DNPC is a Disadvantage, there is an implied drawback surrounding the DNPC's presence. The GM must be careful to control DNPCs, if they don't seem like a Disadvantage, they should probably be bought as Followers.

There are many unique issues to these powers which are not directly addressed by the rules: Limitations like those which only affect their activations or Charges; where a summoned creature goes when the caster dies; or what happens to a duplicate when the base character dies. Game Masters should design their own consistent approach to handling these issues.

K'Plaur spent ten years developing the identity of William West, a financial "entrepreneur." Committing petty larceny and simple burglaries, K'Plaur used his shape-shifting powers to gain a significant sum of money. Using his stolen funds, he tried hiring research scientists to develop faster-than-light star drives. Unfortunately, the best scientists were already working as superheroes, villains, or in the employ of various criminal organizations. He was forced to make do with second-rate researchers, hiring anyone who seemed to possess the necessary skills. To get better scientists, K'Plaur felt he needed to gain access to the ones already working for someone else.

As a default, he decided to infiltrate the agencies, by developing the "organization" of Brood. After concocting a cover story, he managed to get himself hired as part of a VIPER assault. The story he told VIPER was later related to UNTIL by the captured VIPER agents.

UNTIL and PRIMUS began searching for this organization, fully believing it exists. The minor clues and hints which K'Plaur has fabricated have led the two agencies to believe there is a complex, underground, mercenary force going by the name of Brood. Unsurprisingly, they have found little information which could help them incarcerate the various members of Brood.

Now that K'Plaur has convinced the authorities, as well as several criminal organizations, that the Brood exists, he will begin concentrating on gaining access to their advanced technologies. The money he gets from being employed he funnels into more research, hoping there will be some breakthrough by the few scientists he maintains as part of his staff in his William West identity.

In combat, K'Plaur will use his enhanced STR as his main attack. As a last resort, he'll use his shape shifting powers. If his identity is compromised or if he feels he will be captured, he will use all of his powers. If K'Plaur gets an opportunity, he'll kill anyone witnessing him using his shape changing powers.

His Killing Attack, Swimming, and Flight will only work when he is using Shapeshift to alter himself into an appropriate form. To use the HKA, the form must have claws, teeth, pincers, or something similar to use as an attack. For Flight, he must have wings and his Swimming will only work if the form he adopts is aquatic. The $-\frac{1}{2}$ "wings" Limitation reflects that the power will only work in an atmosphere and the wings are focus-like, being easy to disable by Grabbing him. He can't fly in a confined area; his wings won't be able to extend fully.

See Also: More information on the Masq can be found in *Alien Enemies* (page 25 and 30) and in *Champions Universe* (page 30). Like Orion (*Alien Enemies*, page 30), K'Plaur differs slightly from the standard Masq write-up.

The Star Knights are an intergalactic peace-keeping force, sponsored by the Galactic League. In organization and purpose, the Star Knights closely resemble UNTIL. Each member is of a different race and will usually have some kind of super power. Typically, they will be 200-300 point characters. Specific write-ups are left to the individual GM to customize them for his own campaign.



Story Teller: Brood represents a character who adds several layers of complication to almost any adventure he is involved in, no matter how peripherally. On the surface, Brood appears to be an outside agency, when he is actually its a single individual. Those players who aren't interested in complicated scenarios will probably never real-

ize all the details of Brood's involvements. For the players who want complex scenarios, they'll appreciate Brood and be a little suspicious of some of his actions. Brood has left a lot of clues (only one member appears at a time, for instance) which seem to indicate the "Brood" is something more than a criminal agency-for-hire.

There's a good chance Brood's role will change over the course of a campaign, making him more lifelike and three-dimensional. If the villainous group employing him discovers his subterfuge, Brood will have to decide whether he'll change his method of operation or whether he'll have to destroy whoever has uncovered his secrets. Quite a challenge if he's currently working for VIPER. In either case, his Psychological Limitations and outlooks may change.

As a single character representing an entire group, Brood has some disadvantages over more traditional agencies. VIPER, DEMON, and Genocide have virtually unlimited manpower and hordes of blank faceless soldiers, restricted only in number to however many the Game Master wants to let into his campaign.

A good way to prolong the mystery in Brood's subplot is keep encounters brief and in the background. As investigations into the Brood begin to come to a conclusion, bring the plot to the forefront.

*Sit-Rep Summary:
Put ad in classifieds; One
response received. Chose radio
frequency, briefed team and
stationed field agents for
stakeout. Expect to meet a
representative of the Brood.
- Anderson*

Agency: Moto-Couriers, Inc.

AKA: Moto-Couriers

Org. Ref. Number: UNOR-500-3124-88

Background: Moto-Couriers Incorporated provides a local courier service with guaranteed prompt and safe delivery. In some cases, the Moto-Couriers are employed for medium and long distance deliveries. This type of service is rare because air delivery services are faster and less troublesome for long-distance deliveries.

Six years ago, Arthur Kent began delivering packages for his grandfather on his motorcycle. Over the first year, Arthur began to deliver packages for several of his grandfather's business associates. Expanding demand soon forced Kent to recruit his long-time friend, William Walton, and several other riders. When his grandfather died, Kent's portion of the estate barely provided the funds he needed to incorporate and purchase equipment.

The Moto-Couriers is employed mainly by smaller, highly-specialized organizations. However, business from larger corporate firms is picking up slowly but steadily. Recent certification to transport classified information for the United States Federal Government also serves to indicate the future of the Moto-Couriers looks good. Present certification allows the Moto-Couriers to carry "SECRET" level material. An effort to reach "TOP SECRET" certification is underway, but a great deal of work remains before the Moto-Couriers will be able to meet the requirements. Indeed, the question of a motorcycle courier being able to effectively protect "TOP SECRET" material remains to be answered. No doubt, the Moto-Courier's track record with "SECRET" material will be prime evidence in whatever ruling occurs.

Financially, Moto-Couriers is not completely stable. High performance motorcycles require constant maintenance. Several violations of United States Interstate Commerce Laws have resulted in heavy fines. A ten million dollar lawsuit from a former employee remains to be settled. Finally, the business office often fails to collect outstanding receipts and pay bills in a timely matter.

Purposes and Goals: The Moto-Couriers is a business; it exists to make money. Toward this end, they take great care to make their deliveries on time, regardless of any difficulties presented. In a competitive market, the Moto-Couriers' niche centers mainly on small, high-value packages. They also specialize in delivering high-priority cargoes with short deadlines. Apparently, growth is also a goal. The location they've leased has twice the space they need, enough for at least another pair of mechanics.

Relations With Other Organizations: An excellent working relationship exists between many small, high-tech companies and the couriers. Banks, investment brokerages, and marketing firms round out the long term customers. Under their new contract with the United States Federal Government, the Moto-Couriers has made deliveries for the Census Bureau, the Federal Bureau of Investigation, the Department of the Treasury, and the Department of Defense. On one occasion, the couriers were employed by a consulate of the South African Embassy. No relations are believed to exist with criminal organizations such as VIPER, or organized crime such as the Mafia.

The Moto-Couriers has twice carried sealed packages for UNTIL. Both packages contained false documents and served as a means for UNTIL to evaluate the Moto-Couriers. Neither package showed evidence of tampering. Presently, UNTIL considers the couriers reliable, and has approved them to transport non-sensitive materials.

Organization: Arthur Kent is the Chief Executive Officer of The Moto-Couriers. Kent manages twelve full-time riders in addition to handling some of the deliveries himself. Nancy Holcroft was originally hired as an accountant, but has recently begun to run the business office. Steve Petrucci oversees two other mechanics. Janet Holt is the only full-time dispatcher. The Moto-Couriers employ five part-time riders and two part-time dispatchers. On legal matters, the couriers are represented by Scott Downing of Rodgers, Smith, Downing and associates.

Customer calls are answered by the dispatcher, who schedules the pick-up and delivery with one of the riders on duty. The main office is only open during the day, but special pick-up and delivery times can be, and often are, arranged. As riders return to base, they turn in their delivery records to the business office, which then bills the customer. Motorcycles are checked over by a mechanic each night and by the riders before their shift starts.

Resources: Each rider wears a white, kevlar Motor-cross suit, helmet, gloves, and boots. Other than a Moto-Couriers patch on the right shoulder, there is nothing else distinctive about the uniform's appearance. The helmet augments the wearer's vision by overlaying the output of a passive IR sensor over the visor, very much like an UNTIL heads-up display. A two-way radio is also built into the helmet. We suspect there are several more features built into the uniform, but have been unable to gather further information. Every rider is required to have a gun license and carry a sidearm.

Moto-Couriers' motorcycles have been custom-built by Steve Petrucci, with mostly stock parts. The engine and several other special components have been purchased from an unknown source. The motorcycles are capable of generating a force shield to protect the vehicle and the rider. There is a pair of locking saddlebags securely attached to the back of the motorcycle, one on each side. No specific performance data has been collected.

Campaign Use: Because this organization has proven to be law abiding, UNTIL has had very little trouble investigating this organization. In fact, if it weren't for the technology the business uses and the certification to transport classified materials for the United States, the Moto-Couriers would never have been investigated at all. All of the organizational information presented above is correct, but not complete.

As part of the federal government delivery program, the Moto-Couriers are subject to monitoring and inspection by the Federal Government to insure the proper handling of classified documents. Special background investigations must be performed on all employees who will transport classified material if the Moto-Couriers are approved to handle "TOP SECRET" material. This could be a problem for riders with shady backgrounds.

The Moto-Couriers is presently tangled up in a legal battle. According to the brief, the Moto-Couriers are charged with knowingly allowing a rider to drive a defective motorcycle which proceeded to malfunction at high speed on the highway. Although the rider was protected by the motorcycle's force field and the rider's uniform, the motorcycle collided with a small, economy car, seriously wounding the plaintiff. The plaintiff is asking for one million dollars to cover her medical expenses. The couriers expect their insurance company to pick up the tab, but if negligence is proved that may not be the case. The Moto-Couriers have hired a lawyer named Scott Downing to represent them.

Name: Arthur Kent

Appearance: Arthur is 6 foot tall with short, black hair and brown eyes. Since he's usually working, he always wears a Moto-Courier uniform. He is usually dirty and in need of a shave.

History: Arthur learned early on, if he wanted something, he was going to have to get it himself. As the eighth child of ten, Arthur spent the majority of his early life fighting to get his share. His independence was the sole reason Arthur made it through school while the rest of his siblings dropped out to raise children or go to prison or both. As his father once told Arthur through the visitor center's phone, "At least *you*'ll turn out to be something."

Another element to Arthur's escape from the dismal future common to his relatives was the job Arthur took in his spare time, just after entering high school. Working as a delivery boy for McCabe Industries, Arthur found his efforts were appreciated and rewarded. He saved his money to buy things he wanted. His most prized possession was an old Harley-Davidson motorcycle, which he bought from John McCabe, the owner of McCabe Industries. Arthur spent his spare time fixing up the bike, searching for the parts he needed, and riding around the back roads.

After graduating from high school, Arthur entered the Army on a two-year hitch. Completing a short tour in Germany as part of a transportation unit, Arthur separated from the service and returned home to civilian life. While reclaiming his motorcycle, which he'd left with John McCabe, he inquired about a job. Unfortunately, Arthur did not possess the skills McCabe needed for full-time employment. Arthur did accept a temporary job for McCabe delivering packages as Arthur had done before. "Something is better than nothing until you find a permanent job," McCabe had told him. Nobody could have predicted Arthur's success as a courier.

It was only a year later when John McCabe revealed he was Arthur's grandfather. Apparently, McCabe's only daughter had run off with a young hoodlum and away from the family, as far as McCabe was concerned. Over the years he'd kept track of his daughter's various marriages but never attempted to contact her, insisting she would have to return to him to re-establish a relationship with the family. When Arthur had turned up looking for work, McCabe found himself unable to turn his back on his grandson, specially since Arthur was trying to improve himself. McCabe was glad Arthur's courier job was showing so much promise, and continued to send work

his way. Before McCabe's death, he altered his will to give Arthur the share once intended for McCabe's daughter.

Personality/Motivation: As the CEO (and sole share holder of the companies private stock), Arthur insists on reinvesting all of the companies' profits. Although the other riders earn decent pay and enjoy good benefits, Arthur drives himself to work long hours and draws little income for himself. He is effectively poor, because he keeps all of his cash tied up in the business. Arthur's office is more like a bedroom, since he refuses to pay for an apartment. He is a straight forward man: He's not afraid to say what he's thinking so long as it's not personal. He has little patience for people who are lazy, and great respect for those who keep trying despite failure. Arthur is a law abiding citizen and will not deal with known criminals personally or professionally.

Powers/Tactics: Arthur does not look for fights. In his business only one thing matters—the delivery. He will attempt to escape violence, if possible. If cornered, Arthur will respond with the same level of violence as is being used against him. Arthur will not hesitate to use his .44 magnum to put down any threat, if deadly force is involved. He will take every opportunity to escape. Arthur will never shy away from the police; he will remain at a crime scene until the situation is resolved. Should this happen, he will try to contact any customers depending on him, if possible.

ARTHUR KENT

20 STR	20 DEX	20 CON	20 BODY	13 INT
14 EGO	20 PRE	12 COM	4 PD	4 ED
4 SPD	10 REC	40 END	40 STUN	

Skills: Combat Driving 13- (15-), Mechanics 11-, Breakfall 13- (15-), Stealth 13- (15-), Streetwise 13-, +2 w/DEX based skills, TF: Ground Vehicles, KS: City of Operation 12-, KS: Continental USA 11-, PS: Courier 13-, Lang: German (Basic Conv.), WF: Small Arms, +2 Ranged Skill Levels w/Pistols, Perk: Weapon Permit

Powers: +2d6 Hand Attack "Brawling", +3" (9") Running

Disadvantages: Money (poor), Dist. Features: Moto-Courier Uniform, Psych: Strong Commitment to Delivering Packages, Watched by Federal Government, 8-

Equipment: Moto-Courier Motorcycle, Moto-Courier Uniform, .44 Magnum with one extra speedloader.

Name: "Wild" Will Walton

Appearance: Will Walton has shaggy brown hair with a rat-tail, blue eyes, and a small nose. Will wears contact lenses, occasionally smokes a cigarette, and reads motorcycle magazines. He's 5'11" tall with square shoulders and a thick neck.

History: "Wild" Will Walton joined his high-school friend in the Moto-Couriers after several years touring the country as a stunt cyclist for a small circus. The life was interesting, the people were good, but the money was terrible. Normally, he never would have thought about robbing a store, but he needed the cash and thought his

nomadic circus life would provide the perfect cover. Unfortunately, he was wrong. Even though the authorities only had a description, it was enough to chase Will from town to town, and eventually from the circus.

He thought working for the Moto-Couriers would lift him out of his sordid past, and, in a way, it did. Although the authorities have long since abandoned the search, the owner of the circus still extorts money from Will for covering up for him. Will does not like being blackmailed, but does not know what to do.

Personality/Motivation: Suffice it to say, he used to think he knew what he wanted, but these days Will's not so sure. Money has never been a big priority to Will, but when you don't have any, your options are somewhat limited. He's happiest when he's on a motorcycle and intends to stay with the Moto-Couriers, but is lost and lonely when not working. Will is a man of action, and is easily motivated to physical, rather than sedentary, pursuits.

Powers/Tactics: On duty, Will has learned not to look for trouble. However, if he's unable to avoid it, he'll join in with a certain vigor. Will is no stranger to pain. Will has never really encountered anyone with super powers, and is not certain if his fists will be enough to get him through a scrape. He would prefer never to use his pistol, but knows he could be left with no other option and practices regularly to remain proficient.

"WILD" WILL WALTON

15 STR 14 DEX 13 CON 13 BODY 10 INT
 11 EGO 13 PRE 10 COM 3 PD 3 ED
 3 SPD 6 REC 26 END 30 STUN

Skills: Combat Driver 13-, Breakfall 12-, PS: Stunt Cyclist 13-, PS: Courier 11-, KS: Continental United States/Canada 12-, KS: City of Operations 11-, Mechanics 11-, TF: Ground Vehicles, WF: Small Arms, Perk: Weapon Permit.

Disadvantages: Money (poor) Watched by Federal Government, 8-, Psych: Afraid his past crimes will catch up with him, Dist Features: Uniform

Equipment: Moto-Courier Cycle, Moto-Courier Uniform, .357 Magnum with two extra speedloaders.

Name: Allan Maenza

Appearance: Allan Maenza is 6'2" tall with long, black, uncombed hair. An unfavorable encounter with a hockey stick has left him with a small scar extending from just below his left ear along his jaw toward his chin. He needs glasses to read for extended periods, but otherwise does not wear them. Allan does not take care of his clothes or put any real effort into his appearance.

History: A former professional hockey player, Allan would never have been a legendary hockey player. He was great, but not that great. Still, he was playing at a level few could reach and was generally having a good time with life.

Then, during a regular season game, he fired off a powerful slapshot which flew high and wide of the goal, seriously injuring a young fan. If only he had waited for a better shot, if only he had leaned into the shot a little more,

if only he'd taped his stick better, if only he hadn't been thinking about his girlfriend Janice, if only...

Personality/Motivation: Allan has become a sloppy, pale image of himself. He continues to punish himself for the accident by spending his free time holed up in his meager apartment where he does nothing except watch television and unsuccessfully try to rationalize suicide.

Powers/Tactics: Allan avoids fights. He carries a gun because it's part of the job, and hopes it will act as a deterrent. If pressed, he will defend himself only if he's making a delivery, otherwise he will flee.

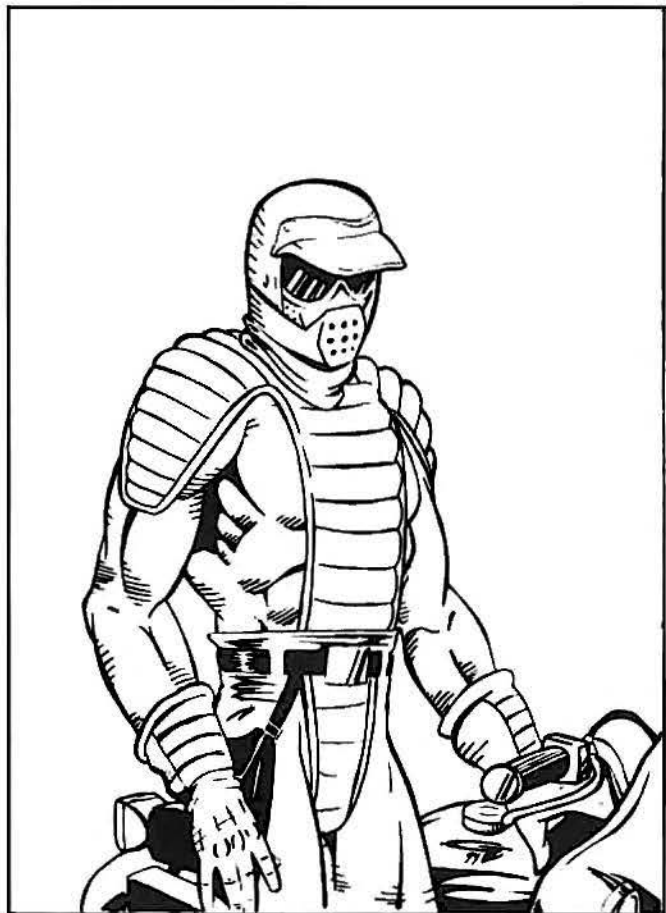
ALLAN MAENZA

18 STR 14 DEX 18 CON 15 BODY 10 INT
 11 EGO 13 PRE 10 COM 4 PD 4 ED
 3 SPD 8 REC 36 END 33 STUN

Skills: Combat Driver 12-, PS: Hockey Player 14-, PS: Courier 11-, KS: City of Operations 11-, TF: Ground Vehicles, TF: Skates, WF: Small Arms, Perk: Weapon Permit.

Disadvantages: Watched by Federal Government, 8-, Dist Feature: Facial Scar, Dist Features: Uniform 8-

Equipment: Moto-Courier Cycle, Moto-Courier Uniform, 9mm Beretta with three extra magazines



Name: Nancy Holcroft

Appearance: Nancy is 5'8" tall with short, strawberry-blond hair and blue eyes. She's a quiet person, except where business is concerned.

History: Originally hired to straighten out the Moto-Courier books, Nancy slowly proved she could do more for the business. It started, innocently enough, when Nancy filled in after the dispatcher walked off the job during an extra-busy day. Next, she was making out the work schedules, ordering parts for the shop, and finally running a last minute delivery in her car.

Nancy has many ideas for improving the business office; something the Moto-Couriers needs desperately. For one thing, the business must get into the practice of billing its customers for services rendered within a reasonable amount of time. "If you don't collect what you're owed, how can you pay your debts?", she has often asked.

Personality/Motivation: She constantly searches for new types of clients for the Moto-Couriers and was instrumental in swinging the federal government deal.

NANCY HOLCROFT

10 STR 11 DEX 10 CON 10 BODY 15 INT
14 EGO 12 PRE 10 COM 2 PD 2 ED
2 SPD 4 REC 20 END 20 STUN

Skills: Bureaucrats 13-, Concealment 12-, PS: Accountant 13-, PS: Business Administrator 11-, KS: City of Operation 12-, TF: Ground Vehicles, Cramming 8-, Cramming 8-, Cramming 8-

Disadvantages: Watched by Federal Government 8-

Equipment: None

Name: Steve Petrucci

Appearance: Usually covered with oil, grease, and grime, Steve is a rather plain looking man with brown eyes hidden by small, round glasses, and brown hair. Steve does clean up nicely after work, thanks mostly to his wife.

History: Steve is a second generation mechanic who spent his late teenage years working in his father's garage when not attending vocational school. He married his school sweet-heart, served a tour in the Navy as a jet engine mechanic, owned his own garage for a while, and finally took the Moto-Courier job which he intends to hold until he retires.

Personality/Motivation: One of the more sober and mellow individuals working at the Moto-Couriers, Steve is generally a laid-back person who takes pride in his work and in training the younger mechanics working for him. He is a good listener and tries to work closely with the riders to make sure the motorcycles are performing as expected.

Powers/Tactics: Steve likes to talk through problems rather than fight. If a fight is inevitable, he'll use his fists as best he can. If weapons are involved, Steve will try to leave.

For every dark night
there is a brighter day.

STEVE PETRUCCI

11 STR 10 DEX 10 CON 10 BODY 11 INT
10 EGO 10 PRE 10 COM 2 PD 2 ED
2 SPD 4 REC 20 END 20 STUN

Skills: PS: Mechanic 14-, Mechanics 14-, Electronics 12-, Combat Driving 8-, TF: Ground Vehicles, WF: Pistols

Disadvantages: Age 43, Watched by Federal Government 8-

Equipment: Tools

Standard Moto-Courier

These characteristics, skills, disadvantages, and equipment best describe the typical Moto-Courier. GMs should feel free to change this template to create more personable and distinctive NPCs. Player characters built with a Moto-Couriers background should keep these skills and characteristics in mind. All riders certified to carry classified materials have undergone background investigations conducted by the Federal Government.

STANDARD MOTO-COURIER

10 STR 14 DEX 10 CON 10 BODY 10 INT
10 EGO 13 PRE 10 COM 2 PD 2 ED
3 SPD 4 REC 20 END 20 STUN

Skills: Combat Driving 13-, PS: Courier 11-, Mechanic 8-, KS: City of Operation 11-, TF: Ground Vehicles, WF: Small Arms, Perk: Weapon Permit

Disads: Dist Features: Uniform 8-, Psych: Moderate Commitment to deliver packages, Watched by Federal Government 8-

Equipment: Moto-Courier Cycle, 9mm Beretta with one extra magazine, Moto-Courier Uniform



Standard Mechanic

A fully trained mechanic who has become familiar with the Moto-Courier's equipment should have the following abilities. The Moto-Couriers take great care when hiring mechanics because they know the success of the business depends greatly on keeping expensive equipment functional.

STANDARD MECHANIC

10 STR 10 DEX 10 CON 10 BODY 10 INT
10 EGO 10 PRE 10 COM 2 PD 2 ED
2 SPD 4 REC 20 END 20 STUN

Skills: Mechanics 13-, Electronics 11-, PS: Mechanic 13-, TF: Ground Vehicles

Disads: Watched by Federal Government 8-

Equipment: Tools

Moto-Courier Uniform

An improvement over the original protective clothing worn by the Moto-Couriers, the current uniform design has integrated several leading-edge technologies to insure the safety of the rider. The Moto-Courier uniform is expected to protect the wearer from accidents, assailants, and the weather as well as provide constant communications and improved visibility. Other features built into the uniform include a small, rocket pack, which can be used to escape dangerous situations, and a compact, emergency life support system. Both of these expendable capabilities can be recharged in the Moto-Couriers' shop.

MOTO-COURIER UNIFORM

- 18* +9 PD/+9 ED Armor
- 3* IR Vision
- 3* Radio Hear/Transmit
- 3* Flash Defense, 5 (sight)
- 5* Life Support: Self Contained Breathing, 1 Continuing Charge, 1 hour duration
- 3* Superleap +10", 1 Charge
- * OIF "Uniform"
- 35 Total Cost

Moto-Courier Motorcycle

The Moto-Courier motorcycle is designed to maximize speed and safety. Many traditional features, such as a heads-up display, have been located in the rider's uniform, rather than the motorcycle, because of their utility in non-driving situations. This leaves a very simple design, at least in theory. In actuality, nothing is simple about this motorcycle. Just as in the Moto-Courier uniform, leading-edge technologies have been used to provide a powerful, yet small engine, improved handling, special alloys for the frame, and an unusually durable force field generator. The force field has been designed to minimize drag at high speeds. In fact, to achieve top speed, the force field must be employed.

MOTO-COURIER MOTORCYCLE

20 STR 15 BODY 1.25x.64 SZ
5 DEF 20 DEX 4 SPD 30x4 MOV

Powers: +7 PD/+7 ED Hardened Force Field, 0 END, Persistent

Disads: None

Note: Top Speed 180 mph

Total Cost: (153/5) 31

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