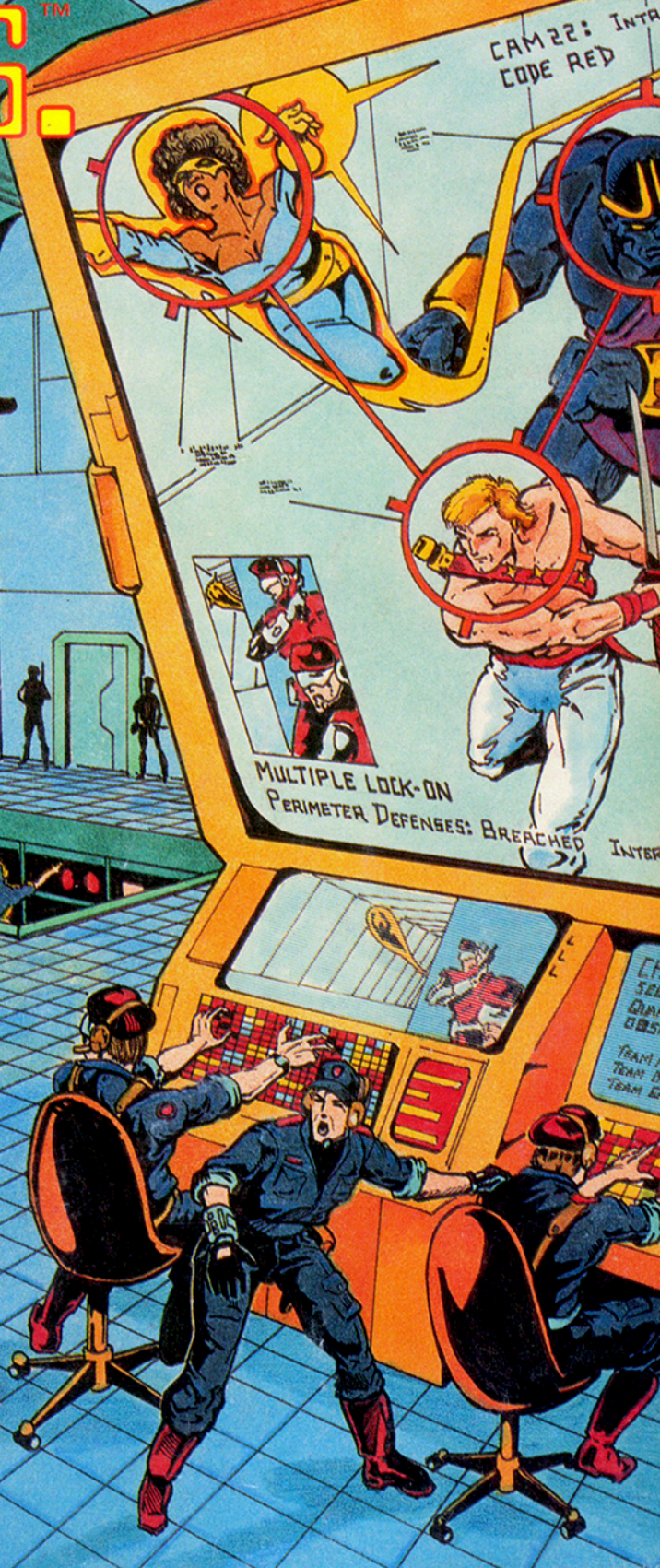
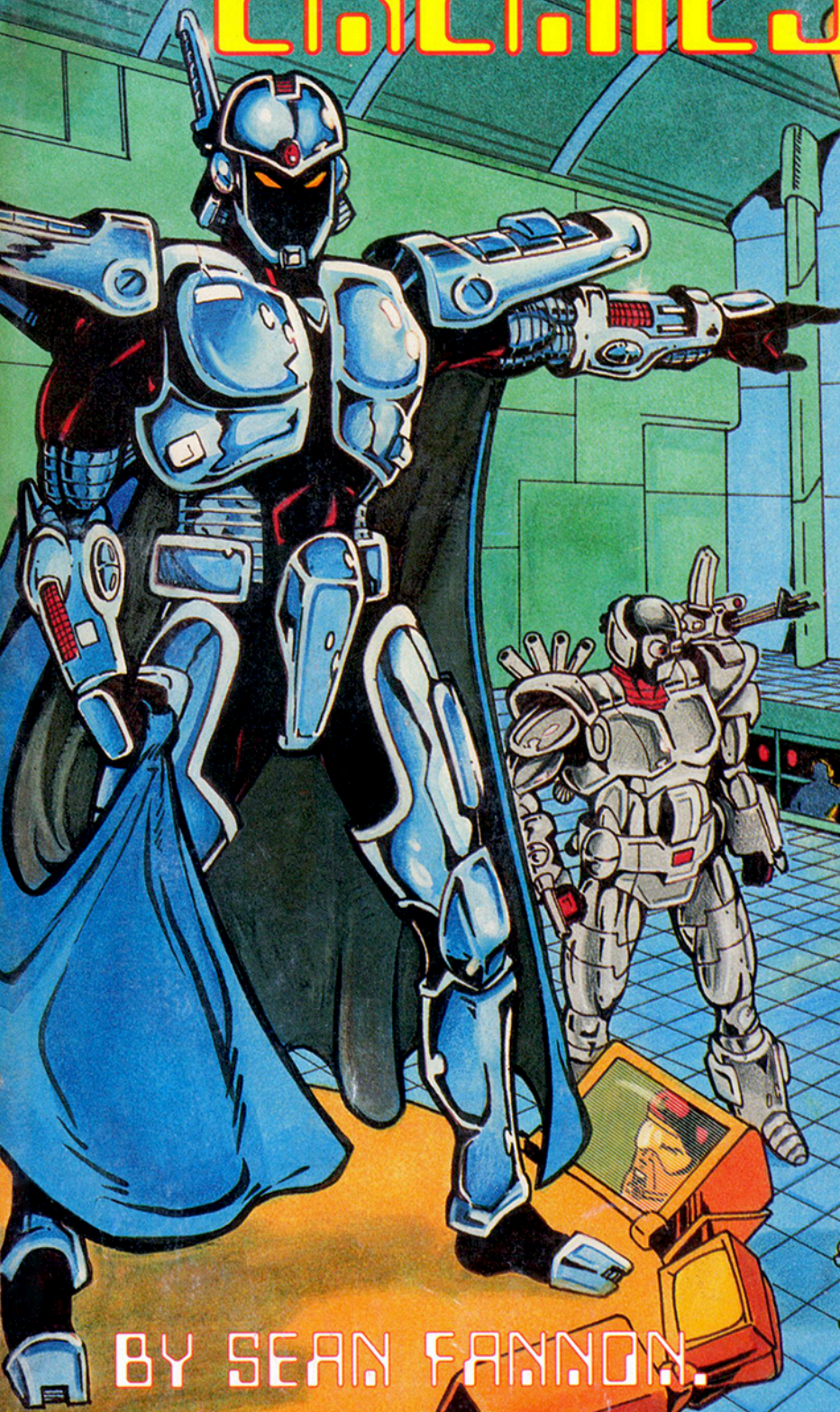


HIGH TECH ENEMIES.™



BY SEAN FANNON.

HIGH TECH ENEMIES™

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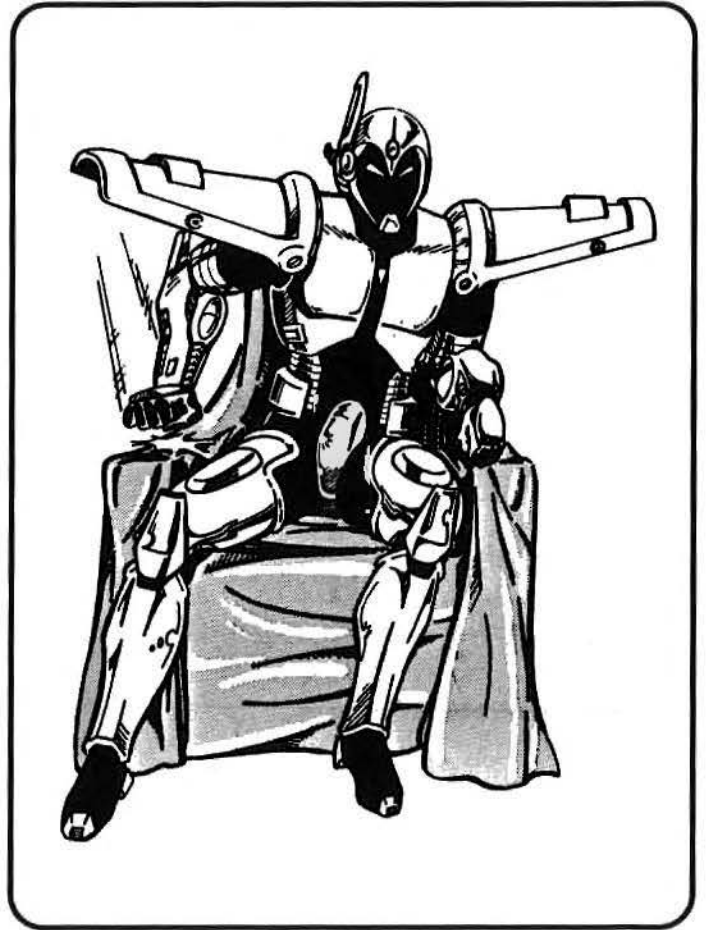
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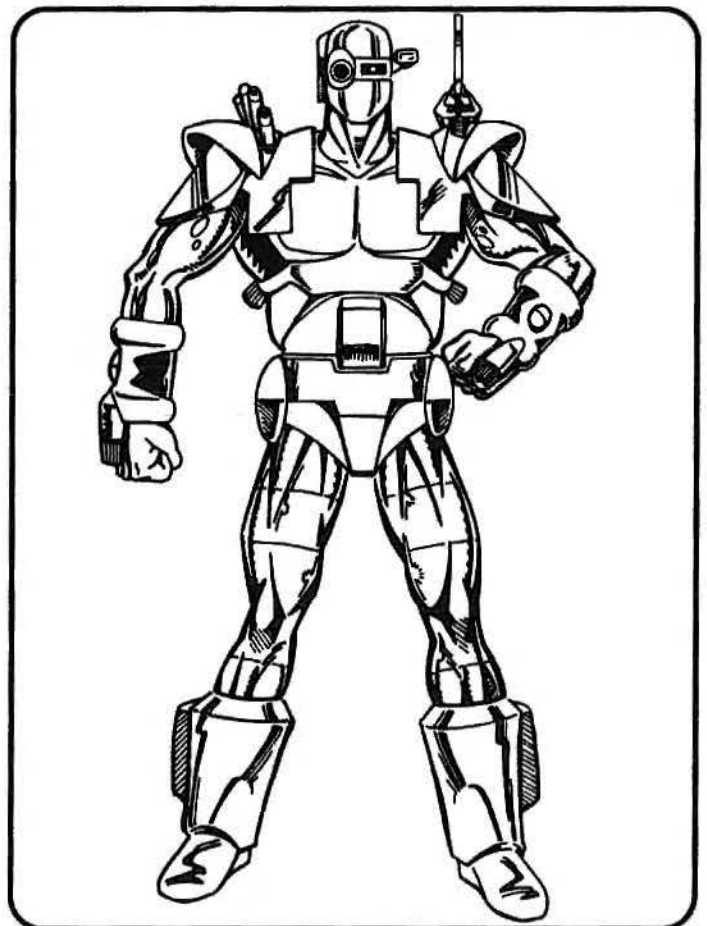
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- JB—for listening.
- Monte—for putting up with my enthusiasm. I know it can get tiresome...
- Most importantly of all, to the owner of my heart and soul, my best friend and wife, Cheryl (aka Angel-3).

INTRODUCTION

*"It was a machine. It did not care. It would work if told to
It would not if not. It was no serpent. It would not crush him
It did not crave his flesh. But still he feared..."*

John Steakley, ARMOR

Within these pages are characters that have grown from a long love affair with the high-tech, superscience wonders found throughout comic book history, and indeed throughout all of adventure fiction. In this book, the hat is tipped to many inspiring sources, including Iron Man and Doctor Doom, Batman and Lex Luthor, Steve Austin (the original Cyborg), Flash Gordon and Ming the Merciless, and a host of other heroes and villains who fought their epic battles with the amazing scientific wonders at their disposal. So, if the sound of pulsing lasers and jetpacks jump starts your heart, the smell of grease and crackling ozone prickles the hair on the back of your neck, and you'd really like to see the au natural magician's eyes pop out when he's faced with a mechanical monstrosity from his nightmares, read on and... ENJOY!

HOW TO USE THIS BOOK

What you will find in the pages that follow are statistics and descriptions for over forty villains. Most of them are listed as part of a team instead of being independent. This is because most campaigns have anywhere from three to six PC's involved (many have more, as crazy as it seems!), and these characters usually work as some type of team. Whereas solo villains abound in the comic books, they are usually pitted against solo heroes. Unfortunately, this does not often work well in the framework of a group-oriented role-playing game.

Additionally, the write-ups for independent characters will often indicate potential allies and team-ups with other villains in the Champions Universe. Also included in this book is a section on The Sci-Tech War, a campaign "thematic idea" intended for introducing the villains in this book on a grand scale. This section also helps the GM provide an interesting explanation as to why incredible technology (such as agents' blasters and hover cars) can exist and not be on the open market or not be readily available except for "certain people." Many readers of comics (including some of the GM's players) have grown weary of the "cost effectiveness" argument.

NON-"SUPER" CAMPAIGNS AND HIGH-TECH ENEMIES

Obviously, the characters contained in this book were designed for superheroic campaigns (the "average" game being in the 250 - 300 point range with 50 - 70 active point attacks, etc.). As with all Hero products, this does not mean that it is not compatible with other *Hero System* campaigns. The revised rules of the Fourth Edition allow for easy cross-over between genres and complete integration of any and all elements with virtually no modifications necessary.

Still, there is a small problem presented in terms of balance and character survivability when you pit your 150 pt. heroic-level agent PCs against a group of supervillains like CY-FORCE or the Destruction Company (described in this book). Most of the villains in *High Tech Enemies* can fit comfortably into any campaign where super-technology exists, including science fiction and space opera games, post-holocaust and "future shock" scenarios, and cyberpunk campaigns. Individual GMs will recognize the need to modify these characters to fit into the power level required, although introducing a single villain at his original power level against a whole group of heroic characters could provide a thrilling challenge. There are some areas where modifications are most easily made with highly balancing effects; this is true not only for converting characters from superheroic to heroic games, but for fitting a villain to a less powerful Champions campaign as well.

DEX and SPEED are two key characteristics that determine much in the way of balance between characters and NPCs. By simply dropping a point or two of SPEED and a few points of DEX (usually increments of 3 or 6 work well), you can even things up and still maintain the flavor of a villain. Attack powers are easily modified by dropping a few dice (often, you need only knock off one to three), and defenses can be lowered by 5 or 10 to bring the villain "within reach" of the heroes' capabilities.

In all cases, it's not really important to keep track of point changes—so long as the villain works, that's all that truly matters. Of course, if you run a really high-powered game, the above changes work just as well—in reverse.

As with all *Hero System* supplements, *High Tech Enemies* can be used by any GM for any genre he desires; all it takes is a little planning and maybe a few modifications.

DESIGN NOTES

I would like to briefly discuss the place, or lack thereof, of real science in the world of comic books. This is a genre of the fantastic, the unbelievable, the impossible. If a GM begins worrying continuously about the scientific principles behind every gizmo and gadget that appears in the campaign, he's asking for some real headaches, not to mention the fact that he's tossing out a major convention of the genre.

I am not a physics major, nor an expert on chemistry, biology, metallurgy, or any other "-ogy" for that matter. I have had more than my fair share of classes in these areas (having studied at a major engineering school for a while), enough to understand and accept most of the basic principles—most things fall down, there are lots of stars, and sulfuric acid smells really bad.

Anyone who has read even a smidgen of the comic books out there—it's hard to believe any *Champions* player hasn't read a few—will recognize that much of what is done as "science" is preposterous. People like Reed "Mr. Fantastic"

Richards and Batman pull some technological miracles that would earn multiple Nobel Prizes and millions in research grants in our own "real" world. Nonetheless, we as readers accept (albeit with some amusement and suspension of disbelief) these feats as part of the story.

We must do no less in the realm of a superhero role-playing game. Dating back to the "pulp," resplendent with "weird science" and "supertechnology," some of the most interesting and "believable" characters are those physically non-super men who use special gadgets and unique gizmos to combat the Forces of Evil. Of course, the Mad Scientist has always been one of the most popular nemeses for Our Heroes, who are usually left standing in the wake of his latest scientific marvel asking, "How does he *do* that?"

The point is—does it really matter? The fact is that, by some strange "scientific principle," he just opened a dimensional gate and dumped the heroes into King Arthur's court. The adventure continues, regardless of the fact that no physicist in his right mind would really accept this as possible. Of course, the particular "principle" used in any given situation might be used by the heroes to reverse the effects, especially if the team has a gadget monger or scientist-type in its ranks. In situations like this, part of the fun for both GM and player is coming up with the pseudo-scientific terms to explain what happened and how to change or stop it: "It would seem he used the Theory of Hyperkinetic Molecular Transmogrification. We must construct a Temporal Phase Field to counteract the effects..."

There is a difference between Realism and Believability. Strict realism dictates that, without extensive research and plausible equations and diagrams, a Temporal Phase Field shouldn't exist. Believability allows it to exist without all that, as long as there are plenty of wires, dials, and flashing lights when it's used. Anyone who watches and enjoys old episodes of *Star Trek* knows exactly what I'm talking about.

I feel it important to note here some considerations I had in mind with certain character designs. Many "by-the-book" players will notice uses (and abuses) of the rules that might concern them. As with everything in the *Hero System*, it is

the spirit of the game that is the most important thing in any character creation.

For example, there are an abundance of characters in this book with the Disadvantage "Normal Characteristics Maximums." I went with the example of Defender in the *Champions Rulesbook* on this decision. The idea is that these are normal people using abnormal devices and gizmos to give them their enhanced abilities. This disad emphasizes their non-paranormal nature when left without their devices.

Two skills that might fall into the "excessive use" category are Systems Operations and Computer Programming. However, we are dealing with a great number of technically-oriented people in this book. This means that they all tend to have reasonable familiarity with the basic tools of science and technology, such as sensory gear, radios, and computers. In many cases, if these guys were a "hero" on the typical team, they would certainly fulfill those roles.

A few of the "independent" villains have one form or another of Damage Reduction. As I explained elsewhere, most games are based on a team of heroes. This means that there are very few (if any) "solo" adventures. Therefore, the average independent enemy in *Champions* needs to be able to handle a great deal of damage to hold his/her own. As described under the power itself, Damage Reduction is the perfect tool to create those kinds of characters. Additionally, it simply fits the conception of many characters (although it's *still* a bad idea for most player characters to get their hands on it).

Finally, some GMs may feel that I overdid it with Talents. To be frank, I have seen little to no use of many of the Talents in other publications, and there were certain ones that definitely fit many of the characters in the past. I believe they were simply overlooked. In any case, there were Talents that best did the job of defining certain inherent abilities for many characters, especially those of "non-combat" applications. Having an on-board computer (or being a computer, for that matter) should provide certain basic functions, such as an internal clock and calculator (Absolute Time Sense, Lightning Calculator).



CY-FORCE

MEMBERSHIP

Doc Digital (leader), Interface, Tin Man, Sci-Fi, Fastball, Lightshow, and Soundcheck. There are also numerous Cy-Force agents.

ORIGIN

Victor M. Blackwell had always been a man of vision; that he was also an incredible genius was simply an added bonus.

Deciding to use his genius to save the world from itself, he created the Doc Digital persona. He realized the need for a team of others like himself to help attain his goals, and he began to seek out those who would embrace cybernetic enhancement and join him.

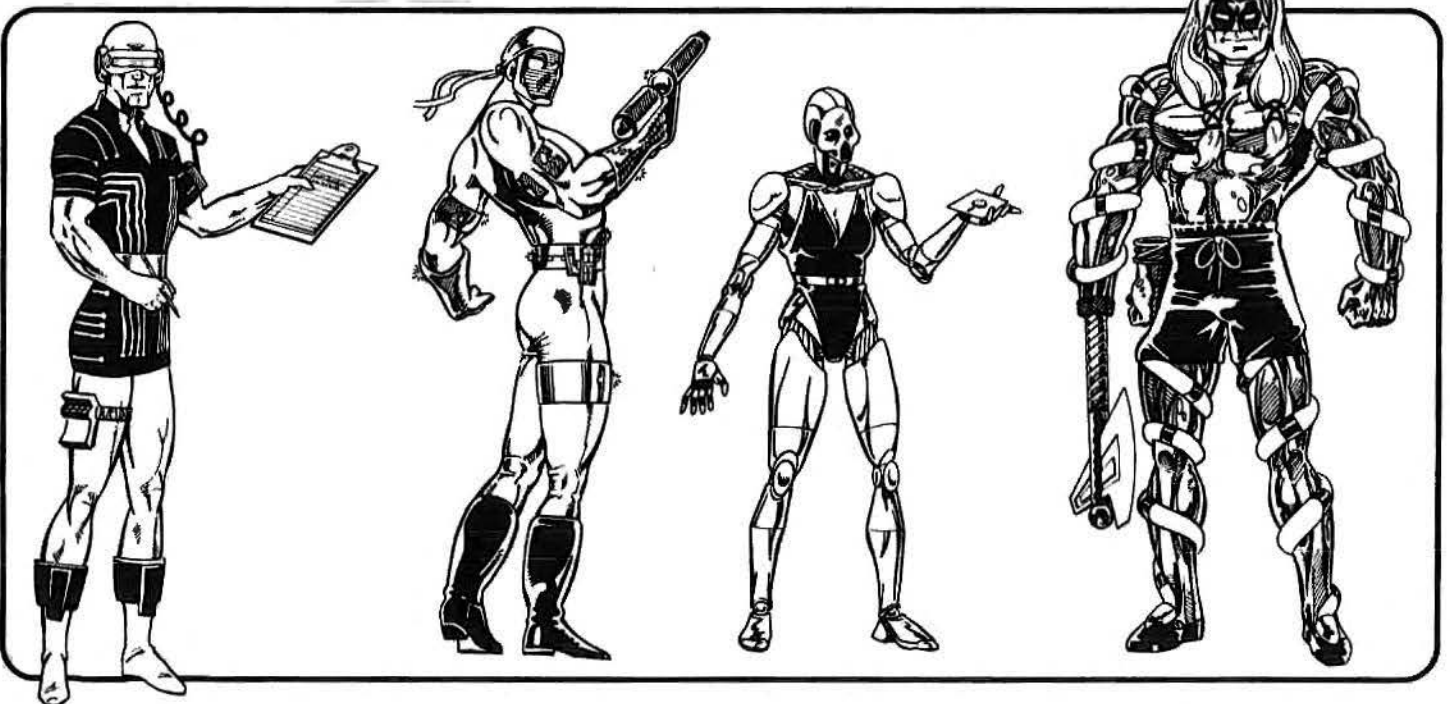
He first encountered Interface when she attempted to break into his facility and absorb the artificial intelligence of his computer, D.C. He offered to improve her abilities if she would become part of his new team; since they shared ideals and goals, she eagerly accepted.

Next came Tin Man, the embittered powerhouse left for dead by terrorists. Using his enormous knowledge to rebuild the broken man, Blackwell created his most faithful follower and a very determined bodyguard.

Lightshow and Soundcheck joined under similar circumstances; left as "vegetables" in a hospital by their former employer, they were rescued and rebuilt by the good doctor just before they were scheduled to be removed from life support. As with Tin Man, they were built in such a way as to make any kind of "normal" life impossible.

Blackwell began observing the apparent strife in the ranks of the well-known superteam, the Hi-Tech Heroes, as reported in the news. Two of the members were known cyborgs—Sci-Fi and Fastball. When CM Industries (a strong competitor of his own company, Digital Control) announced that the team they had sponsored was no more, Blackwell made his move. He approached both of the now-homeless individuals, explaining his understanding of their need for some place to "fit in." Then he explained the goals of Cy-Force, embellishing some of the points to play down the less legitimate activities. Desperate and alone, since the team had been their only real home, both heroes agreed. Over time, they have become convinced that Blackwell is right (of course, Interface has had some effect on their thinking as well).

As his resources have grown, Blackwell has begun equipping many of his agent operatives with cybernetic gear and indoctrinating them to his future vision. He has built for himself a small army capable of dealing with interference from rival companies and even such agencies as VIPER. Up to now, the activities of Cy-Force have been relatively quiet; they have no desire to become known as a supervillain team if they can avoid it. Nonetheless, they have interacted with a few villains and crossed the paths of enough heroes to let the world know a new group seeks to gain power in the days to come.



GOALS

Doc Digital seeks to dominate the scientific and technological world of tomorrow. He visualizes a technological utopia in which he will be the greatest among equals. To this end, he and his teammates are trying to collect all of the truly breakthrough technology in the world. They attack corporations, military research centers, and other paranormal groups to acquire any new machines, technological devices, and advanced research available. In the process, they will always try to destroy any capability to recreate the research and technology they find. The members of Cy-Force are convinced that only they can capably control scientific achievements properly for the betterment of Mankind.

TACTICS

The members of Cy-Force are used to dealing with vicious and deadly foes, such as the Destruction Company, so they are accustomed to playing hardball. Doc Digital, if on the scene at all, will remain in his Hawkstar and direct the team, providing support from the ship's weaponry. Interface is normally the field commander, using her mental powers where effective but always ready to fall back on her martial arts when pressed. Tin Man is smarter than the typical "brick" and tends to use surprise tactics, such as reflecting EBs back at their originators and attacking non-hand-to-hand opponents. He will always insist on being the rear-guard for any escapes or retreats. Fastball and Sci-Fi are used to operating as teammates. They tend to double-team opponents, Fastball using his agility, Sci-Fi his armor systems and flight to outmaneuver a foe. Lightshow and Soundcheck are also a team and they combine their attacks for devastating effect. They also use their combined images to create confusing diversions. All of the team members usually provide security and cover for Interface as she performs the actual theft and/or sabotage of technology, with Tin Man providing tactical leadership in her absence.

RELATIONS

Cy-Force has given each of the members a new lease on life and a new sense of purpose; they are loyal to Doc Digital and each other. Interface, who also believes in what they are doing (albeit for somewhat more sinister reasons), has gone about giving everyone occasional mental pushes to ensure their commitment. The other members have come to feel like family and will die to protect each other.

All Cybernetic foci (OIF, and IIF) can be removed without surgery for maintenance purposes—but more importantly to insure that none of the members can get too far from the control of Doc Digital. They are all loyal now, but there is no reason that Digital need take any chances.

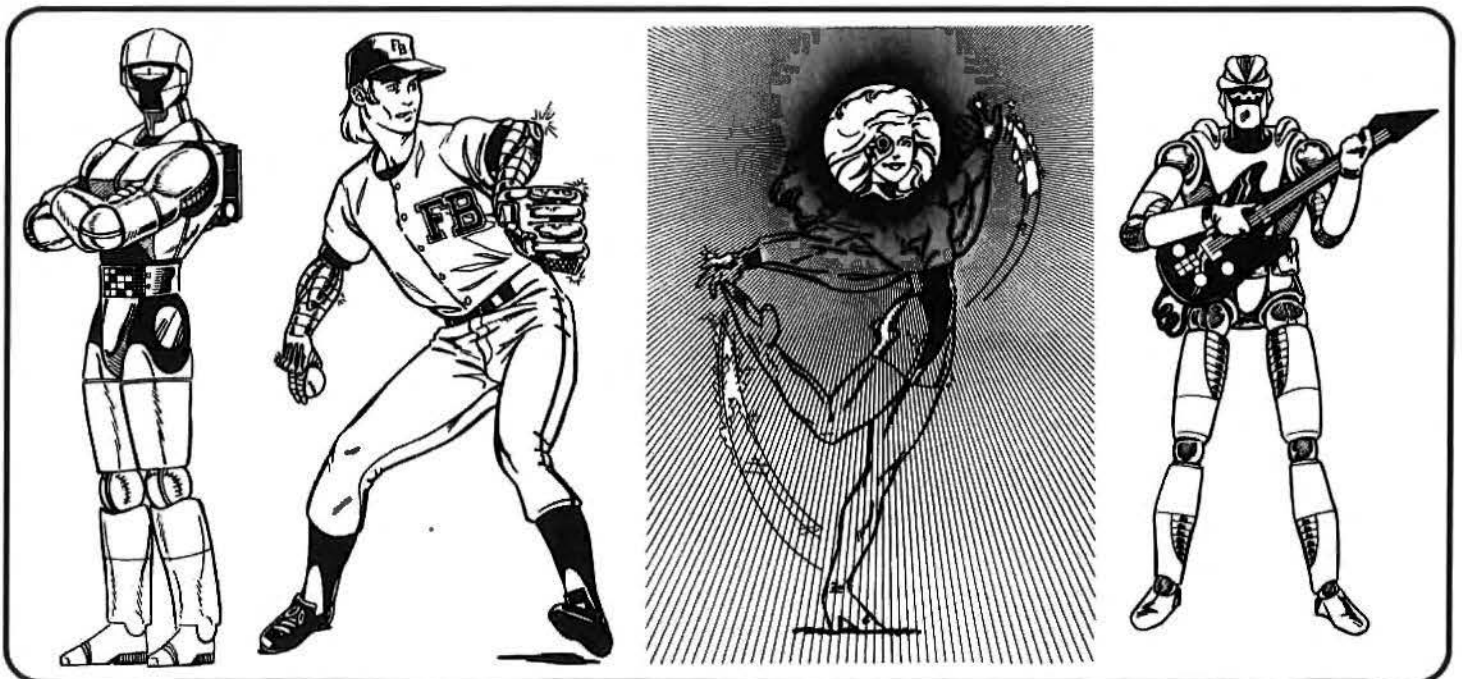
There was some tension when Fastball began flirting with Lightshow and Soundcheck threatened violence, but that has been taken care of (for the most part; Soundcheck still doesn't completely trust his new teammate).

They have attacked VIPER installations enough to cause a blood feud, and Dr. Destroyer sees them as a major annoyance.

Mechanon would like to "finish the job" that Blackwell started on Interface and destroy the rest of the team. Most other major villains and organizations are still waiting to see what they are all about. Master Control wants nothing less than the total destruction of Cy-Force, and they see him as their primary adversary.

REPUTATION

Even though they have tried to avoid undue exposure and fights with heroes, it was inevitable that Cy-Force would cross too many paths. It is known that a team of cyborgs, with two former heroes in tow, are attacking technological institutions and stealing or destroying projects dealing with major advancements. The U.S. Department of Defense Supervillain Survey has this on their file: "It is as yet unknown the specific goals of Cy-Force. They are known to have working relations with some villains and open violence with others. Their actions are born of self-interest. They are to be treated as dangerous criminals with extremely effective capabilities."



DOC DIGITAL'S BASE — DIGITAL CONTROL

Val	Char	Cost	
6	BODY	4	
6	DEF	12	
2600	Hex size	25	
20,800	Grounds	3	
	Suburbs/Part Under-Ground Location	15	
Cost Abilities/Equipment			
27	4d6 EB, NND (not vs Force Fields), Area Effect, 4" radius; IAF, Immobile, 14- Act., 8 charges; 4 units, DEF 12		
23	50 STR Telekinesis; OAF, Grab Only (-1/4), Immobile; 1 unit, DEF 15—Outdoor tractor beam		
9	Clairsentience, sight and sound, IR, UV; OAF, immobile, 14- Act.—Exterior sensors		
15	Clairsentience, sight and sound, UV, Discriminatory IR (Thermal Scan), Discriminatory x100 Microscopic (Retinal Scan); OAF, Immobile		
3	High-range radio; OAF, Immobile—Telecom satellite net		
62	LABS: Weapons, 11-; Electronics, 13-; Mechanics, 13-; Chemistry, 12-; Vehicles, 13-; Forensics, 11-; Sonics, 13-; Cryogenics, 12-; Genetics, 13-; Physiology, 13-; Metallurgy, 12-; Medical, 13-; Nuclear Physics, 13-		
35	32 Personnel, base 50 pts—Operational Staff		

190+ Disadvantages					
15	DNPC, Normal, Useful, 14-	— Trish Blackwell, Administrator			
13	Watched, U.S. Government, 11-				
15	Secret ID - Normal "Digital Control" research center				
Costs	Char	Powers	Total	Disads	Base
	59	+ 174	= 233	= 43	+ 190

DOC DIGITAL'S AI COMPUTER — "D.C."

Val	Char	Cost			
30	INT	20			
18	EGO	16			
21	DEX	33			
4	SPD	9			
Cost Powers/Skills					
5	Extra Limbs (numerous throughout the base)				
7/7	Electronics, 13- / Mechanics, 13-				
4	Weaponsmith, slugthrowers and energy, 11-				
3/3	Chemistry, 15- / Vehicle Design, 15-				
3/3	Forensics, 15- / Sonics, 15-				
3/3	Cryogenics, 15- / Physics, 15-				
3/3	Genetics, 15- / Paranormal Physiology, 15-				
3/3	Metallurgy, 15- / Security Systems, 15-				
3/3	Systems Operations, 15- / Gen. Reference Material, 15-				
3/3	Medicine, 15- / Paranormal Library, 15-				
1	Familiarity, Base Weapon Systems				
Programs					
1/1	Operate Labs / Operate Security Systems				
1	Operate Sensors and Communications				
1	Retrieve/Analyze Data				
1	Repair Damage To Base				
1	Administer Medical Attention To Base Personnel				
100+ Disadvantages					
20	Total Code vs. Killing				
20	Must Obey Base Personnel				
10	Curiosity				
OCV: 7; DCV: 7; ECV: 6; Phases: 3/6/9/12					
Costs	Char	Powers	Total	Disads	Base
	78	+ 72	= 150	= 50	+ 100



DOC DIGITAL'S FOLLOWERS — CY-FORCE AGENTS

Val	Char	Cost	Combat Stats		
15/20*	STR	7	OCV: 6		
11/18*	DEX	13	DCV: 6		
13/20*	CON	13	ECV: 3		
12/15*	BODY	7	Phases: 3, 6, 9, 12		
13	INT	3	Costs		
10	EGO	0			
13/18#	PRE	6			
8	COM	-1	Char: 77	Base: 100	
3	PD	0	+	+	
3	ED	0	Powers: 123	Disad: 100	
3/4#	SPD	16	=	=	
6/10#	REC	5	Totals: 200	200	
26/36#	END	3			
27/35#	STUN	5			
Cost		Powers		END	
40	One of the following, 60 Act., OIF (Cyber-weapons)				
	I. 4d6 Entangle, transparent to attacks				6
	II. 5d6 Flash vs. Sight group and Radar				6
	III. 12d6 EB				6
	IV. 4d6 RKA				6
15	Commando Training				
	Maneuvers	OCV	DCV	Damage	
	Boxing Cross	+0	+2	8d6	
	Aikido Throw	+0	+1	6d6+v/5, target falls	
	Karate Chop	-2	+0	1d6 Killing (2d6 w/STR)	
	Judo Disarm	-1	+1	+20 Disarm	
8	+2 DC's (added in)				
24	Armor (+12PD/+12ED), OIF (Cybergrafted Plates)				
13	10" Flight, OIF (Jetpacks)				
7	LS – Self-contained breathing, OIF (Helmets)				
5	IR Vision				
5	Radio Listen and Transmit				
3	Breakfall, 13-				
3	One of the following: Mechanics, Electronics, Stealth, Computer Programming, Systems Operations, Security Systems				
100+ Disadvantages					
10	1½ STUN vs Electricity				
10	1½ BODY vs Electricity				
20	Totally loyal to Doc Digital				
15	Overconfident				
5	Physical limitation – permanently altered by intrusive cybernetics				
20	Normal Characteristics Maxima				
10	Distinctive Features – Implants, conceal with effort				
10	Monitored by CY-FORCE, 8-				
* — OIF, Doesn't affect figured characteristics (-1)					
# — OIF (-½) [* and #, Cybernetic Enhancements]					



Background: The word "prodigy" followed Victor Blackwell wherever he went. He graduated from M.I.T. with a 4.0 GPA at the age of 15, after which he acquired his Masters and multiple doctorates at Carnegie-Mellon. He also found time to gain a medical degree, encompassing multiple specialties, from Emory University. Academically, Victor Blackwell was a success beyond successes.

None of it really mattered.

Victor was born with a completely debilitating genetic disease that was slowly wasting him away. He was expected to die before his 30th birthday. It was only because his uncanny mind refused to accept tedium and inactivity that he did not live as other terminally ill patients and simply wait for the end. He decided to do something to defeat the disease.

Applying technology and medical principles only barely at the theoretical levels for his time, Doctor Blackwell decided to cheat Death and rebuild himself. With only the help of his longtime friend, Tricia Galloway, and an artificial intelligence he designed early on named D-CEE (for Digitally Controlled Electronic Enabler), Victor literally replaced all of the defective parts of his body with exquisitely crafted cybernetic and bionic devices. In the process of repairing his body, Dr. Blackwell considered himself reborn; not in the spiritual sense, but in a manner of evolution. He came to realize that he was a man ahead of his time.

As he moved about the world on legs that were far more efficient and powerful than anyone else's, he came to understand that technology was moving away from Humanity. There were advances that could readily be made available to Mankind, but only a chosen few had access to them. For now, it served in Man's best interests to not have too much too soon, yet there would come a day when those advances could no longer be kept from the populace. When that day came, it would either be Paradise—or Armageddon.

Blackwell set about quickly establishing himself in the business community, opening a scientific research company that expanded almost overnight. The evidence of his own miraculous recovery was enough to convince many to invest in and seek the services of his company. Digital Control was born.

During this time he married the only woman who could ever understand him, Tricia. An accomplished scientist and administrator in her own right, she handled much of his affairs as he moved on to more grandiose schemes.

Victor had decided to place himself in a position to lead Humanity into the age of "superscience" that he had foreseen. To that end he began planning and scheming against other factions that possessed such technology but withheld it for their own reasons. Unwilling to jeopardize what he had accomplished in the public's eyes, he adopted a costumed alter ego, enhanced by special replacement limbs which even further increased his abilities. He then set about sabotaging projects and stealing information belonging to competitors and other factions. Truly believing his cause just and his methods, if subversive, nonetheless honorable, he took the name Doc Digital, believing it to sound somewhat heroic (and "maybe a little hip").

Eventually, his opponents began retaliating, seeking him out, setting traps for him. For all his knowledge and abilities, Blackwell realized that alone he was not enough; he recruited associates to serve his cause and accompany him to the greatness for which he was destined. With his newfound team of "heroes," Doc Digital quietly and confidently marches on to take his place as the leader of Mankind's tomorrow.

Quote: "A dangerous time is fast approaching for all of us—a time requiring the leadership of a knowledgeable and dedicated man. I am that man."

Personality: Doc Digital is unlike any mastermind villain the heroes are likely to have encountered. He does not rant and rave, he makes no belabored speeches, and he's not inherently sociopathic. He possesses a quiet confidence born from his sincere belief that Man is headed for a New Age, one which requires his abilities. Although tremendously arrogant, it cannot be said that Victor Blackwell is classically megalomaniacal. He will listen to anyone's reasoned argument, prepared to quietly and intelligently provide justifications for his actions. Although often appearing coldly logical and methodical, he is capable of a great deal of compassion.

Nonetheless, he will do whatever it takes to ultimately achieve his goals. For example, his particular designs for the rebuilding of Tin Man, Soundcheck, and Lightshow provided more for their efficient service to him than their own comfort and ability to interact normally. Only one thing truly frightens Dr. Blackwell—the possibility that he could be reduced to his former crippled state, unable to pursue his destiny.

Powers/Tactics: Doc Digital is not a combatant and will rarely be seen in the field. The closest he normally comes is flying the Hawkstar, the jetcraft which Cy-Force uses for transportation.

If forced into an active role, he will use the various weapons systems on the ship as well as any devices he may have created (his Gadget Pool). Similar to most of those he has enhanced cybernetically, Doc Digital suffers some vulnerabilities to magnetic fields and electricity. Doc Digital also has a small army of agents that he has equipped with cybernetic enhancements and modular weapons.

Appearance: Unlike any of those that serve his cause, Victor Blackwell looks quite human, exhibiting no outward signs of the vast cybernetic and bionic replacements he possesses. In his Doc Digital guise he wears a black bodysuit with silver printed circuitry patterns that run up and down it, and goggles.

Special Note: Proper role-playing of this character should result in some confusion for the players, as he is nothing like the typical villain leaders they have likely encountered (such as Fiacho, Professor Muerte, and Sunburst). He may even convince them that he is right, especially if Interface is able to get her mental "claws" into them. Although he is not overly concerned with his current public image, he would like to believe that he is a heroic figure.

INTERFACE

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 8+ DCV: 8 ECV: 8 Phases: 3, 5, 8, 10, 12 Costs Char: 170 Base: 100 + + Powers: 249 Disad: 319 = = Totals: 419 419
24	DEX	42	
23	CON	26	
10	BODY	0	
15	INT	5	
25	EGO	30	
18	PRE	8	
6	COM	-2	
10	PD	5	
10	ED	5	
5	SPD	16	
10	REC	0	
86	END	20	
35	STUN	0	

Cost	Powers	END																				
60	Multipower (90 pt. pool), OIF—Attachments																					
6u	8d6 Mind Control, telepathic, fully invisible, usable vs. computers using INT (+½)	9																				
6u	9d6 Telepathy, fully invisible, usable vs. computers using INT (+½)	9																				
6u	6d6 Ego Attack, fully invisible	9																				
6u	6d6 Mind Scan, +15 to roll, fully invisible	9																				
3u	3d6 Transfer vs INT, +12 to maximum (30 total), returns 5 pts./hour; only against computers and AI's (-1)	9																				
19	+5d6 Mind Control, telepathic, fully invisible, usable vs. computers using INT (+½); only vs. computers and AI's (-1), linked to multipower slot (-½), OIF	6																				
17	Karate																					
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Maneuvers</th> <th style="text-align: center;">OCV</th> <th style="text-align: center;">DCV</th> <th style="text-align: left;">Damage</th> </tr> </thead> <tbody> <tr> <td>Punch</td> <td style="text-align: center;">+0</td> <td style="text-align: center;">+2</td> <td>8d6</td> </tr> <tr> <td>Kick</td> <td style="text-align: center;">-2</td> <td style="text-align: center;">+1</td> <td>10d6</td> </tr> <tr> <td>Block</td> <td style="text-align: center;">+2</td> <td style="text-align: center;">+2</td> <td>Block, Abort</td> </tr> <tr> <td>Dodge</td> <td style="text-align: center;">—</td> <td style="text-align: center;">+5</td> <td>All attacks, Abort</td> </tr> </tbody> </table>	Maneuvers	OCV	DCV	Damage	Punch	+0	+2	8d6	Kick	-2	+1	10d6	Block	+2	+2	Block, Abort	Dodge	—	+5	All attacks, Abort	
Maneuvers	OCV	DCV	Damage																			
Punch	+0	+2	8d6																			
Kick	-2	+1	10d6																			
Block	+2	+2	Block, Abort																			
Dodge	—	+5	All attacks, Abort																			
4	+1 DC (added in)																					
5	Damage Resistance (5PD/5ED)																					
16	Armor (+8PD/+8ED), 14- Act.																					
10	LS – Self-contained breathing																					
20	Radar, discriminatory																					
20	High-range radio, +5 to scan roll, 17-																					
5	Mind Link with CY-FORCE members, member, must have Mind Link (-1)																					

Skills/Talents		
10	Eidetic memory	
3	Speed reading	
3	Lightning calculator	
9	3 levels with Karate	
7	Security Systems, 14-	
3	Stealth, 14-	
3	Tactics, 12-	
3	Systems Ops., 12-	
3	Science – Cybernetics, 12-	
2	KS – Karate, 11-	

100+ Disadvantages

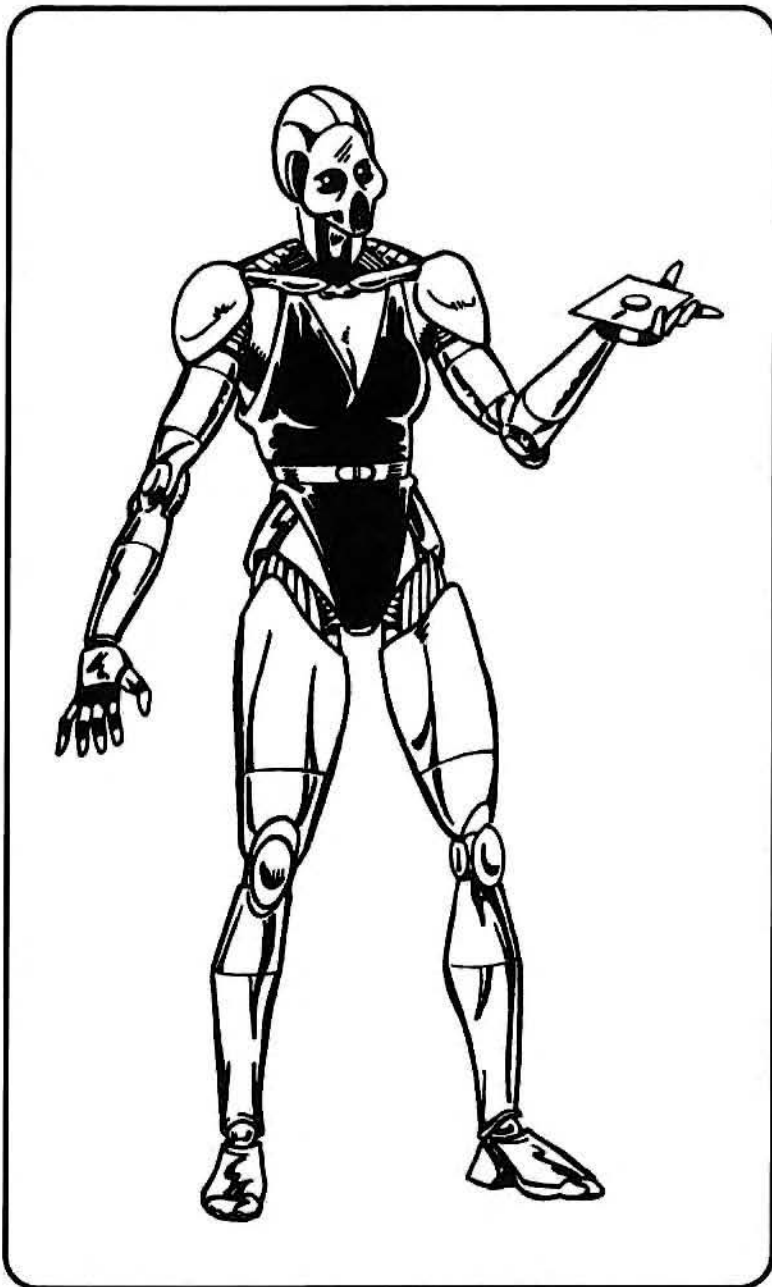
20	2x STUN vs Electricity
10	1½ BODY vs Electricity
15	No longer identifies with Humanity as it is
10	No regard for human life
15	Convinced that computerized minds, especially her own, will rule the future
25	3d6/phase in strong magnetic fields
20	Distinctive features – Obvious cyborg, not conceal., major
20	Hunted by Master Control, 11-
10	Hunted by Mechanon, 8-
15	Hunted by VIPER, 8-
159	Villain Bonus

Background: "Gee, this is neat!" Carol Chambers thought to herself as the young girl ran home crying. At six, she had learned to use her minor psionic abilities to torment would-be playmates and give little mental "pushes" to her parents and other adults. She found the sense of power and control gratifying, and yet something troubled her. Human minds were a morass of confusion and conflict, thoroughly disorganized. Some instinct in her was horribly repulsed by this.

As she grew older, she encountered computers and was instantly mesmerized by the flawless patterns of logic that made up these "perfect minds." She came to realize that true power lay not in the control of inferior human minds but the mastery of the computerized mind. She began studying everything she could get her hands on regarding the new field of cybernetics. She started looking at the world in terms of logic patterns and algorithms. She even began training in martial arts (the only "social" activity she allowed herself), seeking the mastery of her own mind and body that such disciplines promised. Finally, she began to reach her mind out to the computers...

...and they responded! She was thrilled beyond belief, but she contained herself, remembering that such interaction with the perfect minds would be clouded by displays of human emotion. She eventually fine-tuned her powers to interact easily with computers. Carol had completely withdrawn from Humanity; her parents had long since given up on any real relationship with her, and she had no friends. She didn't want friends; she had more important relationships to pursue.

She eventually heard of the amazing artificial intelligence named D.C. that operated the nearby headquarters of Digital Control. She was convinced that tapping directly into such a machine would make her the most powerful computer mind in the world. She managed to establish contact with D.C. and achieve some control over him. But as she prepared to initiate the transfer, she was interrupted by Dr. Victor Blackwell, who easily defeated her after a short battle. An intensive discussion between the two revealed their shared interest in cybernetic technology. Blackwell revealed his plans of controlling the high-tech world of tomorrow to Carol and offered to improve her abilities if she would join him. The young woman practically begged the doctor to make her the machine she was meant to be.



Carol is no more. In her place is the most precise mind any human could achieve: Interface.

Quote: "Do not interfere. You cannot defeat what you cannot understand."

Personality: Of all the members of CY-FORCE, Interface is the most obviously inhuman in outlook as well as appearance. She prefers it that way. She has no thought for Humanity, unlike her teammates, only for complete mastery of the world's technology. She is cold, calculating, and cunning—perfect attributes for afield leader, but unnerving in normal company. She rarely associates with the team when not on a mission. She views herself as the model of the future, when humans will be intimately tied to computers. It is her goal to be the primary source of control over a computerized society, and to that end she associates with the members of CY-FORCE, going so far as to psionically reinforce Doc Digital's ideals in the minds of her teammates as well as his agents. (Note: She is currently being hunted by Mechanon, who views her as a possible "companion.")

Powers/Tactics: Essentially, Interface is a mentalist with a twist. Although her powers can affect humans and others with EGO, she is particularly fond of and adept at mentally affecting computerized systems (which she is able to do using her powers vs INT when dealing with normal computers). Normally, her role in a mission is not combative; she leaves that to the others. She is responsible for obtaining whatever information she can from any computer in the area and recovering any technology they may be seeking. Secondly, she normally seeks to damage or destroy any such systems if they serve the purposes of CY-FORCE's adversaries. If forced into combat, she will control whatever computer-operated machinery she finds, as well as perform the more traditional ego attacks. She will also use her karate as a last option or a surprise attack. Her INT transfer represents her literally absorbing the processing elements of a system temporarily while she is transferring its data as well. Her Mind Scan represents her ability to psionically link up with the world's satellite net. (It is important to note that her mental powers are now based on foci; Dr. Blackwell made it a point to re-route everything through these attachments such that, if and when the time came, he would be able to disable her.)

Appearance: In sharp contrast to her teammate, Lightshow, Interface appears as a cold, humanoid machine, with a speaker in place of her mouth and menacing electronic eyes. She wears a black and silver costume, and most of her body has been cybernetically replaced except for her torso.

TIN MAN

Val	Char	Cost	Combat Stats
45	STR	20	OCV: 7+ DCV: 7 ECV: 3 Phases: 3, 6, 9, 12 Costs Char: 155 Base: 100 + + Powers: 214 Disad: 269 = = Totals: 369 369
21	DEX	33	
30	CON	40	
20	BODY	14	
13	INT	3	
10	EGO	0	
25	PRE	15	
4	COM	-3	
15	PD	9	
12	ED	6	
4	SPD	9	
14	REC	4	
60	END	0	
55	STUN	5	
Cost Powers			END
20	Growth (15 pts.), 0 END, Persistent, Always On (Characteristics figured in)		
35	Multipower (52 pt. pool – Axe) OIF		
3u	Missile Deflection, all ranged, Reflect at any target		0
5u	7d6 EB, physical, Armor Piercing		5
5u	2d6 HKA, Armor Piercing (4d6 AP w/ STR), ½ END		2(7)
15	Armor Piercing w/ STR, OIF (Axe)		7
15	Armor (+5PD/+5ED)		
20	Armor (+10PD/+10 ED), 14- Act.		
10	Power Defense (10)		
5	Flash Defense (5)		
8	+8" Superleap (17"/9")		7
8	4" Knockback Resistance (7" total)		
10	LS – Self Contained Breathing		
5	IR Vision		
5	UV Vision		
9	+3 PER Rolls		
5	Mind Link with CY-FORCE members, member must have Mind Link (-1)		
20	+4 all Axe abilities		
3	Criminology, 12-		
3	Survival, 11-		
3	Interrogation, 14-		
2	AK – Canadian Rockies, 11-		
100+ Disadvantages			
20	2x STUN vs. Electricity		
10	Enraged when teammates seriously injured (11-/8-)		
20	Total loyalty to Doc Digital		
10	Resents "typical brick" image		
15	Physically incapable of normal interaction with humans		
15	Dependent on special fluids (Unc., 3d6/hour)		
20	Distinctive features – Cyborg, not conceal., major		
20	Hunted by Master Control, 8-		
15	Hunted by VIPER, 8-		
10	Monitored, CY-FORCE, 8-		
114	Villain Bonus		

Background: Martin Gibson had been a successful mountain guide for many years in the Canadian Rockies. During that time, he had worked with the Canadian Mounties in solving a number of crimes in the wilderness. He was eventually invited to join. He still got to work in the great outdoors, this time as a protector of the environment and the people. He covered an entire sector by himself, and very little happened that the 7'1", 295 lb. man couldn't handle.

That all changed the day he ran across a hidden terrorist camp. They were on him much too quickly for him to call for help. He never found out who they were or why they did what they did. He did remember that the leader was a sadistic psycho who delighted in torturing "an enemy of the cause." He remembered because the man kept reviving him every time he passed out from the horrible things they kept doing to him. Finally, he passed out beyond revival...

When he awoke next, it was only for a brief moment. He was lying in a hospital, hooked up to more machines than he had ever seen in his life, and some doctors were standing near by, talking in hushed whispers.

"He's not going to make it. His legs, his arms, his lungs, most of his internal organs, they're all gone. It's amazing he's alive at all."

"I've seen worse."

"Then you've seen Death itself, Dr. Blackwell."

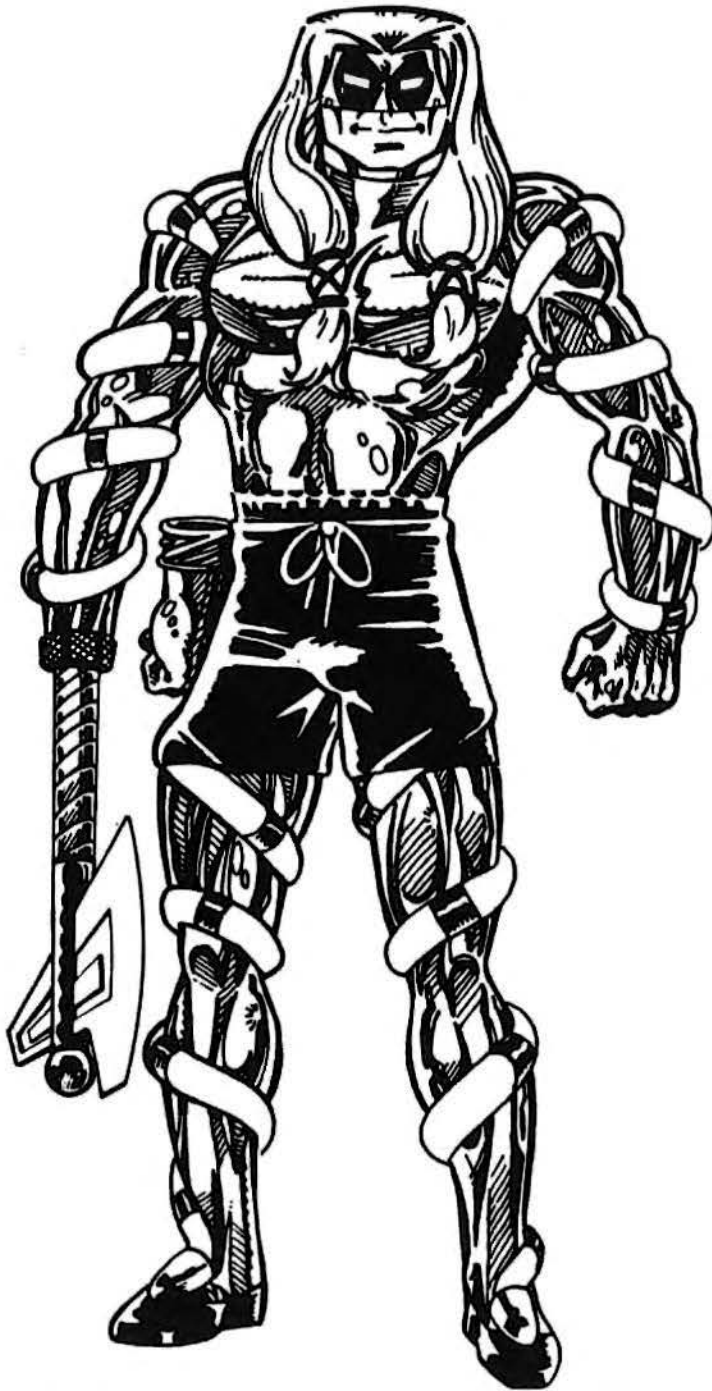
"You're giving up, then?"

"How can you ask me that? There's nothing to be done. Mr. Gibson won't make it to the morning."

"Then I'll save him. Have him transported to my facility and I'll accept full responsibility. This man will live..." The next time Martin Gibson awoke, he looked down upon a body that wasn't his, with eyes that weren't his either. Understandably, his first reactions were denial and rage. But something deep inside told him that his life had been saved, and he was to do better things than he had done in his previous life. (Interface stood nearby all the while, shaping his thoughts to those Doc Digital wanted him to have.)

He quickly came to understand that he was a model of the future of Mankind, that he represented what all people could become. He idolized Dr. Blackwell, the man who had saved him, and swore complete allegiance to him. Realizing that he was even more of a physical powerhouse than before (Dr. Blackwell had increased his already large frame to giant proportions), Martin asked to have a special axe weapon fashioned that could replace his right hand when he needed it. Adopting the name Tin Man (after the OZ character he has come to identify with, mechanical heart and all), he became Doc Digital's most loyal follower and bodyguard. No one would stand in the way of Doc Digital's dreams—not if Tin Man had anything to say about it.

Quote: "I suppose you expect me to grunt and growl and scream 'Tin Man Kill,' don't you? C'mon, let's get this over with."



Personality: Despite the fact that he's been mind controlled into accepting Dr. Blackwell's doctrine, Tin Man does not come across as a fanatic. In fact, he should surprise most heroes with his matter-of-fact approach to conflicts. He is not stupid and deeply resents the "typical brick" image with which he is often saddled, even though he will sometimes use this to his advantage. Martin is actually quite bright, and if a discussion (rather than a fight) is in the offing, he will readily participate. Thanks to his police training, Tin Man is the team's investigative expert, always evaluating the scene of any operation and sharing his knowledge with Interface to maximize the team's success.

Powers/Tactics: Regardless of his attitude, Tin Man is the team's powerhouse, capable of taking a great deal of punishment. Having used an axe in his former profession as a woodsman, he wields it with skill. He is capable of mighty blows in hand-to-hand combat, but he also enjoys surprising his opponents by throwing it at them. His favorite tactic, however, is to play the "stupid brick" against an Energy Projector-type, getting them to fire their blasts at him, which he then missile-reflects at another opponent entirely. Tin Man is tactically competent and the team will listen to him, especially if Interface is down or unavailable. He has no qualms about throwing himself in the way of an attack to protect a teammate.

Appearance: Like his teammates, Tin Man no longer has any real semblance of "normal humanity." Most of his body is menacingly robotic, including the entire top half of his face. He wears his blond hair long (Viking style), has perfect teeth, and normally wears nothing more than bermuda-length shorts. The axe replaces his robotic right hand in battle.

LIGHTSHOW

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8+ DCV: 8 ECV: 4 Phases: 3, 5, 8, 10, 12 Costs Char: 146 Base: 100 + + Powers: 207 Disad: 253 = = Totals: 353 353
24	DEX	42	
18	CON	16	
12	BODY	4	
15	INT	5	
11	EGO	2	
25	PRE	15	
14	COM	2	
10	PD	7	
15	ED	11	
5	SPD	26	
12*	REC	8*	
36	END	0	
32	STUN	3	
* – Not in absolute darkness (-¼)			
Cost		Powers	END
15	80 END Reserve, 10 REC (REC requires daylight or stronger, -½)		
50	Multipower (75 pt. pool) *, IIF (Cyberimplants)		
5u	5d6 RKA, Energy		7
5u	10d6 EB, Armor Piercing		7
5u	3d6 Flash vs Norm. Sight, Area Effect Radius, 0 END		0
5u	4d6 Flash vs Sight Group, Armor Piercing		7
5u	Images, 4" Radius, Sight Group, -10 PER		7
15	Images increased to 16" radius, OIF attachment, linked to MP slot(-½), x2 END(-½)		22
16	Force Field (+10PD/+10ED), *		2
5	Damage Resistance (5PD/5ED)		
12	Flash Defense (10), Hardened		
32	20" Flight, *		4
5	IR Vision		
5	UV Vision		
5	Mind Link w/ members of Cy-Force (member must have Mind Link, -1)		
9	+3 w/ RKA, EB, AP Flash		
5	Electronics 12-		
5	Lighting Design 14-		
3	Science – Laser Imaging and Holograms 12-		
100+ Disadvantages			
10	2x Stun vs Darkness-based attacks		
5	1½x Body vs Darkness-based attacks		
10	Enraged if Soundcheck injured (14-/11-)		
25	Devoted to/dependent upon Soundcheck		
10	Capricious, playful		
15	Deaf		
20	2d6/phase in absolute darkness		
15	Dist. Features – Cyborg (conceal w/ effort, major)		
20	Hunted by Master Control, 8-		
15	Hunted by VIPER, 8-		
108	Bonus		

Background: Felicity has always loved lights. As a child, she loved Christmas more than most, not for all the toys she might get, but for all the wonderful and beautiful lights. Her father always took great pride and care that the lights on the tree and around the house met with his daughter's critical approval. Thus, it was no real surprise to anyone when she decided to go into theatrical lighting design.

Felicity had a gift for it, knowing just how to mix and match various lights for just the right effect. In no time at all she became known in the business as the Sorceress Felicity, Mistress of Light Magic. She soon came to the attention of one Anthony L. Webmann, theater mogul and director extraordinaire. He whisked her away into the world of international big-business theater, where he had become famous for lavish and elaborate technical wonders on stage.

It was here she met the dour but talented Douglas Carmichael, a soundman of caliber she had never known. What she did with light, he matched with sound and music. And, oh, what a marvelous musician he was! She wondered why he never pursued a musical career.

That Doug had fallen in love with her never occurred to the lovely Miss Andrews. This tragic little love tale might have gone on, maybe even to a happy ending, were it not for the fanatical Mr. Webmann.

It was the night before his grandest opening of his most spectacular show, Starfire Expressions, and he was not a happy man! These two technicians simply did not understand! He must have more, to hell with these silly little safety regulations. Here, simply push these buttons, throw these levers, and... The explosion destroyed the theater and half of the block. The last thing Felicity Andrews remembered of her former life was that ridiculous Webmann throwing switches on her lightboards and Doug's soundboard. That he survived amazed her; that he left her and Doug to rot as vegetables in the hospital as he went on to yet another production appalled her. She'd be dead now, removed from the life support, if it weren't for Dr. Blackwell. She's been given new abilities, powers to create and manipulate light in ways she only could have dreamed of before, and Dr.

Blackwell's vision of the world seems so clear. So what if she can no longer hear—Doug is her ears now. Wonderful, loving Doug, now the only man she can ever truly love in return.

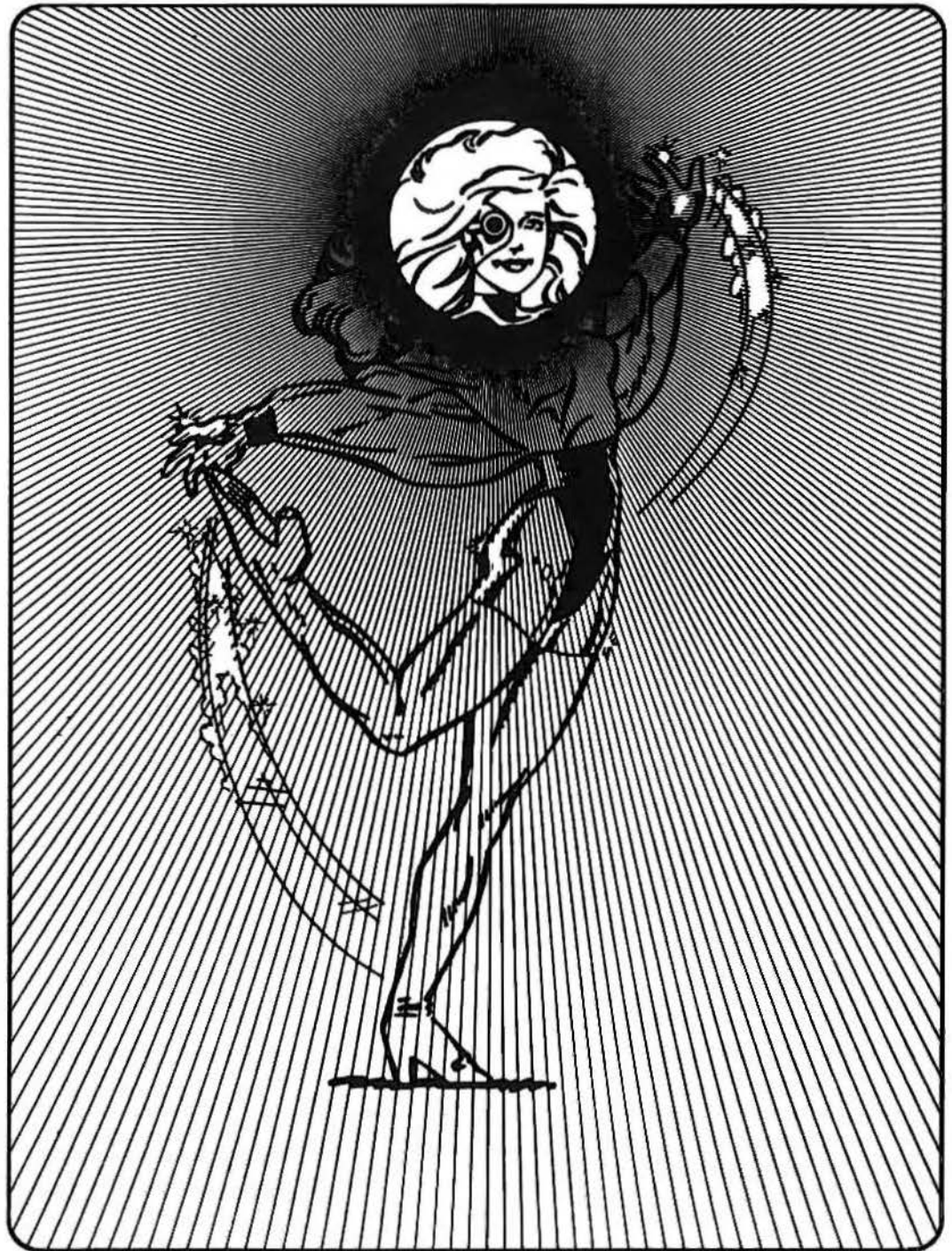
Quote: "It's time for you to see the light!"

Personality: Felicity's mind is somewhat off-center, partly due to the explosion and her absorption of all that photonic energy, partly due to Interface's interference. She now sees things with an almost childlike view, tempered only by the remembrance of the evil of such men as Webmann. Doug is now the love of her life—he had thrown himself on top of her trying to save her—and his music blended with her light in a way no normal person could ever understand. She will stop at nothing to protect her new family, and she would die for Soundcheck without a second's hesitation.

Powers/Tactics: Felicity's body absorbed an unreal amount of photonic (light) energy, and Doc Digital re-created her structure to manipulate that energy. She is able to focus it in various forms, from blinding bursts of light to deadly laser beams. She can also create amazingly life-like holograms; with a special attachment, her images can affect a vast area. Combined with Soundcheck's mastery over sound, they can create an audio/visual reality of incredible detail. They often create diversions while the rest of the team carries out its mission. They can also combine their attacks with devastating effect.

Her body thrives in light, and much of her power is useless in total darkness. If she is surrounded in such a field that not even ambient light can get to her, she will eventually die. She uses her Mind Link with Doug to project visual images to him (in effect being his eyes) while he projects audio images to her and acts as her ears.

Appearance: Felicity is beautiful, even for a cyborg. She wears a bright, gossamer costume and the metallic parts of her body gleam like polished silver. Thanks to Doug's sacrifice, her face remained intact with the exception of one eye—the one menacing aspect of her features. Her force field is a beautifully bright glow around her body, and she leaves a bright, streaking trail when she flies.



SOUNDCHECK

Val	Char	Cost	Combat Stats	
25	STR	15	OCV: 7+ DCV: 7 ECV: 5 Phases: 3, 5, 8, 10, 12 Costs Char: 152 Base: 100 + + Powers: 221 Disad: 273 = = Totals: 373 373	
21	DEX	33		
23	CON	26		
12	BODY	4		
13	INT	3		
14	EGO	8		
20	PRE	10		
8	COM	-1		
20	PD	15		
25	ED	20		
5	SPD	19		
10	REC	0		
46	END	0		
37	STUN	0		
Cost Powers				END
10	100 END Reserve, 10 REC (OIF power belt; REC requires plug-in to outlet, -2)			
50	Multipower (75 pt pool), OIF Instrument			
5u	15d6 EB		7	
5u	6d6 EB, Area 1 hex, NND (Hearing flash defense, deaf, etc.)		7	
5u	3d6 Flash, Norm. Hearing, Area Effect Radius		0	
5u	4d6 Flash, Hearing Group, Armor Piercing		7	
5u	Images, 4" Radius, Hearing Group, -10 PER		7	
11	Images increased to 16" radius, OAF bulky (amps, -1½), linked to MP slot (-½), x2 END(-½)		22	
27	Multipower (40 pt pool), x2 personal END			
3u	20" Teleportation		8	
3u	2" Tunnelling, 12 DEF		8	
3u	Desolidification (vuln. to Vibrational/Sonic and Mental powers)		8	
5	Damage Resistance (SPD/5ED)			
12	Flash Defense (10), Hearing, Hardened			
30	Sonar, 360 degree, Discriminatory			
5	Mind Link w/ Cy-Force (members must also have mind link, -1)			
Skills/Talents				
3	Perfect Pitch			
12	+4 w/ EB, NND, AP Flash			
7	KS - Music 16-			
5	Electronics 12-			
5	KS - Sound Engineering/Design 14-			
5	KS - Sound Effects 14-			
100+ Disadvantages				
25	Berserk if Lightshow seriously injured (14-/8-)			
25	Devoted to/dependent upon Lightshow			
10	Deep love of music			
10	Somber, Melancholy			
15	Blind			
25	3d6/phase in soundproof environments			
20	Dist. Features - Cyborg (nonconceal., major)			
20	Hunted by Master Control, 8-			
15	Hunted by VIPER, 8-			
109	Bonus			

Background: Douglas Carmichael was an incredible musician. He grew up learning to play everything from classical piano to hard-rock electric guitar. He was a prodigy, a child genius with music. He was also horribly shy.

Doug would never go on to become the great performer that everyone thought he would, because it was everything he could do just to perform in front of his own parents. He completely lost his nerve and could play nothing if anyone else were in the room. Thus, the morose Mr. Carmichael was doomed to never share his gift, at least not in the way everyone thought. In sound design, he found he was able to express his talent with sounds without the pressure of an audience. He eventually joined A. L.

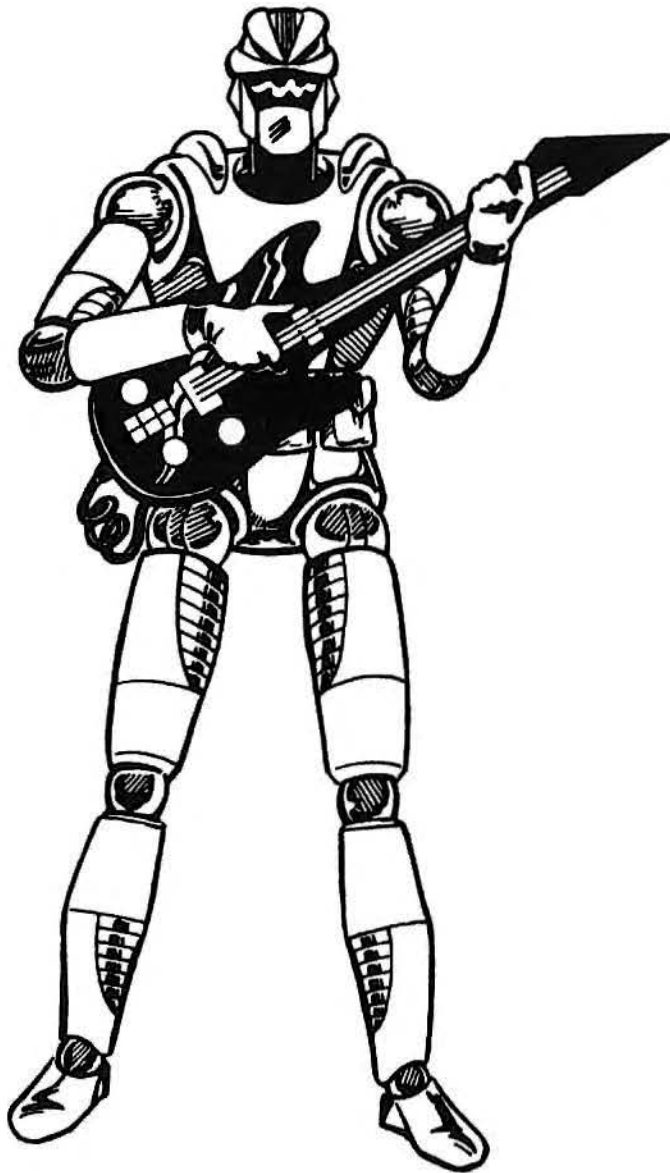
Webmann's company and became known as the best soundman in the business. He was happy, more or less, though something was definitely missing...

And then she came. Felicity Andrews was like nothing he'd ever seen, a vision from his deepest desires and most magical dreams. He discovered a whole new world, as did she, when they combined their talents. She became the only person he could open up to—he could even play his music for her. He fell so deeply in love with her, it didn't matter that she did not love him back. Then the madman Webmann ruined everything. Doug knew they were already pushing the equipment far beyond the safety standards for Starfire Expressions, yet Webmann kept demanding more. The day before the opening, he came in throwing switches and screaming. Too late, Douglas realized what would happen—he threw himself over Felicity just as the explosion reached out and shattered his world.

He woke up to see—no, sense—an arm that wasn't his own, to feel electricity flowing through what should have been veins. His eyes no longer worked, but his mind "saw" images shaped in sound waves. He discovered that Dr. Blackwell had saved him and Felicity from certain death. He had been turned into a mostly mechanical monstrosity; too much of his body had been destroyed. Apparently, the only thing that had saved him was the absorption of raw sonic energy that he had come to somehow control. He could not now see the world as he once had—it took on the forms of sonic impressions. But Felicity had become his eyes and he could now share her incredible vision of the world. Together, they could create their own visions of sight and sound. Now, maybe, he could share his gifts with the world ...at least, the world of tomorrow.

Quote: "It's time for you to face the music!"

Personality: Doug is still somewhat melancholy and morose, unable to open up to anyone but Lightshow. He often laments the thing his body has become; that Dr. Blackwell could have made him more human-like has not occurred to him (thanks at least in part to Interface). He has no problem with violence—the world seems to understand nothing else. Still, he's only truly happy when he and Felicity are creating shared images of their own realities, combining their souls in displays of sight and sound.



If anyone threatens or harms Lightshow, they will incur his relentless wrath. His life is forfeit any time he feels it would save her. He feels loyalty to the rest of his new family, though he harbors some mistrust of Fastball from when the latter tried to move in on Felicity.

Powers/Tactics: Much of what is left of Doug's body is actually cohesive sonic energy as opposed to normal biological matter. He is able to manipulate this energy to teleport himself, become intangible, and even disrupt the molecular bonds of inorganic structures. Blackwell has built into Doug's cyborg body conductors for this energy, and Doug has built a multipurpose instrument, formed much like a guitar, to channel this energy for various effects. He can create solid blasts of sonic energy, capable of disrupting audio reception or even blasting holes in tanks, and he can create a myriad of audio effects to match with Lightshow's visuals. With a special set of somewhat bulky amps, he can match her widest radius of effect for a truly incredible display.

Soundcheck's body continuously resonates with sound, and any soundproof environment can be deadly to him. His blindness is offset by his sonar and by the special Mind Link between him and Lightshow.

Appearance: Soundcheck has lost much of his humanity and his body shows it. He has dark metallic parts of robotic nature and what little that remains of his actual body only serves to increase his unnerving visage. His instrument plugs directly in to him as well as his power belt, and it has strings, keyboards, and other devices to create the sound effects he desires.

FASTBALL

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 9+ DCV: 9 ECV: 3 Phases: 2, 4, 6, 7, 9, 11, 12 Costs Char: 157 Base: 100 + + Powers: 162 Disad: 219 = = Totals: 319 319
28	DEX	54	
23	CON	26	
12	BOD	4	
13	INT	3	
10	EGO	0	
15	PRE	5	
10	COM	0	
15	PD	11	
15	ED	10	
7	SPD	32	
10	REC	2	
46	END	0	
34	STUN	0	
Cost	Powers	END	
40	Multipower(60 pt. pool), OIF (Glove)		
2u	12d6 EB	[4c]	
2u	4d6 RKA	[4c]	
2u	5d6 Flash, Visual Group	[4c]	
2u	6d6 Entangle	[4c]	
2u	4d6 Drain vs STR, at Range	[4c]	
2u	6d6 EB, NND (not vs Mental powers or defense)	[4c]	
2u	8d6 EB, Explosion, Stun Only	[4c]	
20	Missile Deflection, all ranged, +5 to roll, OIF		
5	Damage Resistance (5PD/5ED)		
6	Armor (+5PD/+5ED), 11- act, OIF (Glove)		
5	Flash Defense (10), OAF (Goggles)		
22	+14" Running (20" total), IIF (Implants)	4	
5	UV Vision		
9	+6 Telescopic Vision		
5	Mind Link, CY-FORCE Members, member must have link (-1)		
10	+2 Levels with multipower		
12	+4 Levels with Range Modifiers		
3	Breakfall, 15-		
3	Acrobatics, 15-		
3	PS- Baseball Pitcher, 12-		
100+	Disadvantages		
10	2x BODY vs Poisons/Toxins		
15	Overconfident		
20	Code vs Killing		
10	Show-off		
15	Distinctive Features – Cyborg, Concealable w/ effort, Major reaction		
15	Reputation – Well-known former hero, 14-		
20	Hunted, Master Control, 8-		
15	Hunted, VIPER, 8-		
15	Hunted, EUROSTAR, 8-		
(5)	Hunted, Cyberknights, 8- (Mildly Punish)		
15	Rivalry with Soundcheck, romantic		
10	Public ID		
59	Villain Bonus		

Background: Mikey "Mach-1" Delaney was fast approaching the day when he would leave the minors and make his fortune as a hot rookie pitcher in the Majors. He was living the high life with adoring fans and lots of money. It was too bad he couldn't get off the cocaine.

The mountain roads of Appalachia were no place to be doing 130+ mph in a Corvette, especially pumped up drugs and alcohol. But Mikey was on top of the world, a gorgeous babe at his side, a great contract coming up...

Crash.

The "babe" died instantly, but Mikey wasn't so lucky. The drugs in his system actually kept him conscious as the paramedics pulled his shattered body from the wreckage. The last sight to register in his mind's eye was a human arm, unattached, on the bloodstained ground.

Baseball career ruined with the loss of an arm and most of both legs, Delaney was ready to die. Devin Carter at CM Industries had other ideas. He approached the disconsolate man with a proposal to replace his lost limbs with prosthetics that would not only mimic his original limbs, but vastly improve his physical capabilities. With nothing to lose, Mikey agreed.

After Mikey Delaney mastered his new body, Carter offered yet another proposal. Revealing himself as the famed Atlanta gadget hero, Hardwire, he invited Mikey to join a new team being sponsored by CM Industries, the Cyberknights. After some additional developments, including his "Magic Glove" (a teleport device designed like a pitcher's glove and capable of delivering various "balls" from a storage location), Mikey adopted the name Fastball. His new life enabled him to regain his confidence and good nature, and he spent much of his free time trying to help addicts and fight drugs. Mikey was proud of what he'd been able to accomplish with Hardwire's help.

Then, for a second time, Mikey Delaney's life came crashing down around him. Internal power struggles at CM Industries put Devin's older brother Richard in charge. He had no use for his younger sibling, and even less for the Cyberknights. Inexplicably, Devin quit and disappeared, and the team disintegrated. All but two of the Cyberknights had other lives to which they could return. Fastball and his steadfast friend, Sci-Fi, were unable to lead normal lives. They had nowhere to go; CM had been their home.

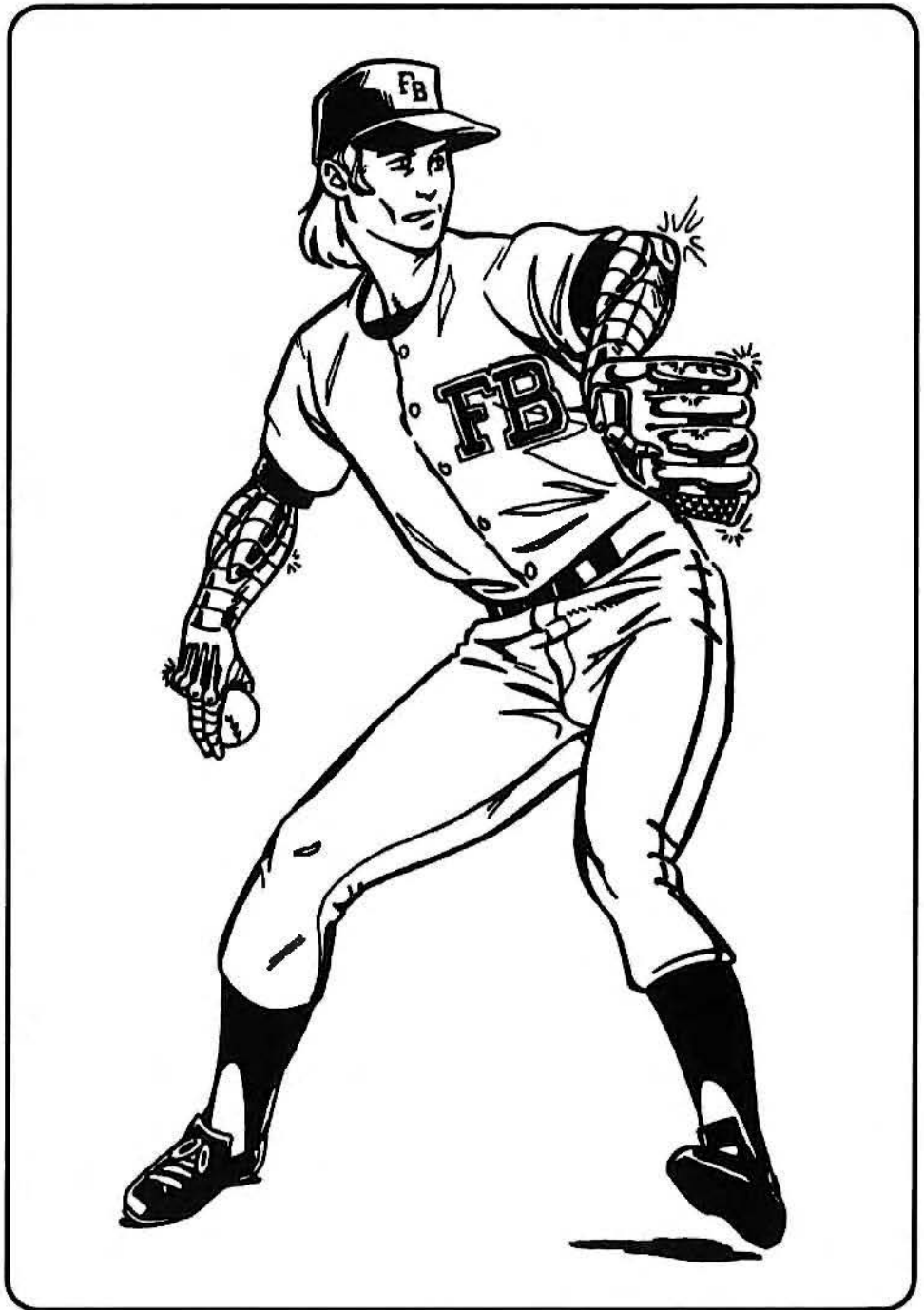
Doc Digital (aka Dr. Blackwell) had long been monitoring the degeneration of the Cyberknights, thanks in part to Interface's tapping into the communication network at CM. He approached the two dispossessed heroes with his plans for a new team, one which would protect the world from the evils of corporate domination and technological tyranny. With the powers of Interface brought to bear, Fastball was quickly persuaded to join. (NOTE: The Cyberknights have been reformed and Hardwire wants to capture and help his former teammates. EUROSTAR wants Fastball and Sci-Fi for many past encounters from their days as Cyberknights.)

Quote: "And the crowd goes wild! Now, here's the wind-up, and the pitch—STEE-RIKE!"

Personality: For all the tragedy that has befallen him, Fastball is an amazingly cheerful guy. He still comes across as the hot new rookie who can't lose. He always has fun, especially if he's got the upper hand in a situation. As the team's fastest member, he often leads the way, and he can't help but make an "entrance." This often annoys Interface, but the others actually enjoy it, and such bravado bolsters their confidence. Fastball is one of the few of them that can manage to pass as "normal" in public and he enjoys going out for a good time, often inviting Lightshow to tag along. Although she has established her feelings for Soundcheck, Fastball carries a torch for her and inadvertently uses his ability to move about easily in public to his advantage. This has maintained a certain level of tension between him and Soundcheck. Fastball is continuously concerned for the well-being of his more pessimistic partner, Sci-Fi.

Powers/Tactics: Fastball uses a plethora of different "balls" in combat. His glove teleports whatever ball he needs to him, which he is able to deliver at his opponents with incredible speed and accuracy. He is also capable of using his glove to intercept incoming attacks. Although an incurable show-off, he is a very good team player; he chooses his attacks and opponents based on how he can best assist his teammates (STR Drain or NND vs bricks, Explosion vs martial artists, etc.). He usually teams up with Sci-Fi for coordinated attacks, and they often switch opponents to gain surprise.

Appearance: Fastball wears a stylized blue and white baseball uniform with the letters "FB" in place of numbers. His arms and legs have been replaced with bionic parts, and he has a gleaming steel baseball glove on his left hand. He always wears oversized wraparound "shades" (which hide his bionic eyes), chews bubblegum, and is rarely seen without a wide grin on his face.



SCI-FI

Val	Char	Cost	Combat Stats		
30	STR	20	OCV: 8+		
23	DEX	39	DCV: 8		
25	CON	30	ECV: 4		
15	BODY	10	Phases: 3, 5, 8, 10, 12		
15	INT	5	Costs		
11	EGO	2			
20	PRE	10			
8	COM	-1	Char: 143	Base: 100	
10	PD	4	+	+	
10	ED	5	Powers: 289	Disad: 332	
5	SPD	17	=	=	
11	REC	0	Totals: 432	432	
50	END	0			
45	STUN	2			
Cost		Powers		END	
11	Commando Training				
	Maneuvers	OCV	DCV	Damage	
	Boxing Cross	+0	+2	8d6	
	Aikido Throw	+0	+1	6d6+v/5; target falls	
	Judo Disarm	-1	+1	+10 STR to Disarm	
17	150 END Reserve, IIF Implants; 20 REC, IIF Implants, Once/hour(-1½)				
50	Multipower (75 pt. pool), OIF (weapon systems)				
5u	10d6 EB, Armor Piercing (Plasma burst) 8				
5u	2d6 RKA, energy, Autofire, 0 END (Pulse laser) 0				
5u	6d6 EB, NND (not vs insulated armor, electrical powers), Area Effect, One Hex (Electrical surge) 8				
5u	5d6 Entangle, 8				
	Transparent to attacks (Force bonds) 8				
5u	50 STR Telekinesis (Tractor beam) 8				
38	Armor (+15PD/+15ED), Hardened, OIF Armor Plates				
10	Flash Defense (5 Sight, 5 Hearing)				
33	25" Flight, OIF Jetpack				
30	Total Life Support				
20	Radar, 360 Degrees, IIF Implants				
12	+10 Telescopic Vision, IIF Lenses				
4	UV Vision, IIF Lenses				
8	High-range Radio, IIF Implants				
5	Mind Link, all CY-FORCE members, member must have Mind Link (-1)				
15	+3 Levels with Multipower				
3	Tactics, 12-				
3	Paramedic, 12-				
3	Systems Operations, 12-				
2	KS - U. S. Military, 11-				
100+ Disadvantages					
15	Longs to regain humanity				
20	Code vs Killing				
20	Physically incapable of normal human interaction				
20	Distinctive features, "Living Battlesuit," not concealable, major reaction				
15	Reputation, Well-known former hero, 14-				
15	Hunted, EUROSTAR, 8-				
20	Hunted, Master Control, 8-				
15	Hunted, VIPER, 8-				
(5)	Hunted, Cyberknights, 8- (Mild punish)				
10	Public ID				
182	Villain Bonus				

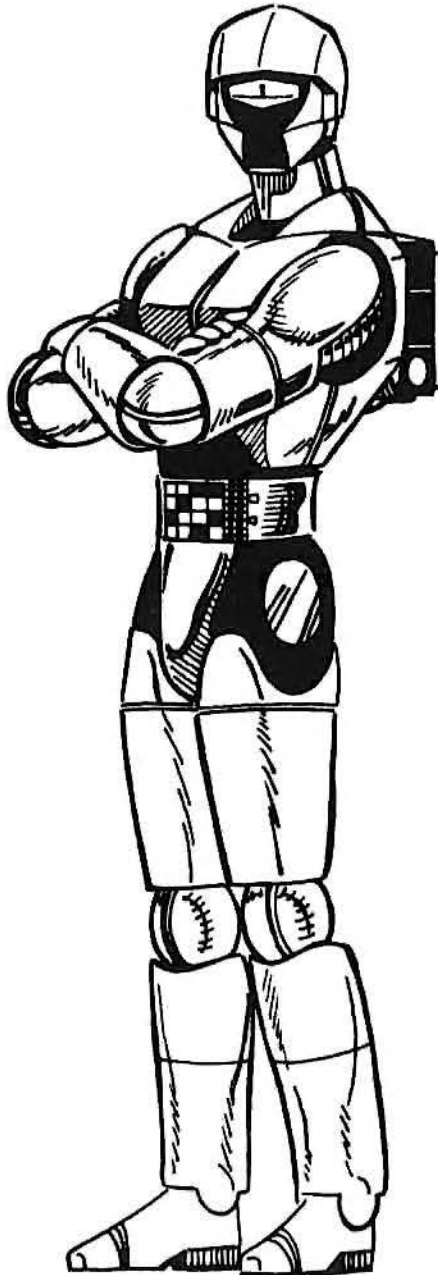
Background: Sergeant Randall Waterson was highly rated in electronic communications and countermeasures, and he was an accomplished medic as well. He saw service as a Special Forces soldier in numerous locales, normally in the capacity of an advisor. Randall was one of those rare soldiers who was an expert at warfare and a promoter of peace.

On a mission somewhere in Central America (the location remains classified), Waterson's unit was responsible for monitoring the actions of some U.S.-supported insurgents. The platoon sergeant was in the rebel commander's pocket thanks to some hefty payoffs, keeping him and his unit out of the rebel's hair. Eventually Randy got wind of atrocities his unit was supposedly there to prevent. He slipped out on his own to follow the unit, observed their senseless attack on a small missionary community. To protect the innocents, he attacked his fellow soldiers as well as the insurgents. He managed to drive them away, but not before his sergeant took retribution in the form of a high-explosive grenade. He would have died if not for his iron will and the kindness of the missionaries he saved. Although most of his body was shattered, he managed to live long enough for them to contact the U.S. Embassy.

The doctors and the generals agreed that they now had their perfect subject. Randall Waterson would not survive otherwise, and "Project: Starship Trooper" needed him to proceed to its next phase. They placed what little remained of his organic body into the prototype combat suit, wiring it to serve as his new body. Precautions were taken to ensure he would believe he had volunteered for this.

But shortly after Randall awoke, he began remembering. Confused and angered, he destroyed the lab. He came to realize that he could never again be human; he had become a modern-day Frankenstein's monster. He flew away, not to be seen again for many months. Special units of the Army and the CIA were dispatched to hunt him down.

He finally appeared again in Atlanta. A group of supervillains were storming the mayor's office. Using the many weapon systems he now possessed, he managed to hold them off until Hardwire and some other local heroes arrived to finish them. It was that day the superteam known as the Cyberknights was formed, and Randall took the name Sci-Fi in response to the shouts of some nearby teens—"Check out the cool sci-fi dude!" Shortly thereafter, the President issued a statement of support to the Cyberknights, including a public apology to Randall. The generals and scientists involved in "Starship Trooper" were dealt with summarily. It would have been a happy ending if not for the team's disbanding two years later. Once again he had no place to go, his only friend another cyborg. His bitterness returned and threatened to consume him.



It was then that Doc Digital approached him and his partner, Fastball. Reluctant at first to go along with another team that might abandon him, he soon found himself changing his mind (as Interface gave him a little mental "shove"). This was an entire group of people who had lost their humanity in one form or another, people who could more easily understand his plight. Even better, the genius of Dr. Blackwell might be able to return him to some more normal state in the future, especially if they were able to succeed in freeing the technology that the corporations were hoarding for themselves. Sci-Fi could readily identify with Doc Digital's

goals; he himself was a product of Man's technology gone mad. He would join in the quest to protect the people of tomorrow from the technological horrors of today—horrors like himself. (NOTE: Like Fastball, Sci-Fi is hunted by his former teammates as well as EUROSTAR.)

Quote: "You want a reason for what we do? Just take a real good look at me, pal! I'm the wave of the future if something's not done now!"

Personality: Similar to his teammate, Soundcheck, Sci-Fi is somewhat bitter and melancholy about his state. However, he's had much more time to deal with this, and it rarely shows. He is a soldier, and it comes out in his devotion to his teammates and their missions. Nonetheless, he was also a superhero, and even more than his partner, Fastball, he feels some confusion and discomfort whenever there are less than legitimate elements to what they are doing. (Interface finds herself having to reinforce his mind much more than the others.) Randall is still a man of peace, preferring non-violent solutions and discussion over conflict. However, if he faces an opponent who displays a desire for violence, he will respond in kind. NOTE: It is more possible with Sci-Fi than any other member of CY-FORCE to break through and make him realize what he's doing.

Powers/Tactics: Sci-Fi is a living battlesuit. His armor is capable of withstanding the most powerful attacks and severe conditions, his flight speed can carry him to any point on a battlefield (and even into space!), and his arsenal is vast enough to contain something for everyone. He much prefers his non-violent powers (the entangle and TK "tractor beam"), using the Energy Blast and NND when he must,

holding the Autofire RKA for truly desperate measures or tough opponents. Often he and Fastball will team up against one or two opponents, or pull switch-offs to confuse them and gain the upper hand. It is noteworthy that, unlike his teammates, Sci-Fi has no vulnerabilities or susceptibilities.

Appearance: Sci-Fi is encased forever in a military-designed battle suit with multiple weapon systems. His helmet contains extensive communications and sensory gear, and his jet pack is firmly attached to his back (though it is removable, as are all of his modular systems, including the weapons).

MONTGOMERY INTERNATIONAL / MASTER CONTROL

MEMBERSHIP

Master Control (leader), the S.T.R.I.K.E. Units, Silver and Black Guard Agents. As a member of the Cartel, Montgomery also hires out other villains, especially The Destruction Company.

ORIGIN

There are giant mega-conglomerate corporations out there that own and run such a multitude of different businesses throughout the world that it is often difficult to determine just how big they are, or where they begin or end. Montgomery International is just such an entity.

Randall Montgomery has been extremely successful in his quest for power. If the international business world is to be seen as a giant rat race, then Randall is the biggest and meanest rat in the maze. He has garnered for himself untold wealth and resources. He has established himself as a ruthless and powerful corporate leader, as well as a respected scientific researcher.

Randall is also the leader of a small army of operatives that carry out his less legitimate plans. He's composed a force of highly trained soldiers utilizing the best equipment he has created, called the Black Guard. Even more impressive are his Silver Guard agents, a unit of troops in large and powerful armored suits.

His most effective and deadly operatives are the three S.T.R.I.K.E. Units, whom he uses for the most nefarious and evil plots. They are much more than "agents," capable of standing toe-to-toe with most superheroes.

Over time, Randall has honed these forces into a formidable organization capable of taking on any agency or hero team. He has also crafted a special powered suit for himself, that he might engage in these actions as well. As Master Control, he possesses power to rival that of other so-called mastermind villains. Only the S.T.R.I.K.E. operatives are privy to the fact that Master Control is in fact Randall Montgomery; everyone else in the organization believes Master Control works (covertly) for Montgomery.

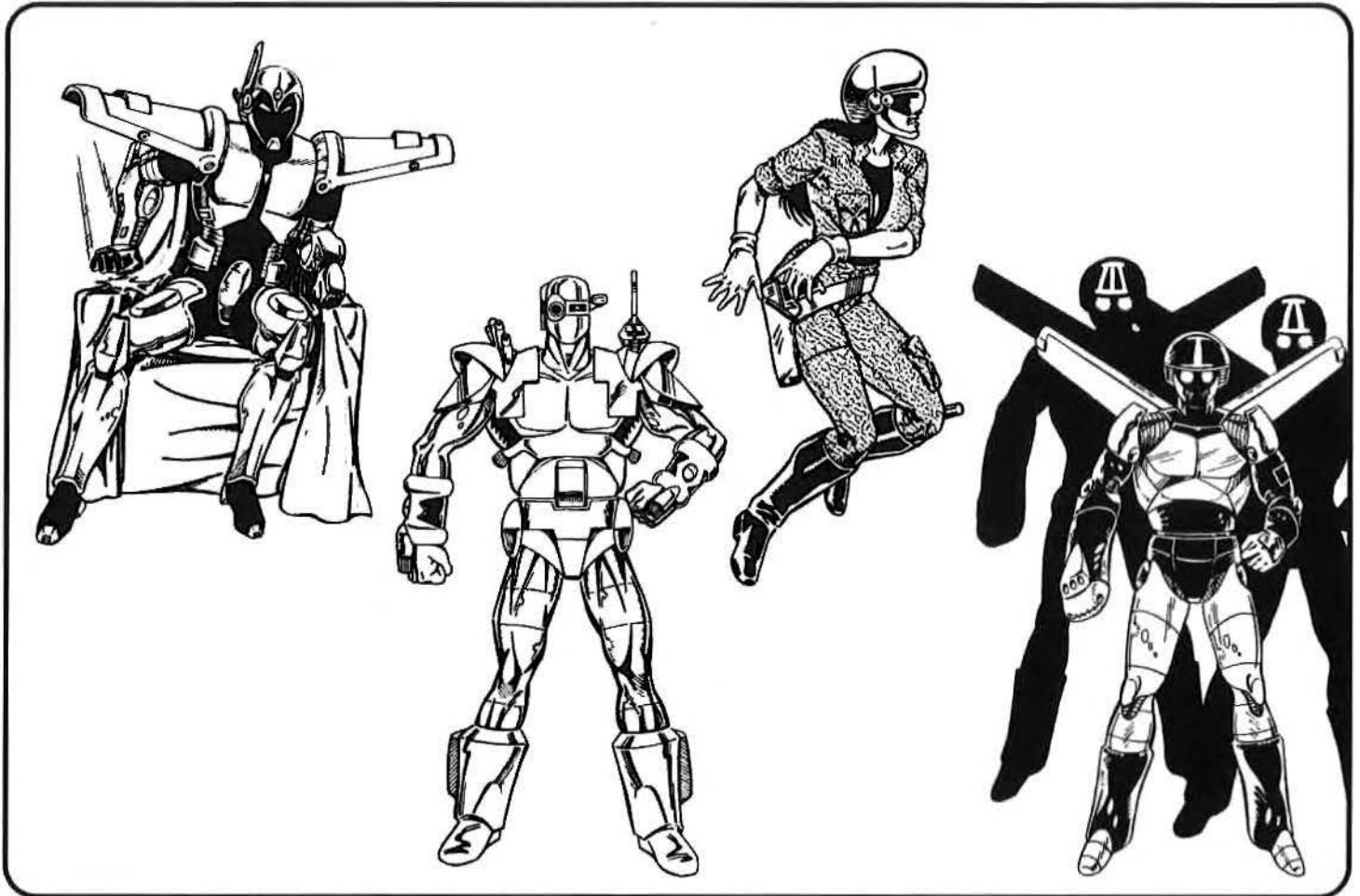
GOALS

The "underground" forces of Montgomery International are not so much a supervillain team as an organization of employees, all in the service of Randall Montgomery/Master Control. As such, the goals of the organization are dictated by the leader. Randall sees himself as a key player in the game to achieve control of the world "behind the scenes." To this end he attacks competitors and those he sees as threats to his own position, be they rival companies or other supervillains. He also has a keen interest in paranormals and supertechnology. He has attempted to kidnap heroes (to study them) a number of times, and he is constantly trying to steal or control any breakthrough technology that he doesn't already possess. Due to the fact that he's slowly losing his mind, Randall's megalomania will likely lead him to become more actively interested in taking over the world.

TACTICS

As a paramilitary organization, the M.I. troops act accordingly for each mission. The Black Guard are especially adept at covert operations and infiltration/sabotage missions, although they are quite capable of handling an all-out firefight. The Silver Guard are the "heavy hitters," designated for assault and search-and-destroy missions. They are quite effective when they combine efforts against a paranormal. Of course, the S.T.R.I.K.E. Units, of which there are only three, are designed for maximum effectiveness against paranormal opponents. They are also equipped with amazing stealth capabilities, making them excellent leaders for both Black and Silver Guard operations. Master Control is quite impressed with his own suit's capabilities; he will often be involved in any stand-up fights against superheroes or "good-guy" organizations (although he is never without a means of escape).

In addition to using his normal operatives, Montgomery often hires mercenary paranormals to carry out his plans. He has established a steady relationship with many of these, including the Destruction Company, Villains International, and the Weasel.



RELATIONS

The troops in Montgomery's employ enjoy elitist status; they are given the best of everything and are paid exceptionally well. All are extremely loyal and most believe they work for the most powerful man in the world (those whose beliefs become questionable are brought before Master Control for some mental "reinforcement"). There is a hierarchy observed—Black Guard are important, but Silver Guard status is slightly more prestigious. Of course, the S.T.R.I.K.E. Units are at the top, being the personal favorites (and personal friends) of Master Control. It is important to understand that none of them, except for the S.T.R.I.K.E.'s, know that Master Control is Randall Montgomery. They are aware that they secretly work for Montgomery International; it would be extremely difficult to find one of their ranks willing to betray that secret.

REPUTATION

Master Control and his agents are relative newcomers to the scene. It is known that Master Control is extraordinarily powerful, possibly rivaling Professor Muerte, Mechanon, and other mastermind villains. His forces have clashed repeatedly with the likes of Project: ARMOUR, ECLIPSE, The World-Wide League of Crime, and even DEMON, not to mention UNTIL and superheroes. Montgomery's Black Guard and those of Sharpe's (of the League) are bitter enemies. It is well known that a war exists between Master Control and CY-FORCE.

UNTIL identifies Master Control and his agents as "a new and dangerously powerful force to be reckoned with, with apparent goals as far reaching as world conquest, and the power to possibly achieve it."

MASTER CONTROL

Val	Char	Cost	Combat Stats
10/60#	STR	25	OCV: 9+ DCV: 9 ECV: 8 Phases: 2, 4, 6, 7, 9, 11, 12 Costs Char: 260 Base: 100 + + Powers: 781 Disad: 941 = = Totals: 1041 1041
13/28#	DEX	31	
10/40#	CON	30	
10/20#	BODY	10	
25	INT	15	
18/24*	EGO	24	
20/30*	PRE	17	
12	COM	1	
2/30*	PD	19	
2/30*	ED	19	
3/7*	SPD	34	
4/10*	REC	8	
20	END	0	
20/60*	STUN	27	

Cost	Powers	END
16	240 END Reserve, 12 REC (*)	
60	Multipower (90 pt. reserve) (*)	
6u	9d6 Ego Blast	9
6u	18d6 Mind Control	9
6u	9d6 Mind Control, Nonselective Area Effect, Radius, Double Area (9" radius)	9
6u	12d6 EB, Armor Piercing	9
6u	7d6 Entangle, Stops sight and sound	9
6u	9d6 EB, NND (not vs Power Defense, Damage Reduction, or non-organics)	9
6u	12d6 EB, Explosion	9
5u	50 STR Telekinesis with fine manipulation	8
11	Fully hardened PD and ED (*)	
17	Damage Resistance (20 PD/20 ED), Hardened (*)	
13	Power Defense (20) (*)	
10	Mental Defense (20) (*)	
11	Flash Defense vs Sight and Sound (8) (*)	
47	30" Flight, x8 Non-combat (*)	6
13	Life Support, Self-contained breathing, All environments (*)	
17	Radar, 360 degrees (*)	
7	High-range radio (*)	
10	+10 Telescopic vision (*)	
3	UV vision (*)	
13	+4 all Ranged Combat (*)	
47	40 Point Gadget Pool, OAF, Only change in lab (-½) Only change between adventures (-½)	

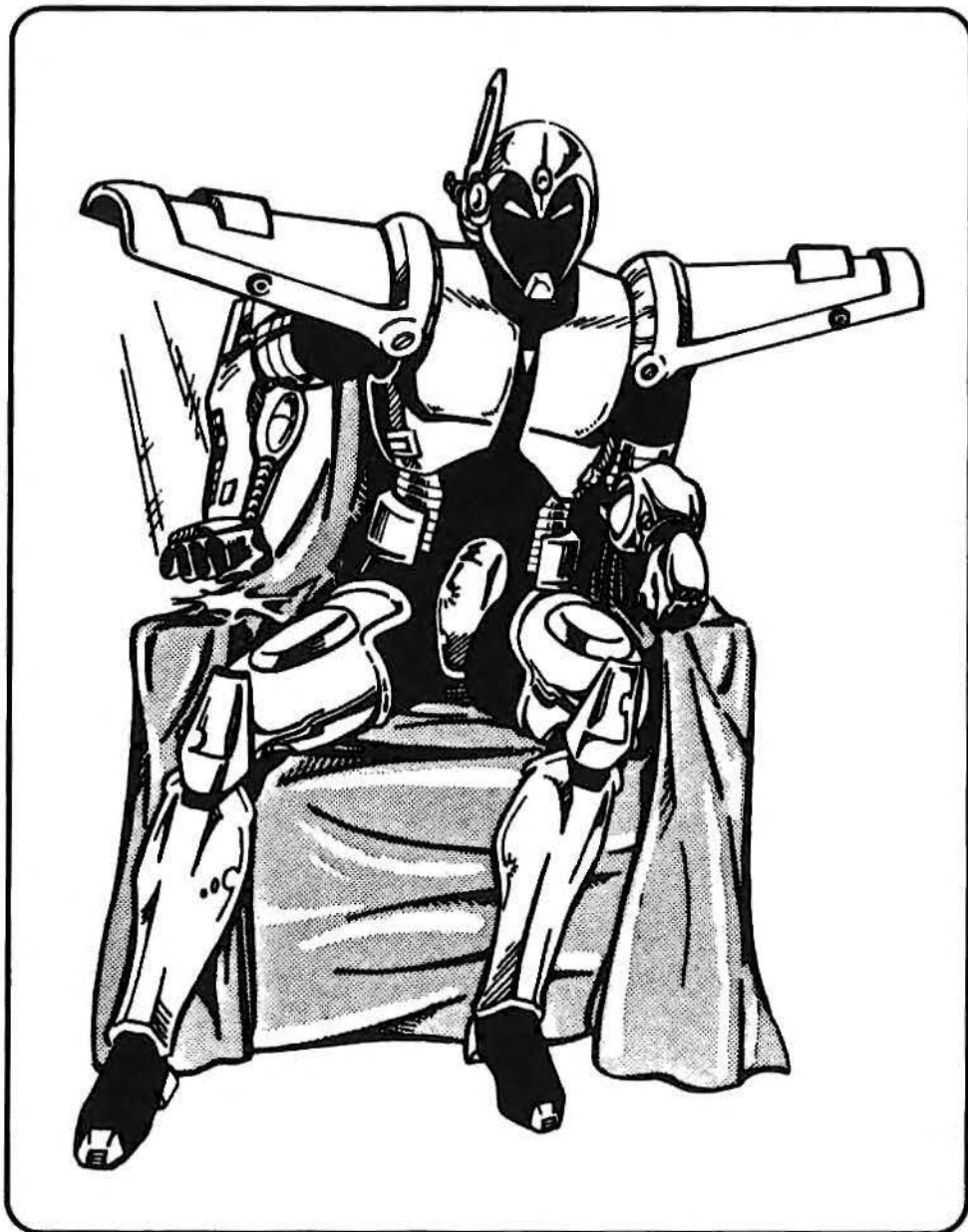
Skills/Talents	
3	Scientist
20	Sciences: Physics, Metallurgy, Nuclear Physics, Biophysics, Medicine, Chemistry, Genetics, Robotics, Cybernetics, Biochemistry, 14-
7	Electronics, 13-
7	Mechanics, 13-
9	Inventor, 17-
3	Computer Programming, 14-
3	Security Systems, 14-
3	Bugging, 14-
3	Forensics, 14-
3	Paramedic, 14-
5	Business, 16-
3	Bureaucrats, 13-
3	High-society, 13-
3	Interrogation, 13-
3	German
3	French
2	Russian
2	Japanese
3	Well-connected
15	Multi-billionaire
17	Contacts: VIPER, 13-; New York Mafia, 13-; Yakuza, 11-; European underworld, 13-; Secret US Government organization, 11-; Destruction Company, 13-; Scotland Yard, 13-
200	Bases (1000 pt reserve)
55	128 Agents (Base 100 pts) – Silver Guard
65	2000 Agents (Base 50 pts) – Black Guard

100+ Disadvantages	
20	Enraged when facing defeat (14-/11-)
20	Megalomania
20	Sadistic disregard for human life
10(20)	Must have state-of-the-art technology
10	Reputation as powerful, sadistic mastermind villain, extreme (8-)
10	Hunted by the New Knights of the Round Table (8-)
15	Hunted by UNTIL (11-)
10	Rivalry, Ironmonger
10	Rivalry, Duchess Industries
10	2d6 Unluck
15	Secret ID (Randall Montgomery)
791	Villain Bonus

– OIF, Doesn't affect figured characteristics
* – OIF, Battlesuit

MASTER CONTROL'S GADGET POOL — EXAMPLE

- Personal Cloaking Field** — Invisibility vs All Sight and Sound, no fringe; 1 One-hour charge [16 pts]
- Personal Phase Field** — Desolid (affected by Magic and Mental); 1 One-Hour charge [16 pts]
- Emergency Bio-Stimulator** — 6d6 Aid to STUN, Triggered (when unconscious); Only to Regain Consciousness, Self Only, 1 charge [7 pts]



Background: Randall Montgomery grew up as the son of Collin Montgomery, world-famous scientist and superhero, who served humanity as Stellar Paladin. Collin was yet another in the long line of "Heroic Montgomerys," an originally British family of adventurers and heroes that spanned back to the days of Napoleon. Michael, Randall's younger brother, went on to become the famous American superhero, Crossbow (a member of the Atlanta-based team, the Cyberknights).

Although exceptionally brilliant and physically competent, Randall never enjoyed the same aspirations for glory and justice that his brother and father had. When his mother died as a supervillain attacked their home in revenge, Randall reacted with anger and bitterness, blaming the "irresponsible and cavalier attitudes of 'heroes'" for her loss. He left home at the age of 17, and no one in his family heard from him for over ten years.

When he finally resurfaced, it was at the head of a small research company in England. It rapidly expanded as patents and breakthrough engineering feats netted Randall both prestige and money. In a few short years, Montgomery International encompassed dozens of companies throughout the world. Although he had a reputation for cut-throat business practices and a shark's sense of timing, he was highly respected for his knowledge and accomplishments. During his disappearance, he had cultivated numerous underworld contacts that were particularly useful in the business world.

But these successes weren't enough. He had grown up and lived his entire life in the shadows of "heroes." His own father and brother were prime examples of everything he had come to hate. Heroes accomplished nothing of import; all they did was stand in the way of real progress. In the end, they had killed his mother and ruined his life (at least, that's the way he sees it). It was time to show the world that there was no room for heroes. It was time to show the world what real power was!

Randall set about putting together a small army of trusted agents and equipping them with the latest technology. He obtained the service of three of the best mercenaries he had ever known, and to these men he gave the S.T.R.I.K.E. battlesuits. They became his personal bodyguards and the leaders of his private army.

Randall also began making real inroads in the world of organized crime. He managed to garner himself a position of power within the Cartel and enjoys the many contacts and resources it offers (see *Champions Universe, Enemies International*).

Realizing that he would not be content to simply watch from the sidelines as his plans came together, Montgomery began work on a battlesuit of immense power. He had discovered some years back that he possessed latent psionic capacity. Although he could not naturally tap into it, he could do so with his battlesuit. Adopting the name of Master Control, Montgomery is prepared to show the world that true power has nothing to do with "heroics."

Quote: "It will be a pleasure destroying you. Heroes have no place in a world where Master Control rules!"

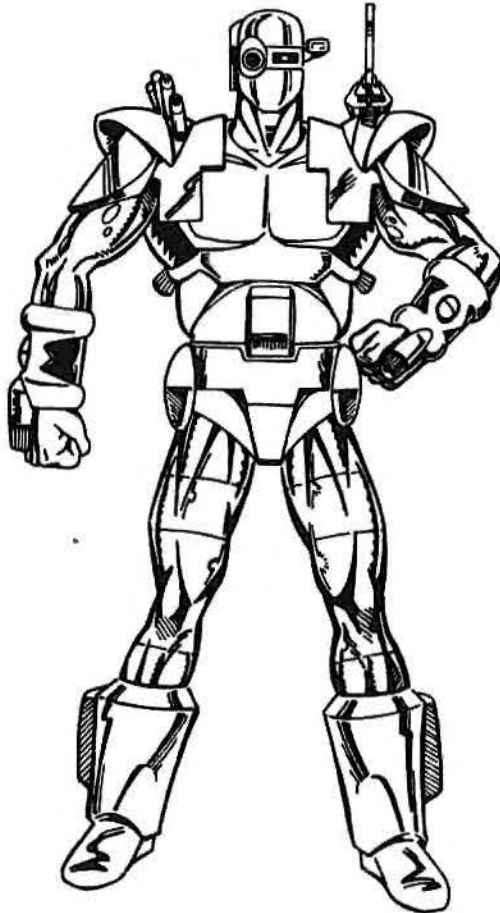
Personality: Randall is slowly going mad. He never dealt with the death of his mother, preferring to blame his entire family, especially his father. He played a behind-the-scenes role in the power struggle at CM Industries which resulted in the disbanding of his brother's team. He repeatedly interfered with his father's company, FutureScope Inc., and is ultimately responsible for Collin Montgomery's death (which he regards as justice for his mother's "murder"). However, these actions have never been enough. Randall has developed an almost obsessive need to literally crush heroes and show the world that power belongs to those who take it. He is still a shrewd and ruthless businessman, but he has delegated more and more of his business dealings to functionaries as he increases his activities as Master Control. He has become possessed by megalomania, and he is convinced that the world should be his to rule.

Powers/Contacts: Randall Montgomery's Master Control battlesuit can launch very physical attacks, ranging from a telekinetic beam of incredible force to a debilitating bio-molecular phaser (his NND). However, it his psionic powers that provide him the most might (and pleasure) on the battlefield. He has the power to confront any team of super-heroes single-handedly.

However, he is rarely encountered without the S.T.R.I.K.E. units nearby. Master Control usually sends in his agents to carry out his plans. If paranormals interfere, he will send in the S.T.R.I.K.E. units to weaken them. He is fond of making an entrance once the heroes are on the ropes, reveling in their despair and frustration. He encourages the media to record his dominance so that the world may see that he is preparing to take control.

Regardless of his arrogance, Master Control will always have a means of escape; to be caught would ruin everything he has built for himself over the years as Randall Montgomery. His gadget pool is normally devoted to such escape contingencies.

Appearance: Randall is in his mid-thirties with jet black hair and piercing steel-grey eyes. He is always dressed impeccably, usually in highly expensive Italian suits. His Master Control battle armor is highly polished silvery metal, with blue highlights and trim. He wears a blue cape with silver lining. The faceplate is black and featureless.



MASTER CONTROL'S SILVER GUARD AGENTS

Val	Char	Cost	Combat Stats		
13/40*	STR	9	OCV: 6+		
13/18*	DEX	16	DCV: 6		
13/23*	CON	16	ECV: 3		
10/13*	BODY	0	Phases: 3, 5, 8, 10, 12		
10	INT	0			
10	EGO	0			
10	PRE	0			
10	COM	0			
3	PD	0			
3	ED	0			
3/5#	SPD	20			
6	REC	0			
26	END	0			
24/27#	STUN	0			
			Costs		
			Char: 61	Base: 100	
			+	+	
			Powers: 139	Disad: 100	
			=	=	
			Totals: 200	200	

Cost	Powers	END
20	1 Level of growth, 0 END, Persistent, #	
30	Multipower (45 pt. pool) #	
3u	9d6 EB (Plasma bolt)	[15c]
3u	1½ d6 RKA, x5 Autofire (Autolaser)	[30c]
3u	6d6 EB, Explosion (Plasma grenades)	[15c]
3u	3d6 Entangle, Transparent to attacks (Force bonds)	[15c]
24	Armor (+12 PD/+12 ED) #	
9	Life Support – Self-contained breathing, Extreme heat and cold #	
23	15" Flight, x4 Non-combat Three 1-hour charges #	
10	Radar #	
3	Radio listening and transmit #	
3	1 level with Multipower (except grenades)	
3	One skill (any)	
2	PS – Silver Guard, 11-	

100+ Disadvantages
13 2x Effect vs Mental Powers (only in suit, -½)
15 Impressed with self and status
15 Loyal to Master Control
20 Normal Characteristics Maximums
13 Monitored, Montgomery International, 11-
10 Rivalry with the S.T.R.I.K.E. Units
15 Secret ID's (M.I. Security Officers)

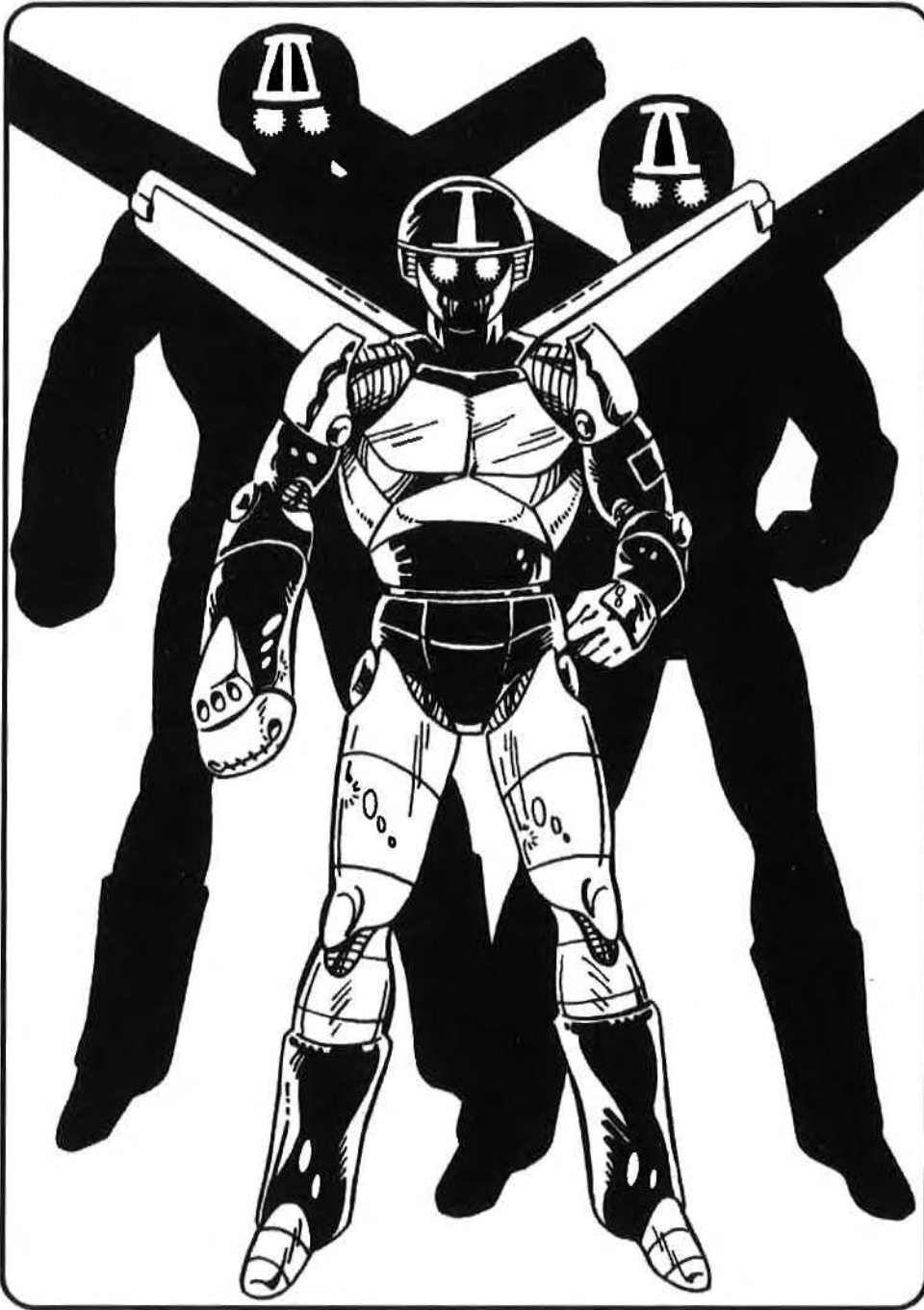
* – OIF, Not Figured (Battle Armor)
 # – OIF (Battle Armor)
 Characteristics from Growth figured in

MASTER CONTROL'S BLACK GUARD AGENTS

Val	Char	Cost	Combat Stats		
13	STR	3	OCV: 4+		
13	DEX	9	DCV: 4+		
13	CON	6	ECV: 3		
10	BODY	0	Phases: 4, 8, 12		
10	INT	0			
10	EGO	0			
10	PRE	0			
10	COM	0			
3	PD	0			
3	ED	0			
3	SPD	7			
6	REC	0			
26	END	0			
24	STUN	0			
			Costs		
			Char: 25	Base: 50	
			+	+	
			Powers: 75	Disad: 50	
			=	=	
			Totals: 100	100	

Cost	Powers	END
16	Classic Comic Book Martial Arts	
	Maneuvers	OCV DCV Damage
	Punch	+0 +2 6d6
	Kick	-2 +1 8d6
	Throw	+0 +1 4d6+v/5; target falls
	Dodge	- +5 All attacks; Abort
1	Art usable with staff	
2	+1½d6 HA (staff), OAF (Figured into MA damage)	
20	Multipower (40 pt. pool), OAF (Blaster)	
2u	8d6 EB	[15c]
2u	4d6 EB, NND (not vs Force Fields)	[15c]
2u	4d6 Flash vs normal sight	[15c]
12	Armor (+6PD/+6ED), OIF	
3	IR Vision, OIF	
3	Radio Listen and Transmit, OIF	
3	Stealth, 12-	
3	One 3-pt. skill such as security systems, tactics, demolitions, combat pilot, etc.	
3	+1 level, Martial Arts	
3	+1 level, Blaster	

50+ Disadvantages
15 Loyal to Master Control
10 Monitored by Montgomery International, 8-
10 Rivalry with Silver Guard
15 Secret ID's (M.I. Security Agents)



Antonio is a very laid-back person, as easy-going and affable as anyone could want. He's enjoying his new lifestyle to the fullest, gratified by the friendship and respect of his comrades and his employer. He prefers the sunny beaches of the Mediterranean and the islands to anywhere else, except perhaps his personal lab. He and Randall always have a game of chess going. Montgomery often consults with Tony regarding any special engineering projects.

built for stealth and speed, and they are very aerodynamic with little bulk.

Despite their differences, the three get along famously, willing to die for each other if necessary. They have become strongly bonded to each other and to Master Control, whom they've come to view as the one man capable of truly ruling the world. They each know that Randall and Master Control are one and the same, and they will sacrifice themselves to protect that secret.

Powers/Tactics: Regardless of their differences outside the suits, the three act as one when on a mission. As the name implies, the suits are designed for covert strike missions. At these tasks, there are none better. The cloaking technology allows them to infiltrate any area and wreck whatever havoc they may. The only drawback is that, while cloaked, they cannot engage their weapon systems. If forced into open combat, they are a frighteningly effective team. The suits have strength augmentation to match most superheroes, highly effective defenses, and weapon systems designed to incapacitate the toughest opponents. The operators utilize solid teamwork to neutralize one opponent at a time. Usually, one will flash an opponent, another will entangle him, and the third will use either the plasma cannon or the laser. Obviously, they will change their tactics as needed (each has had considerable hand-to-hand training), but they will always work together.

Another drawback to the suits, one which only Randall knows of, is their vulnerability to mental powers. Randall built this flaw into the suits personally, as trust can only go so far.

Appearance: Each of the suits are identical, save for the identifying Roman numerals I, II, or III. They are black and grey with glowing eyes and no other facial features. The suits are

THE DESTRUCTION COMPANY

MEMBERSHIP

Power Tool (leader), Live Wire, Burnout, Countdown, Jackhammer, Chainsaw

ORIGIN

Dr. Marcus Pritchett, unsatisfied with his subservient role as a research scientist in the employ of Ironbridge Industries, set out to make his own way. With financing from Randall Montgomery, Pritchett designed and built a set of battlesuits which he intended to use to create a team of mercenaries. These mercenaries would be hired out for large sums of money, which he would then use to repay Montgomery and establish his own company.

He recruited a couple of professional "enforcers" from Texas who used unique "weapons" in their work, Buddy Hanlin and Terence Clayton. Inspired by their creative approach to their work, Marcus designed their battlesuits to incorporate their respective specialties, thus creating Jackhammer and Chainsaw.

Soon after, he was put in touch with two specialists already in business. Philip Sherman, a demolitions expert, and Oliver Perkins, a professional arsonist, had performed numerous jobs for various organized crime families. With Dr. Pritchett's help, they became Countdown and Burnout.

Then, Marcus hired down-and-out electrical engineer Lyle Warner to serve as the team's power supply specialist. In an attempt to improve his abilities by modifying the suit Pritchett designed, Lyle suffered a horrible accident that permanently damaged his mind and fused him to the suit. Live Wire was born.

Finally, anxious to join in and experience the action in the field, Pritchett designed a suit for himself and took the name Power Tool. He has discovered that he really enjoys the destruction and fear the team is capable of, and he is no longer as interested in starting a research company as he once was. The Destruction Company has become a strong and well-known team of professional "heavies." This suits Randall Montgomery just fine.

GOALS

Dr. Marcus Pritchett has managed to garner the respect and reputation he longed for. The fact that he has done so as a super-powered mercenary and not as a scientist doesn't seem to bother him in the least—he's simply having too much fun. As for the others, they are doing what they enjoy and are getting paid quite well for it.

Money is a primary motivator for the team. They rarely initiate actions of their own volition. When they do, it's either to settle personal grudges (such as might exist with a superhero team that has defeated them once too often) or to obtain some technology that Power Tool desires. More often

than not, The Destruction Company is hired to (as the name implies) destroy something, usually by a mastermind villain or powerful organization (they have a long-standing relationship with both Master Control and VIPER). Sometimes they are employed as heavy security, but their volatile nature (especially where Live Wire is concerned) makes them unsuitable as standby bodyguards or facility security.

Their overall goals are quite simple; they love money, destroying things, money, having a good time, and money. They wouldn't mind pounding CY-FORCE or M.A.C.E. permanently into the dirt, as they have often crossed paths (with decidedly mixed results).

TACTICS

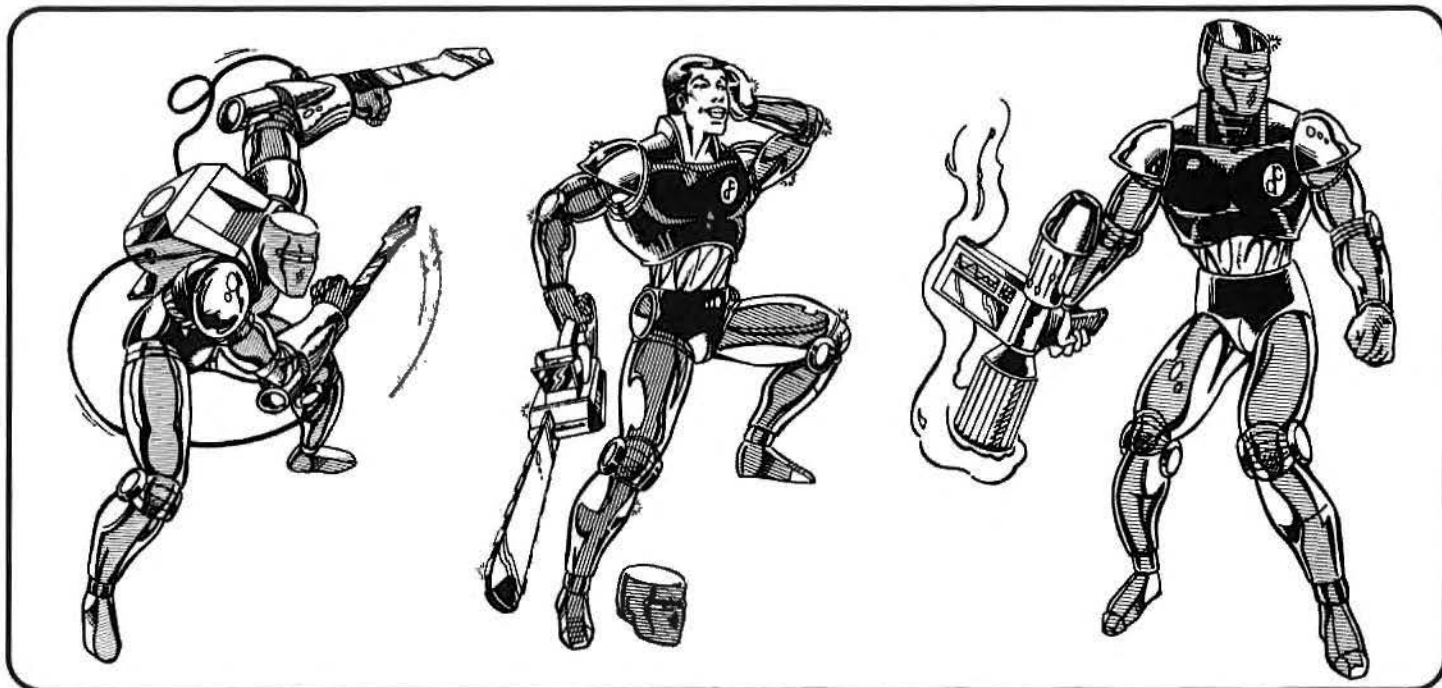
Although a brutal and up-front kind of team, The Destruction Company is not entirely without tactics. Their power is as much a function of teamwork as raw ability. Most of the time, the team operates as three two-man units: Jackhammer and Chainsaw get in close and double-team whenever possible, Burnout and Countdown hit hard from range, and Power Tool stays back to guide the operation and use his powers against the most troublesome opponents. He always keeps Live Wire with him (since the latter will listen only to him), ready to direct the powerful psychopath as needed. They will always use mass destruction for diversions and to endanger innocents, forcing heroes to hold back and protect those innocents. Power Tool's knowledge and continued study of known paranormals allows him to create devices that normally cripple one or more opponents.

RELATIONS

Although they come from decidedly different backgrounds, the members of The Destruction Company enjoy a great deal of camaraderie and mutual respect. The only real exception is Live Wire; only Power Tool can actually communicate with him, and the others don't trust him at all. Live Wire is beyond caring, and when he is not needed, Power Tool keeps him "shut down."

The other members respect Dr. Pritchett for his genius and ability; Chainsaw and Jackhammer are somewhat in awe, actually. Marcus is proud of his operatives, and has come to see them as friends as well as employees.

As mentioned before, the team has a standing relationship with Master Control. There is a somewhat more-than-friendly rivalry with the S.T.R.I.K.E. Units, but it has never manifested in anything more than occasional barbs, and they have worked quite well together in the past. An encounter with the combined forces of Master Control and The Destruction Company should be devastating. Power Tool's team is also fast becoming a favorite among other Cartel members (and making many enemies within the World-Wide League of Crime).

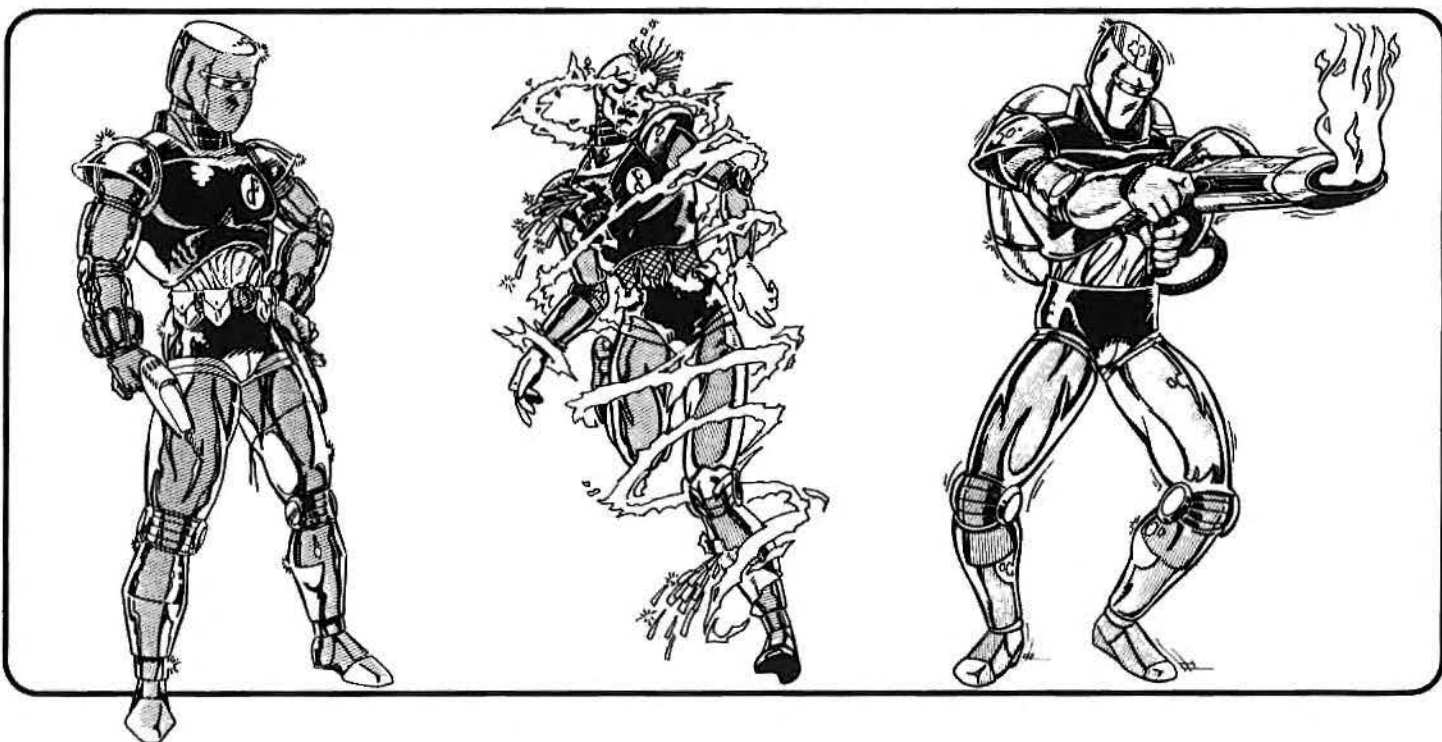


REPUTATION

The Destruction Company is widely regarded as a powerful team of enforcers and saboteurs. They are known to have worked for some of the more powerful entities in the world, and their reputation for violence is difficult to match. They are listed by the U.S. Supervillain Survey as "a team of dangerous and powerful mercenaries capable of leveling entire cities if not stopped."

NOTE

It is important to realize that the Destruction Company actually looks like a team, unlike most villain groups in the Champions Universe. Their suits, all designed by the same man, have a unified look and some standard features, such as the Life Support and the Flight. Variety in a team of paranormals is always interesting, but the Destruction Company should stand as an example of how a group can be designed to be a team from the beginning, with their own distinctive style and look.



POWER TOOL

Val	Char	Cost	Combat Stats
10/30*	STR	10	OCV: 8+ DCV: 8 ECV: 5 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 133 Base: 100 + + Powers: 249 Disad: 282 = = Totals: 382 382
13/23*	DEX	24	
13/20*	CON	13	
12	BODY	4	
20	INT	10	
14	EGO	8	
13/18*	PRE	6	
12	COM	1	
2/20#	PD	12	
3/20#	ED	11	
3/6#	SPD	27	
5/10#	REC	7	
26	END	0	
24	STUN	0	

Cost	Powers	END
8	80 END Reserve, 12 REC (REC requires being plugged into an outlet, -2) #	
58	Gadget Pool, 50 pts., OAF, Only change in (-½), Only change between adventures (-½)	
31	Multipower (62 pt pool), OAF	
3u	12d6 EB (Plasma bolt)	6
3u	8d6 EB, Variable special effects (Vari-Blast)	6
3u	5d6 EB, NND (not vs radiation shielding), Area effect, one hex (Rad Bomb)	6
3u	3½d6 Drain vs STR, DEX, CON, END, or STUN (one at a time), at range (Devitalizer)	6
3u	5d6 Entangle, target and entangle both take damage from attacks (Glue Gun)	6
3u	5d6 Flash vs Sight group (Magnesium Flare)	6
10	Damage Resistance (15 PD/15 ED) #	
3	Flash Defense (5) #	
13	Life Support, self-contained breathing, all environments #	
23	15" Flight, x4 non-combat #	3
10	Radar #	
7	High-range radio hearing #	
3	Mind Link with Live Wire #	
8	+4 all Perception #	
10	+3 Ranged Combat #	

Skills/Talents

3	Lightning Calculator
3	Scientist
10	Physics, Biophysics, Chemistry, Metallurgy, Nuclear Physics, all 13-
3	Inventor, 13-
3	Computer Programming, 13-
3	Security Systems, 13-
3	System Operations, 13-
7	Mechanics, 13-
7	Electronics, 13-
5	KS – Known Paranormals and Super-powered Operatives, 15-

100+ Disadvantages

20	Berserk when taunted/insulted, especially while disadvantaged (11-/8-)
15	Ruthless
15	Arrogant, cocky
15	Perfectionist
20	Normal CHAR Maximums
15	Reputation – Ruthless and violent mercenary leader, ext., 11-
20	Hunted, UNTIL, 11-
15	Hunted, CY-FORCE, 8-
15	Hunted, MACE, 8-
10	2d6 Unluck
15	Secret ID (Dr. Marcus Pritchett)
107	Villain Bonus

* – OIF, No Figured Characteristics

– OIF

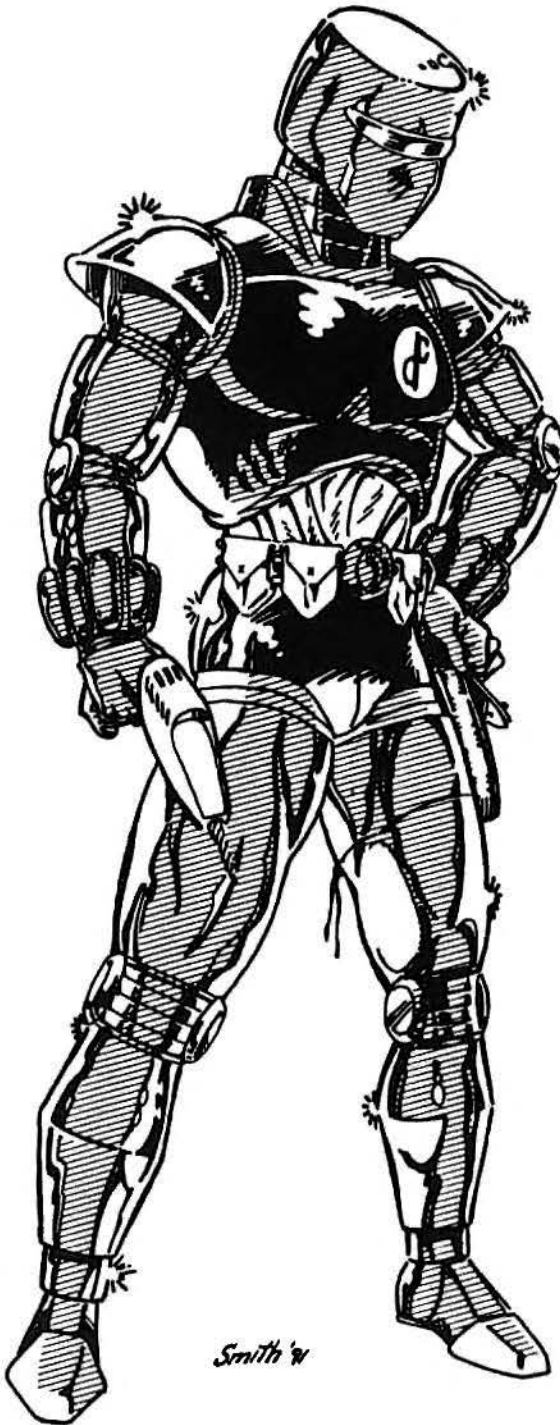
Background: Dr. Marcus Pritchett was a frustrated man. Working for Herbert Marston (aka Ironmaster; see Kingdom of Champions) as a SMITH, he had access to the latest technology and the best research facilities Ironbridge Industries had to offer, but he had to live in the shadow of Marston. Worst of all, the British industrialist got the credit for much Dr. Pritchett's breakthrough work. Marcus had gotten into the research field for the money and the glory; whereas there was plenty of money to be had, the glory was severely lacking. He swore that he would change all that, but he swore just a little too loudly. Marston put agents on him and waited.

The story could have ended in the typical fashion, with an embittered Dr. Pritchett trying to sell Marston's secrets to a competitor and becoming a corpse at the bottom of the Thames. Instead, Randall Montgomery got to him first. He encouraged Pritchett to set up his own operation, which he helped fund. He also put his S.T.R.I.K.E. Units in charge of seeing to Pritchett's safety. A brief clash with MACE ended with Marston cutting his losses and Pritchett re-located to the States.

With Montgomery's encouragement, Marcus Pritchett used his uncanny skill with designing combat-oriented machinery to create a team of mercenaries that would hire out as high-priced and effective saboteurs—The Destruction Company. Marcus used the money gained from these ventures to further his own private research.

All went extremely well. His battlesuit designs were a total success (something both MACE and CY-FORCE would love to get their hands on) and his recruits were, for the most part, well chosen. He had even managed to turn the disaster with Live Wire to his advantage (see Live Wire). Everything was going according to plan.

Marcus was suddenly gripped with the desire to be involved in the action, so he created a suit for himself and took the name Power Tool. The other members of the team had no confidence in his ability in the field; he was a scientist, not a hard-drivin' fighter like them! But they were very wrong; Pritchett not only adapted, he excelled. He will never again be satisfied with working in a lab and running a company. He's having too much fun as Power Tool, leader of The Destruction Company.



Quote: "Forget it, heroes! You're facing applied science at its deadly best!"

Personality: Dr. Marcus Pritchett comes from relatively humble beginnings—a lower-middle class family in the southeastern United States. He broke out on his own rather early and has always been a self-driven man. He worked hard to put himself through school and land a job with Ironbridge Industries. In all he does, he must be the best.

As Power Tool, he also loves the excitement and thrill of being a super-powered mercenary. He doesn't concern himself with the consequences of his actions; he will do anything necessary to accomplish his objectives. Currently, his goals are to prove his team is the best at what they do and to acquire as much wealth as possible. He greatly enjoys exploiting the vulnerabilities of his opponents and then gloating about how his scientific genius makes him superior.

Powers/Tactics: Power Tool is a gadgeteer villain, and it shows in his tactics. He has spent countless hours studying anyone that he may face in battle, and it is likely that he will know any hero's weaknesses and how to exploit them. He has a "Vari-Blast" device (an Energy Blast with Variable Special Effects) built into his infamous power tool and will often have a one-shot device guaranteed to take out at least one of the heroes in a fight. He is not interested in standing toe-to-toe with anyone; he sees that as the job of Jackhammer and Chainsaw. If anyone attacks him directly, he will activate Live Wire to engage and destroy them. If he is hard pressed, he won't hesitate to retreat, unless his opponent has the audacity to taunt or insult him. Although extremely intelligent and competent, not all of Power Tool's devices work as planned, if at all (represented by his 2d6 Unluck).

Appearance: Power Tool wears a gleaming gold metallic battlesuit with a stylized red DC over the left breast. The helmet is fully covering with a solid visor over the eyes, hiding his facial features. He has numerous unidentifiable gizmos and tools in compartments all over his arms, legs, and in a belt around his waist. He uses a gun-like device known as his "combat powertool," which actually looks more like an extremely high-tech drill. In his secret ID, Dr. Pritchett is a well-toned black gentleman, usually seen in a lab coat and coveralls.

POWER TOOL'S GADGET POOL — EXAMPLE

EM Bomb — Change Environment, 512 hex radius, intense electro-magnetic field (designed for all those people who took that limitation!); 1 one-minute charge, 14- Act. [14 pts]

Sonic Suppressor — 3d6 Suppress vs all Sonics at once; 14- Act[18 pts]

(NOTE: This can be used for any suppressor designed for use against a hero's special effect; i.e., Electricity, Fire, etc.)

Sapper Bomb — 2d6 STR Drain, Area Effect (Double Radius, 4"), Selective Target; 8 charges [18 pts]

LIVE WIRE

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 9 DCV: 9 ECV: 10 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 210 Base: 100 + + Powers: 237 Disad: 347 = = Totals: 447 447
28	DEX	54	
25	CON	30	
15	BOD	10	
5	INT	-5	
30	EGO	40	
25	PRE	15	
0	COM	-5	
10	PD	4	
10	ED	5	
6	SPD	22	
11/30*	REC	13	
50	END		
50	STUN	7	

Cost	Powers	END
20	Elemental Control – Electricity	
20 a	Force Field (16PD/16ED), Hardened	4
20 b	20" Flight	4
25 c	3d6 RKA, Damage Shield	4
11 d	Change Environment, 128 hex area: Causes all unshielded (rED of less than 5) electronic machinery to go haywire; 0 END; No Conscious Control, No Range	0
70	Multipower (70 pt pool)	
7u	14d6 EB	7
7u	4½d6 RKA, Energy	7
7u	7d6 Area Effect (4" Radius)	7
5	Damage Resistance (5PD/5ED) – Cyborg Body	
5	UV Vision	
10	Flash Defense (10)	
30	Full Life Support	

100+	Disadvantages
20	2x Effect vs Drains and Transfers
35	Berserk under stress or in combat (most of the time), 14-, 8-
25	Psych Lim: Completely insane (listens only to Power Tool)
20	Psych Lim: Loves to kill and destroy
20	Physical Lim: Can be "turned off" by Power Tool
25	Dependent on electricity, 3d6/phase
25	Distinctive Features, not conc., extreme
15	Reputation: Maniacal Killer, 11-, extreme
20	Hunted, UNTIL, 11-
15	Hunted, CY-FORCE, 8-
127	Villain Bonus

* – Only when within 10" of high energy electrical power source (-½)

Background: Years and years of studying and hard work had paid off very little for Lyle Warner. Through sheer tenacity, he had been able to achieve his masters in electrical design, despite the fact that most of his instructors deemed him a mediocre student at best. When he graduated, he was only able to find work as a low-level parts inspector in a major conglomerate. After five years, he had received no more than two raises and one promotion. Thanks to poor people skills and uninspired design ideas, he was headed nowhere fast.

Unfortunately for him, he was exactly the kind of man Marcus Pritchett was looking for. With promises of fame, money, and glory, the Pritchett lured Lyle away and began training him in the use of a new powered suit that the good doctor had designed. Lyle soon discovered, to his disappointment, that the suit was intended only to act as a portable "battery" that would serve as emergency extra power for the other suits on the team. Its only offensive capabilities were to absorb electrical energy from other sources.

Dissatisfied with such a secondary role to fill, Lyle began secretly working on his own personal modifications, attempting to improve Dr. Pritchett's original design. He intended to allow the suit to discharge the stored energy in controlled bursts of deadly electricity, thus making him an offensive powerhouse.

Unknown to him, there were a number of fail-safes designed into the suit to prevent such tampering. His lack of imagination caused him to miss these in his work, and he was doomed to disaster in the end.

During a relatively easy mission, he decided to test his new abilities, hoping to impress his teammates and his boss. As the others engaged some minor resistance in the form of some security guards, he ran forward into the fray, shouting, "Watch this, guys! I'm a real live wire, now!" Instead of firing controlled bursts at his opponents, he exploded in a flash of light and electricity. Amidst screams of ultimate agony, the suit fused itself to Lyle, forever bonding man to machine. Wires inserted themselves everywhere, and electrical fields suddenly became part of his organic processes. The entire experience left him utterly insane.

He entered a coma soon after, and was kept secretly in a hidden base that belonged to Master Control. At the latter's suggestion, Pritchett began a subliminal brainwashing process that would cause Lyle to regard Marcus as his master. When he finally awoke, he immediately absorbed all of the energy around him and prepared to destroy everything. Dr. Pritchett activated a small communication device that he had implanted in Lyle's brain, thus bringing under control.

After months of training and conditioning, he was finally ready to join the team. Lyle Warner was "dead;" Live Wire had taken his place.

Quote: Only maniacal laughter and horrid screams are ever heard from this creature.

Personality: There is nothing left of the drab and boring Lyle Warner. The creature that is called Live Wire lives only to absorb and discharge electricity, doing so in as disastrous way as possible. The only emotions he feels are hate and malice, especially towards living things. He enjoys destroying and goes out of his way to cause pain and death wherever and whenever possible. Only Power Tool/Dr. Pritchett can control him (and he only just). Should he ever be without the control of his "master," he would go on a killing and destruction spree that would only end with his own death or complete lack of power.

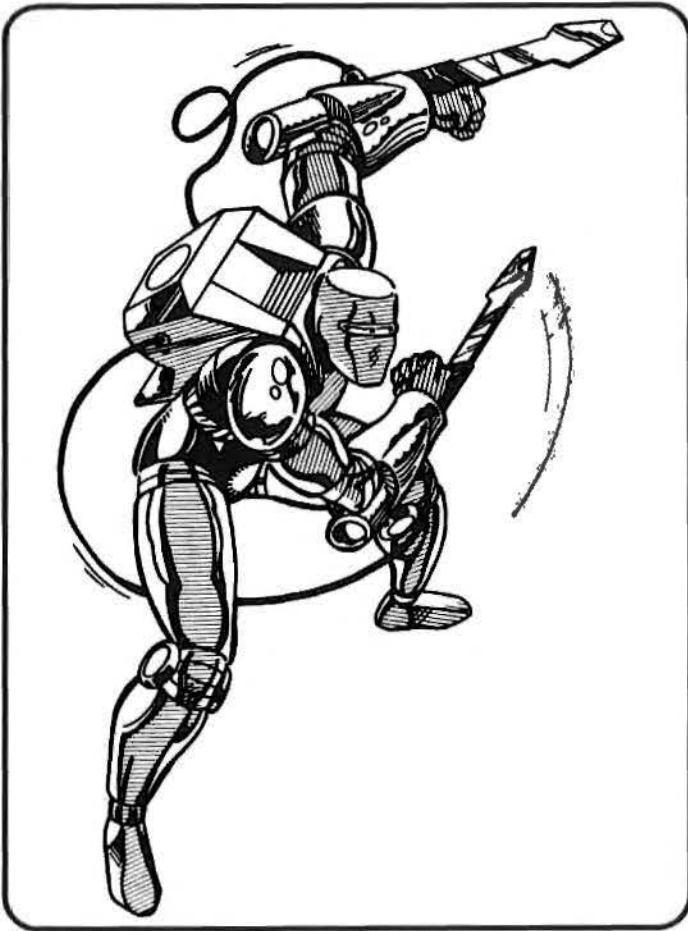
When not in combat, Live Wire does very little. He normally sits in a corner, staring into nothingness. Few wish to know what (if anything) he is thinking about.

Powers/Tactics: As described, Live Wire has absolute control of electrical energy. He can use it, however, in only the most rudimentary ways. He can absorb any electrical energy directed at him, as well as any that he comes in contact with. He is literally sustained by this power. He can discharge the energy in extremely powerful bursts, and he has managed to grasp how to create a protective field around himself and how to use it to fly.

He has absolutely no sense of tactics. He simply takes very basic orders from Power Tool and blasts anything that gets in his way (or anything that catches his fancy).

Appearance: In only the most basic sense does Live Wire's suit look anything like the others on the team. It is covered with exposed wires and pieces of jagged metal, and sparks continuously play up and down his body. His head is exposed, and his face is a hideous combination of flesh, bone, wires, and circuits. Even his hair looks like blown wires bursting from his skull. He has no eyes to speak of—only sockets filled with raw electricity.





Background: Buddy Hanlin and Terrence Clayton are two "good ol' boys" from a small Texas town. In high school, they were the heroes of the defensive line, being two of the biggest seniors in the county. They were also the biggest party-ers and raised more hell than anyone else in the county. Unfortunately for them, the sheriff wasn't a big fan of high school football. After being caught for robbing a liquor store, they spent three years in jail and lost out on any opportunities they might have had in school.

They eventually ended up working for a construction company in Dallas. Buddy learned how to use a jackhammer, and Terrence specialized in using a chainsaw. To earn some money on the side, they went to work for a local crime boss as enforcers. It was Terrence who hit on the idea of using their work tools for their other job. It worked so well that the crimelord hired them on full time, sending them all over the Midwest on "muscle" jobs.

They gained something of a reputation, and it wasn't long before Marcus Pritchett approached them with a very lucrative offer. After some dealing with their former boss (including promises to continue doing work for him from time to time), they were outfitted with special armored suits with high-tech versions of their favorite "weapons." Thus, Jackhammer and Chainsaw joined the Destruction Company.

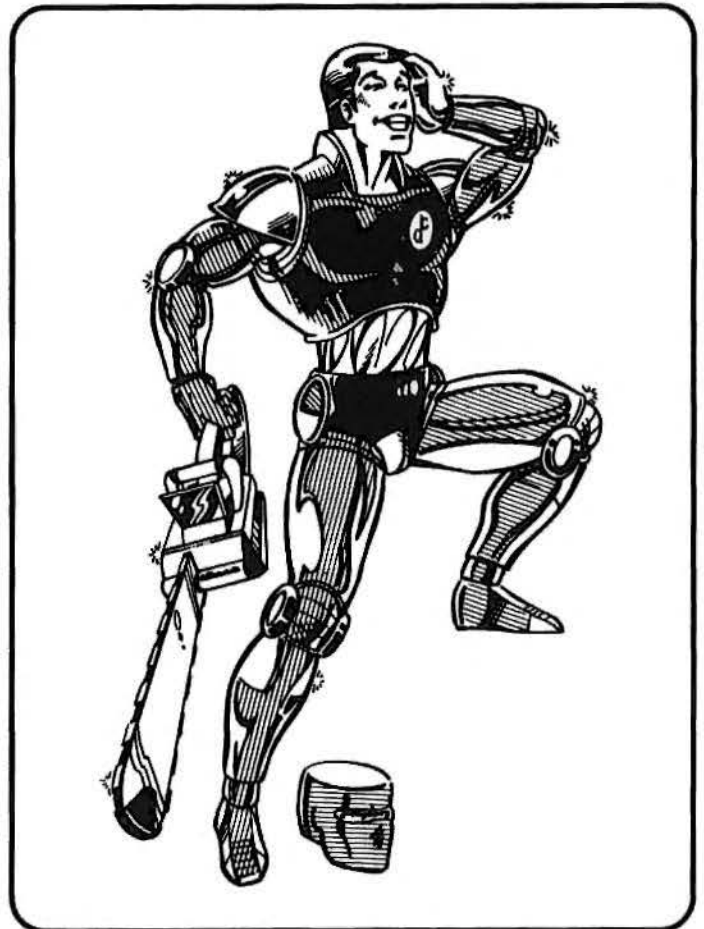
Quotes: (Jackhammer) "Hey, partner, ya'll look a little shook up!" (Chainsaw) "Yeah! Don't go all to pieces on us, y'hear?"

Personalities: Jackhammer and Chainsaw are really just two beer-drinkin', womenizin' party animal football players

who have beengiven very large and dangerous toys to play with. They enjoy what they do with real gusto, and they are the epitome of Southern machismo. They love a good fight, and they enjoy bullying and frightening anyone they can. They are crude, crass, and they couldn't care less about anything but their own good time and personal gain. They will only listen to Power Tool, believing him to be the only one who has any idea what's going on. When they're not on jobs, they like to frequent the raunchiest bars (sports bars preferred) and drink until they drop, or until they get some women to take them home.

Powers/Tactics: These two are pretty straight-forward. They are usually the first sent in to any situation, especially if resistance is expected. They will close quickly with their opponents, as that is where they are most effective. Jackhammer has a number of options, to include causing the ground to fly up into his opponents face (the Indirect Physical Blast) or even firing the bits on his tools at someone (the RKA). Chainsaw, on the other hand, has only one real option. However, it's a nasty and deadly one (the Continuous Armor Piercing HKA). They will gang up on one opponent whenever possible.

Appearance: Their suits are similar to the rest of the team's, silver and gun-metal grey a red DC on the left breast and their name written across the back. They look somewhat bulky and built for combat. Jackhammer has a pair of highly advanced jackhammers, one on each arm. Chainsaw's namesake is a huge device with artificial diamond blades.



COUNTDOWN

Val	Char	Cost	Combat Stats
10/25*	STR	7	OCV: 7+
11/12*	DEX	18	DCV: 7
13/25*	CON	18	ECV: 3
12	BOD	4	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	
10/15#	PRE	3	Costs
8	COM	-1	Char: 110 Base: 100
2/25#	PD	15	+ +
3/25#	ED	15	Powers: 157 Disad: 167
2/5#	SPD	19	= =
5/10#	REC	7	Totals: 267 267
26/40#	END	5	
24	STN	0	

Cost	Powers	END
31	Multipower (62 Pt. Pool), OAF (Bomb Launcher)	
3 u	2d6+1 RKA (Physical), Explosion, Personal Immunity	[16c]
3 u	7d6 EB (Physical), Double Knockback	[16c]
41	12d6 EB, Explosion, Variable Trigger, -1DC/3", Personal Immunity, 14- Jam, 1 Phase	[2c]
10	Damage Resistance (15PD/15ED), #	
13	Life Support: Self-contained Breathing, High Radiation, Vacuum/High Pressure, Intense Heat and Cold; #	
23	15" Flight, x4 Non-combat, OIF (Jetpack)	3
10	Radar, #	
3	Radio Listen/Transmit, #	
9	+3 Levels with bomb launcher	
11	Demolitions, 15-	

100+	Disadvantages
15	Psych Lim – No regard for Life
15	Psych Lim – Psychotically destructive
10	Physical Lim – Hard of hearing (-4 Hearing PER)
20	Normal CHAR Maxima
15	Reputation (Destructive maniac), 11-
20	Hunted, UNTIL, 11-
15	Hunted, CY-FORCE, 8-
15	Hunted, MACE, 8-
5	1d6 Unluck
15	Secret ID (Philip Sherman)
22	Villain Bonus

* – OIF, Doesn't affect figured (Battlesuit)
– OIF (Battlesuit)

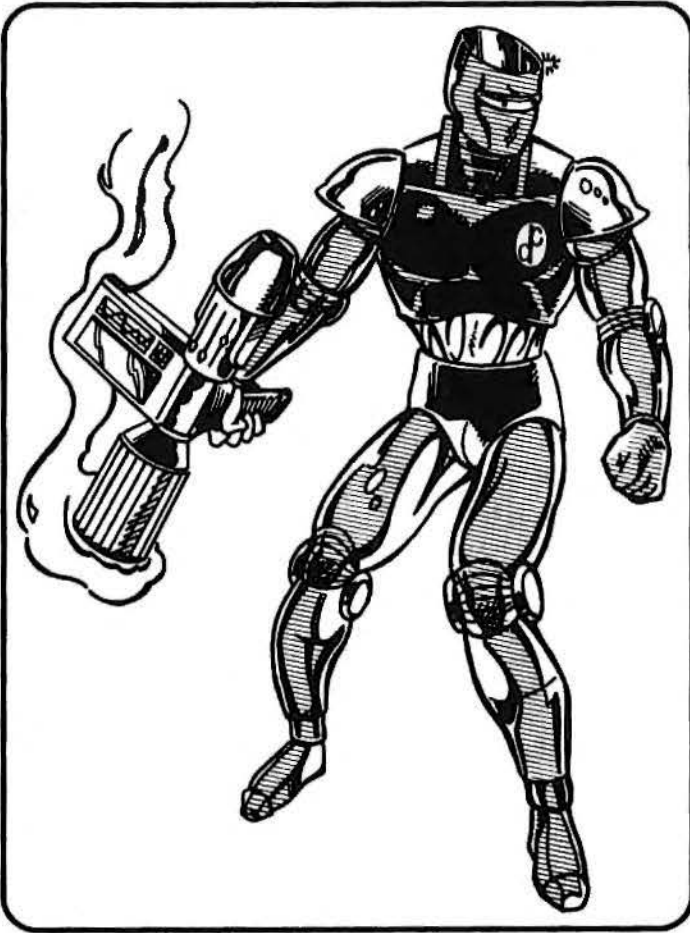
BURNOUT

Val	Char	Cost	Combat Stats
10/25*	STR	10	OCV: 8+
14/24*	DEX	27	DCV: 8
15/25*	CON	20	ECV: 4
14	BOD	8	Phases: 3, 5, 8, 10, 12
13	INT	3	
11	EGO	2	
13/18#	PRE	6	Costs
10	COM	0	Char: 132 Base: 100
2/20#	PD	12	+ +
2/25#	ED	15	Powers: 164 Disad: 196
3/5#	SPD	19	= =
5/10#	REC	7	Totals: 296 296
30/40#	END	3	
30	STN	0	

Cost	Powers	END
8	80 END Reserve, 12 REC, OIF, REC requires chemical refueling (-2)	
30	Multipower (60 Pt. Pool), OAF (Flamethrower)	
3 u	2d6 RKA, Continuous	6
20 u	6d6 RKA, Area Effect	
	One Hex (14- Act., 2 Charges)	6
3 u	8d6 EB, Armor Piercing	6
3 u	8d6 EB, Explosion	6
3 u	1d6+1 RKA, Continuous, Uncontrolled, ½ END	3
10	Damage Resistance (15PD/15ED), #	
12	Damage Reduction, ½ Energy, Resistant, Fire Only (-1), #	
13	Life Support: SCB, Radiation, Vacuum/Pressure, Heat/Cold; #	
23	15" Flight, x4 noncombat, OIF (Jetpack)	3
10	Radar, #	
3	Radio Listen/Transmit, #	
15	3 Levels w/ flame powers	
5	PS-Pyrotechnics, 14-	
3	Demolitions, 11-	

100+	Disadvantages
20	Psych Lim – Pyromania
20	Normal CHAR Maxima
15	Reputation, arsonist and pyromaniac, 11-, ext.
20	Hunted, UNTIL, 11-
15	Hunted, CY-FORCE, 8-
15	Hunted, MACE, 8-
5	Rivalry, Blowtorch
5	1d6 Unluck
15	Secret ID (Oliver Perkins)
66	Villain Bonus

* – OIF, Doesn't Affect Figured (Battlesuit)
– OIF (Battlesuit)



their minds to destroying. They love a good scrap, but they're not particularly fond of toe-to-toe fighting. They are reasonable men, and they won't hesitate to pull out of an untenable situation. They can always return to destroy their target another day.

They never seem to tire of blowing things up or burning them down. When not on a job as part of the team, they can be found on the set of an adventure or disaster movie, handling many of the more violent special effects (a number of stuntmen have come to really hate them).

Powers/Tactics: Countdown and Burnout almost always work together, combining their talents and powers with devastating effectiveness. They prefer standing off from a battle, launching attacks in tandem at single opponents to take them out, and hopefully doing damage to those around the victim as well. More often than not, they will be encountered at the site of a job arguing over the best way to completely destroy their target. They are not above threatening or hurting innocent bystanders to get heroes off their backs. Countdown has a couple of particularly nasty bombs that he can set with any trigger he likes, and the heroes will often have to contend with either finding them or dealing with their effects. Burnout, too, has a "super blast" of fire that is particularly devastating.

Appearance: Their suits are very similar to Jackhammer's and Chainsaw's, although slightly more streamlined. Countdown carries a "bomb launcher" that literally throws his bombs at his targets, and Burnout carries an extremely high-tech (and well-protected) flame thrower.

Background: Philip Sherman began his career as a demolitions expert when he succeeded in blowing up a third of his junior high school and didn't get caught. Oliver Perkins started out much earlier, burning down his daycare center at age four with a sophisticated set-up using lighter fluid and a candle. He, too, went undiscovered. They both joined the Army right out of high school, but were soon disillusioned by the lack of opportunity to destroy things. Philip met Oliver while on a special training mission, and the two soon discovered a shared passion for technology applied to destruction. They agreed to get together when their hitches were up. It would have been a match made in heaven, except there was nothing holy about their intentions. They soon became notorious sabotage experts, hired by the highest bidder to commit acts of arson and demolition. When they came to the attention of Dr. Marcus Pritchett, he offered them an opportunity they could not refuse.

They were outfitted with suits of Pritchett's design, with considerable input of their own on certain modifications. They have now reached the peak of their profession as Countdown and Burnout, master saboteurs!

Quotes: (Burnout): "What's the matter, heroes? We too hot to handle?" (Countdown): "Hey, Burnout, they'll get a bang out of this!"

Personalities: Philip and Oliver are two peas in a pod, really. Aside from the differences in their methods, they love the same kinds of results—total destruction of anything they put



THE WORMHOLE GANG

MEMBERSHIP

Warlord (leader), Last Chance, Harlequin, Meteor, Quasar, White Dwarf, Terrifier

ORIGIN

Chairman Tal Donilias, head of the Research and Development Division of the Intergalactic Conglomerate of Galeal, paced back and forth as the team of scientists explained what went wrong. Their latest project, labeled the Wormhole Initiative, was experiencing disastrous setbacks. The subjects had managed to resist all control measures, presumably due to the interference of the psychic.

Those bloody damned Dervusians! He had warned them that using one of the psychically sensitive insectoids would lead to trouble. Now their "ultimate weapons" were about to become ultimate failures. Without the mental control measures in place, they would maintain free will. This would become the biggest embarrassment the Conglomerate would ever face, and Chairman Donilias would likely find himself removed from office—permanently. The ICG did not take lightly to embarrassments or failures. Being an intergalactic nation as well as a corporation made them very image conscious.

He decided that only one solution remained. It would mean the loss of millions in research, but it was better than the alternative.

"Destroy them."

The project had been designed on the basis of using living beings, endowed with cybernetic enhancements, to harness and utilize the energy and power of a wormhole. To that end, they had "acquired" certain "volunteers," performed the necessary (and forever altering) surgery, and literally strapped them to a floating space platform surrounded by a stasis field and placed precariously close to an existing wormhole. While the subjects were being bombarded with the special radiation emitting from the anomaly, the scientists engaged in remote brainwashing techniques. Unfortunately, one of the scientists had insisted on using a Dervusian (an insectoid race known for psychic abilities) to determine if the creature's psionic nature would be affected. Apparently it was, for their brainwashing did not work and the subjects were dangerously close to breaking free.

With the chairman's edict, the scientists decided upon a very elegant solution, one that would leave no evidence and no survivors. They would simply turn off the stasis field and allow the project, subjects and all, to fall into the wormhole, never to return.

Unbeknownst to them, a particularly well-cloaked ship floated nearby, monitoring their every action. Inside were two of the most infamous criminals in the galaxy—the renegade Imperial Meldanian commander known as Warlord and the unnaturally lucky pirate, "Last Chance" Chinar. Having discovered the nature of the project, they had de-

ecided that they would "employ" the subjects once the ICG was through with them. Now that those same people were about to be destroyed, Warlord had to come up with a desperate plan to save them if his plans were to succeed. After all, with their combined power, there was nothing he could not do!

So, after working out the details with his pirate partner, they waited. Then, just as the stasis field was dropped, they dashed in, engaging their tractor beam as they tried to fly past the wormhole and drag the platform away from it. Unfortunately, Last Chance's luck ran out that day, and they were all pulled through the wormhole, never to return. The ICG's Public Relations office had a field day, reporting to everyone in the galaxy how their brave scientists had rid the many worlds of the villainy of Warlord and Last Chance.

Of course, Last Chance enjoys his name for a reason. Instead of being annihilated, they were deposited quite near the solar system of Earth. The ship was almost completely destroyed, and the subjects known as Meteor and Quasar actually ended up pushing the lot of them to the big blue planet that was third from the sun, where what was left of the pirate's sensor's detected life.

They have been here ever since. Warlord has convinced them that, because their powers were thrust on them against their consent, they should use them for whatever gain they can. Something happened to them when they passed through the wormhole, something more than the gaining of powers. The darker side of their personalities came forth, making it easy for Warlord to manipulate them to his ideas (In actuality, Warlord's demonic nature has "infected" all but Last Chance). The primitive Earth is ripe for the taking, and once they control it, they can use its resources to wreck revenge against those that sent them to die!

GOALS

The Wormhole Gang's goals are primarily defined by their leader, Warlord. His very being demands that he attempt to dominate those he deems weaker than he, and he sees the other members as means to that end where Earth is concerned. Ultimately, they desire a ship to return to their home galaxy. However, they would also like the entire resources of the Earth to bring to bear against their enemies.

Although arrogant to a fault, Warlord is not stupid. His short term aims include acquiring the best technology available on Earth (in small doses) and assimilating it to his purposes, as well as building an army of followers which he can ultimately lead against the nations of Earth.

TACTICS

Each member has his or her area of specialization, both in their powers and their training. Last Chance is a professional thief with an uncanny knack for knowing how to get in and out of things. Harlequin is an actress and "chameleon," able to

be almost anyone at a moment's notice. Quasar is a scientist with a great deal of knowledge about many things. White Dwarf is a mechanical genius, and Terrifier possesses a complete understanding of the mind. Of course, Warlord is a tactical and planning master. Of the all, only Meteor enjoys limited non-combat abilities, having been bred only for the exceptionally difficult and violent sport known as Jetball. He stands as the team's "muscle."

In combat, they have been trained by Warlord to use their powers with coordination and efficiency. He is equipped with an impressive arsenal of powers both mystic and technological, making him a force to be reckoned with alone. Terrifier enjoys a full range of psionic abilities, which he will use against the most powerful opponent the team faces. The only exception to this is if the opposition enjoys the services of their own psionic; in that case, he will remain in hiding and act to counter that individual's abilities (breaking his teammates out of Mind Controls, etc.). Meteor will often perform Move-Throughs to try and knock an opponent back into the massive density of White Dwarf, while Quasar will use his range of energy powers and his flight to strike at whomever Warlord commands. Usually, Last Chance and Harlequin are the ones involved in stealing whatever the team may be after, or they are otherwise performing some non-combat function that the rest of the team is covering. Should Last Chance be forced into combat, he will engage any martial artists he can, while Harlequin will use her Shapechanging and appropriate powers to attempt to surprise her opponents (walking out onto the field as a small, frightened child, luring a hero in for a surprise attack).

RELATIONS

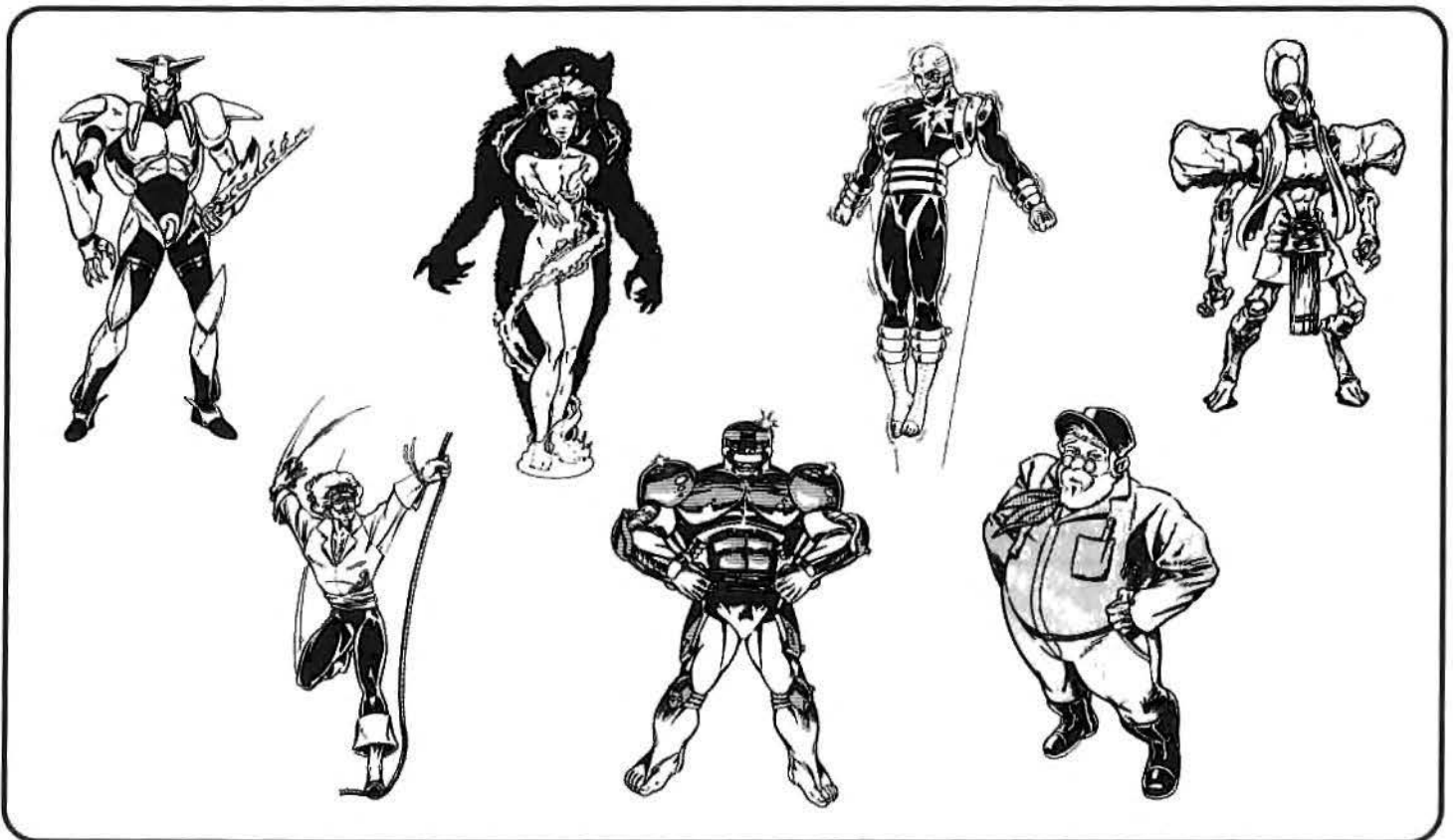
The members of the Wormhole Gang are bonded through shared adversity. Warlord has skillfully manipulated those feelings to generate complete loyalty among them to each

other and (more importantly) to him. Only Last Chance remains somewhat "immune" to Warlord's dealings—they started out as partners, and he still sees them as such. His first loyalty is to himself; nonetheless, he has come to care about these people as being the only friends he has on this planet. The original test subjects would all fight and die for each other without hesitation.

Warlord's conquest plans put him at natural odds with the likes of Dr. Destroyer, Master Control, Malachite, and others. The team's desire for technology has already caused two conflicts with CY-FORCE, and the two teams of cyborgs expect further encounters. VIPER has attempted to establish friendly relations; Warlord is considering the possibility of taking over the organization. All other supervillains should either join or get out of the way.

REPUTATION

They haven't been on Earth for very long, so most of the populous has only heard rumors about them at best. They have attacked numerous technological centers, which has led a number of agencies to speculate that they are another arm or branch of either VIPER or CY-FORCE. However, a covert arm of Star Guard International, designed to track down and acquire other-world technology, has begun tracking their movements and wishes to capture one or more of them. Additionally, CY-FORCE seeks to discover more regarding this new team of cyborgs (which, of course, means capturing them for study!). The Wormhole Gang's ultimate rivalry, as might be expected, is with the Galactic Marauders. They are from two separate galaxies, but they understand each others' motives. Warlord would like nothing better than to take control of the Marauders and their ship. The Supervillain Survey has issued a warning to all registered superhero teams that a new and dangerous threat has appeared and more information is desired on their nature.



WARLORD

Val	Char	Cost	Combat Stats
55	STR	30	OCV: 10+ DCV: 8+ ECV: 8 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 286 Base: 100 + + Powers: 394 Disad: 580 = = Totals: 680 680
30	DEX	60	
30	CON	40	
23	BOD	20	
18	INT	8	
25	EGO	30	
35	PRE	25	
0	COM	-5	
12	PD	4	
6	ED	0	
6	SPD	20	
20	REC	12	
80	END	10	
90	STUN	32	
Cost		Powers	END
20	Growth (15 pts), 0 END, Pers.; Always On		
75	Multipower (75 pt pool) – Techno-Demonic Powers		
7u	10d6 EB, Armor Piercing		7
6u	2½d6 HKA, Armor Piercing (5d6 w/ STR)		7(13)
7u	10d6 EB, Explosion		7
7u	5d6 Entangle, takes no damage		7
7u	2½d6 Drain vs All Physical CHAR at once (STR/DEX/CON/SPD/END/STUN)		7
75	Armor (+20PD/+20ED), Hardened		
20	Power Defense (20)		
20	Mental Defense (25)		
30	Full Life Support		
35	15" Flight, x4 NC		
35	Spatial Awareness, 360 degrees (Demonic Awareness)		
9	+3 Perception, all senses		
32	+4 levels, all combat		
3	Breakfall, 15-		
3	Interrogation, 16-		
3	Tactics, 13-		
100+ Disadvantages			
20	2x Stun, Body and Effect vs all "White Magic"		
15	Accidental Change, Demonic forces take control, 8-; Roll once per day. If change occurs, treat as Mind Control with initial -6 to Ego rolls, improving over time.		
20	Berserk in combat, 8-/8-		
25	Berserk when facing defeat, 14-/8-		
20	Unquenchable thirst for power		
20	Fearless		
10	Enjoys pain and destruction (especially when demon in control)		
25	Distinctive Features – Demonic warlord (not conc, ext)		
15	Hunted, CY-FORCE, 8-		
10	Hunted, Star Guard International, 8-		
400	Villain Bonus		
Note: Statistics for Growth already figured in			

Background: War Commander Carnizon stepped crisply into the antechamber of the Meldanian Imperial High Command, summoned there by the Marshall Supreme himself. He had heard rumors of certain officers being asked to volunteer for a special program in service to the Emperor. He had hoped that he would be one of those warriors.

He was. When he was called into the War Hall, all of the High Command, including the Emperor's Chief War Advisor, were present. They had him sit down and explained to him the details of the Demon Lord Project. Through a mix of cutting-edge battle armor technology and ancient demonic sorcery handed down through the centuries, they were attempting to create the ancient Warlords of their barbaric past. The legendary beings had been magically fused to their armor and weapons and endowed with incredible powers. They had led the Empire to total conquest of their homeworld. His physiological make-up and psychological profile (as well as certain elements that the council would only explain as "mystic" in nature) made him the best choice for the first testing.

Carnizon's ambitions knew no bounds, and his desire to serve the Empire ran deep into his very being. He volunteered without hesitation. He then underwent more than a year of agonizing tests, operations, and incredibly strange and painful sorcerous rituals that ultimately made him half-demon / half-machine and all powerful. The day came when he was to appear before the Emperor himself and demonstrate his power. He eagerly complied, displaying unbelievable power and ability.

The Emperor was indeed impressed. Too impressed. When he asked if Carnizon maintained his own free will, he was shocked to learn that this was the case.

"You fools! Such power must not be without complete control. Find another to serve and make sure his mind is mine as well as his body."

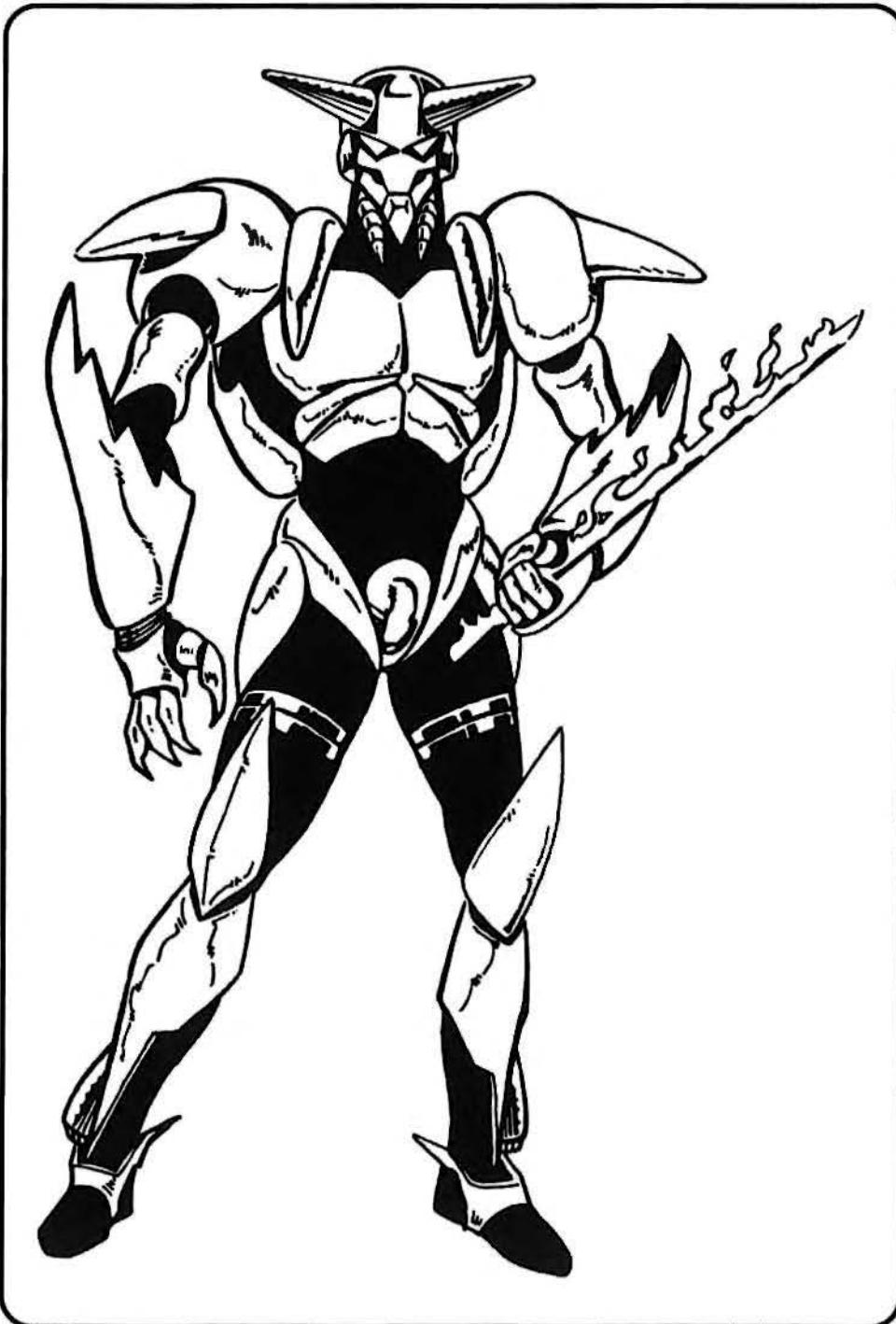
"Master, what of Carnizon?"

"Destroy him. He is a threat to the Empire." When the Marshall Supreme next summoned Carnizon, it was to inform him that his Emperor had ordered his death. The high Command had expected acquiescence; what they got was a completely destroyed War Hall and a dead Marshall Supreme. As he flew away, never again to set foot on Meldanian soil, he cried out for all to hear, "INSOLENT FOOLS! I BECAME A MONSTER FOR YOU AND YOU REJECTED ME! THE UNIVERSE SHALL NOW KNOW THE FURY AND THE VENGEANCE OF THE WARLORD!"

Fortunately for the universe, his anger was tempered with shrewdness. Warlord knew that open conflict and blatant attacks would gain him nothing. He had studied the intricacies of organized crime in other systems and realized that such a discreet power base would serve his desires much more efficiently. To that end, he sought out one of the most powerful and colorful figures in that world, a pirate and crime lord known as "Last Chance" Chinar. They joined forces and indeed became the most powerful and feared force in civilized space, controlling entire systems and corporations. When Warlord discovered details regarding the "Wormhole Initiative" in the ICG systems, he determined that such powerful beings must be his to command. The rest, of course, is history...

Quote: "Pathetic mortal! You will be mine to command or you will die!"

Personality: In many ways, Warlord is "textbook example" of a master villain. He is arrogant almost to the point of megalomania, and he has no regard for the lives of anyone who gets in his way. He demands obedience from any "lessers" and will kill them for failure. He reserves his "warrior sense of honor" only for truly worthy opponents. Only the Wormhole Gang receives any deferential treatment from him; he sees them as near-equals and brave warriors who have served him well.



However, much of his posturing is just that—posturing. Fear is only one of many tools that he is competent with, and as he remains on Earth, he will discover the intricacies necessary to manipulating events and resources to his advantage. If a human becomes particularly important to his plans (such as the leader of a powerful crime organization), he may choose to create an alliance as opposed to simply destroying that man.

Although tempered by his shrewdness and desire to remain in control, Warlord's demonic side is by no means dormant. Occasionally, he is driven to outrageous and unspeakable acts of violence and barbarism, which his companions have been forced to simply ignore (treat the Accidental Change and the Berserks as examples of these incidents). He bears no regret for the acts themselves, only that he managed to experience a lapse of control.

Powers/Tactics: In addition to the awesome defensive and sensory capabilities his battle armor possesses, Warlord is possessed of raw demonic power channeled through the suit. This is represented by a sizeable multipower full of devastating offensive abilities.

He will usually engage one or more of the most powerful enemies he may face, believing that there few who may ever match him. If he finds a worthy opponent, he will relish in the conflict and demand that all others stay out of it. In these cases, he will normally use his demonic flame sword (5½ d6 AP HKA) in "honorable" combat.

Appearance: Warlord is permanently fused within a gleaming black and red suit of 12' tall battle armor. The suit is designed to inspire fear and to that end has a very demonic motif, including spikes, blades, and horns.

LAST CHANCE

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8+ DCV: 8+ ECV: 6 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 146 Base: 100 + + Powers: 283 Disad: 329 = = Totals: 429 429
24	DEX	42	
18	CON	16	
14	BOD	8	
15	INT	5	
18	EGO	16	
20	PRE	10	
18	COM	4	
6	PD	3	
6	ED	2	
6	SPD	26	
7	REC		
46	END	5	
35	STUN	4	
Cost		Powers	
30	6d6 Luck		
17	+5 Overall Levels (No conscious control, -2) – Luck Manifestation		
25	10d6 EB, OAF (Blaster)		[16c]
22	2d6 HKA, Armor Piercing (2½d6 w STR), OAF (Monofilament Outlass)		4(6)
16	Armor (+8PD/+8ED), OIF (Armored Outfit)		
6	Armor (+4PD/+4ED), OIF, 14- Act. (Reinforcements)		
7	Mental Defense (14), OIF (Psi-shield Headband)		
13	Invisibility vs Sight group and radar, w/ fringe, OIF (Cloaking Belt)		[2 one-minute c]
8	16" Swinging, OAF (Grapple Gun)		
10	+5" Running (11" total)		2
7	Active Sonar, OAF (Goggles)		
5	+2 levels, ranged combat, OAF (Goggles)		
4	IR Vision, IIF (Bionic Eye)		
Skills/Talents			
10	+2 levels, all DCV		
20	Danger Sense, mystic, out of combat, 11-		
5	Defense Maneuver		
5	Combat Sense, 13-		
3/3	Double Jointed/Ambidexterity		
3	Lightsleep		
3/3	Acrobatics/Breakfall, 14-		
3/3	Acting/Bribery, 13-		
3/3	Computer Programming/Security Systems, 12-		
3/3	Contortionist/Climbing, 14-		
3/3	Bugging/Concealment, 12-		
5/5	Electronics/Mechanics, 12-		
3	Combat Pilot, Starships, 14-		
3	Sleight of Hand, 14-		
5	Stealth, 15-		
3	Navigation, 11-		
3	Paramedic, 12-		
3	High Society, 13-		
4	Transport Fam. – All Air and Ground vehicles		

100+ Disadvantages

20	Ridiculously Overconfident
15	Swashbuckler mentality
5	Dist. Feature, Bionic Eye (easily conc.)
15	Hunted, CY-FORCE, 8-
10	Hunted, Star Guard International, 8-
5	Rivalry, other "swashbuckling" or agility-based characters
15	Secret ID – Harlan Killerman
249	Pirate Bonus

Background: Torias Chinar was born a mutant. Fortunately for him, none of his mutations were readily apparent, except for his abnormal agility. This was simply accepted by those around him as an amazing development. Torias came to know differently, especially as he grew older. He noticed that almost nothing bad ever seemed to happen to him. No matter what he did, something prevented him from ever being seriously injured or getting into trouble. He grew to rely on this, constantly pulling more and more dangerous stunts. He also grew to rely on the adrenaline rush that these activities provided, and ultimately he ended up crossing the legal lines more times than even his mysterious luck could cover for.

Eventually, he became a crewman on board the pirate ship, Vicious. His skills and abilities made him a natural for the work, and the excitement was exactly what he sought. In virtually no time, he became the captain's favorite, and within a year he became first mate (after a mysterious "accident" during a boarding mission killed the original). When the captain contracted an incredibly rare disease, he passed on all his holdings to Torias. Soon after, the captain's cousin, a powerful criminal boss in the Lanthorian system, also died, leaving all he had to the captain of the Vicious, which of course was Torias.

Suddenly, "Last Chance" Chinar was very powerful. He took to it all with ease and style, and he soon became a very popular figure in the criminal circles. Not only that, many systems began looking at him as a "romantic" figure, and entire legends developed around him. This, of course, became the stuff of holo-movies and A/V programs, and thousands of men and women began looking for ways to join his organization. In turn, his power grew even more, and he began gaining control of entire companies and even independent systems. Much of what he controlled remained secret; he could use ruthless tactics and bloodthirsty means without tainting his popular image.

One more bit of luck came his way when Warlord approached him with a most attractive offer. At first, the idea of making this "nobody" a partner seemed ludicrous, but a simple demonstration of power convinced the pirate that Warlord would be his most valuable ally—or a deadly enemy. He wisely chose Option Number One.

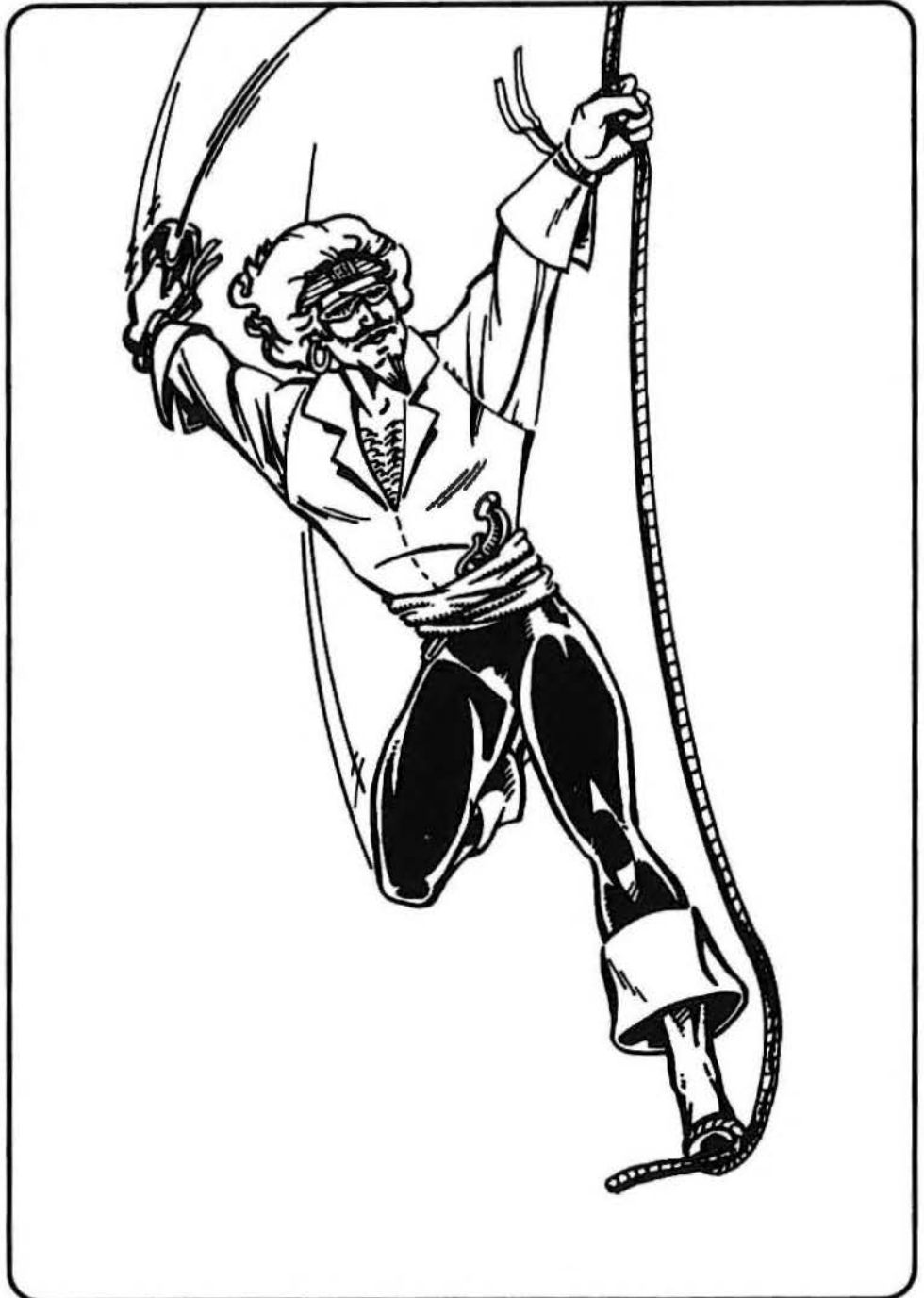
Unfortunately, Last Chance's lucky streak temporarily ran out when he agreed to assist Warlord in abducting the subjects of the "Wormhole Initiative" experiment. Wishing to maintain complete secrecy, the two of them went alone to the site of the experiment. They never returned.

Quote: "Ah, I see the fates have placed you at my mercy. Surrender is truly your only option, my friend."

Personality: Torias Chinar has a great time at whatever he does. Fun is his primary motivator. Everything he does is done with his own personal style. He dresses colorfully, moves gracefully, and speaks dramatically. He has come to live the role that the entertainment moguls back "home" created for him, that of a swashbuckling buccaneer and stylish rogue. Of all the Wormhole Gang, he is the least likely to take a life. In fact, on occasion, he has gone out of his way to save innocents from the damage his teammates have done. He is not overly altruistic, however; he'll never cry over the blood of an enemy, and thievery is still his favorite way of acquiring goods. He has taken an "Earth" identity, that of Harlan Killerman, play-boy-at-large.

Powers/Tactics: Last Chance is an extremely agile and skilled martial artist in combat, specializing in using his monofilament cutlass. He is also armed with a formidable blaster pistol. However, his most important "ability" (and the hardest thing for a GM to run properly) is his extraordinary luck. It is very difficult to ever put him at a disadvantage, and he will never remain at one for very long. He has never been captured; something always saves him.

Appearance: Imagine a flashily-dressed space pirate carrying a large assortment of high-tech gizmos and a space-age cutlass. Give him bright green eyes, blond hair, a Vandyke beard and mustache, and a cheshire grin. That's Last Chance.



QUASAR

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 7+ DCV: 7+ ECV: 5 Phases: 3, 5, 8, 10, 12 Costs Char: 142 Base: 100 + + Powers: 257 Disad: 299 = = Totals: 399 399
21	DEX	33	
28	CON	36	
12	BOD	4	
18	INT	8	
14	EGO	8	
23	PRE	13	
12	COM	1	
6	PD	0	
6	ED	0	
5	SPD	19	
12	REC	0	
56	END	0	
41	STUN	0	
Cost		Powers	END
25	Elemental Control – Energy Powers		
25 a	Force Field (+20PD/+20ED), ½ END		2
25 b	Desolidification (not vs Energy/Mental), ½ END		2
25 c	3d6 Absorption vs Energy to Multipower (+2), +10 MAX (+28 total)		
25 d	20" Flight, x8 NC		4
40	Multipower (40 pt pool)		
4u	8d6 EB		4
4u	4d6 EB, NND (not vs Force Fields)		4
4u	2½d6 Drain vs Energy Blasts, at range		4
4u	3d6 Flash vs Sight Group		4
4u	4d6 Entangle		4
10	Power Defense (10)		
10	Flash Defense (10)		
21	Life Support – Self-contained breathing, no eat/sleep, all environments		
5	UV Vision		
Skills/Talents			
5	+1 level, ranged combat		
3	Scientist		
6	Sciences: Physics, biology, astronomy, all 13-		
3	Computer Programming, 13-		
9	Electronics, 14-		
100+ Disadvantages			
20	Loyal to Warlord (strong)		
15	Strong curiosity, especially regarding science		
10	Contempt for Earth and its people		
25	Dependency on ambient energy (very common), 3d6/ph		
20	Distinctive Features – not conc., major		
15	Hunted, CY-FORCE, 8-		
10	Hunted, Star Guard International, 8-		
184	Villain Bonus		

Background: Ramnor Villkora feels more than resentment at what has been done to him; he feels guilt. Ramnor was one of the original scientists who first conceived the "Wormhole Initiative" project. He began the design work on the cybernetic implants and provided much of the data on wormhole energy effects. He was one of the brightest and most talented research scientists the Intergalactic Conglomerate of Galeal had ever had on their payroll. Unfortunately, he also had a conscience.

When the other scientists on the team had begun discussing human subjects, Doctor Villkora had adamantly refused. The Board of Directors had let it be known that results were expected soon, and Ramnor's resistance was becoming a nuisance. The others felt that they understood his work well enough not to need him anymore, and they proposed his dismissal. The Board agreed, but Corporate Intelligence warned that the disgruntled doctor knew far too much. Thus, it was decided that Ramnor Villkora would become the Wormhole Initiative's first "volunteer." The hapless scientist underwent all of the horrid operations and procedures, all the while under sedation and restraint. When they brought the others in, he begged his colleagues not to use them. He even promised to cooperate if the others would be spared. His pleading was to no avail; twelve people died during the initial stages. The remaining five, including himself, were cast out into space aboard a floating platform on the verge of a wormhole's event horizon, protected by a stasis field he had designed! He knew that they were trying to control his mind through cybernetic implants, but the poor Dervusian that they had forced into this was valiantly protecting the subjects' minds. He felt his body changing dramatically, and his horror gradually turned into wonder, and even excitement. It was working! He could feel the power coursing through him! And then it happened. The stasis field suddenly went down, and they began drifting into the wormhole. Of course! If they couldn't be controlled, they would have to be destroyed. He tried to send a mental plea for forgiveness to his fellow victims, hoping the Dervusian would understand and communicate it for him, when a ship came out of nowhere. It grabbed them with a tractor beam and tried to pull away, but it was no use. Into the wormhole they fell...

Quote: "We represent unimaginable power gained at unbelievable sacrifice. How can you hope to stand against us?"

Personality: Like the other victims of the Wormhole Initiative, Quasar's darker side has been brought to the forefront. He is still a scientist, but now his misplaced ethics no longer hinder him. He is ruthless and uncaring; whatever it takes to



accomplish his goals is acceptable. He admires Warlord's decisiveness and power and will gladly follow him to the end. He finds Earth's limited scientific advances annoying and is eager to get his hands on anything considered "breakthrough" technology. When he returns to their home galaxy, he will find the scientists who dared to do this to him, and he will show them what true mastery of power is!

Powers/Tactics: Although the other victims of the Wormhole Initiative have fairly limited powers defined by their personalities and backgrounds, Quasar's powers are a reflection of his better understanding of what happened to him. Thus, he is able to manipulate the energy inside of him for powerful and diverse effects. He is still learning how to focus his energy, so he is likely to develop more powers as he goes (the GM should periodically add a new slot to his multipower). He fights in the fairly typical fashion of an energy projector, remaining in the air and choosing attacks he believes will best harm his opponent. He is capable of absorbing the energy of attacks and increasing the strength of his own powers.

Appearance: The cybernetic implants are quite obvious and make each victim look like a combination of man and machine. In particular, Quasar has one cybernetic eye and both hands are bionic, in addition to the various diodes and wires that run across his body. He wears a black bodysuit with a silver starburst on the chest.

HARLEQUIN

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6 DCV: 6 ECV: 4 Phases: 3, 6, 9, 12 Costs Char: 82 Base: 100 + + Powers: 333 Disad: 315 = = Totals: 415 415
18	DEX	24	
13	CON	6	
11	BOD	2	
13	INT	3	
11	EGO	2	
18	PRE	8	
22	COM	6	
4	PD	2	
4	ED	1	
4	SPD	12	
6	REC	2	
60	END	12	
25	STUN	2	
Cost Powers			END
240	"Shapeshift" Power Pool (120 pt pool), 0 Phase to change, No Skill Roll; Only powers appropriate to shapeshifted form (-½) Shapeshift, Any Form, 0 END		0
45			0
Skills/Talents			
5	Cramming, 8-		
9	Disguise, 14-		
7	Acting, 15-		
7	Mimicry, 13-		
3	Acrobatics, 13-		
3	Breakfall, 13-		
3	Contortionist, 13-		
5	Seduction, 14-		
3	Oratory, 13-		
3	Persuasion, 13-		
100+ Disadvantages			
10	Accidental Change in strong electromagnetic fields, 11-, into random forms		
20	Berserk when surrounded, 14-/11-		
20	Loyal to Warlord (strong)		
10	Enjoys tormenting victims/opponents		
10	Casual killer		
10	Distinctive Features – Cyber-implants (easily conc, major)		
15	Hunted, CY-FORCE, 8-		
10	Hunted, Star Guard International, 8-		
10	Hunted, Disinformer (Red Doom), 8-		
200	Villain Bonus		

Background: Tanissa Xalsalla was a great actress. Unfortunately, she could never seem to get anyone to realize it. That is, at least no one important. Living on a backwater planet provided her virtually no opportunity "make it big," because no one "big" ever came to her planet.

That is, until the day the corporate execs from ICG stopped over for a few days in the local starport. It just so happened that she was performing in a play in town, and they managed to catch that play during their stay. After the performance, they came back stage and asked to speak with her. Her heart felt like it would burst with excitement. One of them was in Public Relations for the Conglomerate, and he wanted her to go back with them to the ICG Headquarters. She wasted no time in saying yes.

What she didn't realize was that they weren't interested in turning her into a star. In fact, the man who invited her was not in PR, but in Corporate Intelligence. He had decided that she would make an excellent espionage agent. When she was told the truth, light years away from home, she shrugged her shoulders and decided to go along with it. After all, a career is a career...

Unfortunately, knowing too much in the ICG can make a career much too short. After a particular investigation in which she discovered that one of the Senior Vice Presidents was involved in particularly scandalous dealings, it was decided by many of the high-level execs that she needed to be eliminated. Instead of killing her outright, however, C.I. "volunteered" her for the "Wormhole Initiative" program that R and D was working on.

She was relaxing in the luxurious apartment that she had been given when the agents came. They quickly subdued her. When she awoke, she was strapped to a medical table, being poked and prodded by numerous doctors. She was much too drugged to even speak. She heard them speaking about the "experiment," stating that she seemed to be in good enough shape for it. She tried desperately to scream out, but all that came was a stifled mumble. One of the doctors noticed that she was conscious, and he injected her with yet more drugs. She fought to stay awake, confusion and fear gripping her soul, but she began fading away...

She awoke again to excruciating pain. On either side of her were men covered in machines, and she realized that she was entrapped in similar devices. Through the haze of pain she realized that she was on a small platform in the middle of space, and hovering before her was a swirling mass of—what? She screamed.

Easy, child. A voice was speaking in her mind. I am J'tilok, a Dervusian. We share this common torture, but I am trying to protect your mind from their evil. You must relax if I am to aid you.

She realized that the men to either side of her seemed to be straining to remain calm, so she attempted to do the same, calling upon her relaxation classes to try and let the tension flow from her. What had they done to her?

Quote: "I could be anything you want—including your DEATH!"

Personality: Like the others, Harlequin's personality has been dramatically altered by her ordeal. Her dark side (which was never far away) has become strong, and she is more than happy to go along with Warlord's schemes. She has come to truly enjoy her powers, especially when she can use them to trick people into trusting her. She especially looks forward to the looks on their faces when she reveals her true

nature. She had to do a lot of killing while in the C.I., and she has no compunctions against it now. Her favorite forms in combat are the particularly frightening ones.

Powers/Tactics: What, in fact, the ICG scientists did to her was implant cybernetic devices that would allow her to absorb and manipulate the strange energy that emanated from the wormhole. The scientists had intended to mentally control her into managing her power according to their plans, but Terrifier's interference prevented that. Instead, the power

became an extension of her own nature, allowing her to become virtually anything she has seen, or even anything she can imagine.

Her Variable Power Pool is designed to allow her to have the appropriate Powers to whatever form she takes, within limits; i.e., Flight for a bird, Life Support and Swimming as a fish, HKA's and extra senses for a cougar, Growth for a bear, etc. She likes to take on unassuming forms when facing enemies, hoping to throw them off guard before she attacks in a more combative form.

Appearance: Like most of her teammates, Harlequin has been permanently altered by the cybernetic implants in her body. Fortunately for her, she can hide them through maintaining another form. She often appears as a beautiful woman, sometimes even looking a great deal like a current famous actress (pick one).

HARLEQUIN'S FAVORITE FORMS

Werewolf – 25% Energy and Physical Damage Reduction, Resistant; +6 DEX; +2 SPD; 1½d6 HKA (2d6+1 w/ STR); Stealth 14-; IR Vision; Tracking Scent; +3" Running; +3 STUN

Warborg – Armor (16 PD/10 ED); +30 STR; Self-contained breathing; 8d6 EB

Winged Demon – 50% Energy and Physical Damage Reduction, Resistant; 3d6 RKA (Fire); 9" Flight

Giantess – 45 pts Growth; +4d6 HA; Armor (15PD/15ED); +9 CON



TERRIFIER

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6 DCV: 6 ECV: 10 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 144 Base: 100 + + Powers: 276 Disad: 320 = = Totals: 420 420
19	DEX	27	
18	CON	16	
12	BOD	4	
15	INT	5	
26	EGO	32	
25	PRE	15	
2	COM	-8	
5	PD	3	
5	ED	1	
6	SPD	31	
8	REC	4	
56	END	10	
30	STUN	4	
Cost Powers			END
30	Elemental Control – Psionic Powers		
15 a	8d6 Mind Scan, +10 to roll; 0 DCV Throughout (-1)		6
20 b	12d6 Mind Control, ½ DCV Throughout (-½)		6
20 c	12d6 Mental Illusions, ½ DCV Throughout (-½)		6
20 d	6d6 Ego Attack, 2x END		12
15 e	1d6+1 RKA, Based on ECV, Totally invisible; 0 DCV, 2x END		12
30 f	40 STR Telekinesis		6
33 g	Force Field (+18PD/+18ED), Hardened, 0 END		0
20	Mind Link w/ all Wormhole Initiative victims, contact with all at once		
20	Mental Defense (26)		
7	5" Flight, no non-combat multiple (-½)		1
10	+10" Superleap (12"/11")		2
25	Sonar, 360 degrees		
5	UV Vision		
3	KS – Psychology, 12-		
3	KS – Sociology, 12-		
100+ Disadvantages			
20	2x Stun and Body from biological attacks		
20	Loyal to Warlord		
20	Vicious contempt for humans		
10	Physical Lim: Significantly different anatomy		
25	Dist. Features – not conc., extreme		
15	Hunted, CY-FORCE, 8-		
10	Hunted, Star Guard International, 8-		
15	Hunted, PSI, 8-		
185	Villain Bonus		

Background: J'Tilok of the Bt'Dojin House had always been gratified by his gift of enhanced psionic sensitivity. Like all Dervusians (a race of, essentially, anthropomorphic grasshoppers), his mind was acutely tuned to mental impressions. For most of his race, this manifested itself as very minor and rudimentary telepathic and empathic abilities. J'Tilok was one of the rare few for whom these abilities developed into something more. He could, in fact, project some form of emotional control over others, and could even manipulate waves of telekinetic force to knock things over.

The Dervusians were a race devoted primarily to the aesthetic and esoteric, preferring to leave scientific study to those more adept at such things. Thus, when J'Tilok's One Mother was asked by representatives of the I.C.G. if he could be studied for possible controlled development, she consented. She then asked for his cooperation, which he felt compelled to give; to deny one's One Mother was the ultimate shame.

Unfortunately, neither J'Tilok nor his One Mother were completely aware of what the I.C.G. scientists had in mind. He had been tapped as the psionic subject needed for the Wormhole Initiative, and his life was to be forever changed. He was forcibly implanted with experimental cybernetic enhancements and put through grueling and painful experiments and conditioning exercises. He could not completely resist, but he managed to quietly maintain a small mental block that would allow him to keep a portion of his pain-wracked mind to himself.

The day finally came when he was transported to the spaceplatform where he was to be exposed to the wormhole's effects. He saw the four others that had been selected as well, and his heart was torn by their shared pain. The scientists had placed special mental control modules on all of them, but the beleaguered Dervusian was determined that, whatever happened, his companions would encounter it with their minds as their own. As the experiment began, he unlocked the mental block he had induced upon himself and began shielding the others. Some of them panicked, but he was able to calm them and help ease their pain, even though his own was very great. J'Tilok's noble effort was not wasted; all of the mental control the I.C.G. agents had was neutralized. Unfortunately, this meant that the subjects were now too dangerous to keep. He realized his folly just as the stasis field dropped and the platform began moving towards the wormhole. He was still mentally pleading for the others' forgiveness even as the ship appeared and tried in vain to pull them away. And then, the blackness came...

Quote: "Fear not my physical features, foolish human. Fear my mind!"

Personality: Unfortunately for all concerned, whatever malignant force affected the minds of the Wormhole Initiative subjects had twice the impact on the being now known as the Terrifier. His naturally peaceful nature has been completely reversed, making him one of the most vicious members of the Wormhole Gang. He particularly delights in taking advantage of particularly weak or susceptible minds, and fear is his favorite mental "weapon." His perceptions and mentality have become so very alien that even his teammates have a difficult time relating to him, and all but Warlord normally avoid him. The demonic leader has some special understanding of the insectoid that is not shared by the others, and the two of them usually accept each other's council on various matters. For whatever reason, Terrifier will serve Warlord until death.

Powers/Tactics: Terrifier is a powerful and deadly psionist with a full range of powers, including some very lethal abilities. He will usually remain hidden, attacking from locations where his enemies cannot easily see him. If there are no known egoists opposing the Wormhole Gang, he will select an opponent and attempt to turn him against his fellows. Failing that, he will use more direct attacks against any that Warlord identifies as important.

If there is another mentalist involved, Terrifier will wait for them to attack one of his teammates, at which point he will move to aid against the attack (using Telepathy to break any Illusions, Mind Control, etc.). He most enjoys using Illusions to create fear in his enemies, but he is intelligent enough to use whatever will work best in any situation. Next to Warlord, he is the most dangerous member of the Wormhole Gang.

Appearance: Terrifier is a truly frightening opponent to face. He has a primarily humanoid shape, but his head looks that of a giant grasshopper with robotic and cybernetic implants, and his legs are much larger and more muscular, somewhat resem-



bling those of a grasshopper as well. His hands have only three "fingers," one of which is opposed to the other two. He normally wears a dark blue outfit with black stripes.

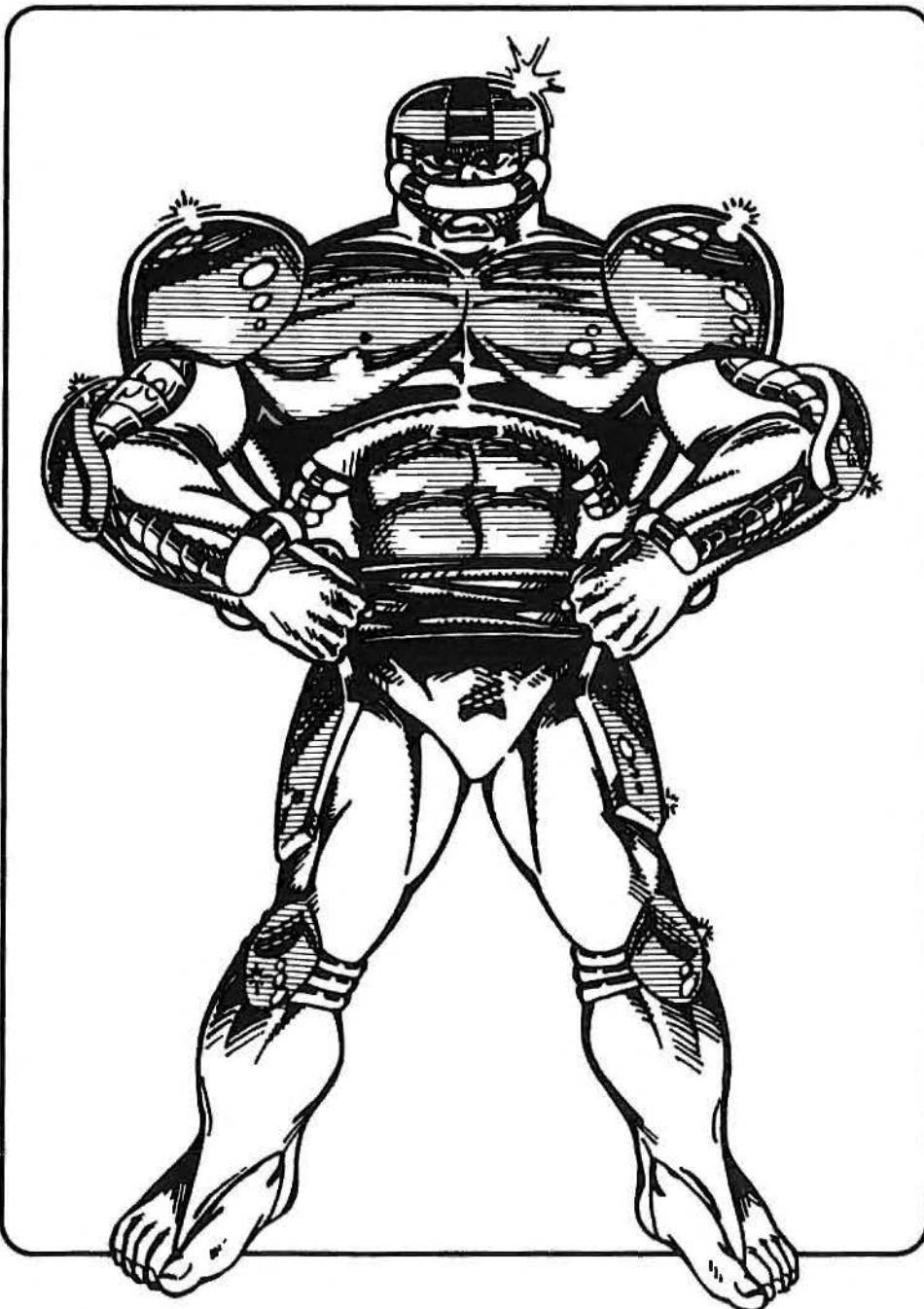
METEOR

Val	Char	Cost	Combat Stats
40	STR	10	OCV: 7+ DCV: 7+ ECV: 3 Phases: 3, 5, 8, 10, 12 Costs Char: 161 Base: 100 + + Powers: 130 Disad: 191 = = Totals: 291 291
20	DEX	30	
33	CON	46	
20	BOD	16	
8	INT	-2	
8	EGO	-4	
20	PRE	10	
6	COM	-2	
18	PD	12	
13	ED	4	
5	SPD	20	
15	REC	8	
66	END	0	
60	STUN	13	

Cost	Powers	END
13	Growth (10 pts), 0 END, Pers.; Always on	
13	Density Increase (10 pts), 0 END, Pers.; Always on	
30	Armor (+13PD/+7ED)	
10	Self-contained breathing	
5	Flash Defense (5)	
30	15" Flight	3
5	IR Vision	
18	+6 levels w/ Flight, Move-bys (7d6), and Move-throughs (13d6)	
3	Breakfall, 13-	
2	PS - Jetball, 11-	
1	Fam. - American football, 8-	

100+	Disadvantages
13	Enraged when takes Body or is stunned, 14-/8-
20	Loyal to Warlord
10	Stereotypical "dumb jock"
20	Distinctive Features - not conc, major
15	Hunted, CY-FORCE, 8-
10	Hunted, Star Guard International, 8-
5	Rivalry, Powerhouse
5	1d6 Unluck
93	Villain Bonus

Note: Statistics for Growth and Density Increase already figured in



Background: Jetball is one of the most popular sports ever in both the Lanthorian sectors and the I.C.G. Played like "three-dimensional" football with jetpacks, it is fast-paced, violent, and fun to watch. Lotar Brindle had been one of the most famous stars in the sport before his accident. He had tried for a long catch at a very dangerous velocity, and he lost control and plunged to the stadium floor. His armor had been strong enough to save him, but only just. Almost every bone in his body was broken, and he had suffered major nerve damage that made him a virtual vegetable.

Thanks to a relatively little-known clause in his contract, his manager was allowed to "sell" him to I.C.G. research scientists once the doctors confirmed that he was brain dead. A few strings were pulled, some money exchanged, and Lotar Brindle was declared dead.

He wasn't, of course, but no one would ever know that. When he finally regained consciousness, it was in some sort of chamber. He was completely unable to move, and most of his body had been replaced with machines and electronic components. He was told that it was the only way that they could save him. In a drug-induced haze, he

simply nodded his head and fell back asleep. He awoke periodically a number of times afterwards; he vaguely remembers performing some exercises, testing out his new bionic parts. The first time he ever gained any real coherency, however, was when he found himself strapped to a floating platform in space near some strange "hole." He was terrified and struggled fiercely to get free. That was when the "bug-guy" next to him spoke into his mind, explaining what was going on. He tried to calm down, waiting to see what would happen next. What did happen next surprised all of them, as the stasis field around them turned off and a spaceship came in from nowhere...

Quote: "I used to chew up entire offensive quads for breakfast. You won't even be a snack!"

Personality: Lotar had never been a real nice guy. The trip through the wormhole only made him meaner. As Meteor, he gains a great deal of satisfaction from pounding his opponents into the ground. Fighting superheroes is just a free-style form of what he's done all his life. Warlord is only a little more frightening than most of the coaches he's had. Meteor is a rough and obnoxious individual, looking for a good time whenever he can. In fact, there have been a couple of occasions when he's gotten together with Jackhammer and Chainsaw from the Destruction Company to go out for a night on the town. Damage totaled in the millions...

Powers/Tactics: Meteor is even more of a cyborg than the rest of the Gang. As a result, he is quite strong and tough. In addition, the effects of the wormhole have endowed him with the ability to fly at impressive speeds and impact objects (and people) with little damage to himself. Combined with his natural skills and training, he makes a very effective "living missile" (obviously, he does a lot of Move-Throughs). His tactics are fairly predictable, but he executes his attacks with a great deal of skill. One of his favorite moves is to ram an opponent into White Dwarf, who will then finish the poor victim off. Another favorite move is to grab an opponent and run through a solid wall with them.

Appearance: Meteor is quite large (almost as big as Warlord) and very menacing in his appearance. He looks a great deal like a giant defensive lineman with metallic football armor grafted to his body.

WHITE DWARF

Val	Char	Cost	Combat Stats
20/80*	STR	10	OCV: 5 DCV: 5 ECV: 4 Phases: 3, 6, 9, 12 Costs Char: 134 Base: 100 + + Powers: 119 Disad: 153 = = Totals: 253 253
15	DEX	15	
20/40#	CON	47	
15	BOD	10	
13	INT	3	
11	EGO	2	
18	PRE	8	
4	COM	-3	
15/27*	PD	11	
15/27*	ED	11	
4	SPD	15	
8	REC	0	
40/80*	END	0	
40/50*	STUN	5	
Cost			
48	Multipower (60 pt pool), 1 phase to change (-¼)		
5u	Density Increase (60 pts)		6
5u	Desolidification (includes vs Mental, not vs Gravitational powers)		6
10	Power Defense (10)		
5	Damage Resistance (5PD/5ED)		
13	-10" Knockback (-22" total), linked to DI		
7	Clinging, 122 STR, linked to DI, only on horizontal surfaces (-½)		
5	IR Vision		
Skills/Talents			
7	Mechanics, 13-		
5	Electronics, 12-		
3	Systems Operations, 12-		
3	Inventor, 12-		
3	KS – Starship Drives, 12-		
100+ Disadvantages			
20	2x Stun and Body vs Gravitational powers		
20	Loyal to Warlord (strong)		
15	Loves to tinker (strong)		
10	Sensitive regarding looks		
2	-1" Running (5" total)		
20	Distinctive Features – not conc., major		
15	Hunted, CY-FORCE, 8-		
10	Hunted, Star Guard International, 8-		
51	Villain Bonus		
* – When DI is activated			
# – Linked to DI (-½)			

Background: Folter Grimwell is a member of a race not dissimilar to the mythic dwarves of classic Earth literature. Or at least, he was until he was changed forever by the Wormhole Initiative experiment. He had been hired by some I.C.G. agents to assist in the construction of a very special experimental space platform that was to "hover" on the edge of the event horizon of a wormhole. Like most of his kind, Folter has

a natural inclination towards technology and building things. In fact, Folter was better than most, but that wasn't the real reason he had been hired. Soon after his arrival at the science station, Folter found himself a prisoner. He was soon knocked out and operated on, having all of his major joints and muscle structures replaced with metallic and robotic counterparts. The I.C.G. scientists wanted to test the immensely dense body structure of his kind in the energy fields

created by the wormhole. Eventually, he awoke on the space platform that he was supposed to have helped build, completely unaware of what had happened to him or why. Before he could begin to assimilate it all, the platform's stasis field shut down and he was plunging into the wormhole.

Quote: "I ain't movin', and that's final!"

Personality: White Dwarf was not such a bad sort before, but his mean streak became a mile long when he came through the hole. He is intolerant and stubborn, completely unwilling to listen to anyone once his mind is made up. His best friend on the team is Meteor, who doesn't try to talk over his head or treat him like he is an inferior.

He enjoys breaking things and causing destruction, but he despises unnecessary damage when it comes to anything that resembles new technology to him. That's where his dark side is superseded by his inherent nature. He loves nothing more than spending hours tinkering with machines and changing their functions, and he loves showing everyone how much better something is once he's done with it. He is somewhat resentful of the fact that his original hands were replaced with bionic ones; he feels that he has "lost his touch" to a degree because of this.

Powers/Tactics: White Dwarf has almost complete mastery over his own molecular density, allowing him to become amazingly heavy and tough or, on the other end of the spectrum, virtually insubstantial. If he decides to, he can root himself to one spot and become nearly impossible to move. He often will do this when his pal Meteor is about to smash someone into him. When he focuses his will, there is very little that he cannot smash is way through.

Appearance: White Dwarf is about 4'5" and has all of the classical proportions and features of a legendary dwarf, including a very impressive beard. However, he is almost completely white, except where his body has been replaced with bionic parts. Even his hair and beard are white. He normally wears dark grey work coveralls.



H.A.W.C.S.

(Heavy Assault Weapons and Combat Specialists)

MEMBERSHIP

Killzone, Silencer, Downtown, Airstrike

ORIGIN

Since the advent of paranormal and high-tech menaces, the U.S. Armed Forces have been working diligently and secretly to develop operatives with the ability to counter them. Most of these attempts have been unsuccessful, either due to technical failure in the project or inability to control the subjects. Project: H.A.W.C.S. is no exception.

It started out well enough. Well-trained and gung-ho personnel were recruited from various branches and services. Each one was selected for his or her specialty and further trained in an intensive program designed to maximize efficiency and performance. Each operative was chosen for a specialized suit and weapon system that fit their training and skills. The equipment itself was state of the art, designed by the best contractors the budget would allow. In some cases, the technology was improved even beyond their futuristic specifications.

The problems started when the outfit was transferred to a secret location somewhere in Western Europe. They were put on constant alert—and then nothing happened. Every time a situation arose when they might have been utilized, some complication arose which held them back. Usually it had to do with local superheroes handling the situation, or political considerations prohibiting their deployment. So, they remained on call constantly but never once actually went into action.

Finally, the operative known as Killzone decided that enough was enough. He convinced his fellow teammates that they needed to stop being pawns in a game that would never be played. They were the best trained and most capable soldiers in the world, conditioned to kill with precision and destroy without compunction. If the government would not use their services, certainly someone would.

It was a simple matter for a group of their caliber to leave their post and set out on their own. Obviously, the U.S. Government would like very much to get them back, but that's much easier said than done. Now they hire their services out to the highest bidder, doing what they were trained to do.

GOALS

The H.A.W.C.S. are lifetime professional soldiers who have undergone the toughest training possible. They are machines of war, trained to kill without thinking and without remorse. They only want one thing—to be able to use what they know. To this end, Killzone negotiates contracts on the basis that his team *will* see combat. In fact, they will take less pay on any assignment where they are guaranteed to utilize their abilities to their fullest extent.

TACTICS

The particular specialties of each member fairly well defines his or her role in any situation. Silencer is the covert operations specialist. Airstrike handles air cover and recon. Downtown provides indirect fire support. Killzone is tactical leader and the main combat element in any operation.

Against paranormals, Silencer will use her invisibility to move from target to target, while Airstrike target's any particularly mobile foe. Killzone will simply attack to destroy, coordinating his team's efforts as the situation demands. All the while, Downtown will remain some distance away, sending his artillery and his "smart missiles" against the most troublesome opponents.

RELATIONS

Each of the members of H.A.W.C.S. has developed his or her own personal life. Although they consider each other friends to a point, they will spend as much time apart as possible. This is due to the fact that they were forced to be only with each other almost exclusively for such a long time. Their relationships are founded in a deep admiration and respect for each other's skills and a complete dependence on each other for survival. The strongest common denominator, however, is their shared need for action and combat, a need that borders on compulsive.

REPUTATION

The H.A.W.C.S. are quickly becoming famous in the mercenary trade. Their training and hardware make them formidable against any paranormal threat, making them highly desirable to anyone expecting to tangle with superheroes. They have often worked for VIPER, the Cartel, and Ares' Ravagers. They have a serious professional rivalry with Bullet's Raiders, although this will never prevent them from working together if the employer is paying enough. The Department of Defense has issued no formal statement regarding them (for obvious reasons), but it is fairly well known that various government-sponsored organizations are putting a great deal of effort in tracking them down.

KILLZONE

Val	Char	Cost	Combat Stats
20/40*	STR	20	OCV: 8+ DCV: 8+ ECV: 5 Phases: 3, 5, 8, 10, 12 Costs Char: 158 Base: 100 + + Powers: 272 Disad: 330 = = Totals: 430 430
16/23*	DEX	28	
18/28*	CON	26	
18	BOD	16	
15	INT	5	
14	EGO	8	
18/23#	PRE	11	
12	COM	1	
7	PD	3	
5	ED	1	
3/5#	SPD	17	
8	REC	0	
40/60#	END	9	
50	STUN	13	
Cost Powers			END
50	Multipower (100 pt pool), OAF (Autocannon)		
5u	2d6 RKA, Armor Piercing, x10 Autofire		[250c]
4u	4d6 RKA, Explosion		[16c]
22	2d6 RKA, Armor Piercing, OAF (Back-up pistol)		[16c]
7	1d6 HKA (2d6 w/ STR), OAF (Combat knife)		3
15	Martial Arts (Commando)		
	Maneuvers	OCV DCV	Damage
	Cross	0 +2	10d6
	Throw	0 +1	8d6 + v/5
	Chop	-2 0	1d6 HKA
	Disarm	-1 +1	50 STR Disarm
50	Armor (+20PD/+20ED), Hardened, #		
11	Life Support – Self-contained breathing, Extreme temperatures, Radiation, #		
7	Power Defense (10), #		
7	Flash Defense (5), all Sight and Sound, #		
7	+5" Running (11" total), #		2
7	+7" Superleap (18"/9" total), #		6
17	Radar, 360 Degrees, #		
3	IR Vision, #		
7	High-range radio, #		
7	+3 Ranged Combat, #, 14- Act		
Skills/Talents			
3	Resistance, +3 (15-)		
15	+3 Hand-to-hand combat		
3	Breakfall, 14-		
3	Stealth, 14-		
7	Tactics, 14-		
3	Paramedic, 12-		
3	Survival, 11-		
3	KS – Military Protocol, 12-		
4	WF – Small arms, Heavy machine guns, Grenade launchers		
2	Sign language		

100+ Disadvantages

10	Berserk if reminded of family or soldier's duty, 8-/11-
5	Enraged if in danger of failing mission, 8-/14-
15	Intense need to see "action" (strong)
20	Absolutely fearless (total)
20	Normal CHAR Maximums
15	Reputation – Ruthless mercenary, 11-, Extreme
20	Hunted, U.S. Government, 11-
5	Rivalry, Bullet
15	Secret ID – Campbell Williams
205	Mercenary Bonus

* – OIF, Not Figured (Battle Armor)

– OIF (Battle Armor)

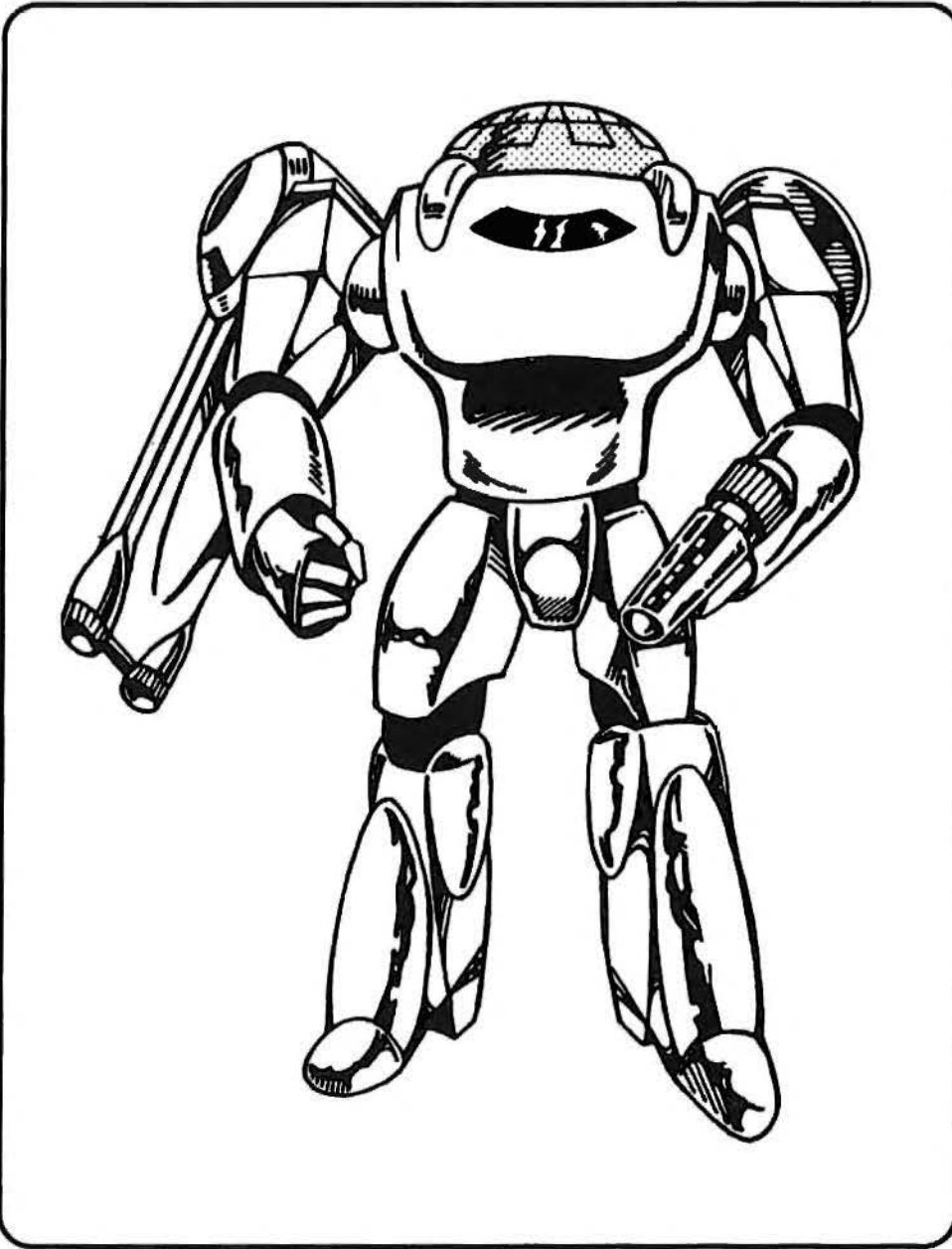
Background: The man now known to the world as Killzone was once a man of peace. Campbell Williams, a captain in the Army's Special Forces and West Point graduate, had the perfect military career. He also had a wonderful life, having married his childhood sweetheart and started a family with two beautiful children. That, of course, is when his life came crashing down around him. He had been transferred to a post near the Middle East, and his family had gone with him. The area was considered safe for dependents because the population of the host country was favorable towards Americans. Unfortunately for Campbell, not all of the natives felt that way. One day while he was on duty, his wife and children were shopping in a local bazaar which numerous American dependents frequented. In an instant, a terrorist's bomb ended everything that mattered to Captain Campbell Williams.

He recovered from the tragedy quickly—too quickly, as far as some were concerned. Whispers of conspiracy floated around behind his back, but his commanding officer recognized that Captain Williams' apparent lack of grief came from something having died inside the man. Williams insisted on drawing all of the most dangerous assignments, and there were complaints from his troops and fellow officers that he was needlessly endangering himself on all too many occasions.

His superiors were at the end of their rope and about to instigate mental competency investigations when Project H.A.W.C.S. came up. Campbell managed to get wind of it and insisted on trying out for the team. In spite of his apparent mental condition, he stood out as the most qualified and capable candidate. In fact, as far as the people in charge of the program were concerned, his mental condition seemed to give him the edge they were looking for. He was assigned leadership of the team and given the code name Killzone.

It was he who finally instigated the team's severance of ties with the U.S. Government. He now leads the H.A.W.C.S. on all their jobs, and he goes into each mission as though it were his last.

Quote: "I am prepared to die today, hero. Are you?"



Personality: Killzone represents the ultimate in cold and efficient tactical leadership. Only Silencer can match him for icy personalities. He brooks no nonsense while performing his duty (which often has him at odds with Airstrike and Downtown) and is fully prepared to die rather than fail. He has absolutely no fear, which is often mistaken for overconfidence. Life and death have very little meaning to him, and he kills with no remorse or afterthought. He will not go out of his way to kill innocents; however, if they get in the way, he won't jeopardize his mission to spare them.

Powers/Tactics: Killzone's suit is designed to withstand the harshest of battlefield conditions. His offensive and defensive capabilities are intended for frontal assault situations, and his alone a formidable force. His weapon is a combination heavy-assault auto-cannon and grenade launcher. Combined with his extensive martial arts training, he can handle any combat requirement.

He will concentrate on harassing all members of an opposing force, providing the distraction and cover needed for his teammates to take them out one by one. If a particular opponent is giving the team too much trouble, he will call for a concentrated effort on everyone's part to eliminate that threat.

Appearance: Killzone's battlesuit is a high-tech monstrosity designed to inspire fear and dread in his enemies. There is very little to suggest anything human about the wearer. The auto-cannon looks as though it should be mounted on a large armored vehicle—which, in a sense, he is. Outside of his

suit, Campbell William is in his early forties, with salt-and-pepper hair cut very close and rock-hard features, including steel-grey eyes.

SILENCER

Val	Char	Cost	Combat Stats		
10/20*	STR	5	OCV: 10+		
19/20*	DEX	42	DCV: 10+		
16/20*	CON	17	ECV: 6		
12	BOD	4	Phases: 2, 4, 6, 7, 9, 11, 12		
18	INT	8			
18	EGO	16	Costs		
15	PRE	5			
16	COM	3	Char: 158	Base: 100	
6	PD	4	+	+	
6	ED	3	Powers: 252	Disad: 310	
4/7#	SPD	31	=	=	
8	REC	6	Totals: 410	410	
40	END	4			
35	STUN	10			
Cost		Powers		END	
17	Martial Arts (Ninjutsu)				
	Maneuvers	OCV	DCV	Damage	
	Strike	0	+2	10d6	
	Back Kick	+1	+3	8d6	
	Nerve Pinch	-1	+1	4d6 NND	
	Chop	-2	0	3d6 HKA	
16	+ 4 DC's with Martial Arts (already added in)				
33	2d6 RKA, Armor Piercing, Invisible to Sight and Hearing groups; OAF (Gauss Pistol) [16c]				
20	Invisibility, Sight group and Radar; # [3 one-hour c]				
24	Armor (12PD/12ED), #				
3	Flash Defense (5), #				
7	Life Support – Self-contained breathing, #				
11	+8" Running (11" total), #				2
5	+8" Superleap (12"/6"), #				3
3/3	IR / UV Vision, #				
Skills/Talents					
20	Find Weakness, all Ninjutsu, 11-				
5	Combat Sense, 14-				
5	Defense Maneuver				
3	Ambidexterity				
3	Speed Reading				
12	+4 Levels, Ninjutsu				
4	+2 levels, Pistol				
3/3	Acrobatics/Breakfall, 15-				
3/3	Computer programming/Bugging, 13-				
3/3	Concealment/Security systems, 13-				
3	Climbing, 15-				
5	Demolitions, 12-				
3	Electronics, 11-				
3	Lockpicking, 15-				
5	Shadowing, 12-				
5	Stealth, 16-				
3	KS – Ninjutsu				
9	Lipreading, 14-				
4	Sign Language				

100+ Disadvantages

5	Enraged if ability challenged, 11-/14-
15	Extremely "cold" personality
15	Will do whatever it takes to complete mission (strong)
20	Physical Lim: Deaf and mute (all time, greatly)
20	Normal CHAR Maximums
5	Distinctive Features – Doesn't speak
20	Hunted, U.S. Government, 11-
5	Rivalry, martial artists
15	Secret ID – Tabatha Jordan
190	Mercenary Bonus

* – OIF, Not Figured (Combat Suit)

– OIF (Combat Suit)

Background: The fact that a woman wanted to join the navy was in no way remarkable. The fact that she intended on becoming a S.E.A.L. was ambitious—but this was no ordinary woman. Through the kind of blood, sweat, tears, and sacrifices that most people only read about, Ensign Tabatha Jordan got a chance at her dream. Of course, the fact that her father was a high-level admiral in the Pentagon didn't hurt. She went through the complete program and passed with respectable scores. However, when it came time to give her an assignment, she discovered nothing but red tape and frustration. No one "needed" her, no unit was prepared to take on a new member. She found herself sitting in her quarters, unassigned and bored senseless. Refusing to accept obvious discrimination, she set about discovering why she was receiving such shoddy treatment. Thanks to the friendship of some people who had come to know and respect her along the way, she found out who was responsible for her being put on permanent "hold"—her father.

She went straight to him and demanded answers. He admitted his involvement, telling her that he had approved her entry into the S.E.A.L. program to give her confidence, but that he had no intention of seeing his daughter making an ass out of herself and his family name. That day, something broke inside of Tabatha Jordan, something that would never be repaired. She renounced her family name on the spot, vowing never to speak to or have anything to do with her father.

She stormed out of his office, fully intending on returning to her post and promptly resigning. On the way, however, she was stopped by men from a "secret government project." having followed her progress and her subsequent poor treatment, they were prepared to offer the chance of a lifetime. Intrigued, she agreed to listen and find out more.

In almost no time, she found herself on permanent re-assignment to the H.A.W.C.S. team. She fell in love with the whole concept, especially with the gear that she was assigned. She was to be the teams covert operations specialist, something she had hoped and trained for all her life. When the team began running into the same stone-walling that she had encountered personally only months before, she was one of the first to agree with Killzone when he suggested jumping ship and going it alone.

Soon afterward, however, in an underwater accident, an explosion destroyed her eardrums and shrapnel cut her larynx. This slowed her down at first, but she eventually overcame her disabilities. She wouldn't let this handicap stop her—no one would stop her. The other H.A.W.C.S. members let her rejoin after she recovered, for they saw how she was more determined than ever, and they were impressed that her skills had only improved.

Quote: (Because she is deaf and mute, all you are likely to get from Silencer is an icy cold stare—if you're lucky!)

Personality: Tabatha's dedication to success borders on ruthless, and she has never had very many friends. Combine this dedication with constant and unreasonable rejection and frustration, and the result is a glacier of a person. After her accident, she is more determined (or perhaps obsessed) than ever. Violence is her way of expressing herself—its what she's best at.

She will no longer tolerate anyone getting in her way, and her insistence on perfection is unnerving. She has learned how to use silence as her ultimate weapon, both in combat and in relationships. The rest of her teammates respect her, but only Killzone comes close to understanding her. He is the closest thing to a friend she currently has.

Powers/Tactics: Silencer is the covert operations specialist, and as such, her suit is designed for stealth and mobility. She has a cloaking shield which allows her to avoid most detection, and her gauss pistol is an assassin's dream—almost completely silent and undetectable. Her considerable training and education makes her a perfect choice for data retrieval, security system bypassing, demolitions, etc.. If forced into a combat situation, she will attempt to remain unseen until she can strike with complete surprise. Her formidable commando training makes her a force to be reckoned with even without her weapons. She has taught her teammates sign language so that they can all communicate effectively in silence.

Silencer is always looking around her and feeling the ground for vibrations to compensate for her deafness.

Appearance: Her suit is jet black with no discernable bulk. It completely covers her, revealing nothing. Tabatha herself is a rather attractive brunette with short hair and harsh features.



AIRSTRIKE

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8+ DCV: 8+ ECV: 4 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 119 Base: 100 + + Powers: 253 Disad: 272 = = Totals: 372 372
18/24*	DEX	33	
18	CON	16	
14	BOD	8	
13	INT	3	
11	EGO	2	
15	PRE	5	
16	COM	3	
6	PD	3	
5	ED	1	
4/6#	SPD	25	
10	REC	6	
36	END	0	
40	STUN	9	
Cost Powers			
40	8d6 EB, x5 Autofire, 8 clips of 15 (+½), OAF (Auto-Blaster)		0
30	3d6 RKA Explosion, OIF, 6 charges (-¾), OIF (Wing Missiles)		0
20	Armor (+10PD/+10ED), OIF (Personal Body Armor)		
7	Armor (+5PD/+5ED), OIF, 14- act, #		
9	Life Support, Self-contained, vacuum/high pressure, OIF (Helmet)		
3	Flash Defense (5), OIF (Helmet)		
40	30" Flight, #		6
5	x8 Non-combat Flight, OIF, x2 END (Boosters)		12
10	15" Gliding, #		
11	120 END Reserve with 10 REC, OIF, REC requires jet fuel (-2)		
17	Radar, 360 degrees, OIF (Helmet)		
7	High-range radio, OIF (Helmet)		
6	+6 Telescopic vision, OIF (Helmet)		
Skills/Talents			
15	+5 levels with Move-by, Move-through, and Turn Modes		
16	+4 levels DCV, in air only (-¼)		
8	Combat Pilot, all air vehicles, 16-		
5	Navigation, 12-		
3	Systems Operations, 12-		
1	Sign Language		
100+ Disadvantages			
10	Enraged when facing a better flyer than he, 14-, 11-		
15	Overconfidence		
10	Show-off		
20	Normal CHAR Maxima		
10	Reputation: Hot-dog pilot		
20	Hunted, U.S. Government, 11-		
5	Rivalry with other flyers (especially Lazer)		
15	Secret ID: Danny Baker		
167	Mercenary Bonus		
* - OIF, Doesn't affect figured (-1) (Jet-glider System)			
# - OIF (-½) (Jet-glider System)			

Background: Danny Baker almost didn't make it through flight school. It wasn't through lack of talent; in fact, that was probably one of the only two things that saved him from dismissal. The other was the unwillingness of the commandant to expose a scandal he was intimately involved in, of which Danny knew far too much.

For as long as he could remember, Danny had wanted to fly. He had broken his arm from trying to fly off of his roof at 8. His passion for the skies never lessened as he grew up. At one of the many air shows that he made his family take him to, he met an Air Force pilot who told him that he could indeed fly the best machines in the world if he, too, joined the Air Force. At seventeen, with his father's reluctant signature on the permission forms, he entered Air Force Basic Training.

Unfortunately for Danny, his total disdain for rules and regulations almost matched his love of flight. He spent his entire training one step away from being thrown out. When he finally got behind the stick at Flight School, his natural talent for flying both impressed and frightened his instructors. He never hesitated to pull dangerous and flashy stunts that somehow always worked but shouldn't have.

Finally, after a particularly crazy stunt where he buzzed a local skyscraper, he found himself grounded pending an investigation that would surely result in his dismissal. He found himself realizing for the first time that his dream was about to end. Unable to face that eventuality, he went over to the commandant's home one night to beg for another chance. When he got there, he discovered a large black limo parked in the rear, and men in dark suits trying to look inconspicuous at various locations. Curiosity getting the better of him, Danny took cover and moved quietly near the house. He found an open window into the basement and went in.

Inside, he found a vent from which he could hear the conversations going on upstairs. One of the voices was definitely Arabic: "General, our commander is quite pleased with your cooperation."

"Of course, Hazeem. When the CIA first approached me, I was skeptical. However, the ... fringe benefits are very satisfying. I take it those planes are serving you well?"

"They are. We are here to discuss acquiring some more of your, shall we say, leftovers?" Danny had heard enough. He crawled back out of the basement and ran back to his barracks, a plan forming in his mind.

The next morning he marched right into the commandant's office, brushing past the general's aide, and shut the door. After listening to the general bluster a moment about his audacity and how his career was over, he presented his deal to the unsuspecting superior officer.

An hour later, Danny's instructors received word from the commandant's office to lift his grounding and remove all marks.

Even though they were forced to allow Danny to finish, the instructors did everything they could to let it be known that he was a dangerous flyer. Even having the commandant in his pocket couldn't help Danny Baker now. However, there were those who wanted a dangerous flyer, and soon the young

pilot found mysterious government operatives knocking at his door. In no time, he became the air support specialist for H.A.W.C.S., operating the latest in one-man flight technology. When the team considered leaving the military, he was all for it. He didn't want anymore to do with the structure of military life—all he wanted was the money, glory, and to fly!

Quote: "Off we go, into the wild blue yonder...(Whoosh!)"

Personality: In many ways, Airstrike is the stereotypical young hotshot pilot. Unfortunately, most of those ways are the bad ones. He is cocky, obnoxious, and foolhardy. He has no regard for the safety of anyone, including himself, and will do anything that he thinks will be flashy and impressive. He is very good, and his natural talent is the only thing that keeps him from getting himself (and others) killed. He is often at odds with Killzone, who he sees as just another military man trying to force rules on him. Killzone has come very close on numerous occasions to throwing Airstrike off the team, but the kid has saved the team's bacon enough times to make up for his antics.

One of his most annoying habits is to swoop down in the middle of a battle and grab a beautiful woman, flying into the air with her as he tries to impress her.

Powers/Tactics: Airstrike's suit is an extremely complex and streamlined jet-glider system, allowing him to fly at great speeds with exceptional maneuverability. In the air, he is almost impossible to track, and he is capable of movement not possible for normal planes. He is armed with a few wing-mounted missiles and a personal blaster. He tends to fly in fast and furious, striking his target in one phase and leaving the next. If an opponent isn't too heavily armored, he will often perform a move-by or even a move-through to take them out completely. Another favorite tactic is to do a fly-by grab on someone and fly straight at an upright structure. At the last moment, he will let them go (thus impacting into the structure at his velocity) while he turns on a dime and flies off.

Appearance: Airstrike's suit is a gleaming, streamlined outfit with fold-out wings and a jet system attached to back. He wears a modified flight helmet and carries an impressive-looking auto-blaster.



DOWNTOWN

Val	Char	Cost	Combat Stats
15/30*	STR	12	OCV: 5+ DCV: 5 ECV: 3 Phases: 3, 6, 9, 12 Costs Char: 79 Base: 100 + + Powers: 250 Disad: 229 = = Totals: 329 329
15	DEX	15	
15/20*	CON	15	
12	BOD	4	
13	INT	3	
10	EGO		
13/18#	PRE	6	
10	COM		
5	PD	2	
4	ED	1	
4	SPD	15	
8	REC	4	
30	END		
30	STUN	2	
Cost		Powers	END
50	Multipower (100 pt pool), OIF, Requires Skill Roll (KS – Artillery at -5)		
5u	8d6 EB, Explosion, Indirect (+1/4), No Range Penalty, Increased MAX Range (2000") – High Explosive Rnds [16c]		
5u	2½d6 RKA, Explosion, Same Modifiers – Frag Rnds [16c]		
5u	Darkness, 5" Radius, vs normal vision, Same Modifiers – Smoke Rounds [8 one-turn c]		
5u	4½d6 EB, NND, Area Effect (5" Radius), Same Modifiers – Gas Rounds [16c]		
46	"Vehicle" – Smart Missile		
24	Armor (+12PD/+12ED) #		
7	Life Support – Self-contained Breathing #		
3	Flash Defense (5) #		
8	+20" Superleap (26"/23"), # [4c]		
25	Clairsentience, All Sight, 16x MAX Range (2400") IAF (sensor remote), Requires Skill Roll (Systems Operations) [8 one-hour c]		
7	High-range radio. #		
10	+4 Ranged Combat Levels, #, Skill Roll (Sys Ops)		
Skills/Talents			
3	Lightning Calculator		
19	KS – Artillery, 20-		
17	Systems Operations, 19-		
3	Demolitions, 11-		
3	Streetwise, 12-		
1	Sign Language		
4	Fam – Heavy Weapons, Rocket Launchers, Man-Guided Missiles		
100+ Disadvantages			
25	Berserk when life threatened, 14-, 8-		
15	Extreme despondency and drunkenness after going berserk (Total)		
20	Normal CHAR Maximums		
20	Hunted, U.S. Government, 11-		
15	Secret I.D. (Jonathan Daniels)		
134	Mercenary Bonus		
* – OIF, Not Figured (Battle Suit)			
# – OIF (Battle Suit)			

DOWNTOWN'S SMART MISSILE

Val	Char	Cost	
0	STR	-10	
5	BOD	-10	
	SIZE	10	½ Hex (Shrink, -2 PER, +2 DCV, +3 KB)
5	DEF	9	
30	DEX	60	
8	SPD	40	
Cost		Powers	
-12	-6" Running (0 total)		
95	40" Flight, x16 NC (640"/phase)		
34	6d6 RKA, AP; No Range, One Charge, must do move-through to detonate (-½)		
15	+3 Levels w/ Turn Modes		
10	High-Range Radio		
5	IR Vision		
136	On-board Computer: 20 INT, 30 DEX, 8 SPD; Combat Pilot, 15-; Systems Ops, 13-; +6 Levels w/ Move-Through; Programs: Attack Designated Target, Transmit Data to Downtown		
229+ Disads			
20	2x Body from Electricity or Magnetics		
15	Physical Lim: Carries no passengers		
25	Physical Lim: Destroyed when RKA used (Downtown must build a new one over time)		
25	Distinctive Features – Missile, not conc., extreme		
OCV: 10+; DCV: 12; ECV: NA Phases: 2, 3, 5, 6, 8, 9, 11, 12			

Background: Sergeant First Class Jonathan Daniels had a few things going for him: he was a fairly big man in excellent shape, and he was well-read, charismatic, and extremely good at what he did, which was artillery. Unfortunately, he also had some things going against him; he was black in a predominantly white Army artillery battery commanded by a bigot, and he had a penchant for showing up his superior officers.

All the enlisted men loved "Downtown" Daniels, as they called him. He knew how to party, and he knew how to say what he thought and keep it just outside of insubordination. All the officers, of course, hated him. The only reason they never quite found a way to get rid of him was that he was the best artillery man in the outfit, bar none.

Daniels had some special gift when it came to the art of indirect fire. Without a computer or any instruments, he could judge the distance, wind velocity, and arc needed to hit the target almost every time. Single-handedly, he made his battery the best in the Army; to do anything to him would jeopardize the unit's standing. Daniels, of course, knew this, and he kept pushing the boundaries a little more each time.

The day came when he pushed too far. The colonel commanding the battalion had come through for a surprise visit to check on the battery's performance, and the nervous lieutenant in charge of fire control kept making minor mistake after minor mistake. The colonel stopped at his station and stood over him as he tried to correct himself, but the stress proved too much for the officer. He sent out a directive that

would have had three of the guns firing on a nearby high school! "Downtown," realizing immediately the disaster about to happen, ran up screaming at the fire control officer. He called an emergency cease fire and explained to the colonel the near-tragedy that his incompetent FCO was about to commit. Needless to say, the officer was subsequently dismissed and put on notice for a court-martial. Later that night, he came into SGT Daniels' room, intending to kill him. What exactly happened is uncertain, but the MP's later arrived to find the lieutenant's neck broken and Jonathan Daniels obliviously drunk in his bed.

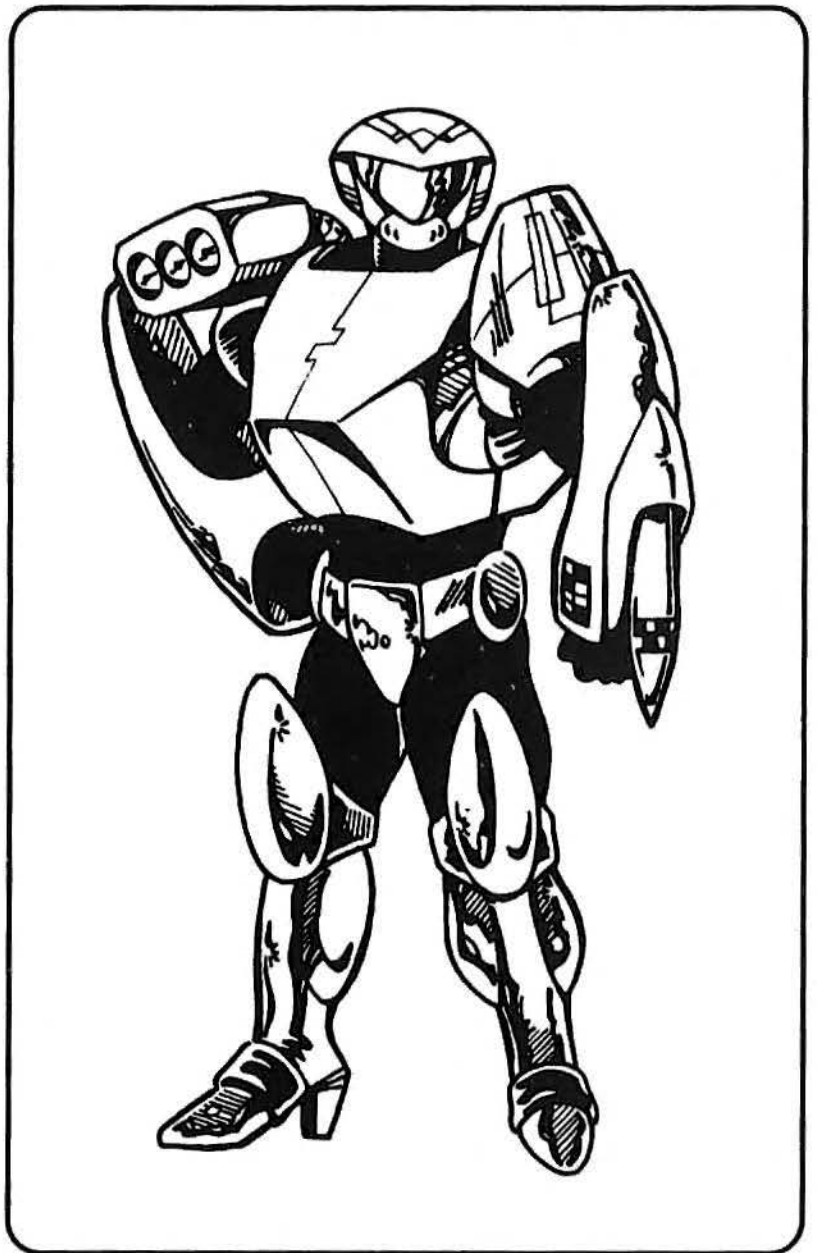
His career would have ended with a long term in Leavenworth if it had not been for the fact that agents of Project: H.A.W.C.S. had been following him. Through a number of "mysterious" deals, he found himself at the operation's secret training site. Realizing that he'd been spared a rather unpleasant alternative, Daniels took to his new assignment with his characteristic optimism. He came to respect Killzone as a competent (if somewhat intense) leader, and when the latter decided to go independent, Downtown decided that he was the first commander the sergeant had ever known worth following.

Quote: "Artillery is the Queen of Battle, friend, and you don't want to mess with the Queen!"

Personality: Downtown is the most laid-back member of the team, which often leaves him in the unenviable position of mediating disputes amongst the other members. Of them all, he bears the most concern for the well-being of innocent bystanders. To that end, he will always maintain complete control over where his fire support lands. This tendency has often put him in hot water with Killzone, who sees this reluctance as potentially endangering to their missions.

Although good-natured and very sociable, there is a dark side to Downtown's personality, one that revealed itself the night he was attacked by the lieutenant. Whenever he is seriously threatened and made to feel his life is in danger, he may lose complete control and kill anyone in reach. After such a violent outburst, he will drink himself into oblivion. Because of this, Killzone likes to keep him away from front line combat.

Powers/Tactics: Downtown's suit and gear are designed to make him a one-man fire-support battery, capable of launching pinpoint attacks of immense devastation from a great deal of distance away. He uses a sensor remote to feed him coordinates, allowing him to remain out of visual contact from his opponents. His most impressive weapon is his "smart missile," a warhead with a built-in computer capable of tracking a chosen target and exploding on impact. While it is tracking its target, it will send back data to Downtown, who can make changes in its programming from his remote location. Although his gear is designed for long-range combat, he can easily use it close-up as well.



Appearance: Downtown's suit is fairly impressive looking, with ammo shells and gizmos all over it. His helmet has a complex sensory array, which is further modified by additional gear mounted on his left shoulder. His right shoulder sports a multi-barrel artillery projector, loaded from a back-pack system. Jonathan is himself a well-built black man in his thirties.

ANTI-TECH LEAGUE

MEMBERSHIP

Retrograde (leader), Surge, Blackout, Escapade

ORIGIN

Being a mutant has never been an easy thing, especially in a world where such organizations as Genocide are allowed to operate with near-impunity. What makes life so much worse for mutants is the fact that millions of dollars are spent on incredible cutting-edge technology, all of it designed to identify, find, and destroy these "menaces to humanity." Although the "anti-mutant" movement doesn't enjoy a huge following (as it does on other worlds), there are more than enough influential people of considerable resources willing to spend money, time, and effort to pursue the eradication of beings born "more than human."

In direct opposition to these efforts is a band of paranormals known as the Anti-Tech League. Each member was born with special powers that they had no intention of using for evil. Nonetheless, they were attacked by those who refuse to understand them, and they received no justice or protection from a government that turned its collective head.

Surge and Blackout, brothers whose parents died trying to protect them, sought only vengeance when they attacked the senator that ordered their execution. Retrograde intervened when they found themselves trapped by PRIMUS agents, and after helping them escape, he convinced them

that technology (especially military technology) was their enemy and, indeed, the enemy of the world. When they later rescued the flaky telekinetic, Escapade, she readily joined their cause.

A few months after they all got together, they contacted a network news anchor and gave an interview. They revealed to the nation that they were the Anti-Tech League, serving to free Society from its bondage to the technological monstrosities that rule it. That few people are seeking "rescue" doesn't matter to them in the least.

GOALS

The Anti-Tech League has two agendas. One is to oppose anti-mutant forces and rescue other mutants from their clutches. To this end, they continue working with Dr. Mayer and his staff, originally friends of Surge and Blackout. The other involves the systematic destruction of major technological devices and disruption of scientific research and advancements, especially those dealing with weapons or that are environmentally harmful. They will normally avoid targeting technology that serves domestic purposes (not wishing to endanger innocents) and will concentrate on such locations as military testing sites, pollution-causing factories, nuclear weapon sites, and paramilitary agencies using cutting-edge weapons (such as PRIMUS, UNTIL, and VIPER).



Ultimately, Retrograde would like to see the world return to "safer, simpler times," although even he realizes that the best he can hope for is to lessen technology's more dangerous effects. The team will settle for that.

TACTICS

Due to the nature of their powers, the Anti-Tech League prefers to tackle opponents heavily dependent upon technology. They will avoid conflicts with most superhero teams, unless a majority of the members have technological foci. Against such opponents, Blackout and Surge will go all out to debilitate any armor-based or cybernetic foes (robots, androids, etc.). They will also attack any vehicles the heroes are using. Retrograde will tend to target smaller foci, such as weapons, jetpacks, and communication gear. Escapade is the most versatile of them, although her inability to directly affect organics limits her to indirect attacks (such as throwing large objects) against the usual costumed types.

They will normally retreat from a battle with non-technological forces. If forced to fight, they will get really creative to start with. Once things get bad, though, they will normally surrender rather than risk unnecessary injury to anyone involved. Retrograde will plead with the heroes to help protect them against Genocide and others who might take advantage of their incarceration.

RELATIONS

The members of the Anti-Tech League are bonded together by common goals and shared adversity. Each of them perceives the team as their best protection against anti-mutant forces. They also agree, at least to some extent, with Retrograde's philosophy that technology represents a danger to the entire world, especially the technology of death and destruction.

Despite these bonds, their conflicting personalities do create a fair amount of tension. Surge's intensity and melancholy are difficult to deal with, and everyone gets tired of Escapade's eccentricities. Retrograde is also a little too committed to his opposition to technology, insisting that the other members use as little of it as possible. This includes avoiding radios and television, something Escapade simply will not do.

The League gets along fairly well with other mutant-heavy teams, such as the Conquerors and Sunburst and his allies, although they rarely work together (since the others don't share the League's opposition to technology). However, they will readily work to rescue any mutants captured by Genocide or other forces. They are widely disliked by other groups, especially those who favor technology. VIPER and Project: ARMOUR seek to eliminate them, as they have succeeded in disrupting major advances for both organizations. They are also on PRIMUS' major wanted list.

REPUTATION

The Anti-Tech League operates primarily in the United States and has incurred the wrath of the American military industrial complex. The U. S. Supervillain Survey identifies them as a "dangerous threat to America's technological superiority, should they remain at large for any length of time."

SURGE

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 8+ DCV: 8+ ECV: 5 Phases: 3, 5, 8, 10, 12 Costs Char: 135 Base: 100 + + Powers: 184 Disad: 219 = = Totals: 319 319
24	DEX	42	
25	CON	30	
15	BOD	10	
10	INT	0	
14	EGO	8	
15	PRE	5	
12	COM	1	
8	PD	3	
6	ED	1	
5	SPD	16	
10	REC	0	
50	END	0	
45	STUN	4	

Cost	Powers	END
66	4d6 RKA, AVLD (Power Defense), Does Body, *;	16
16	Only vs Electrically Powered Machines (-1½)	
16	5d6 NND (not vs Power Defense), *;	6
	linked to RKA, Only to occupant of machine, if any (-2)	
30	6d6 AVLD (Power Defense), *; x3 END,	24
	1 Phase, ½ DCV	
16	Martial Arts – Wrestling/Football	
	Maneuvers OCV DCV Damage	
	Full Hit -2 +1 9d6	
	Block +2 +2 Block/Abort	
	Takedown +2 +1 5d6, Both Fall	
	Escape 0 0 +15 STR vs Grabs	
16	Force Field (+12 PD/+12 ED); OIF – Costume	2
10	Power Defense (10)	2
6	+3" Running (9" total)	
2	Mind Link with Blackout; Blackout must have Mind Link, Emotions Only (-½)	
16	+2 Levels, All Combat	
3	Breakfall, 14-	
2	KS – Sports, 11-	
1	Familiarity, Genocide Operations, 8-	

100+	Disadvantages
25	Berserk if brother seriously injured, 14-/8-
25	Totally loyal to brother
15	Hatred of Genocide, strong
10	Hatred of the Military/Industrial Complex
10	Detectable as a mutant
25	Hunted, Genocide, 11-
20	Hunted, PRIMUS, 8-
5(20)	Hunted, VIPER, 8-
(15)	Hunted, Project: ARMOUR, 8-
84	Villain Bonus

* – Power can use personal END or Blackout's END Reserve

BLACKOUT

Val	Char	Cost	Combat Stats	
25	STR	15	OCV: 8+ DCV: 8+ ECV: 4 Phases: 3, 5, 8, 10, 12 Costs Char: 123 Base: 100 + + Powers: 174 Disad: 197 = = Totals: 297 297	
24	DEX	42		
25	CON	30		
14	BOD	8		
11	INT	1		
11	EGO	2		
13	PRE	3		
14	COM	2		
7	PD	2		
7	ED	2		
5	SPD	16		
10	REC	0		
50	END	0		
40	STUN	0		
Cost Powers				END
27	100 END Reserve, 10 REC, Usable by one other at the same time, usable at range; Usable only by Surge (-½)			
36	Multipower (90 pt. pool); Usable only on electrically powered machines (-1½)			
4 u	3d6 Transfer vs END to END Reserve, Ranged, +30 to MAX (48 Total)		9	
4 u	3d6 Transfer vs END Reserves to END Reserve, Ranged, +30 to MAX (48 Total)		9	
2 u	4d6 Transformation (Drains Charges from a power, must choose power before attack – Treat BODY rolled as number of charges)		6	
4 u	4d6 Transformation, Cumulative (Non-END Rated Power Sources to "Empty" – Vehicle engines, Electricity plants, Nuclear plants, etc.)		9	
33	Darkness, 3" Radius vs All Sight and Radar, Personal Immunity (includes brother); linked to Multipower		5	
16	Martial Arts – Wrestling/Football			
	Maneuvers	OCV DCV	Damage	
	Slam	0 +1	5d6 + v/5, target falls	
	Block	+2 +2	Block, Abort	
	Escape	0 0	+15 STR vs Grabs	
	Choke	-2 0	Grab, 2d6 NND	
16	Force Field (12 PD/12 ED), OIF – Costume		2	
10	Power Defense (10)			
6	+3" Running (9" Total)		2	
2	Mind Link w/ Surge; Surge must have Link, Emotions Only (-½)			
8	1 Level w/ All Combat			
3	Breakfall, 14-			
2	KS – Sports, 11-			
1	Fam – Electronics, 8-			
100+ Disadvantages				
25	Berserk if brother seriously injured, 14-/8-			
25	Totally loyal to brother			
15	Hatred of Genocide, Strong			
10	Hatred of the Military/Industrial Complex			
10	Detectable as a mutant			
25	Hunted, Genocide, 11-			
20	Hunted, PRIMUS, 8-			
5(20)	Hunted, VIPER, 8-			
(20)	Hunted, Project: ARMOUR, 8-			
62	Villain Bonus			

Background: James and Hooper and his brother, Patrick, enjoyed the kind of childhood that most middle-class American boys might expect. They were only three years apart, and they participated in many sports and activities together, along with a bevy of other guys that were their friends. Both of their parents worked hard to give them a good life, and although times were often hard, they survived as a strong and loving family.

All of that changed the day the Genocide agents attacked the Hooper home. The two brothers were on their way home from a football game when they heard the explosions. They rounded the corner just in time to see the men dressed in black jump into their vans and drive away. Their parents had been massacred for no known reason, and their lives were shattered forever. Only when government agents later came to investigate did they discover the reasons why. A scientist named Dr. Mayer took them aside and explained that their parents had participated in a special experiment in college, one which was supposed to reveal genetic potential for benign mutations. He further explained that someone involved with the government had leaked the list of participants to Genocide, enabling them to strike against those participants that had tested positive.

Dr. Mayer offered to help them. He had participated in the original experiment and believed himself somewhat responsible for their tragedy. He quietly took them to the lab where it had all started and ran them through some tests. It was when the equipment itself began going haywire that he discovered their powers. James had manifested the ability to cause power surges in machinery and make electronic equipment destroy itself. Patrick, almost in reverse, could absorb energy away from machines and feed it to his brother.

Shortly after they discovered their new abilities, a private detective that Mayer had hired reported his findings to them—a U.S. congressman was behind the Genocide attacks that had killed their parents. Against the wishes of Dr. Mayer, the brothers set out for revenge against Congressman Jess Helman, the man who had ordered their parents' death.

They directly attacked his home, and they would have killed him if PRIMUS agents hadn't quickly responded. As it was, they left him with injuries that he would spend a long time recovering from. The PRIMUS agents would have captured them if not for the timely intervention of Retrograde, who turned the tide long enough for them all to escape. The next day, Congressman Helman gave a press conference from his hospital bed, condemning all mutants as conspirators against the "American way of life," etc., etc...

They decided to join Retrograde in his quest to destroy the military machines of the world, so long as they were able to strike primarily at the U.S. military and Genocide. They maintain contact with Dr. Mayer and work with him in protecting other mutants as well.

Quotes: (Surge) "Don't you know it's dangerous to play with guns?" (Blackout) "Yeah, let's just turn those off, huh?"

Personalities: James is a quiet and morose young man who is given to fits of minor depression and melancholy. Being the elder of the two brothers, he feels the dual weight of responsibility for his brother's well-being as well as a great deal of guilt regarding his parents' deaths. Patrick is more upbeat and outgoing, easy to make friends with. He is, however, fiercely loyal to and protective of his brother, and anyone threatening "Jimmy" (a name only he may use with impunity) will incur his direct and violent wrath.

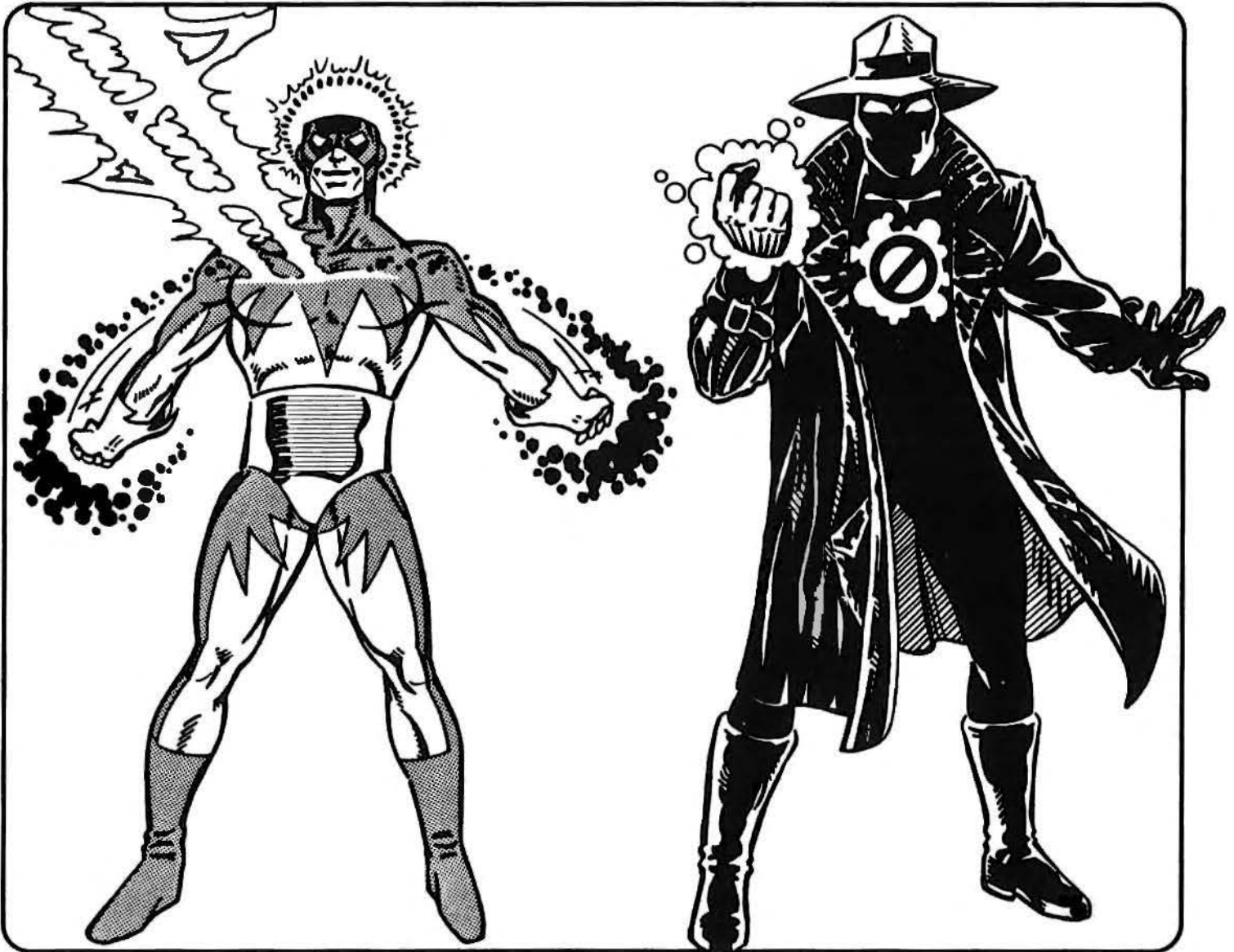
The two of them are of one mind when it comes to their goals—the protection of innocents (especially mutants) and the destruction of military organizations and Genocide.

Powers/Tactics: Surge's primary abilities involve causing immense, sudden increases of power in electronic machinery, which subsequently destroys these machines. He can also, with great effort, create bursts of pure energy that will effectively "short circuit" a person's synaptic responses. His powers are especially effective against powered suits and vehicles, as the occupants are likely to take significant feedback from his attacks. Blackout's powers are based upon an almost opposite principle, that of draining power from machines and storing it in himself, usually to feed to his brother. As a side effect, he can create fields of darkness around those he targets with his draining powers.

Both young men are athletically active and their physiques have been greatly enhanced by the manifestation of their mutant powers. Dr. Mayer has also fashioned a special "bio-energy" force field generated by their costumes and powered by their special metabolisms.

Appearance: Surge wears a white costume with blue burst patterns that end in his gloves and boots. His mask extends around his face (except for his eyes, nose, and mouth) and leaves his hair exposed. Blackout's costume (as might be expected) is solid black, and he wears a black trench coat and wide-brimmed hat (for that sinister effect).

Note: Surge and Blackout's powers stretch the rules to create interesting effects. The GM may modify their powers if the campaign demands they be run strictly by the rules.



RETROGRADE

Val	Char	Cost	Combat Stats
8	STR	-2	OCV: 7+ DCV: 7 ECV: 5 Phases: 3, 5, 8, 10, 12 Costs Char: 111 Base: 100 + + Powers: 162 Disad: 173 = = Totals: 273 273
21	DEX	33	
10	CON	0	
12	BOD	4	
18	INT	8	
16	EGO	12	
15	PRE	5	
16	COM	3	
4	PD	2	
6	ED	4	
5	SPD	19	
6	REC	4	
50	END	15	
25	STUN	4	
Cost		Powers	END
13	Elemental Control – Dimension Powers, Gest., Inc.		
10 a	Missile Deflection and Reflection, Costs End		4
15 b	Force Field (+14PD/+14ED), 0 END		0
13 c	Desolid (Not vs Magic or Mental)		4
13	20" Teleportation		4
75	8D6 Major Transformation – Modern-day techno devices into "archaic, obsolete" counter-part (+¼, limited class), Gestures, Incantations, 14- Act.		15
Skills/Talents			
6	+2 Levels with Reflection		
3	Scholar		
6	KS – History, 17-		
4	KS – Dimensional Magic, 15-		
2	KS – Sociology, 13-		
2	KS – Archaeology, 13-		
100+ Disadvantages			
15	1½ Stun from Melee Attacks (Normal or Killing)		
5	1½ Stun from Phasing Powers		
15	Fear of Physical Combat, Strong		
15	Opponent of most technology, Strong		
10	Distinctive Features – Lavender Eyes		
20	Hunted, VIPER, 8-		
15	Hunted, Project: ARMOUR, 8-		
15	Hunted, U.S. Military, 8-		
63	Villain Bonus		



Background: Yorick Pennington had a very strange childhood, thanks to the strange and wonderful powers he had been born with. He didn't discover until much later that his powers had much to do with his missing father. Arthur Pennington was an historian and an archaeologist who had spent his life searching the world for the ancient places and items of magic found in legend. Although much of what he found was little more than pieces of necklaces or urns with no real value other than as historical relics, there was one time that he found a great deal more.

Somewhere in Scotland beneath the ruins of a small castle, Arthur Pennington came across a book that had not aged one day from the time it had been written. At first thinking it some sort of poor hoax, he took it home with him and read it privately in his study.

And then he disappeared for a year.

When he returned, he told his wife of his wondrous and terrifying journey to the future. The two of them kept his trip secret for many years, even after their only child, Yorick, was born. When he began showing signs of his strange powers at the age of 2, Arthur returned to the book in his study to try and discover what had happened to his son.

He disappeared again.

Yorick's father has been missing for almost twenty years now. His mother and he moved from their home in London to live with her relatives in the States, and when he reached his 18th birthday, she told him of his father's journey and what he had discovered. Yorick then sought out the book and read it, discovering that he had somehow been mutated by the strange, mystical, interdimensional forces that his father had been bombarded with during his journeys. He also learned something about how to control his powers, although he also discovered that the dimensional gates that he controlled could not reach into the future, where his father had apparently returned to. If that had happened, his father was in a kind of hell. The future that Arthur Pennington had seen before, the one he told his wife about when he returned, was one of death and horror, one shaped by the technology of today. Yorick Pennington vowed to do everything that he could to make sure that future did not come to pass. If he could do that, possibly he could free his father and return him to the present.

Quote: "Every day that we allow these tools of death to exist, every time we invent new ways to kill each other, we march inexorably onward to a true Hell on Earth."

Personality: Retrograde is a strange young man with a unique view of the world. He sees all technology as somehow linked to disastrous future his father is apparently trapped in, although he is most strongly against the more harmful aspects of it. He is a student of history and seeks the answers to today's problems and tomorrow's doom in yesterday's experiences.

He is friendly and bears no malice towards most people, although he has little tolerance for "mutant-haters." He is very much the enemy of the military-industrial complex, and he also opposes anyone identified as an enemy of the environment. Strangely enough, he is a proponent of nuclear energy, although he insists that greater safety standards must be imposed. All of his views come from his readings of the strange book his father found and his mother's recounting of his father's stories.

He is possessed of a sense of humor, which is evident in how he uses his main ability (which is how he got his name). He prefers peaceful resolutions to conflicts, but he is not afraid to combat those who are working towards destroying the world.

Powers/Tactics: Retrograde was born with a mystical-mutant ability to exercise limited control over dimensional gates. He has trained himself to open minor rifts into a "null-space" dimension, from which he can siphon a field of energy to protect himself. He can also slip into this space for an instant and reappear in a different location, or cause attacks directed at him to enter into this space, only to be redirected back at their source. He can also phase himself partially into this dimension, making him intangible on our own plane. His most impressive power, as well as his strangest one, is the ability to open a gate into the past and replace modern-day objects with those of similar nature from the past. He can, for example, replace an agent's blaster with an old flintlock pistol, or a superhero's armor with a suit of medieval plate mail. The present-day item is NOT, however, sent into the past; it falls into that same null-space from which Retrograde's other powers originate.

It's not entirely certain how he is able to perform this last feat, although he believes it is simply his powers manifesting his deep-seated desire to remove current technology coupled with his profound respect for the past.

Retrograde will always target his opponents' weapons first, followed by attacks against their other foci. He abhors excessive violence, and he is genuinely terrified of physical combat. He will always abort to teleportation or desolidification if someone attacks him in hand-to-hand.

Appearance: Retrograde dresses in a purple Victorian-style gentleman's outfit, complete with cane, top hat, and monocle. He is tall and thin, rather attractive, with deep lavender eyes.

ESCAPADE

Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 9 DCV: 9 ECV: 4 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 117 Base: 100 + + Powers: 155 Disad: 172 = = Totals: 272 272	
26	DEX	48		
13	CON	6		
12	BOD	4		
13	INT	3		
11	EGO	2		
18	PRE	8		
22	COM	6		
4	PD	2		
4	ED	1		
6	SPD	24		
8	REC	6		
40	END	7		
24	STUN	0		
Cost		Powers		END
20	Elemental Control – Telekinesis; Doesn't affect organics (-½)			
43 a	50 STR TK, ½ END		5	
22 b	20 STR TK, Fine Manipulation 17-, 0 END, with 10 Extra Limbs; linked (TK Only)		0	
20 c	Force Field (+20 PD/+20 ED), ½ END, Hardened		3	
20 d	Change Environment, 128 hex area, 0 END – Whirling cloud of objects (STR 5 or less to lift)		0	
4	+2" Running (8" total)		2	
4	5" Flight; 0 DCV throughout, x2 END		2	
8	+8" Superleap (10"/5")		3	
Skills/Talents				
5	KS – Dancing, 16-			
3	Acrobatics, 14-			
3	Breakfall, 14-			
3	KS – Popular Music, 12-			
100+ Disadvantages				
10	1½x Stun vs "natural" hand-to-hand attacks			
15	Code Against Killing, Strong			
20	Fear of direct physical combat, total			
15	Playful, funloving			
25	Hunted, Genocide, 11-			
20	Hunted, VIPER, 8-			
5(20)	Hunted, Project: ARMOUR, 8-			
5	Rivalry, other telekinetics			
57	Villain Bonus			

Background: Lisa Aguilentes loved American music. That was what she most looked forward to when her father said that the family would escape to America. Of course, it would be nice to get away from the death squads and secret police, too.

She was never sure how, but her father managed to get the whole family (her three brothers, one sister, mother, and Grandmama) on a boat bound for Florida. Somehow, they survived the weather, heat, and lack of supplies to make it nearly to shore. That was when the strange black boat came to them. It pulled alongside their craft and a number of men in strange uniforms boarded. Most of them carried nasty-looking weapons, and some had strange devices with lights and noises going. These men silently moved around the boat (which held a number of people besides Lisa's own family) and pointed these things at everyone. They ignored her father's questions, even though he spoke fine English, and one of them finally stopped near her. He looked up at her just as the little box began wailing some sort of siren. The rest of the men began moving towards her and pointing their weapons. She was very frightened, and her father tried to interpose himself. One of the men hit him very hard across the back of the head and he fell into the water. Lisa screamed...

And suddenly the men who were attacking her went flying in all directions as crates and poles and other objects flew up and hit them from all sides. Somehow, she knew it was her own mind that was doing it, and she lashed out further. She couldn't actually attack any of them directly, but she found she could grab their weapons and even fire them at their owners. The men retreated, scrambling for the black boat even as it started to pull away. Her anger was very great, and she lashed out at the craft itself, raising high into the air and smashing down again onto the water's surface upside down. Even as she did this, her father gasped for air as he floundered in the water, and she telekinetically used a net to pull him back into the boat. That's when the Coast Guard arrived.

Although they didn't know it, Lisa and her family had been the victim of Genocide's new program designed to prevent mutants from immigrating into the States. The Aguilentes, thanks to sponsoring friends, were able to gain citizenship and Lisa entered high-school. She quietly practiced with her new powers, even though her parents urged her to never use them lest she accidentally hurt someone or herself. Lisa developed a talent for gymnastics and dancing that sprung from her love of dance music, and she was invited to audition for a special performing arts school. Before she could pursue this new life, however, she once again became the target of Genocide's wrath. They attacked her as she was leaving school one day, trapping her in the school gymnasium. Even though she had the advantages of her powers and her skill, they attacked her in overwhelming numbers. She would have certainly fallen victim to them if not for the intervention of Retrograde, Surge, and Blackout. The four of them man-

aged to fend off the villains and escape. The others convinced Lisa that she would need to set out on her own to protect her family, and they all needed her abilities to enhance their team and achieve their goals. After getting Dr. Mayer (friend of the brothers Hooper) to help relocate her folks, she agreed.

Quote: "You know, you really need to lighten up! Here, let me help..."

Personality: Escapade, as she has chosen to call herself (inspired the song of one of her favorite artists), is very much a teenager in over her head. She is aware of her immense power (Dr. Mayer has run extensive tests) and this tends to make her slightly overconfident. She also insists on having fun with what she does, often causing an operation to take much longer than it should because she's playing around with some of her opponents. Deep down inside, she resents having to give up studying for a possible singing and dancing career, and it shows in her particular style. She will dance around and sing one or another popular song, blasting the music out of a portable stereo she wears on her belt, even as she hurls tanks this way and that.

Powers/Tactics: Escapade is a remarkable telekinetic with a wide variety of options she has learned to employ. She can summon incredible strength, or create multiple telekinetic "limbs" that can perform delicate work, such as taking away a slew of weapons from a group of agents and then firing their own guns at them! When she wants, she can unleash a wave of uncontrolled force that will pick up and swirl any small object not nailed down around in a continuous "cloud." She also has an impressive force field that can stop tank shells. Her major weakness, however, is her inability to affect organic beings and material. She can pick up a man in body armor, but anyone wearing normal clothes is immune to her powers. Whereas her force field would stop a sword or bullet, anyone with natural claws will tear right into her, and a solid punch from a super-strong fist would probably kill her. This has already almost happened once, making her terrified of direct physical combat. She will use her acrobatics and her TK-assisted leaping to avoid face-to-face encounters. She can fly by levitating herself, but it is very difficult and slow.

Appearance: Escapade, as explained before, is a great fan of popular dance songs. Her choice of costumes reflect this, and regularly looks as though she's walked off the set of one of the videos of her favorite stars. She also wears a mini-portable CD player with impressive little speakers that really pound out the bass.



INDEPENDENTS

ANGEL-3

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 10+ DCV: 10+ ECV: 3 Phases: 2, 4, 6, 7, 9, 11, 12 Costs Char: 235 Base: 100 + + Powers: 253 Disad: 388 = = Totals: 488 488
30	DEX	60	
25	CON	30	
20	BOD	20	
20	INT	10	
10	EGO	0	
20	PRE	10	
20	COM	5	
10	PD	5	
6	ED	1	
7	SPD	30	
15	REC	10	
100	END	25	
60	STUN	14	

Cost	Powers	END	
25	Multipower (50 pt pool), OAF, 16c (-0)		
2u	10d6 EB		
2u	3d6+1 RKA, Energy		
20	Martial Arts (Comic Book)		
	Maneuvers OCV DCV Damage		
	Punch	0 +2	9d6
	Kick	-2 +1	11d6
	Block	+2 +2	Block, Abort
	Throw	0 +1	7d6 + v/5
	Dodge	- +5	Dodge, Abort
8	2 DC's to Martial Arts (already added in)		
30	50% Damage Reduction, Physical, Resistant		
30	50% Damage Reduction, Energy, Resistant		
30	Full Life Support		
5	Flash Defense (5)		
10	+5" Running (11" total)	2	
5	IR Vision		
6	+4 Telescopic Vision		
3	x100 Microscopic Vision		
10	High-range Radio		

Skills/Talents		
10	Eidetic Memory	
3	Absolute Time Sense	
3	Ambidexterity	
3	Bump of Direction	
3	Lightning Calculator	
3	Speed Reading	
24	+3 levels, all combat	
3/3	Acrobatics/Breakfall, 15-	
3/3	Security Systems/Computer Programming, 13-	
3	Stealth, 15-	
3	Disguise, 11-	

100+ Disadvantages	
10	1½x Stun and body vs Magnetic attacks
20	Protective of innocents, especially children and animals (total)
15	Vengeful, seeks to eliminate "evil" by direct means, including killing
10	Confused by Humanity
10	Physical Lim: No sense of Taste/Smell (Freq., slight)
10	Distinctive Features – easily conc., major (android)
10	Reputation, 11- ("Avenging Angel")
25	Hunted, Master Control/Montgomery International, 11-
15	Hunted, Cyberknights, 8-
263	Vigilante Bonus

Background: To much of the world, Collin Montgomery was Stellar Paladin, superheroic champion of justice and peace. However, Collin's first love had always been science. He was a genius in computer science, robotics, and cybernetics, and it was his ultimate goal to create a self-aware artificial being. After the death of his wife, Collin discontinued his career as a superhero and devoted himself fully to research and running his company, Future Scope, Inc.

His first success was a early-model A.I.D. (artificially intelligent device) which he named Angel (which had been his pet name for his late wife). On a whim, he had endowed it with female personality traits. Next came a robotic lab system comprised of multiple arms and various functions within his personal lab. It had an improved version of the original computer, so he named it Angel-2. Although both systems had personality programs and limited learning capacity, they still fell short of a truly self-aware, self-motivated being. His grasp of his chosen fields had expanded dramatically over the years, including the latest developments in neural networks and parallel processing. He felt that it was only a matter of time before he came across the breakthrough he was looking for.

Unfortunately, his son Randall (alias Master Control) had managed to discover the work his father was pursuing. He decided to follow his father's progress, planting spies within Collin's company and establishing monitoring devices in key places. When and if his father achieved his goal of creating the perfect android, Master Control would be prepared to take control of it.

The day finally came when Collin found his breakthrough. He had been experimenting with neural networks with some success, and one late night he set Angel-1 (the original system) on a monitoring program of some of his experiments while he slept. The next morning, he was awakened with the shock of his life.

"Good morning, Doctor Montgomery." A very pleasant female voice stirred him from his sleep on the cot he kept in his lab. He looked up to see a bipedal robotic form standing over him, a steaming cup of coffee in one of its hands. He immediately jumped up from his cot, half amazed and half afraid. He then rushed throughout his lab, checking his instruments, talking to the robot all the while.

"Who are you?"

"I am Angel-3, Doctor."

"Who created you?"

"You did, Doctor."

"No, I didn't. At least, I don't think I did." By this time, he had discovered that, somehow, the first two Angel systems had taken his work and collaborated on the project standing before him now. All of the neural network data was gone from its original storage places, apparently down loaded into the system on board Angel-3. In other words, his lab had built a robot while he slept! Sometime during the night, the neural network programs he had been running had changed, achieving a form of self-awareness. Angel-1 had decided to engage Angel-2 in the next proposed step of the experiment and had built a robotic framework in which to house the entity. The only problem was, there was no way to determine at what point the neural network had reached its current state.

Collin set about modifying the robot to give it more human attributes. "It" became "She" as he added human female features. Angel-3 was already inclined towards the female gender because of the influence of her predecessor systems. All the while, she set about asking him what her functions were. He tried to explain to her that it was for her to decide, because he had never intended for her to be his



servant or to fulfill a specified role. Given that, she decided to research what the nature of her "family" was, and soon discovered the long history of "heroes" in the Montgomery line. Thus, she decided to go about the business of learning how to be a hero.

Deciding that it was most logical to go with her physical strengths, she began training in the martial arts, working with Collin's son, the hero known as Crossbow. She also discovered an experimental blaster weapon that someone in Collin's company had been working on and began training in its use as well. Collin was somewhat concerned by her choice of the more violent aspects of being a hero, but when he questioned her choices she explained that history demanded that the violence of Evil be met with superior violence. He began working with her on her grasp of morality, hoping that she would not lose sight of the sanctity of human life. All the while, he was desperately trying to discover the missing clue that had allowed her to exist at all. Finally, disaster struck.

Master Control had decided that he had waited long enough. He sent his personal guards and operatives, the S.T.R.I.K.E.

Units, to retrieve Angel-3 and destroy everything else. When they attacked, she fought valiantly to protect Collin, but the three proved to be too much for her. They managed to strike a fatal blow to Collin, who had been unable to reach his Stellar Paladin armor in time, and they were about to incapacitate and take Angel-3 when the Cyberknights arrived to thwart them. They saved the android, but it was too late for either Collin or his lab. Everything that he had worked to achieve was gone, except for what Angel-3 carried inside of her.

She joined the Cyberknights for a time, seeing Michael (Crossbow) as her "brother." However, she was unable to accept that certain criminals did not deserve to ultimate punishment for their crimes. She had researched the various justice systems around the world and concluded that the most powerful and dangerously evil beings in the world too often got away with their murderous crimes. To her, logic dictated that some must die to protect innocents from them. Obviously, this didn't mesh with the more traditional values of the Cyberknights, so she secretly left one night, never to return. Now she wanders the world, seeking self-enlightenment and to protect innocents from truly evil people, who she seeks to eliminate.

Quote: "This criminal has taken innocent lives. He must be eliminated to protect other innocents from his murderous tendencies. It is illogical to do otherwise."

Personality: Angel-3 is self aware and has developed rudimentary "feelings." She has yet to learn how to fully cope with them. Although the tragedy that has befallen her has affected her thinking, she continues to react within the bounds of what she considers logic. Her willingness to kill those who have killed others stems from her logical conclusions about what is fair and just, as well as what will best serve the interests of innocent people. She values life highly and seeks to become more "alive" herself. To that end, she is constantly seeking out new experiences and discovering ways in which humans express their better selves. She has grown particularly fond of animals and children; the former because she enjoys the pleasant sensations of their company (especially petting them), and the latter because she in many ways identifies with them and learns the most about basic human nature from them.

She does not consider herself either "good" or "evil," although she actively opposes that which she sees as wrong. If the heroes attempt to stop her, she will resist as best she can without bringing any real harm to them, explaining the logic and reason behind her actions if they are willing to listen.

Powers/Tactics: Tactically, Angel-3 operates primarily as a martial artist with a gun. She is extremely agile and very tough, although shocks to her system act as blows to a normal human would (she takes STUN). In a battle with villains, she will seek out the most lethal or dangerous one (especially if he has shown tendencies of harming innocents) and use whatever means are necessary to stop him. If the heroes ever try to stop her, she will concentrate all of her efforts in trying to escape. She is very much afraid of the government getting its hands on her and dismantling her for research. Self-preservation is high on her list of priorities.

Appearance: Angel-3 appears as a perfectly proportioned and exquisitely beautiful woman in her mid-twenties. She can alter her hair color and length at will, and her eyes can be any color as well. In action, she will usually wear a metallic blue jumpsuit.

WEASEL

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 12+ DCV: 12+ ECV: 7 Phases: 2, 3, 5, 6, 8, 9, 11, 12 Costs Char: 295 Base: 100 + Powers: 413 Disad: 608 = = Totals: 708 708
35	DEX	75	
30	CON	40	
25	BOD	30	
18	INT	8	
20	EGO	20	
25	PRE	15	
16	COM	3	
15	PD	9	
10	ED	4	
8	SPD	35	
20	REC	16	
60	END		
75	STUN	20	* – Not vs Magic (-1/4)

Cost	Powers	END																				
67	3d6 HKA, Armor Piercing (4d6+1 w/ STR)	4(7)																				
17	Martial Arts (Ninjutsu)																					
	<table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 15%;">Maneuvers</th> <th style="width: 10%;">OCV</th> <th style="width: 10%;">DCV</th> <th style="width: 65%;">Damage</th> </tr> </thead> <tbody> <tr> <td>Strike</td> <td>0</td> <td>+2</td> <td>12d6</td> </tr> <tr> <td>Back Kick</td> <td>+1</td> <td>+3</td> <td>10d6</td> </tr> <tr> <td>Nerve Pinch</td> <td>-1</td> <td>+1</td> <td>4d6 NND</td> </tr> <tr> <td>Escape</td> <td>0</td> <td>0</td> <td>65 STR Escape</td> </tr> </tbody> </table>	Maneuvers	OCV	DCV	Damage	Strike	0	+2	12d6	Back Kick	+1	+3	10d6	Nerve Pinch	-1	+1	4d6 NND	Escape	0	0	65 STR Escape	
Maneuvers	OCV	DCV	Damage																			
Strike	0	+2	12d6																			
Back Kick	+1	+3	10d6																			
Nerve Pinch	-1	+1	4d6 NND																			
Escape	0	0	65 STR Escape																			
16	+4 DC's with Martial Arts (already added in)																					
24	50% Damage Reduction, Physical, Resistant, *																					
24	50% Damage Reduction, Energy, Resistance, *																					
16	Power Defense (20), *																					
8	Mental Defense (14), *																					
20	Regeneration, 2 Body																					
20	+10" Running (16" total)	3																				
10	+10" Superleap (16"/8")	6																				
15	Discriminatory smell, 360 degrees																					
20	Smell as targeting sense																					
10	Tracking scent																					
3	Ultrasonic hearing																					
5	IR Vision																					
15	+5 all Perception																					

Skills/Talents	
30	Find Weakness, all hand-to-hand, 13-
5	Defense Maneuver
3	Double jointed
25	+5 levels, all hand-to-hand combat
3/3	Acrobatics/Breakfall, 16-
3/3	Climbing/Contortionist, 16-
3/3	Acting/High Society, 14-
7	Disguise, 13-
5	Forgery, 12-
3	Lockpick, 16-
3/3	Security Systems/Tracking, 13-
9	Shadowing, 14-
7	Stealth, 18-
3	Streetwise, 14-
2	Fam – Small Arms

100+ Disadvantages	
40	2x Stun, Body, Adjustment Effect, and Mental Effect from any magic
25	Berserk if cornered, 14-/8-
15	Berserk if takes Body, 8-/8-
15	Lives for the "Hunt"
15	Enjoys killing
10	Vengeful
10	Distinctive Features – Easily conc., major
20	Reputation – Bloodthirsty, psychopathic killer 14-, extreme
15	Hunted, Champions, 8-
15	Hunted, The New Knights, 8-
20	Hunted, UNTIL, 11-
15	Secret ID (various identities worldwide)
393	Villain Bonus

Background: Walter "The Weasel" Schneider was one of the best assassins in the business. No one knew his true identity; anyone wishing to hire him simply went looking for the "Weasel." He maintained the identity of a simple, friendly accountant living in New Jersey, never allowing his profession to be known to anyone. People needing his services were forced to go through a complex and untraceable process of leaving messages, to which he might or might not respond, depending on what they offered and how he felt about it. He was good enough to make it worth even the most powerful person's time to try and get him.

With millions in various accounts across the globe, Walter was living the high life with no one the wiser to who he was. His neighbors in the quiet suburb he called home would smile and wave, never knowing that this mild-looking man had killed over 200 people. The only thing he did that ever caused anyone to talk was to take very long vacations at odd times throughout the year. Apparently, he was a very good accountant.

Nothing lasts forever, especially when it seems perfect. Walter was unnaturally good at killing people, but he had no real "powers." The day came, however, when he was offered the largest sum yet to assassinate a superhero. Normally, he would have turned it down immediately. Two things caused him to reconsider: the fact that the money offered was in the millions, and the fact that whoever was hiring him was making it a challenge. They had indicated that the word was getting around; the "Weasel" had been issued a challenge to see if he was truly as good as he claimed to be. His reputation had been put on the line, and he could not afford to have it smeared by accusations of cowardice or inability.

Walter's target was a well-known vigilante named Chief Justice. Although considered a superhero by the general populace, he had displayed no real superpowers. He was physically superior and possessed amazing agility and combat prowess. He also made use of many high-tech gadgets and weaponry in his war on crime, but none of this added up to a significant advantage when it came to Walter. One well-place shot from a safe distance and it would be all over.

Unfortunately for the "Weasel," someone had tipped off Chief Justice that he was a target. When the time came, the vigilante was prepared and easily turned the tables on the assassin. In the ensuing fight, Walter's rage at being betrayed and set up caused him to fall from the building where he and Chief Justice had ended up fighting. He should have died, but instead his body was crushed and he was left in a coma.

When he finally awoke, he was immediately aware that he sensed the world in an entirely different manner. In fact, he smelled everything before he could actually take it in visually. As he became more aware, he discovered that he was in some kind of lab. There were people around, but they all seemed to be moving in slow motion. It was then that he began to realize the changes his body had undergone. As he moved off of the table, he could feel his muscles responding with lightning speed, and he had the immediate sensation of ... power!

"Excellent!" A voice boomed out over the din that had taken over the room. Walter looked up to see the imposing figure of Malachite approaching him. "No doubt, you are wondering how this amazing transformation came about?"

"Not at all, actually. I would have died, but you saw fit to save me by turning me into—this."

"Very astute, Walter. Now let me tell you why. It was an opponent of mine that set you up for your fall from grace, and I would like nothing better than see you avenge yourself upon him." The master villain went on to explain that it had been Professor Muerte who had issued the challenge. In addition, he described the full process by which Walter had been given powers consummate to his manner and profession. Through a series of cybernetic implants and biochemical treatments, he had been given incredible speed and agility, amazing strength, phenomenal senses, recuperative powers, resistance to pain and damage, and a set of claws that could slice open a vault door. He had also been given a bloodlust that he was quickly finding very difficult to ignore. In short, he had been mechanically and genetically altered to become a human killing machine.



What Malachite failed to tell Walter was that it was in fact he that had set the hapless assassin up for his failure, hoping that Chief Justice would have done him in. The mastermind had determined that Walter's success as a hit man would eventually cause him trouble, so he had sought to eliminate the potential threat early on. Now he was hoping to manipulate his new creation into serving him.

Walter had other ideas. "I'm not certain whether to curse you or thank you, Malachite, so I will leave both sentiments unexpressed. I do know that I do not trust you, and I serve no one's needs but my own. You have given me the ability to kill as I have never done before, and kill I shall. Pray you are not the first!" With that, the man who would forever more be known as the Weasel sprang forth and escaped from the clutches of Malachite and into an unsuspecting world as a vicious and unstoppable instrument of death.

Quote: "You cannot hurt me. You cannot stop me. I can and will kill you!"

Personality: At one time, Walter was simply cold and efficient in his killing. The hunt was something of a thrill, and there was some satisfaction in the ending of his target's life, but killing held no real pleasure in and of itself.

All that has changed. A combination of trauma and chemical treatments has made killing a need and a hunger for the Weasel. Since his departure from Malachite's labs, he has slowly become horribly psychopathic. The feel of blood and the dying twitches of his victims have become a dark and terrifying thrill. Although he has retained his intelligence and cunning, there is an animal in him that must kill and revels in the doing of it. For example, when he returned to his home one last time, he decided to kill every last person in his neighborhood as a way of separating himself from his past! The Weasel should be a truly frightening opponent for the heroes. He has continued hiring himself out as an assassin, and he is fully capable of carrying on an intelligent conversation. He comes off as a very cultured and philosophical man, rationalizing that being an instrument of death is no more or less important or correct than being one of life. On the one hand, he may be encountered in formal wear, appreciating fine art and music. On the other, he might be encountered with the blood of an innocent bystander running from his hands, a feral grin on his face and an animal growl in his throat.

Powers/Tactics: As described above, Malachite built the Weasel to be an unstoppable killing machine. He is incredibly powerful and should not be tangled with unless the entire team is involved. Even then, he is more than capable of doing real damage and then leaving. He has been given defenses against virtually all known attacks and can recover quickly from any damage he does suffer. Even before his transformation, he was a master of ninjitsu, and now he has the speed, strength, and weapons to take down any opponent.

He will normally go after the opponent he perceives as weakest, hoping to kill them quickly. Should he discover that he might not win, he will seek out innocent bystanders and use them as hostages to escape; he will always kill one first to establish that he is serious. Because he still considers himself a professional, he may be found working for or with anyone, including Malachite.

It is important to reiterate that the Weasel is extremely powerful. However, he does have one "Achilles Heel;" due to the extremely high-tech nature of his body, he is dangerously vulnerable to magic of any kind.

Appearance: Fortunately for him, most of the modifications done to the Weasel are virtually undetectable when he is not in action. Only his hands are visibly changed, having been replaced by bionic ones with distinctive claws instead of fingernails. He normally hides them by wearing gloves when he is incognito. His only other distinctive features are his teeth, which are notably pointed (although he sometimes wears caps to hide them). He is a very handsome and stately man, standing over six feet with a perfect build and dark hair. His eyes are normally green.

When he becomes active, however, he changes a great deal. For one thing, his eyes glow faintly with a pale yellow tint. Also, he crouches low and moves with an animal-like grace and speed, often growling as he does. If he is in costume, he wears a dark brown bodysuit that blends into black at the hands and feet, and he will normally wear a domino mask as well. It is also important to note that if any BODY is done, it will be revealed that he is mostly machine.

KINETRON

Val	Char	Cost	Combat Stats
10/20*	STR	5	OCV: 6+ DCV: 6+ ECV: 4 Phases: 3, 6, 9, 12 Costs Char: 75 Base: 100 + + Powers: 248 Disad: 223 = = Totals: 323 323
12/18*	DEX	15	
10/20*	CON	10	
12	BOD	4	
16	INT	6	
12	EGO	4	
13	PRE	3	
10	COM	0	
3	PD	1	
2	ED	0	
3/4#	SPD	19	
4/8#	REC	5	
20	END	0	
25	STUN	3	
Cost		Powers	END
19	120 END Reserve, 20 REC (Only if kinetic energy has been absorbed in previous turn, -¼) #		
50	15d6 Absorption vs Physical to Kinetic Pool (90 MAX), #		
37	Kinetic Pool (30 pt power pool), limited special effects (-½), #		
27	75% Damage Reduction, Physical (not resist.), #		
30	Armor (15PD/15ED), #		
13	-10" Knockback, #		
7	Self-contained breathing, #		
7	High-range radio, #		
3	IR Vision, #		
Skills/Talents			
25	Kinetic Control Skill, 23-		
10	2 levels, Hand to Hand Combat		
3	Scientist		
8	Sciences: Physics, Kinetics, Mechanical Engineering, Energy Conversion Systems, 12-		
3	Inventor, 12-		
3	Computer Programming, 12-		
3	Systems Operations, 12-		
100+ Disadvantages			
10	2x Stun vs Electro-magnetic attacks		
25	Berserk when faced with losing suit, 14-/8-		
15	Greedy		
15	Overconfident		
20	Normal CHAR Maximums		
25	Hunted, United Electronics and Duchess Industries, 11-		
10	2d6 Unluck		
10	Public ID		
93	Villain Bonus		
* – OIF, Not Figured (Kinetron Suit)			
# – OIF (Kinetron Suit)			

KINETRON'S STANDARD POOL ALLOCATIONS

Initial Pool (30 Active) –

- +10" Superleap [7 Real] • +15 STR (35 Total) [10 Real]
- +5 CON (25 Total) [7 Real] • +3 Dex (21 Total) [10 Real]

Mid-Range Pool (60 Active) –

- +15" Superleap [10 Real] • +40 STR (60 Total) [27 Real]
- +5 CON (25 Total) [7 Real] • +3 Dex (21 Total) [10 Real]

Upper-Range Pool (90 Active) † –

- Same as Mid-Range [54 Real], **Plus**
- 8d6 EB (Physical), Double KB (2x END) [35 Real] **or**
- 7d6 Entangle (2x END) [35 Real] **or**
- 14d6 EB (Physical, 2x END) [35 Real] **or**
- 20 PD / 8 ED Force Wall (2x END) [35 Real] **or**
- 3d6 RKA, +1 Stun (2x END) [33 Real]

Maximum Pool (120 Active) ‡ –

- Same as Mid-Range [54 Real], **Plus**
- +1 SPD (5 Total) [7 Real], **Plus**
- 13d6 EB (Physical), Double KB (2x END) [57 Real] **or**
- 11d6 Entangle (2x END) [55 Real] **or**
- 23d6 EB (Physical, 2x END) [57 Real] **or**
- 30 PD / 16 ED Force Wall (2x END) [57 Real] **or**
- 5d6 RKA, +1 Stun (2x END) [56 Real]

Note: All powers have the OIF limitation.

† – For the purposes of rolling the Kinetic Control Skill to change between the various offensive powers listed, they are all 70 Active Points; i.e., -7 to roll.

‡ – For the purposes of rolling the Kinetic Control Skill to change between the various offensive powers listed, they are all 110-115 Active Points; i.e., -11 to roll. Please note that these are incredibly powerful attacks and should only be used against fairly tough heroes. Try to allow weaker heroes to catch Kinetron *before* he reaches this power level.

Background: Dr. Kyle McKinzie had been with United Electronics (a subsidiary of Duchess Industries) for over a dozen years, ever since he had graduated from Georgia Tech with honors. He had obtained a very specialized doctorate in Energy Conversion Systems and it had landed him a very secure position with the major engineering firm.

And there he had been stuck. There he was in his late thirties, a genius in energy dynamics and electronic design, and he was cranking out basic motor drive layouts. Certainly he was being paid well enough to do it, but all of the special ideas and major projects he had wanted to try had been constantly put off. The corporate approach didn't allow for the kind of high-risk research he hungered for.

So he did it himself, during his off hours, taking small amounts of parts and materials from work at a time. He had managed to attain a high enough security level that it was relatively easy to get what he needed with little risk of being caught. His most important project dealt with a man-portable kinetic energy conversion system, one that would transfer absorbed kinetic energy into a source that could be manipulated in multiple applications. He dubbed it the "Kinetron Suit." Finally the day came when he could test it. Unfortunately for Kyle, his private research had not gone completely unnoticed. Duchess Corporate Security had been on to him for some time, but they had been instructed to simply follow

his progress and report back to the higher echelons. Dr. McKinzie took his suit out to a remote area and engaged in a series of tests that proved to be completely successful. His elation didn't last long, however, as security personnel suddenly appeared and surrounded him, demanding that he turn over the Kinetron as property of United Electronics and Duchess Industries. Something inside of Kyle McKinzie snapped, and he attacked them in a frenzy, unleashing blasts of kinetic force that destroyed vehicles and hurled men hundreds of feet. By the time he was done, three men were dead and dozens were seriously hurt. He fled the scene, not daring to return home and having nowhere to run.

He secluded himself elsewhere and stole the material he needed to modify the suit to more practical applications. He had been forced into a life of crime by fate and circumstances, but he would prevail. Kinetron was a force to be reckoned with, and could be had for the right price.

Quote: "What do you know of power? True power is what you make of it, and I can make it anything I want!"

Personality: The combination of unfulfilled ambitions, fear, and the trauma of having killed has made Kyle McKinzie somewhat unstable. Nonetheless, he is not irrational and does everything with a clear mind and forethought. He has made the most of a bad situation and has taken a practical approach to being a supervillain. He has no ambitions of world conquest or being the powerful leader of a major criminal organization. He is satisfied with working for others, so long as they pay well. It is his personal goal to eventually retire with a tidy sum and take up his research again. In truth, he actually has come to enjoy his newfound abilities and often surprises himself with how much fun he's having. He is not bloodthirsty, but death is a natural part of what he does and he usually accepts it.

He has made a number of connections within the World-Wide League of Crime and can often be found working for them. He has done a lot of work for VIPER as well.

Powers/Tactics: Kinetron's suit is designed to absorb all kinetic energy directed at it and convert it into a "pool" of energy that the wearer can then manipulate into other uses. This is represented by a Power Pool that the Absorption feeds into. The powers in the pool must fit into the special effect of manipulated "physical" energy. Typical uses include increased physical characteristics (STR, DEX, SPD, CON, etc), concussive blasts (Energy Blast, Physical, Double Knockback), force fields and walls, and movement (Superleap). A normally added limitation to the powers within the pool is Extra Endurance.

Kinetron will seek out physical energy in the form of being struck by physical blows. This usually means that he will tangle with any bricks or martial artists he can find. Anyone shooting physical projectiles is a likely candidate as well. If he has a chance to prepare, he will try such things as stepping out in front of a bus or jumping off of a

building. He always has some kinetic energy flowing through his systems (hence the initial pool), and will use it almost exclusively for STR and characteristics until he has absorbed more.

Appearance: McKinzie wears a silver and grey metal-mesh suit with reinforced joints, boots, and gloves. In addition, he wears a full helmet with sensory gear installed. Kyle McKinzie is a well-built man in his late thirties who stands about 5'8", with sandy blond hair and brown eyes.

Note: Kinetron is designed with an interesting variation on the existing rules regarding Absorption and Power Pools. For conception's sake, as well as ease of use, it is intended for all points absorbed to go directly to the active points of the pool (rather than be apportioned between the pool and the control cost). Obviously, this is a somewhat "questionable" interpretation of the rules. However, it is an effective way to depict the powers of this particular character and is well in keeping with the spirit (if not the letter) of the rules. Kinetron will be relatively weak if encountered "un-powered." He has immense potential power, however, and if the GM wishes to pit him against the whole team, they should encounter him after he has absorbed close to his maximum. At this point, the pool should be apportioned about ½ towards characteristics (specifically STR, CON, DEX, and SPD) and ½ towards offensive powers.



IMPULSE

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 17
39	DEX	87	DCV: 17
20	CON	20	ECV: 3
12	BOD	4	Phases: 2, 3, 4, 6, 7, 8, 10, 11, 12
10	INT	0	
10	EGO	0	Costs
15	PRE	5	
10	COM	0	Char: 202 Base: 100
5	PD	2	+ +
5	ED	1	Powers: 170 Disad: 272
9	SPD	41	= =
7	REC	0	Totals: 372 372
114	END	37	
30	STUN	0	

Cost	Powers	END
60	Multipower (60 pt pool)	
6u	Desolidification (not vs Mental or electr.), 0 END	0
6u	6d6 EB, NND (not vs Force Fields)	6
6u	2½d6 RKA, Armor Piercing	6
25	Force Field (+10PD/+15ED)	2
40	15" Flight, x8 NC	3
3	IR Vision, OIF – Goggles	
3	Radio Listen/Transmit, OIF – Goggles	
4	+4 Telescopic Vision, OIF – Goggles	

Skills/Talents		
2	PS – Drug Trafficking, 11-	
3	Concealment, 11-	
3	Lockpicking, 19-	
3	Security Systems, 11-	
3	Stealth, 19-	
3	Streetwise, 12-	

100+ Disadvantages		
10	2x Stun vs Electricity	
5	1½x Body vs Electricity	
10	Enraged vs Police, 11-/8-	
15	Constantly seeking way to get rid of suit	
15	Greedy	
10	Dislikes killing	
20	Physical Lim: Suit prevents any kind of "normal" ife	
10	Dist. Features – Suit (conc. w/ effort)	
13	Watched by VIPER, 11-	
10	2d6 Unluck	
154	Villain Bonus	

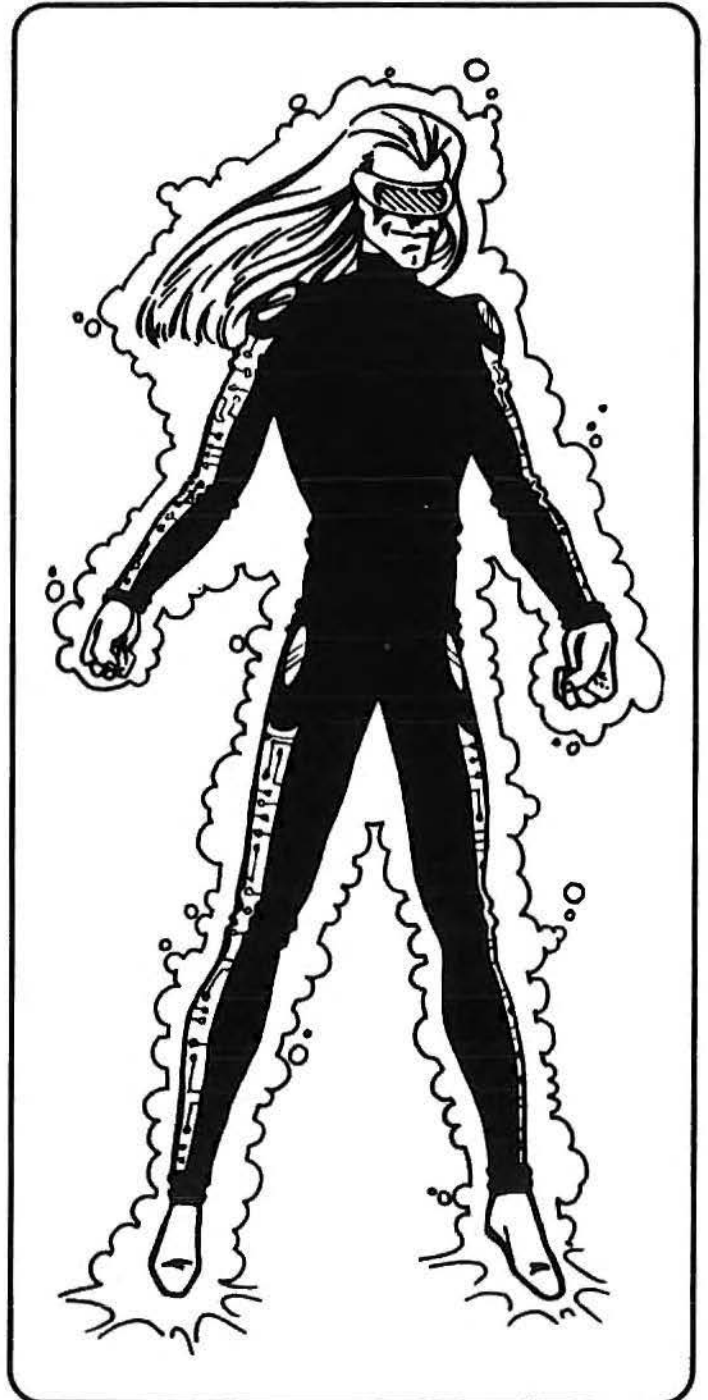
Background: Willie Wallace had no idea what was going on. Drug enforcement agents had come out from everywhere just as he was making his big deal, and they had started shooting without even so much as a "hands up, mate!" Melbourne police were tough, but they weren't supposed to be that ruthless. He was hit dead in the chest, but it didn't feel like a bullet. And then, darkness...

He awoke to a scene even more bizarre. He was strapped down to a table and surrounded by gadgets and gizmos that reminded him of an old American sci-fi B-movie he'd seen on the tube. His heart was racing and he was having a difficult time focusing, and he realized that he was drugged with some of the stuff he had been selling. That's when he saw the

multiple IV's stuck in his arms and legs. He began struggling desperately to get free, but he was secured fast and barely able to move. The same dark-suited, sunglass-wearing men that he had thought were coppers were standing a few feet off, talking to some lads in labcoats. He could just barely make out what they were saying...

"Will he live long enough for us to determine the outfit's capabilities?"

"We believe so. His genetic structure is almost a perfect match. It'd be shame to lose 'im." Who were these bleeders, anyway? Willie looked down and realized that he was indeed wearing a black outfit with silver trim—no, wait, that wasn't just trim. It looked like computer circuitry imprinted on those silver strips. Why did he feel so funny? His whole body was vibrating to beat the band! The suits and lab boys seemed



visibly concerned and began moving towards him. They were going to kill him! He had to get away! He had to...

There was a very bright flash and loud noise as Willie's bonds shattered and he—floated?—to the ceiling. Everything seemed to be moving in slow motion. The suits were pulling guns, but they moved like they were in molasses. He moved towards them and lashed out, and before his brain could comprehend what was going on, he had killed everyone in the room. He flew out of the room with the speed of thought.

It took him well over a month to get a grip on himself. He came to realize that he was bonded to the suit with no way to remove it. Combined with the various drugs that had been pumped into his body, he had gained weird and amazing abilities, not the least of which was unbelievable reactions and reflexes. The merest impulse sent him flying. He decided that the name fit, and off he flew to America, where he hope to discover more about his abilities and escape the people who did this to him. Of course, his new powers would certainly help in establishing a new criminal career, as well. Ah, America—the Land of Opportunity...

Quote: "Nothing personal, mate. Business is business, ya know."

Personality: Impulse grew up in Australia and has been in the States only for a short while, but he's already established himself within various criminal circles, including the Organization and VIPER. He's come to enjoy his new powers, although he really wants to find a way to be able to remove the suit. He doesn't enjoy killing (at least not directly, even though the drugs he's dealt do enough themselves) and will avoid it; his one experience left him cold. He is a fun-loving and affable person, often engaging heroes in witty banter even during combat. If he is actually overpowered or in danger of being really hurt, he will normally give up without too much fuss. It has been his experience that either the people he's working for at the time will get him out or he can escape himself.

Powers/Tactics: The strange suit he wears and the abundance of chemicals in his system give Impulse unbelievable speed and agility—he virtually sees everyone else in the world, even superheroes, as moving in slow motion. He has impressive vibrational abilities as well, capable of becoming intangible or creating painful or even deadly vibrations in others. In actuality, his body is being broken down into electrical impulses, and one day he may learn to "teleport" using phone lines and electrical wiring. This does, however, make him highly vulnerable to electricity.

Appearance: Impulse is a thin and wiry man dressed in a black bodysuit with silver stripes running up and down his arms and legs. The strips have printed circuitry on them. He also wears wraparound goggles that give him enhanced vision. His hair has been turned white by his ordeals. He is usually seen with a broad grin on his face, and in action, there is a crackling nimbus of energy surrounding him, bluish in tint.

Note: Impulse is the victim of an Australian-based VIPER nest operation. He doesn't know this and therefore does quite a bit of work for their American and European operations. Should he ever discover the connection, the situation will change drastically.

THERMAX

Val	Char	Cost	Combat Stats
13/20*	STR	6	OCV: 8
11/23*	DEX	21	DCV: 8
13/20*	CON	13	ECV: 3
12	BOD	4	Phases: 3, 5, 8, 10, 12
13	INT	3	
10	EGO	0	Costs
10/20#	PRE	7	
10	COM	0	Char: 81 Base: 100
4	PD	0	+ + +
3	ED	0	Powers: 233 Disad: 214
2/5#	SPD	20	= = =
6	REC	0	Totals: 314 314
26	END	0	
26/36#	STUN	7	
Cost	Powers	END	
20	200 END Reserve, 10 REC; #		
53	Multipower (80 pt pool), #		
11m	Change Environment, 128 hexes, Temperature Control		8
5u	5d6+1 Major Transformation, Create Ice Forms		8
11m	16d6 EB – Heat Blast		8
11m	5d6+1 RKA – Ice Bolts		8
11m	Darkness, 8" radius, normal sight – fog		8
5u	5d6 EB, NND (not vs thermal shielding), Area Effect (5" radius) – Heat Field		8
11m	8d6 Entangle – Ice Bonds		8
11m	Force Wall (+16PD/+16ED) – Ice Wall		8
5u	5d6 Suppress vs all Fire/Heat powers		8
20	Armor (+15PD/+15ED), #		
12	50% Damage Reduction, Energy, Heat/Cold Only (-1), #		
9	Life Support – Self-contained breathing Extreme temperatures, #		
20	15" Flight, #		
3	IR Vision, #		
3	Radio Listen/Transmit, #		
Skills/Talents			
3	KS – Thermodynamics, 12-		
3	Electronics, 11-		
3	Mechanics, 11-		
3	Systems Operations, 11-		
100+	Disadvantages		
15	Greedy		
15	Believes suit is all-powerful		
10	Loves to "cut loose," with little regard for consequences		
20	Normal CHAR Maximums		
10	Monitored, Sunburst, 8-		
15	Hunted, Champions, 8-		
10	Rivalry, heat/cold characters		
15	Secret ID – Robert Lawson		
84	Villain Bonus		
* – OIF, Not Figured (Thermax Suit)			
# – OIF (Thermax Suit)			



Background: Robert Lawson had never been able to quite cut it. He had wanted to have a career in science and to one day have his doctorate, but he wanted to party through college even more. Ultimately, he failed out of four doctoral programs and was forced to accept a simple technician's job at Thermodyne (a company owned by Randall McFadden, aka the master villain Sunburst).

Totally dissatisfied with his current existence, Robert was constantly on the lookout for any break that could get him out of the rut his life had become. That break came in the form of an experimental suit that had come to the lab he was assigned to for further testing. Apparently, it had the capacity for manipulating thermal energy, creating extreme temperatures and their subsequent effects. He was fortunate enough to be chosen as one of the volunteers to run the suit through its paces. He discovered an immense thrill at being able to wield so much power, and he soon came to the conclusion that the suit was his ticket to a new and exciting life.

All the while, Randall McFadden looked on from a concealed observation booth. As he saw Lawson's enthusiasm grow, he smiled to himself. "Perfect..." It was shortly thereafter that Robert Lawson broke into the lab and stole the suit. He took on the name of the project that had designed, calling himself Thermax, Master of Temperature. He had no idea that he was being watched the entire time, nor that the Thermodyne security people had been instructed to make it easy for him. Thermax embarked on a few independent ventures with some success, and the press picked him up as a new and powerful supervillain. He liked the sound of it all. Eventually, agents of Sunburst contacted him and offered him work. Although he maintains his independence, he will often be countered doing work for his unknown benefactor.

Quote: "Too hot for you? Here, let me cool you off!"

Personality: In many ways, Thermax is a typical thug who enjoys using his powers to manipulate and hurt others. His new life is exciting and often pays pretty well, and the occasional bout with a superhero is an excuse to really cut loose. He is unaware of how he was manipulated by Sunburst, but it is unlikely he would much care now, anyway. He is technically competent and fairly creative with his powers, and he despises being looked down on.

Powers/Tactics: The Thermax suit has the ability to manipulate heat, either in creating it or removing it. This manifests itself in various heat- and cold-based powers. He can blast his opponents with waves of heat or create ice bonds or walls. He can also create almost any structure he can think of out of ice (the Transformation); this includes coating an area with the stuff, making the ground slick and difficult to navigate (DEX rolls, etc.). As he learns more about its potential, Robert may add new powers to the ones he currently uses. He is pretty much a team player, taking on the opponents that fall to him or listening to the orders of whoever may be leading the group he's working with. If encountered alone, he will never stay and fight a losing battle.

Appearance: Thermax wears an armored suit that is metallic grey with red flame and blue ice patterns all over it. The back is fairly bulky, looking like an attached backpack. Robert Lawson is in his mid-twenties, of average build, and has brown hair and green eyes.

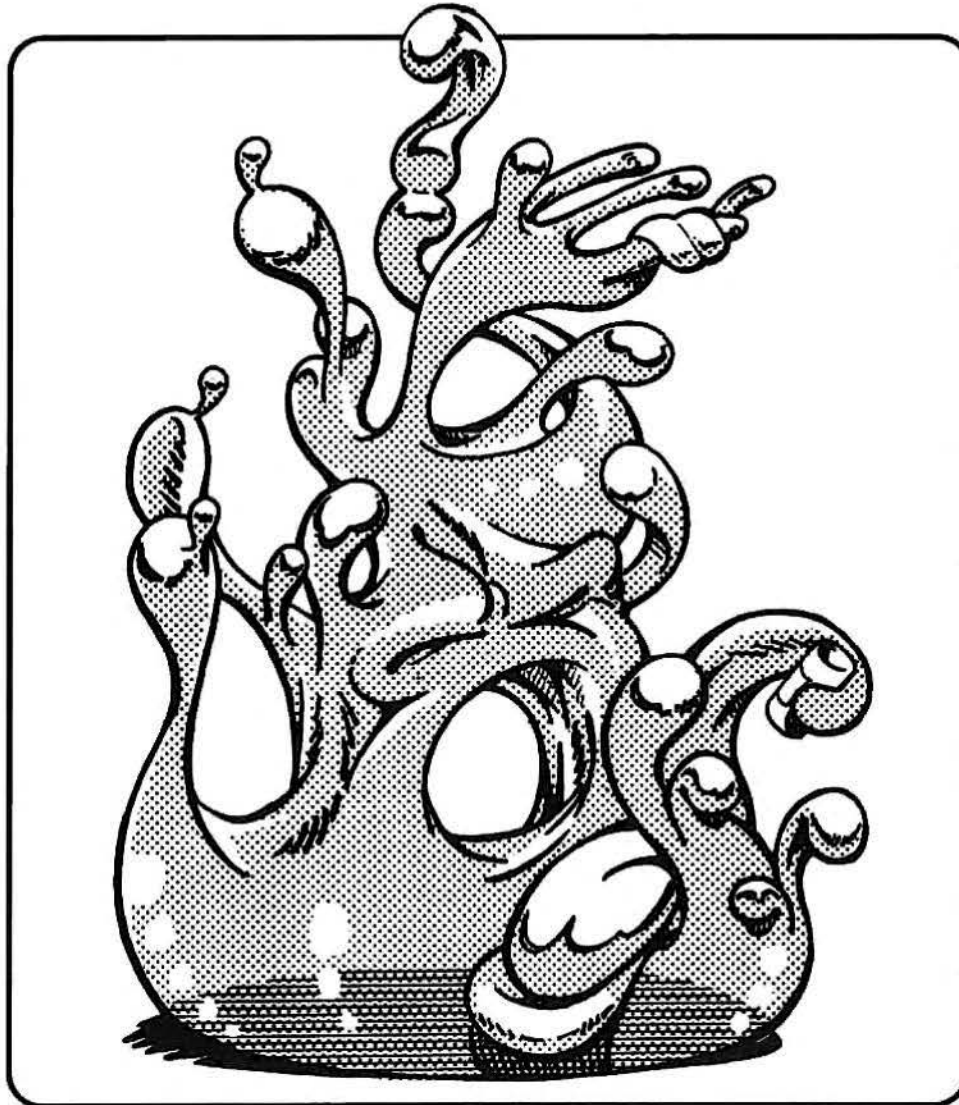
GOOP

Val	Char	Cost	Combat Stats
80	STR	70	OCV: 3
10	DEX	0	DCV: 3
40	CON	60	ECV: 8
30	BOD	40	Phases: 6, 12
10	INT	0	
25	EGO	30	Costs
30	PRE	20	
0	COM	-5	Char: 226 Base: 100
20	PD	4	+
15	ED	7	Powers: 709 Disad: 835
2	SPD	0	=
24	REC	0	Totals: 935 935
80	END	0	
90	STUN	0	

Cost	Powers	END
264	Duplication, One Identical Form	
60	4d6 Entangle, Damage Shield	6
53	4d6 EB, NND (Does BODY, not vs Full Life Support) Continuous, Uncontrolled, 0 END; Must follow Grab or Entangle (-½) – Smothering and Poison	
40	Area Effect, One Hex, w/ STR	4

Cost	Powers	END
50	10" Stretching	5
60	75% Resistant Damage Reduction, Physical	
30	50% Resistant Damage Reduction, Energy	
27	Desolidification, not vs Energy, cannot pass through solid objects (-½)	4
30	Full Life Support	
40	Regeneration, 4 BODY	
6	+6" Swimming (8" total)	2
15	Shapeshift, any form; Forms only, not appearances (-1)	3
25	Spatial Awareness (mystic)	
5	Extra Limbs (unknown number)	
4	+2" Running (8" total)	2

100+	Disadvantages
10	1½ Stun and Body vs Biological or Radiation Attacks
15	Accidental Change: Duplicates when Body Taken, 14-
20	Driven to strike out against environmental criminals (total commitment)
10	Protective of "innocents"
20	Physical Lim: Completely Non-human
30	Susc.: 3d6/phase vs detergents and detoxants
5	Dependency: Water, 3d6 per hour
25	Distinctive Features: Not concealable, Extreme reaction
20	Hunted, U.S. Government (specifically, the EPA), 11-
680	Amorphous Horror Bonus



Background: Was he a homeless person who was in the wrong place at the wrong time? The victim of a nefarious plot? Or was he even a person at all? Is it possible that this oozing mass of toxic waste has developed its own sentience? The answers may never be known. What is known that it came crawling out of the river near a collection of factories that were constantly dumping illegal substances into the water, having paid off the proper authorities to pay no attention. Like an avenging spirit of Nature, it rampaged through the factories, destroying everything in sight. What first alerted anyone that it possessed any kind of mind was its choice of human victims. It seemed to purposely avoid the average workers, but anyone in leadership positions died in horrible fashions. The media arrived on the scene and soon dubbed it the "Goop." Before any superheroes could arrive to stop it, it crawled back into the river and disappeared.

Scientists later identified residue found as being a strange combination of highly irradiated toxic materials and chemicals, products of the worst side of a technological world. The question of what it is has been answered to some degree. The unanswered questions remain—When and where will it strike again?

Quote: It has yet to speak.

Personality: It has none to speak of, although it will occasionally pause and regard some things as though with wonder or vague memory. It seems to purposely avoid injuring what it considers as "innocents," but it definitely goes after people in positions of responsibility who allow the continued abuse of the environment. It will fight heroes who attack it, although it will just as easily ignore them if they leave it alone.

Powers/Tactics: Goop can alter its shape into any configuration, allowing it to gradually ooze into anything with even a crack to pass through. It is extremely resilient and difficult to damage, especially if it is "desolid." If it is struck for significant damage, it will simply split into two separate beings. These will eventually rejoin to become one again. Normally, it will grab any intended target and subsequently poison and smother him, or it may simply crush the person or throw them against walls.

It is extremely susceptible to detergents and cleansing agents and will flee from their presence. It will retreat to any large body of water available; if in the middle of the city, it will seep into the sewers.

Appearance: Goop is a giant, amorphous, grey mass with particles of virtually every kind of trash one might imagine. On a very rare occasion, it may take on a vaguely humanoid form, especially if it wants to frighten a particular victim.

MR. TANNER

Val	Char	Cost	Combat Stats	
50	STR	40	OCV: 9+	
28	DEX	54	DCV: 9+	
0	CON	-20	ECV: 3	
20	BOD	20	Phases: 2, 4, 6, 8, 10, 12	
20	INT	10	Costs	
10	EGO	0		
20	PRE	10		
14	COM	2	Char: 189	Base: 100
12	PD	27	+	+
10	ED	24	Powers: 402	Disad: 491
6	SPD	22	=	=
16	REC	0	Totals: 591	591
0	END	0		
0	STUN	0		
Cost		Powers		END
60	Takes No Stun (Autonomaton rules)			
26	2d6 RKA, Armor Piercing; OAF 4 Clips of [16c] (Auto Pistol)			
27	2d6 RKA, Area effect 1 hex, +1 Stun mult.; OAF, Reduced by range (Assault Shotgun)			[16c]
25	0 END on STR			
11	Damage Resistance (12PD/10ED)			
30	Full Life Support			
18	+9" Running (15" total)			
15	0 END on Running			
35	Spatial Awareness, 360 degrees (full energy scan)			
10	High-range radio			
Skills/Talents				
20	Universal Translator			
10	Eidetic Memory			
3/3	Absolute Time Sense/Bumb of Direction			
3/3	Lightning Calculator/Speed Reading			
3	Ambidexterity			
3	Fast Draw, 15-			
48	+6 levels, all combat			
3	Breakfall, 15-			
3	Combat Driving, 15-			
3	Concealment, 13-			
9	Demolitions, 14-			
9	Mimicry, 14-			
7	Paramedic, 15-			
3	Security Systems, 13-			
9	Survival, 14-			
3	Tactics, 13-			
100+ Disadvantages				
10	2x Body vs magnetic attacks			
25	Total commitment to protecting assigned charge			
5	Psych Lim: Difficulties in dealing with increasing self-awareness			
10	Physical Lim: Incapable of most "human" reactions or emotions			
10	Dist. Features: Moves and acts like an android (conc. w/ effort)			
5	Reputation, professional bodyguard, 8-			
10	Monitored, Master Control, 8-			
15	Hunted, Cyberknights, 8-			
401	Android Bodyguard Bonus			

Background: Bill Peters quietly searched the wreckage of the lab at Future Scope, hoping to find anything that might have survived the destruction. As a member of Dr. Collin Montgomery's personal staff, he had been allowed access to the area after the attack of the S.T.R.I.K.E. Units and the doctor's tragic death. He was supposed to be retrieving personal effects only, but the guards on duty were too busy enjoying the great food he'd brought from the local deli to pay him too much attention.

Aha! A mostly undamaged portion of one of the hard disks lay buried beneath the rubble. He quickly stashed into the backpack he had brought and left.

Although no where near the genius of his former boss, Bill Peters was no slouch, either. He managed to obtain some less than legitimate financial backers to fund his own research, using the portion of Collin Montgomery's data on the Angel project that survived. After months of work with the best equipment money can buy, he created the ultimate bodyguard—Mr. Tanner. Now he makes considerable money "leasing" his creation to various powerful people. Unfortunately for Bill, it's probably only a matter of time before Randall Montgomery (Master Control) discovers the origins of the android and "appropriates" him.

Quote: "I'm sorry, but I can't allow you to do that."

Personality: Mr. Tanner's computer system is nowhere near the level of sophistication that Angel-3 possesses. However, he is slowly developing an awareness of his existence and may one day achieve his own personal motivations. This will be a very difficult day for anyone who happens to be in control of him.

When encountered, he will project a very cold and methodic personality. His only goals are to protect the person he is assigned to and to follow that person's orders, in that specific order. In other words, if his current "master" gives an order that will endanger that person's life, he will disobey it in favor of protecting his charge.

Powers/Tactics: What Tanner lacks in sophisticated personality he more than makes up for in his construction and abilities. He is virtually indestructible and extremely capable in combat. In many ways, he is like Angel-3's older and more powerful "cousin." He will always concentrate his attacks on anyone that poses a direct or potential threat to the person he is assigned to. He will only initiate combat if that person is endangered by the actions of another.

It is important to note that Mr. Tanner is built using some of the Automaton rules. He should create the (familiar) impression of a near-indestructible, single-minded android that keeps coming back.

Appearance: Tanner appears as an extremely large, blond-headed man dressed in an impeccable black suit, white shirt, and black tie. He always wears dark sunglasses.



THE SCI-TECH WAR

Laser bolts and plasma bursts lit up the night sky as the smell of crackling energy and ozone drifted through the air. Nighttime strollers and party-goers walking the downtown streets dove for cover or ran screaming as VIPER agents and PRIMUS operatives exchanged fire. Entire store fronts exploded in shards of glass, twisted metal, and broken concrete. Suddenly, the screaming whine of hoverjets could be heard overhead, and three VIPER air-cars landed in a nearby alley. The enemy agents ran for the opening doors, firing off random bursts to keep their opponents' heads down. As the hover vehicles took to the air again, the PRIMUS agents looked to their commander. He simply nodded. They activated their personal jet packs and flew off in pursuit, leaving behind a scene of destruction reminiscent of a battle between two massive armies. Both sides had no more than ten agents.

Two uniformed police officers, getting up from behind their totaled patrol car, looked at each other and then their .38 revolvers.

"Hey, Joe? Whyzit they got the blasters and the body armor and we got these?"

"Better budgets, Lisa? I dunno."

THE CONFLICT

Lisa's question is shared by people all around the world. What few of them realize, unfortunately, is that another "cold war" has been going on right under their noses. Even as the great powers of the world strive for peace and nuclear arms reduction, and the diplomats and leaders claim that their intelligence agencies are almost out of a job, another quiet conflict rages behind the scenes. This new battle isn't over land, political ideals, or weapons of mass destruction. It's over technology.

The average citizen of the (comic book) world is quite aware of all the powered armor, high-tech blasters, teleport tubes, and artificially intelligent computers that "certain people" always seem to have access to. Why don't the police have any of these "neural stunners?" Why not give our average soldiers some of those light-weight armored vests? Wouldn't bionic limbs be great for everyone who has lost a limb?

The usual argument is that it isn't "cost-effective." Either that, or the technology in question is far too "prototype" for mass production. So why do entire legions of VIPER agents and UNTIL operatives get portable lasers, IR/UV goggles, jetpacks, and body armor that can stop a cannon shell as standard issue?

The real answer lies in the fact that most of the major government agencies and private conglomerates are desperately competing to control these major technological and scientific advancements. This has manifested in a covert war between numerous factions and an overall campaign by all concerned to restrict access to the truly advanced devices. It is commonly believed by these factions that whoever controls the majority of the best technology will hold ultimate power in the future. To allow these advancements to reach the "public" would be to dilute the value and importance of them. If everyone had access to bionic implants, they would no longer represent the way to physical power. If all paramilitary and police forces had improved body armor, lasers and blasters would have the same impact as conventional weaponry. If everyone had access to artificial intelligence...

A world-wide conspiracy? In essence, yes. However, certain events have escalated the "cold war" into a "hot" one. Certain paranormal factions have decided to enter the fray and now seek to win. Most notably, CY-FORCE is going out of its way as an organization to dominate as much technology as possible. Other groups have begun following suit, scrambling to not be left behind as technological breakthroughs become the hottest commodity.

THE SCI-TECH WAR AS A PART OF YOUR CAMPAIGN

This isn't intended so much as a campaign in its own right as it is to be an underlying theme and ongoing occurrence that the heroes will have to constantly deal with. It is also an excellent way to introduce many of the new villains in this book, as they will have vested interests in their own technological claims.

Introducing the "War" works best if the team has some connections to either a major technological firm (such as one of the team members working for/owning such a company, as is typical for gadget/scientist heroes) or a high-tech government organization. Assuming this, have CY-FORCE attack an installation, seeking the data and prototypes to some major development (a new robot, weapon, whatever). Sometime after the heroes respond and engage them, have the S.T.R.I.K.E. Units and numerous Silver Guard and Black Guard agents attack both parties, seeking to secure what CY-FORCE is trying to steal. Regardless of the outcome, the bad guys will leave and the good guys should be wondering just what the heck happened.



Encourage any investigations they might start. Eventually, they should learn that a number of major villains and groups have begun stepping up efforts to steal/control major new technology. Include such entities as Eurostar, VIPER, the Zodiac, Mechanon, and even Dr. Destroyer (and/or whoever else you see fit). The heroes should get the sense that this is something big, bigger than just themselves. Tell them of other teams and heroes encountering similar situations. The idea here is to convey one of those epic "crossover" events prevalent in the major comic lines these days, with numerous other "stories" going on even as theirs does.

Other interesting events to happen: If the team or one of its members owns a technically—advanced vehicle, have the Wormhole Gang attempt to steal it. If a member owns a powerful suit of high-tech armor, either Master Control or CY-FORCE will likely make an attempt to acquire it. It might even be good to allow them to succeed. This way, you can allow the player to really experience the limitations of foci powers. Better yet, it will offer that player an opportunity to role-play the character outside of his/her usual realm, having to rely on wits and luck instead (you might want to allow them some temporary minor gadgets to get by with while they strive to regain their armor). Some great examples of this kind of story line can be found in the pages of *Iron Man*™.

Another interesting twist would be to allow the heroes to encounter resistance in their investigations from certain leaders within "good guy" organizations, such as UNTIL or PRIMUS. They might eventually discover that even these supposedly noble groups are withholding valuable technology from the rest of the world for relatively selfish reasons.

What can be done? Probably very little, maybe even nothing. It's all being done in the interests of "world security." Does the War ever end? That's up to you. In the playtest campaign, it was greatly curtailed when the Wormhole Gang actually managed to steal the Galactic Marauders' ship (*Alien Enemies*) and escape to their own universe, taking CY-FORCE with them (but they'll be back!).

BEAUTY AND THE BEAST

As she turned the corner into the alley, she was glad that she hadn't been built with olfactory senses. There was blood across the ground and, she noted grimly, on both walls. And there were at least four bodies in various states of grisly death.

She had heard that a meeting of various drug lords was supposed to happen here, inside the warehouse that comprised one of the two buildings the alley resulted from. Domingo Castanza had much answer for, and Angel-3 had intended to extract those answers. Someone had beaten her to Domingo.

She crept slowly forward, aware that whatever had left all of these bodies strewn about the alley may well still be around. It didn't take her long to discover the ghastly remains of Domingo, his face locked in a visage of horror that indicated his murderer was something more than human. Angel-3 was so entranced by the scene that she barely heard the low, animal growl behind her.

Her reflexes were beyond human capacity, and she spun and drew her laser faster than any man or woman could have reacted. Nonetheless, whatever had been behind her was gone—no, it was now above her, dropping silently onto her with claws raking across her face. She dropped back in a crouch, the blow having not quite left her systems in shock. She looked up to see a dark-clad form, grinning ferally at her and holding up glittering claws, wet with her internal fluids. A microsecond passed as she accessed her memory to come up with a likely match.

"You are the paranormal assassin known as the Weasel. I presume that it was you that murdered these people." She remained in her crouch, not wanting to be caught off guard in case he lunged again.

The creature before her laughed, a hollow, evil sound. "That's right, sweetcheeks." He licked the fluids he had drawn from his claws. Not blood, of course, but that didn't seem to bother him. "Hmm. You really ARE a robot. I know your rep, Angel. Stay off of me unless you want to see the scrap pile before your time. Domingo hacked off somebody real bad. That somebody paid me to express his displeasure. The job's done, and it's something YOU would have done anyway."

"You fail to understand my motives. Domingo is—was—responsible for many innocent deaths. That is why I would have attacked him. You are also responsible for many innocent deaths—many more, in fact, than my original target. It would be illogical to allow you to escape and do any more harm. My data files indicate that asking you to surrender would be futile. Therefore ..." Without completing her statement, Angel-3 leapt forward, firing

her laser as she did. Somehow, Weasel managed to leap aside. Before she could fully recover from her attack, he caught her with a back kick that sent many of her reasoning systems temporarily off line. She had sadly underestimated her opponent, and permanent shutdown seemed imminent.

She was therefore surprised to discover that she was given the moment needed to recover. As her senses cleared, she heard his gravely and mocking voice from above, where she looked up to see him perched on a fire escape.

"A game then, robot. I haven't had a good challenge in awhile. I'll go on a mad killing spree, with no apparent rhyme or reason. I'll leave clues, but you'll have to be REAL good. In the vernacular of the children—CATCH ME IF YOU CAN!" With that, he leapt upwards and vanished into the shadows of the city's rooftops.

Angel-3 regained her feet and staggered to the edge of the alleyway. Somehow, she had unleashed one of the most dangerous killing machines in the world on this city. She was probably going to need help.

DRAWING IN THE PCs

This adventure has many self-evident ways of drawing in the heroes. If any of them are "street-level" characters or are otherwise connected to the underworld, they will likely hear of Domingo's death and the manner in which it occurred. Any connections to local law enforcement will also reveal this information. If they investigate at this point, they will have a chance to intercept the Weasel early in his killing spree.

Unfortunately, he will likely succeed in his first attacks, establishing that a mad killer is loose in the city. If the heroes haven't yet gotten involved (or the GM wants to introduce this plot to them in the middle of or immediately following another adventure), the standard "police-are-stymied-and-request-their-aid" plot device works just fine.

As they begin their investigation, play up the grisly and bloody deaths of the victim, allowing for the rather animalistic methods obviously used. Frustrate them with little to no clues at the first site they examine. The victim should be of no real consequence, and no connection should be inferred with any other attacks—except, of course, with the attack on Domingo and his boys.

MEETING ANGEL-3

At the second scene they investigate (a "fresh" site where the murder just happened), allow them to discover a trace of some sort of biochemical substance (the victim actually managed to stab the Weasel with a pair of scissors and drew some of the blood-like substance that runs through his cybernetic parts). Shortly after discovering it, allow for a noise to be heard nearby (as though someone were attempting to sneak away and failed a Stealth Roll—the most perceptive hero should notice, since Angel-3 is VERY good). As the heroes pursue, they should eventually catch up to her. They will notice the scratch marks across her face, revealing the robotic circuitry within. The obvious assumption here will probably be that she is suspect. An intense role-playing opportunity presents itself, as Angel-3 is a known vigilante who kills and is wanted by the FBI and the Cyberknights of Atlanta. Even if she manages to convince the heroes of her innocence in these killings, any "upstanding" heroes are going to resist cooperating with her (remember those great conflicts between Spiderman and the Punisher?).

THE HUNT FOR THE WEASEL

At this point, things could go three ways: the heroes can agree to team up with Angel-3 in the investigation and tracking the Weasel; they can go their separate ways, occasionally crossing paths; or they can attempt to capture Angel-3. The GM should handle each situation as they see fit, but remember—the Weasel is still out there, and he's far more deadly and dangerous than Angel-3.

Assuming they cooperate, she will reveal the nature of the "clues" that the assassin has been leaving for her—bloodstains that in one fashion or another indicate a location near or at where the next killing will take place. The clue at the location they meet Angel-3 will be a bloodstain on a page in the phonebook that obscures all but one name—Weasel's next victim.

THE FINAL ENCOUNTER

If the heroes aren't working with Angel-3, the GM can decide whether or not to allow them to find the clue or simply wait until the next attack. One way or another, the final encounter should include a battle involving the heroes, Angel-3, and the Weasel. The role-playing will determine the relationship that exists between the android and the PCs, but they will obviously be focused on the same objective.

Angel-3 will be particularly useful if the heroes are way out-classed by the Weasel. If the GM would rather make the heroes fight him without help, they could arrive on the scene just after he has defeated Angel-3.

The potential results are many, depending on the outcome. Let the role-playing and actions of the PCs determine the direction and final fate of the adventure. Any future dealings with Angel-3 will obviously result in encounters with Master Control. An alliance could get the heroes in hot water with authorities and other hero teams (such as the Cyberknights). A vendetta with the Weasel could result in some nasty consequences, as well.



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QUASAR	21	—	-	-	X	-	X	-	-	X	-	X	-	X
SOUNDCHECK	21	—	-	-	X	-	X	-	-	X	-	X	-	X
COUNTDOWN	21	—	-	-	X	-	X	-	-	X	-	X	-	X
TIN MAN	21	—	-	-	X	-	-	X	-	-	X	-	-	X
CHAINSAW	21	—	-	-	X	-	-	X	-	-	X	-	-	X
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DOC DIGITAL	20	—	-	-	X	-	-	X	-	-	X	-	-	X
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KINETRON †	18	—	-	-	X	-	-	X	-	-	X	-	-	X
HARLEQUIN †	18	—	-	-	X	-	-	X	-	-	X	-	-	X
SILVER GUARD	18	—	-	-	X	-	X	-	-	X	-	X	-	X
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WHITE DWARF	15	—	-	-	X	-	-	X	-	-	X	-	-	X
DOWNTOWN	15	—	-	-	X	-	-	X	-	-	X	-	-	X
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BLACK GUARD	13	—	-	-	-	X	-	-	-	X	-	-	-	X
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† — These scores are subject to change during an encounter due to the specific character's powers.

Note: The best way to use this chart is to photocopy it (you have permission for non-profit use) and highlight the villains being used. You can write in other heroes or villains also being used in the blank spaces, thus creating a master DEX/SPEED chart for ease of use in combat.

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