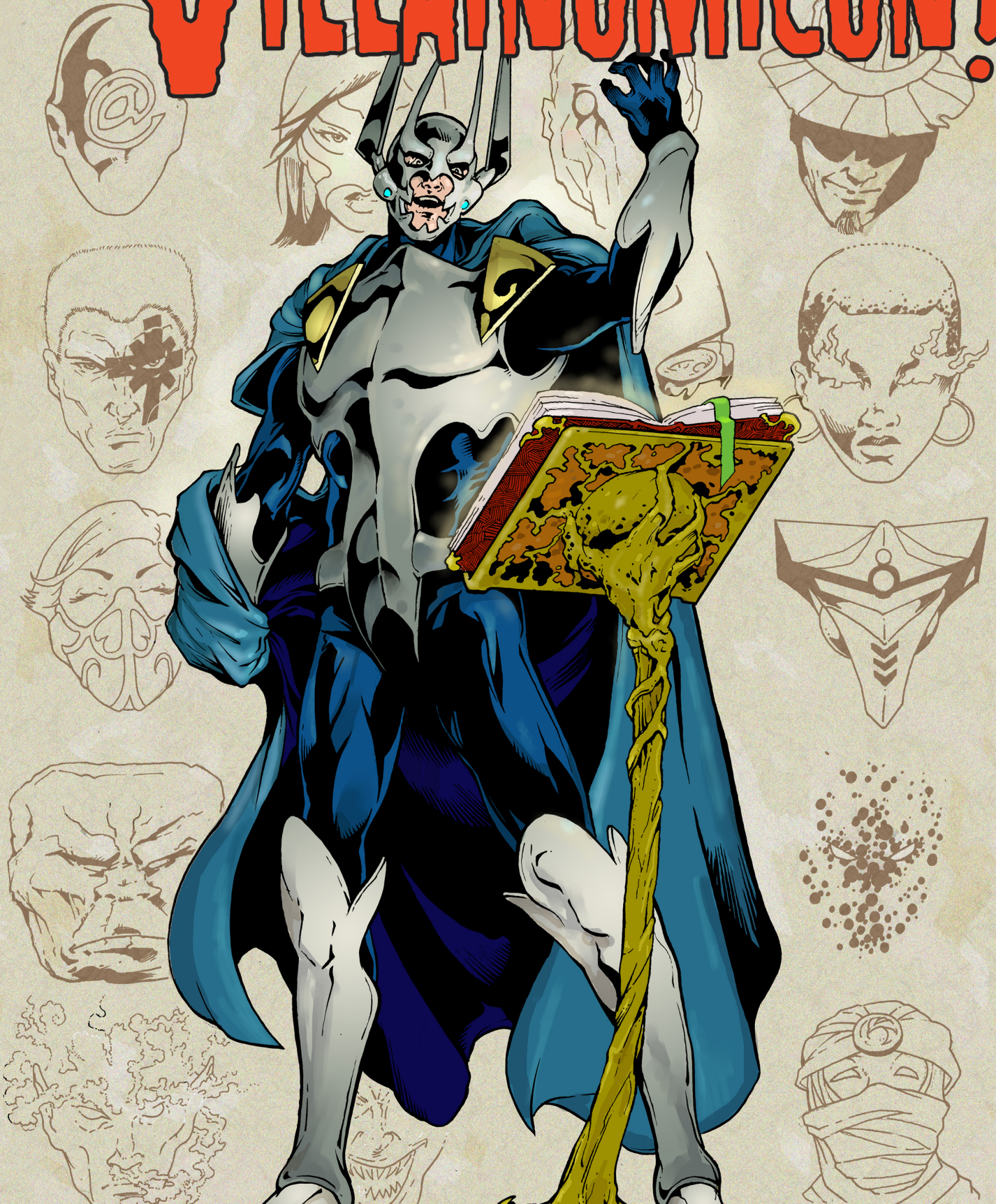




ADAMANT ENTERTAINMENT PRESENTS

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THE VILLAINOMICON!





THE VILLAINOMICON!



BY:
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INTRODUCTION

Villains are crucial to superheroes. They don't just provide antagonism - they demonstrate exactly what it is that makes the hero a hero. They highlight the strengths of the character and stand in direct contrast to everything the character represents. In a very real sense, villains are a part of a hero's identity.

As a result, the first place to go when you're considering villains for your game is to your players. Ask them who their personal arch-villain should be. They might be full of ideas, or they might be keen to let you come up with the bad guy. The players should be invited to participate in the placement of villains in your campaign. This collection of villains, *The Villainomincon*, will help you in that process, by providing a collection of villains of different power levels, suitable for use in your campaign.

For each character in your game, you should choose an arch-enemy. This is the villain who is the eternal thorn in the character's side, the one who will keep coming back to make the character's life difficult.

For the group as a whole, you should devise a master-villain. This is the character who is the fearsome recurring threat for the entire super-team, the one they fear most and desperately want to bring to justice.

ARCH-ENEMIES

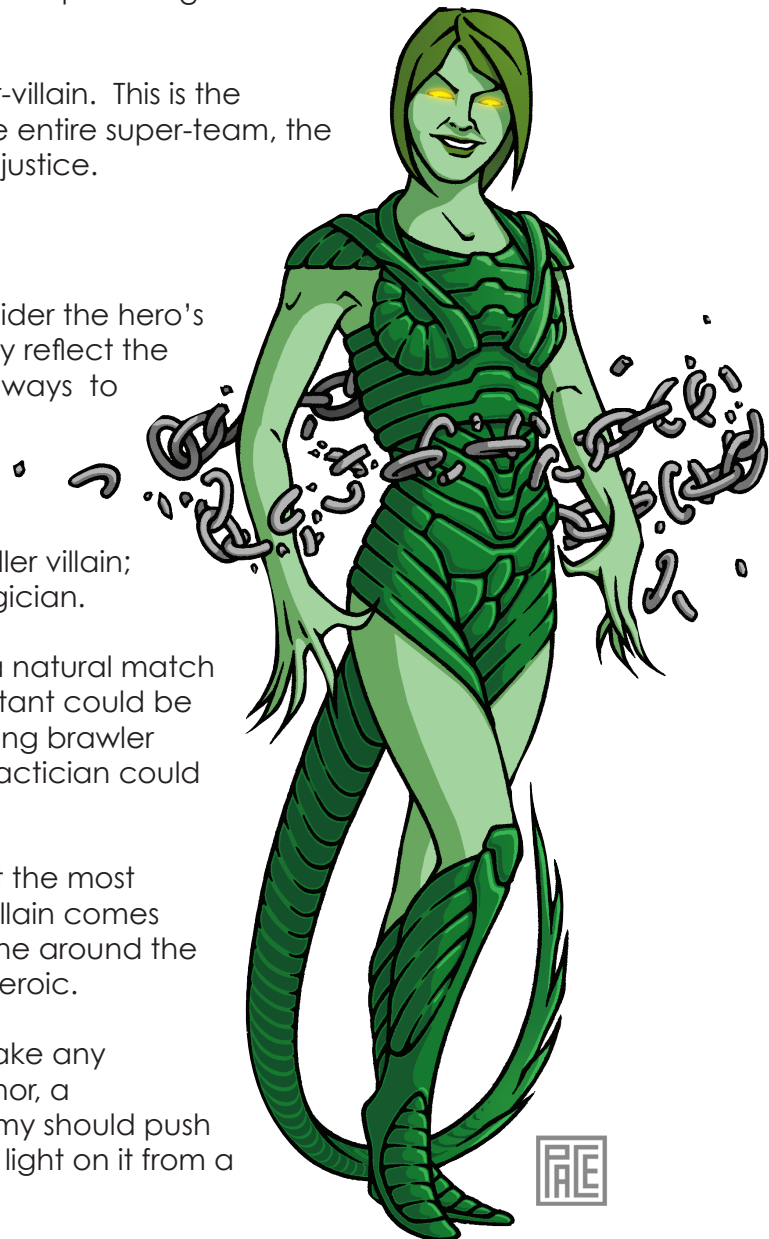
When choosing an arch-enemy for a character, consider the hero's powers -- An arch-enemy's powers should in some way reflect the powers of the hero they partner. There are two main ways to achieve this:

Firstly, the villain could have powers that are a natural opposite of the hero's. For example, a fire controller hero could be matched with an ice controller villain; a super-technician could be matched against a magician.

Alternatively, the villain could have powers that are a natural match for the hero's. For example, a winged melee combatant could be matched with another flying close-fighter; a superstrong brawler could match another superstrong brawler; a genius tactician could face off against the only mind cleverer than his.

The role of an arch-enemy in story terms is to highlight the most important aspects of the hero. Every time the arch-villain comes on the scene, it should make it more clear for everyone around the table just what it is that makes this hero special and heroic.

Consider the personal niche of the hero. This could take any number of forms - a driving motivation, a code of honor, a continuing moral dilemma, and so on. The arch-enemy should push the core of this niche right to center stage, and shine light on it from a new direction.





You know you have made a good choice for an arch-enemy when you can imagine the two characters sitting down for a meal together under terms of truce and having a high-tension conversation that is great to listen to. Ideally the two characters will have plenty to learn from each other and plenty to say to each other, but the gulf between them - whatever form it takes - will put every scene between them on edge. Not every conflict between hero and villain, after all, needs to be an out-and-out slugfest.

MASTER VILLAINS

Now, you need to perform exactly the same process for the group as a whole. Consider the super group as a single combined entity. The heroes are the group's 'powers', so the villain should reflect them in some way, as well as being able to stand against them without being instantly defeated. The role and function of the group should also be reflected in the villain's nature and goals.

Your master villain will cast light on the overall purpose of the group. For example, a government-sponsored group intended to stop global threats will have a natural master villain in someone like Rex Mundi -- a mastermind set on world domination. An outsider team, on the run, has a natural master villain, namely whoever is hunting them -- perhaps someone like Patriot, who takes his political beliefs too far. An alternative master villain could be someone relatively low-powered, like Arobas -- an anarchist who keeps trying to recruit them to his villainous cause.

The Villainomicon offers you 20 supervillains of varying levels of power. Within its pages you'll find full write-ups of the villains, including statistics, powers, and several adventure hook concepts for use with each.



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AROBAS

POWER LEVEL 8

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+4	+1	+2	+3	+2	+6/+1	+6	+8	+6
10	18	12	14	16	14				

Skills: Acrobatics 10 (+14), Bluff 8 (+10), Climb 8 (+8), Computers 8 (+10), Disable Device 11 (+13), Disguise 10 (+12), Escape Artist 8 (+12), Knowledge (streetwise) 6 (+8), Knowledge (technology) 8 (+10), Language (French), Notice 10 (+13), Profession (thief) 6 (+9), Search 11 (+13), Sleight of Hand 8 (+12), Stealth 11 (+15)

Feats: Acrobatic Bluff, Blind-Fight, Connected, Contacts, Defensive Roll 5, Distract 2, Equipment 1, Evasion, Hide in Plain Sight, Well-Informed

Powers: Electrical Control 8 (feats: datalink, drain electricity, machine control, transmit, *flaw*: usable only against computers and peripherals; can only transmit across computer lines)

Combat: Attack +6, Grapple +6, Damage +1 (knife), Defense +7 (+3 flatfooted), Knockback +0, Initiative +4

Totals: Abilities 24 + Skills 31 + Feats 15 + Powers 12 + Combat 26 + Saves 12 = 120

Robert Steven Pierre has always had a chip on his shoulder about the United States government. Ironically, he had little reason to do so. An average kid from a middle class family, Pierre's upbringing was relatively normal and carefree. Too rich for financial grants, too average for scholarships, and not rich enough for a free ride from his parents, Pierre went to state college on school loans and minimum wage jobs.

While in college, Pierre became embroiled in a number of environmental and social causes. He railed against economic, political, and social injustice and was heavily active in the blogosphere. While this wasn't unusual for a young college student, Pierre was far more obsessed than most. He attended every protest rally he could and soon found himself on the verge of failing out of school. Pierre didn't care; he felt he had a higher calling.





Pierre's life changed forever when he attended an anti-capital punishment rally in front of state prison. The prisoner, a convicted murderer of a police officer, had garnered national attention with many doubting the evidence used to convict him. The crowd in front of the prison was much larger than usual, attracting a few activist celebrities as well. The prison took extra precautions; but as the hour approached a small group of protesters, including Pierre, decided to storm the gates.

A storm had rolled in during the protest (the prisoner was to die by lethal injection, so there was no fear of electrical problems), and as Pierre and his allies scaled the gates a bolt of lightning electrified the fence. Prison guards on the other side, bracing for conflict, watched in horror as the smoking bodies of the protesters never made it over the barbed wire. Of ten people scaling the fence, Pierre was the only one to survive.

Pierre's survival was considered a miracle. His cell phone and his Palm Pilot were fried. His physicians assumed that Pierre had managed to ground himself when he was struck. He hadn't; latent mutant genes in his body were shocked active by the electricity. Pierre learned this when he held his Palm Pilot and it came to life, but only while he was holding it. He soon discovered that he could manipulate the hospital room lights and equipment.

Pierre kept his discoveries to himself (fearful that the government might confine and test him) and found a new tool to wage war against "the state." He believes that the government electrified that fence and killed his compatriots, but they failed to kill him. Taking on the mantle of "Arobas" (the French word for the "@" sign, one of the symbols used online by anarchists), Pierre continues doing what he loves best; infiltrating, manipulating, and destroying government security and data. His villainous plans have an almost playful attitude, although Arobas can be deadly serious if he feels the stakes are high enough.

Tactically, Arobas is an infiltrator, not a fighter. He uses his abilities to transmit himself to a vulnerable location, wreak havoc on computer and security systems, and then make his escape. Arobas often leaves a calling card, a giant "@", on monitors of computers that he's infected. Arobas has a lot of support within the blogosphere, although most groups denounce his tactics. Arobas often affects a thick, stereotypical French accent and uses French terms. When agitated, Arobas tends to lose this accent.

Arobas works well with other villains, especially those that are attacking governmental or corporate institutions. His role is usually to break down security so that other villains can better accomplish their crimes. Arobas works especially well with Pulsar. They both have similar philosophies and complement each other's skill set. One villain that Arobas does not get along with is the Patriot, and the Patriot has attempted to take down Arobas on a number of occasions.

PLOT HOOKS

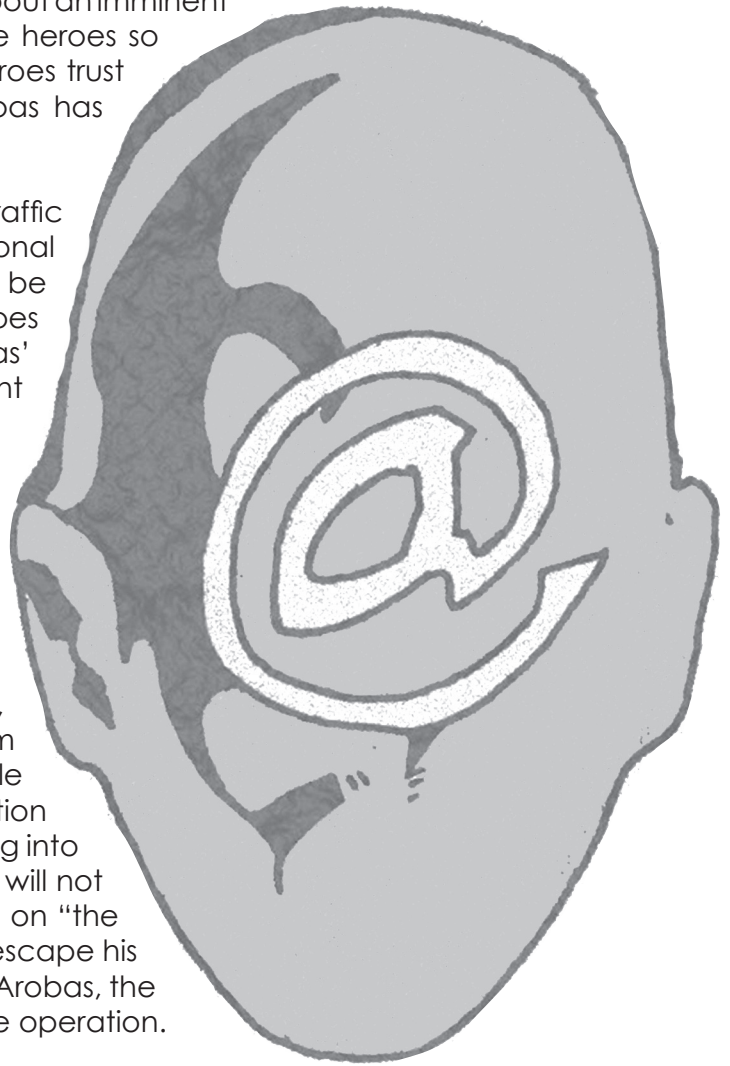
1. Arobas broke into CIA files and published the names of some overseas undercover agents on the web. The heroes are tasked with protecting and extracting these agents before they are eliminated. Some of the infiltrated have hired supervillain mercenaries to do the job.
2. Arobas decides to make life difficult for a hero by editing fake footage of a public figure revealing himself beneath the hero's mask. Can the real hero prevent villains from harming the public figure while proving that they are indeed two different people?



3. While hacking, Arobas learns sensitive information about an imminent attack. He decides to share this information with the heroes so that they can stop it before it's too late. Can the heroes trust Arobas? (This "cry wolf" scenario works best if Arobas has already burned the heroes a few times).

4. Arobas uses his powers to take control of the city's traffic system, causing gridlock and chaos during the National Convention of a major political party, where they will be nominating their candidate for President. The heroes must take care of the situation, without falling into Arobas' trap of creating a publicity-garnering spectacle in front of the assembled national press corps.

5. A far more ruthless and power-hungry villain (perhaps Rex Mundi, The Octofather, or a suitable replacement from your own campaign) has decided that Arobas' powers are best used to ravage the world's banking and credit system, transferring the wealth to their accounts. Such an attack would devastate more fragile economies all over the world, not to mention giving the villain a massive bankroll from which to finance god only knows what sort of horrible crimes. Thus, the heroes are placed in the odd position of having to protect Arobas, preventing him from falling into the hands of the far greater evil. Arobas, of course, will not relish being in this position -- his arrogance and views on "the state" will have him chafing, and looking for ways to escape his protectors. If the major villain does manage to grab Arobas, the heroes may find themselves having to mount a rescue operation.





BARON KRIMINEL

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+1	+2	+1	+3	+2	+10/+2*	+2	+8	+5
10	12	14	12	16	14				

*without force field

Skills: Bluff 8 (+10), Concentration 12 (+15), Craft (artistic) 10 (+11), Craft (chemical) 12 (+13), Gather Information 4 (+6), Knowledge (arcane lore) 14 (+15), Knowledge (theology and philosophy) 11 (+12), Language (Creole, French), Medicine 4 (+7), Notice 12 (+15), Perform (oratory) 11 (+13), Perform (dance) 6 (+8), Sense Motive 6 (+9), Sleight of Hand 10 (+11)

Feats: Artificier, Benefit (Houngan) 2, Favored Opponent (spirits/Loas) 4, Fearsome Presence 3, Luck 3, Minions (constrictor snake) 3, Ritualist, Second Chance (Magic, voodoo) 3, Skill Mastery (Craft [chemical], Knowledge [arcane lore], Medicine, Sleight of Hand), Trance, Ultimate Effort (Fort Save, Will Save) 2

Powers: **Comprehend 1** (spirits), **Concealment 5** (all visual and auditory; feat: close range, flaws: blending, passive), **Force Field 8** (extra: impervious) **Invisibility 4** (All visual senses; Flaws: Concentration, Only versus spirits/Loas), **Magic 10** (alternate powers: **Animate Objects 10** (flaw: corpses only), **Hellfire Control 10**, **Illusion 10** (auditory and visual), **Insubstantial 4** (incorporeal), **Luck Control 10** (flaw: Will saving throw), choose two power feats), **Mind Shield 6** (Flaws: Only against Possession and spirits/Loas), **Super-Senses 2** (Awareness (spirits); Low-Light Vision)





Drawbacks: Power Loss (Magic; when unable to speak and gesture to cast spells; □1 PP)

Combat: Attack +4 (melee), +0 (ranged), Grapple +0, Damage +0 (unarmed), Defense +4 (+0 flatfooted), Initiative +0

Totals: Abilities 18 + Skills 30 + Feats 24 + Powers 53 + Combat 16 + Saves 16 = 150

In the late 1950s, Dwayne Leeds was an inner city smooth-talking, pick-pocketing teenaged con artist whose life changed forever when he crossed paths with a street magician performing outside a train station. Originally hoping to steal the older man's daily earnings, Dwayne soon became intrigued and enthralled by the older man's incredible illusory skills. The old man was impressed as well and invited Dwayne to learn from him. After the old man was certain of Leeds' dedication, he revealed his secret: the old man housed the Loa of Baron Kriminel and served him as a mercenary.

The Old Man taught Dwayne of the ways of voodoo and of the Baron. Baron Kriminel is a Loa of Vengeance to whom people would pray for retaliation and other vengeful acts. The Old Man was a personification of that vengeance and would undertake such a mission for pay. Normally a monetary transaction, one could also pay for the Baron's service in other ways, such as a number of favors, blood, or other method determined by the Baron.

Dwayne was initiated as Baron Kriminel's assistant and spent the 1960s as his sidekick, Brother Hoodoo. After spending a decade together committing contracted crimes and fighting heroes, the old man announced that it was time to pass the loa onto Dwayne. In a secret ritual, Dwayne Leeds became the new Baron Kriminel with the old man's dying breath.

The new Baron Kriminel continued his predecessor's tradition. He lives a nomadic lifestyle within the inner city, looking for potential customers. He uses the earnings to maintain a rather extravagant lifestyle. Not content to simply wait for the next job, Baron Kriminel has invested heavily in the local criminal gangs and families. These crime bosses essentially pay the Baron protection money to keep them from his wrath.

Currently, Baron Kriminel is old and ready to retire. He is actively seeking out his next Brother (or Sister) Hoodoo. In an interesting twist, he has teamed up with the daughter of his old nemesis the Black Flame and is considering passing the mantle onto her. While he knows that she'd kill him if she ever discovered his role in the death of her parents, he also knows that she'll have to kill him anyway as part of the final ritual.

Physically, Baron Kriminel has two guises; one as a tough urban hood (an illusion), and another as an emaciated old man. In both, he is accompanied by his pet constrictor snake. He can also appear as someone that a prospective client might feel comfortable talking to. Baron Kriminel speaks with a Haitian accent. Initially fake, the Baron has used this accent exclusively for four decades and it has since become natural for him. Baron Kriminel prefers to strategize before going on a mission. This usually involves several preparatory rituals designed to give him advantages over his prey. In combat, Baron Kriminel can be quite ruthless.



PLOT HOOKS

1. One of the gangs that pays Baron Kriminel protection money has recently suffered a few voodoo-style hits. Has Baron Kriminel taken back his word, or is there another loa-possessed hero or villain in town?
2. One of the Heroes is the recipient of a vengeance request by a victim of a previous crime (this hook works exceptionally well for heroes that have little regard for collateral damage). Baron Kriminel undertakes the mission and begins cursing the hero, making him or her suffer the way that the victim has suffered.
3. Baron Kriminel has undertaken a mission, but he's on the wrong side. The request was from a businessman that claims his wife is having an affair with his partner. In truth, the businessman wants to set up his partner for a fall prior to a lucrative business deal and his wife provides a convenient excuse. Can the heroes discover the deception before Baron Kriminel harms innocents?
4. Baron Kriminel has decided that a magic-themed PC would be the ideal host for the Loa, and wishes to make the PC into the next recipient of the power of voodoo. What happens when a Loa is insulted by a refusal?
5. Baron Kriminel has enacted vengeance against The Serpent Sphinx on behalf of the family of one of the Sphinx's victims. The two villains begin to war against one another. Such a conflict between two powerful magic-wielders draws the attention of Warlock, who, as the supreme sorcerer of this dimension, cannot allow these upstarts to grow in power. Can the PCs stop a three-way war between these villains, while at the same time protecting the city from the destruction raging as a result?
6. A rival Loa spirit (perhaps Baron Samedi or Baron Cimitiere) decides that Baron Kriminel is now vulnerable, as his host is aging and looking for an heir to the power. The Loa spirit possesses an NPC close to one of the PCs (a girlfriend, a sidekick, etc.), creating a new voodoo-based character who now hunts for Baron Kriminel. Can the PC rescue his friend from the grasp of the Loa?





BLACK FLAME

POWER LEVEL 9

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+5	+1	+2	+2	+3	+9/+1	+5	+9	+6
10	20	12	14	14	16				

Skills: Acrobatics 8 (+13), Bluff 8 (+11), Disable Device 8 (+10), Notice 8 (+10), Search 8 (+10), Sense Motive 8 (+10), Stealth 8 (+13)



Feats: Attractive, Attack Focus (ranged) 5, Defensive Attack, Dodge Focus 5, Fearless, Improved Aim, Improved Block 2, Improved Initiative, Improved Overrun, Move-By Action, Precise Shot 2, Taunt

Powers: Fire Control 9 (alternate power: Blast, Create Object, Suffocate), Flight 4, Force Field 8 (extra: Impervious), Super-senses 1 (Infravision)

Combat: Attack +4 (melee), +9 (ranged), Grapple +9, Damage +0 (unarmed), Defense +9 (+2 flatfooted), Initiative +9

Totals: Abilities 26 + Skills 14 + Feats 19 + Powers 46 + Combat 16 + Saves 12 = 135

During the 1970s, the Black Flame was a popular urban superhero. Like many minority heroes of the period (including Black Ice (a thematic partner/love interest for a while), the Barrio Brawler, and the Chinese Dragon), the Black Flame chose a name that would make her an identifiable role model for minority children. The Black Flame primarily operated in the poor inner city, an area often neglected by "mainstream" heroes (an impression was ingrained by a



televised interview with the Comet, who explained that he and other heroes rarely patrolled poor urban neighborhoods because they offered little opportunity for super villains). While her powers were formidable, the Black Flame often fought low-powered criminal threats such as gangs, pimps, crime lords and drug dealers.

The Black Flame faded from the scene in the late 1980s in order to settle down and start a family. In her secret identity, Donna Danson married a young lawyer and had a child, Jenna. Unfortunately, Donna's husband was killed when he attempted to prosecute some gangsters. The Black Flame came out of retirement for vengeance, only to discover that she had brain cancer and it was eating away at her ability to control her powers. She'd cornered the thugs responsible for her husband's death and flamed them, only to start a blaze that consumed four city blocks, killing four people and injuring many more. In order to protect Jenna, Donna did not come forward when calls were made for the Black Flame to stand trial and was never seen again.

By the turn of the millennium, Donna's money had almost run out. Jenna, too young to recall the good times, grew up in relative poverty. In an effort to keep a low profile, Donna had not availed herself of any of the government programs available and took one low-paying job after the next to keep food on the table and a roof over their heads. When Jenna first manifested her powers as a young teen, Donna made her swear not to use them except to heat the house, cook food, or otherwise help provide necessities that they could no longer afford.

Jenna was angered at the public's treatment of her mother after so many years of helping others, but she kept her promise. She kept a low profile and ended up waitressing instead of going to college. Unfortunately, Donna's cancer finally consumed her and upon her death Jenna felt no compulsion to keep her promise. Donning her mother's old costume, the new Black Flame would take out vengeance on the city that turned its back on her mother.

Jenna has taken great pains to make the world believe that she is the same Black Flame from the old days. She wears her mother's old costume, which includes the then-fashionable flares, platform shoes and large earrings. While she has shorter hair (the afro wig was too difficult to manage), the new Black Flame speaks in the clichéd jive language that Jenna learned from blaxploitation films. She generally chooses partners-in-crime from minority groups and currently works with Baron Kriminel (an old enemy of her mother's). While Jenna realizes that Baron Kriminel knows that she is not the original Black Flame, Jenna does not know that it was a curse from the Baron that caused her mother's cancer nor that he was behind the gang that murdered her father. Should Jenna ever discover this, she would turn on the Baron in a heartbeat.

PLOT HOOKS

1. Black Ice comes out of retirement in order to stop his old partner. Unfortunately, the years have not been kind to the old superhero, as he is senile and his ice powers have degraded into less formidable water powers. Black Ice will refuse to believe that the new Black Flame is not his old friend, and he is a danger to himself and others while trying to stop her (GMs wishing to add an extra layer of complication can make Black Ice the Black Flame's real father).
2. The Black Flame has decided to target city political candidates that are "unfriendly" to minority interests. With the help of Arobas, Pulsar, and Baron Kriminel, this "Freedom Four" threatens the stability of the city and the political process.



3. Thought dead for several decades, a powerful arch-villain of the original Black Flame is back to settle the score with his old enemy. In a twist, the villain is really the son of the original, blaming the Black Flame for his father's death (in truth, the original tried to save him, but the villain's own machinations did him in). Can the heroes stop these two before they tear apart the neighborhood for a misremembered past?

4. Supa D, a hip-hop star, starts using footage of the original Black Flame (along with other 70s urban heroes) in the videos for tracks from his mega-platinum CD, "Original Supa." His live shows include models dressed in versions of the Black Flame's costume, pole-dancing on platforms. Jenna is outraged by this, and decides to send a clear message of her disapproval by attacking Supa D's forthcoming concert at the Garden.

5. Black Flame has the potential of being turned from a villain into a hero, in the best traditions of Bronze and Iron-Age comics. Perhaps the PCs learn of Baron Kriminel's involvement in her parent's deaths and choose to approach her, or perhaps the Black Flame sees the PCs fighting to help save a minority neighborhood in the city, or fighting a racist supervillain, and joins in -- a momentary alliance that may offer the PCs the opportunity to help Jenna truly honor her mother's memory, and re-ignite the Black Flame.





DIAMOND

POWER LEVEL 12

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+12/+3	+2	+10/+3	+1	+1	+2	+16/+14	+15	+5	+4
34/17	14	30/16	13	12	14				

Skills: Bluff 2 (+4, attractive), Computers 5 (+6), Diplomacy 5 (+7), Intimidate 8 (+10, powerful), Knowledge (business) 5 (+6), Notice 5 (+6), Sense Motive 2 (+3)

Feats: Attack specialization (unarmed) 2, Attractive, Challenge (powerful intimidate), Defensive Roll 2, Diehard, Endurance, Evasion, Fearless, Improved Initiative 2, Interpose, Leadership, Power Attack, Tough 2

Powers: Enhanced Constitution 14, Enhanced Strength 17, Immunity 9 (life support), Protection 2 (impervious), Leaping 5 (x50 distance), Speed 5 (250MPH), Super Senses 2 (extended hearing, extended sight), Super Strength 7 (Heavy Load: 200 tons, dynamic AP: Flight 7 [1000 MPH])

Combat: Attack +8, +12 (unarmed), Grapple +27, Damage +12 (unarmed), Defense +8, Knockback -9, Initiative +10

Totals: Abilities 26 + Skills 8 (32 points) + Feats 17 + Powers 72 + Combat 32 + Saves 11 = 166 pp

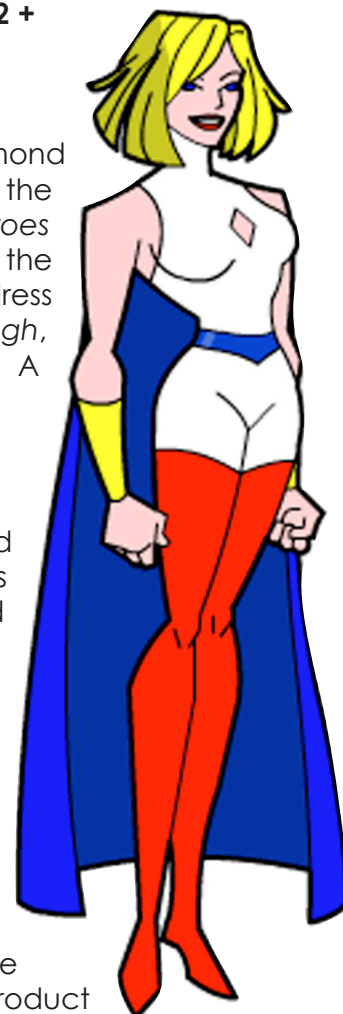
Diamond isn't a villain per se. In fact, as far as the public is concerned, Diamond is one of the most popular superheroes on the planet. She appears on the cover of glossy hero magazines like *SUPER!*, *Metahuman Monthly*, and *Heroes Unmasked* on a regular basis. Her exploits are covered breathlessly by the national and world media. Posters of her hang in college dorms, women dress in her fashionable clothing line, and her recent autobiography, *In the Rough*, is a best-seller. She is more than a hero, she is a one-woman industry. A superstar.

She is also a fake.

Brandi Czabasky (her real name, although she's long since legally changed it to "Diamond", and destroyed her original records) manifested her powers in adolescence -- they are very real. However, her desire for fame and adoration is even more real. Since her powers manifested, Brandi has single-mindedly pursued a single goal -- becoming the most-loved, most popular, most famous superhuman on the planet. If Brandi believed anything, it was this: Fame is Power.

So, small-town girl Brandi crafted herself into Diamond -- the epitome of beauty, fame and power.

She carefully crafted her public persona -- teaming up with other heroes (letting them do most of the work, before stepping in and delivering the final -- and extremely photogenic -- blow), licensing her likeness to product manufacturers, signing on as a celebrity spokesman for a number of companies....





and then she moved up to the next level. Taking the earnings from her endorsements and merchandizing, she started to fund small-time supervillains anonymously, purely so that she could swoop in at the last minute (once the cameras had arrived) and “save the day.”

Today, she's a marketing powerhouse, who occasionally dabbles in superheroics -- sometimes combating threats of her own making (power-suited shock troops whose armor has a weak spot that only she's aware of, for example), and sometimes muscling in on real heroes and taking the credit.

PLOT HOOKS

1. The best way to introduce Diamond is to have her regularly show up during fights between the PCs and Supervillains. She'll generally get in the way, posing for the news media, taking down villains that have already been weakened by the efforts of the PCs, and then heaping the PCs with praise during news interviews: “These guys were a big help, and I could have never done it without them.”
2. Diamond's marketing team have determined that her next move should be to “increase her brandshare” by joining a team -- Teams test well with the lower and middle class 18 to 45 year old segment, after all. She's chosen the PC group as her team of choice. Will the PCs turn down the most famous superhero in the world? Or will they bow to public pressure, even at the cost of their effectiveness?
3. The PCs are approached by a nerdy technician, who introduces himself as Stanley Q. Beamish -- when met with the blank stares of the heroes, he'll announce that he's better known as “the pulsating POWERMASTER!” The Powermaster was a armored villain that was Diamond's nemesis during the early years. Diamond's accountants have made a critical mistake, and cut off payments to something listed in the books as “ancillary investment” -- as a budget-streamlining move. However-- that was, in fact, the regular hush money payment to Beamish. Now, deprived of his income, Beamish has decided to come forward and blow the whistle on Diamond's fake heroics. He'll tell the heroes that she funded his invention of the Powermaster armor, and sent him out to commit crimes that she would then stop. How do the PCs react, and if they believe Beamish, how do they deal with the dark secret of the world's most popular superhuman?



PATRIOT

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+6	+6	+6	+3	+3	+3	+10/+6*	+10	+10	+10
22	22	22	16	16	16	<i>*without tactical vest</i>			

Skills: Acrobatics 4 (+10), Climb 4 (+10), Disable Device 8 (+11), Intimidate 8 (+11), Knowledge (tactics) 8 (+11), Knowledge (technology) 4 (+7), Notice 8 (+11), Profession (soldier) 4 (+7), Search 8 (+11), Sense Motive 8 (+11), Stealth 4 (+10), Survival 8 (+11), Swim 4 (+10)

Feats: All-Out Attack, Assessment, Defensive Attack, Die Hard, Elusive Target, Endurance, Equipment 20, Evasion 2, Uncanny Dodge (auditory)

Equipment: Gas Mask, GPS Receiver, Heavy Pistol, Knife, Multi-tool, Night Vision Goggles, Sniper Rifle, Submachine Gun, Tactical Vest, Van; plus 50 points of special equipment geared for a particular mission.

Combat: Attack +11, Grapple +17, Damage +6 (unarmed), Defense +10 (+5 flatfooted), Initiative +6

Totals: Abilities 54 + Skills 18 + Feats 19 + Combat 42 + Saves 15 = 160

Garrett Ian Joseph McCord has been a patriot ever since he was old enough to wave a flag. Born on the Fourth of July, Joe was raised on military bases his entire life. As a result, he never had any lasting friendships and came to see the military as his friends and family. Joe always wanted to be a soldier and enlisted as soon as he was able. His fierce patriotism and his preference to use his third name had garnered him the nickname "GI Joe."

After the Gulf War, McCord was uncomfortable with leaving Saddam Hussein in power. After the presidential election, McCord left the service and set up a mercenary operation. He was pleasantly surprised to discover a few high-ranking officers in the military that shared his view, and McCord soon found himself





traveling the globe to perform covert, deniable operations. He was extremely good at his job and relished the freedom he had from military protocol and rules of engagement.

McCord expected his arrangement to thrive under the current administration, and during the new President's first term he was correct. While the American military increased its presence in the Middle East, McCord and his team continued to perform mercenary operations wherever he was needed. Unfortunately for McCord, his world came crashing down when a journalist caught him on camera using his special interrogation techniques on civilians. In order to insulate themselves, McCord's allies suddenly turned on him, claiming that he'd gone rogue and amending his file to "prove it."

McCord snapped. He believed that the "lefties" were responsible for bringing him down when all he was doing was trying to protect America. With his cash flow cut off, McCord returned to his homeland and adopted a new identity, the Patriot. While McCord had spent most of his career protecting American interests throughout the world, the Patriot would clean up America's own house.

The Patriot is a well-muscled man in his forties covered by a protective bodysuit. In addition to his normal gear, the Patriot usually carries special equipment to aid him in a particular mission. The Patriot goes after anyone he sees as "anti-American." This includes liberal politicians, the media, war critics, and even "left-wing" superheroes. Unsurprisingly, the Patriot wouldn't hesitate to kill Arobas or Pulsar either.

PLOT HOOKS

1. *Get Out Now*, a college-based organization that protests the War in Iraq by protesting at the funerals of American soldiers, has been targeted by the Patriot. He has decided to counter their disrespect of a soldier's funeral by gunning them down at the funeral. Stopping him at the funeral is only part of the heroes' job; the Patriot has discovered the identities of all the members and will hunt them down one by one afterwards.
2. Six months ago, six heroes lent their likenesses and words to a graphic novel calling for an end to the American presence in the Middle East. The graphic novel came out a month ago and is a best-seller. Unfortunately, two of the heroes have been killed. Particularly distressing is that one of the heroes had an impenetrable force field and was seemingly killed by a simple pistol bullet. Can the Patriot be stopped before he kills the others, and does he now have a weapon that can nullify superpowers?
3. A prominent diplomat has been taken prisoner by rebels in a war-torn country. The Patriot has experience with this nation that could provide valuable intelligence for a rescue operation. Unfortunately, the imprisoned diplomat is a self-described liberal pacifist. Can the heroes trust the assistance the Patriot offers, and can he be trusted not to turn on them in the eleventh hour and assassinate the diplomat himself?



PULSAR

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+4	+3	+2	+1	+1	+0	+12/+2*	+7	+8	+6
18	16	14	12	12	10	*without force field			

Skills: Acrobatics 12 (+15), Concentration 8 (+9), Intimidate 12 (+12), Language (Arabic, Chinese, English, Spanish), Notice 12 (+13), Pilot 8 (+11), Search 8 (+9)

Feats: Acrobatic Bluff, Accurate Attack, Attack Focus (ranged) 4, Diehard, Dodge Focus 4, Evasion 2, Favored Environment (airborne), Fearless, Improved Aim, Improved Critical (blast and strike) 4, Improved Grapple, Improved Initiative 2, Move-By Action, Power Attack, Precise Shot, Uncanny Dodge (visual)

Powers: Blast 12, Flight 10, Force Field 10 (flaw: only usable while flying), Immunity 4 (doesn't need to breathe, immune to light attacks), Regeneration 11 (Recovery Rate: 1 round for all damaged conditions except death), Strike 12

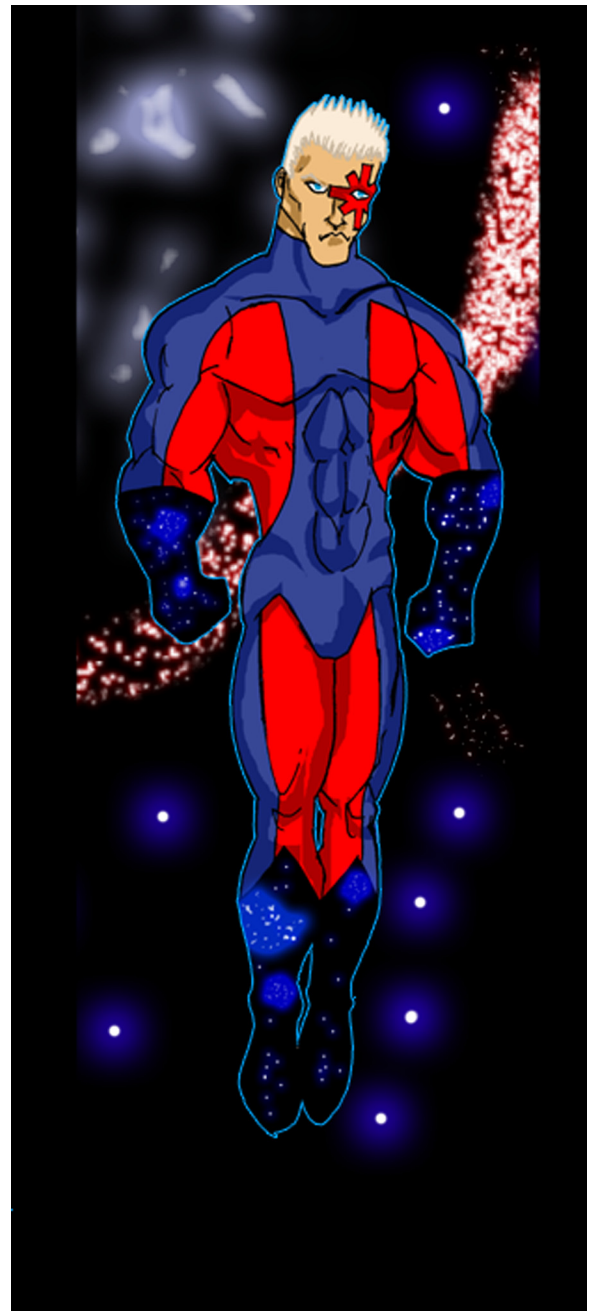
Drawback: Must be in presence of sunlight for powers to function (3 points per power).

Combat: Attack +6 (melee), +10 (ranged), Grapple +9, Damage +3 (unarmed), Defense +10 (+6 flatfooted), Initiative +11

Totals: Abilities 22 + Skills 16 + Feats 27 + Powers 48 + Combat 24 + Saves 15 = 150

Sergei Volkov was a true patriot. He fervently believed in the cause of communism and joined the Soviet Air Force to "defend the motherland from capitalist aggression." Sergei was an excellent pilot and he was quickly recommended to join the Soviet Space Program. He trained to be a cosmonaut and was selected to be the candidate for Project Pulsar. Project Pulsar was an attempt to create a Soviet Superhero in space, using special chemicals and minerals in the approaching Halley's Comet.

Sergei successfully piloted the spacecraft into the comet's wake, but something went wrong. The capsule exploded and the Program Director concluded that the project was a failure and that Captain Volkov was killed. As it turned out, however, Sergei was not killed and the project was a success. Unfortunately, the experiment caused a slight tear in the time-space continuum and Volkov flew back to Earth twenty years after he was believed to be dead.





Sergei expected to be welcomed as a hero; he proudly wore the special red and yellow jumpsuit with the hammer and sickle emblazoned over a star. However, when he touched down in Kremlin Square, he was greeted by icy stares, heckling, and even assaulted. The police quickly got involved and Sergei learned to his horror that not only was he transported twenty years into the future, but also that Soviet communism had failed. The Russian president offered Sergei the chance to work for the Russian government, but Sergei could not abandon his principles. He fled before further action could be taken.

Since then, Sergei has altered his jumpsuit and offered his services to Cuba (he was too suspicious of the Chinese). However, with the President's ill health and an uncertain future, Sergei found himself again rejected. Worse, his hated "imperialist enemy," the United States of America, was now the greatest power in the world and flexing its muscle in the oil rich Middle East.

Adopting the name of the project that created him, Pulsar became a supervillain in the United States. He typically picks targets at odds with his philosophy, which includes most "traditional" targets such as banks. Pulsar also tends to commit crimes in areas patrolled by patriotically-themed heroes. Due to the nature of his powers, Pulsar tends to commit crimes at the break of dawn (so he can still use his powers) or attack remote targets. At times, Pulsar acts as a "Robin Hood," giving his ill-gotten gains to the poor. This is always accompanied by a lecture on the merits of communism.

Pulsar will work with any "anti-capitalist/imperialist" group or villain. He has worked with Arobas on several occasions. One villain he will never work with though is the Patriot. While both are technically against mainstream America, Pulsar sees the Patriot as the epitome of "evil capitalism and imperialism," while the Patriot sees Pulsar as a "red commie scumbag."

In person, Pulsar is the classic stereotype of the Soviet super; he is powerful, idealistic, and speaks with a thick Russian accent. He calls his allies "comrades" and his enemies "capitalists" or "imperialists." He views his own upbringing with rose-colored glasses and will expound for hours on the virtues of a central communist system.

PLOT HOOKS

- 1.** Pulsar has decided to end American interference in world affairs by attacking a military jet scheduled to send supplies over to a foreign country being assisted/occupied by American forces. Unfortunately, Pulsar picked a target that included a secret passenger, a member of the President's cabinet (or even the President himself/herself!). The heroes could be involved in protecting the passenger, intercept a call for help, or deal with the aftermath of the attack.
- 2.** Pulsar has chosen to fund a sympathetic political party with his ill-gotten gains. Out of nowhere, the Worker's Party for a New America is getting significant funding and demanding that its candidates share equal billing with the major parties. At the same time, contributors and coffers of other candidates are being burglarized in early morning attacks.
- 3.** Pulsar has learned of a time travel project that could enable him to return to the past and ensure that the Soviet Union survives into the 21st century. The heroes must stop him before he changes history. Alternatively, the heroes could wake up one morning and find themselves living in a cold war world about to heat up. With the aid of an enigmatic time guardian, they must travel back through time to stop Pulsar.



RECLUSE

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+8	+5	+6	+0	+2	+0	+8 (+6)	+8	+8	+6
26	20	22	10	14	10				

Skills: Acrobatics 2 (+7), Climb 2 (+10), Intimidate 8 (8), Notice 8 (+10), Search 8 (+8), Survival 4 (+6)

Feats: Attack Focus 5, Dodge Focus 7, Fearsome Presence 8, Improved Grab, Improved Grapple, Improved Pin

Powers: **Additional Limbs 4** (four limbs; *power feats:* innate, split attack, *extra:* autofire (flurry of attacks)), **Disintegration (Spittle) 5** (*extra:* poison, *drawback:* reduced range (two increments)), **Protection 2**, **Strike 2** (claws/piercing, *feat:* mighty), **Super-Movement 2** (wall-crawling, full move and dodge), **Super-Senses 1** (peripheral vision)

Combat: Attack +10 (melee), +5 (ranged), Grapple +18, Damage +8, Defense +9 (+2 flatfooted), Knockback +4 (+3), Initiative +5

Totals: Abilities 42 + Skills 8 + Feats 23
+Powers 63 + Combat 16 + Saves 10 = 160

Steven Porter was a solid-of-fortune and archaeologist -- a polite way of saying that he was a treasure hunter and graverobber. On one particular undertaking in the jungles of the tiny South American nation of Juacacha, Porter was captured by the Oromec indians, while violating their sacred burial grounds.

The Oromec decided to sacrifice Porter to Aca Tzenul, their spider-god. The god (an actual magical entity, rather than a mere jungle superstition) saw within Porter a spirit possessed of traits it valued: rapacious, cunning and without remorse. Aca Tzenul did not devour Porter, but instead chose him as an avatar -- the Chosen of Aca Tzenul. The Spider Who Walks Among Us. Porter was transformed into a hideous combination of spider and man: The Recluse.

Porter was horrified at what had happened to him, and ran -- escaping Aca Tzenul, The Oromec, and eventually returning to the campaign city. He searches constantly for





a way to return to his natural form -- scientific or magical. He commits robberies or hires himself out as muscle as a way to earn the funds required for the proposed cures. So far, none have been effective.

PLOT HOOKS

1. The Recluse has decided that one of the PCs (a magical or technological hero) has the means to end his curse and return him to human form. He immediately goes for leverage on the hero, whether through kidnapping an NPC close to the hero, or stealing something important to the hero and demanding his or her help.

2. The Oromec are engaged in a power struggle with the junta that rules Juacacha. The tribe dispatches a group of "holy warriors" to the campaign city to bring The Recluse back, so that he may act as Aca Tzenul's champion and defend them against the forces of the government. The junta learn of this plan, and send a hit squad to the campaign city, to kill The Recluse, thereby denying the Oromec a super-powered asset. The Recluse wants no part of either. The warring parties are tearing up the city -- can the heroes put a stop to it?

3. The Recluse is hired as muscle by someone like Rex Mundi or The Warlock -- who promises to use their technological or magical might to help The Recluse, in return for the Recluse acting as a superpowered hit-man against the PCs.

4. Aca Tzenul wants to manifest in our plane of reality, and orders The Recluse to steal a number of artifacts necessary for this manifestation to occur. The heroes are brought in when the thefts begin to happen -- and all signs point to someone looking to call up a powerful supernatural entity. Will the PCs be able to see past the obvious suspects (The Warlock, for example) and stop The Recluse before he unleashes the Spider God upon our world?

5. Aca Tzenul was lying -- he did not make Steven Porter into his instrument on earth, he is actually using Porter as his HOST. The Recluse will grow more and more powerful each time the heroes encounter him (Gamemasters should add new powers and increase the power level of existing powers), until he eventually has transformed enough for Aca Tzenul to use him as a vessel. If Porter discovers this, of course, he may actually go to the PCs for help in stopping the Spider God of the Oromec.



REDKAP

POWER LEVEL 8

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+3	+4	+0	+4	+2	+4	+8 (+0)	+4	+8	+6
16	18	10	16	14	18				

Skills: Acrobatics 8 (+12), Bluff 12 (+16), Diplomacy 12 (+16), Gather Information 12 (+16), Intimidate 12 (+16), Knowledge (Behavioral Sciences) 4 (+8), Knowledge (Streetwise) 8 (+12), Notice 8 (+10), Sense Motive 12 (+16)

Feats: Blind-Fight, Connected, Contacts, Critical Strike, Defensive Roll 8, Dodge Focus 5, Equipment 15 (75 points), Fascinate (Bluff, Diplomacy, Intimidate), Master Plan, Minions 6 (25 30-point minions (criminals)), Quick Draw, Rage 4 (+8 Str, +4 Fort, +4 Will, -2 Defense, 10 rounds), Well-Informed

Powers: **Emotion Control 8** (power feat: innate, subtle, flaw: fear only)

Combat: Attack +5, Grapple +8, Damage +3, Defense +5 (+0 flatfooted), Knockback +4 (+0), Initiative +4

Totals: Abilities 32 + Skills 22 + Feats 48 + Powers 6 + Combat 10 + Saves 12 = 129

Nobody knows who Redkap is. They only know that he is dangerous -- an insane, murderous fiend.

His fingertips have had the prints removed with acid and razor blades. His DNA is now on record with every law enforcement agency in the world, but no record exists before his first arrest. He has no name, his clothes are custom made -- there is nothing that points to his true identity.

He is violence and fear and chaos personified.

His crimes are complex and designed to tear away at everything that holds us together as a society. He revels in stripping us down to our animal natures. He delights in bringing those we admire -- superheroes, leaders -- down, revealing them as just another one of us, susceptible to fear and to corruption.

He names himself Redkap after the goblins of





the fairy tales -- he dips the tip of his cap in the blood of his victims -- over the years dyeing it a deep red-brown. It seems constantly fresh -- wet and glistening.

His methods are mundane -- he uses homemade bombs, or guns, or knives. Nothing high-tech, nothing flashy -- the terrifying part of his plans are how anyone could have done it. None of us are safe. His sole power, nearly undetectable, is the fear that he brings out in his opponents -- currently, nobody is aware of this power, and if Redkap himself knows of it, he certainly isn't saying.

PLOT HOOKS

1. This is a good way to introduce Redkap in your campaign: Redkap goes on a killing spree -- completely at random. He flips through the phone book, picks out a name, and kills that person in cold blood. He kills a new person everyday, and leaves a clue as to the identity of his next victim at the scene of the crime. Can the heroes, more used to fighting super-powered threats and alien invasions, discover a serial killer and stop him before he strikes again?
2. Redkap has decided to bring a hero down. Choose one of the PCs that has a standing as an iconic symbol of heroism (a patriotic hero, or a paragon of virtue). Redkap will kidnap and kill the PCs friends and loved ones -- preferably in plots where the hero thinks they have a chance to save them, but in reality they do not (for example -- NPC is tied up in a location with a bomb, and the hero must find the location and defuse the bomb...only to discover that the NPC had her throat cut, and has been dead the whole time). Redkap will constantly and unstopably attack everything the hero holds dear -- for a single purpose: To make the hero lose control, and kill Redkap, in full view of the media. The hero will be exposed as a common killer, their iconic standing forever ruined, and the people will lose that much more of the hope that sustains them. And Redkap? Oh, he'll be dead -- but he will have WON. (He is, after all, insane.)
3. Redkap wishes to provoke an all-out war between the heroes and the villains of the campaign city, to cause as much collateral damage as possible and make the public fear the superhumans who are, in the end, seperate and different from them. To this end, he engineers set-ups: leading heroes to villainous plots that he himself set into motion, feeding intelligence about the heroes back to the villains, etc. He also can't resist upping the ante by blowing up a few buildings here and there, especially if he can make it look like the damage was the result of the ongoing battles. Once things have gotten going, he will start his psychological campaign -- calling radio and TV call-in shows, stoking the fires of fear and discontent about the "freaks in our midst." Can the heroes stop the city from turning against them?



REX MUNDI

POWER LEVEL 15

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+12	+1	+2	+14	+7	+7	+17/+2	+9	+8	+13
34/12	12	14	38	24	24	*without battlesuit			

Skills: Computers 16 (+30), Craft (electronic) 16 (+30), Disable Device 16 (+30), Diplomacy 8 (+15), Drive 5 (+6), Gather Information 4 (+11), Intimidate 8 (+15), Investigate 4 (+16), Knowledge (tactics) 12 (+24), Knowledge (technology) 16 (+30), Language (Chinese, English, French, Russian), Notice 8 (+15), Pilot 5 (+6), Search 6 (+18), Sense Motive 8 (+15)

Feats: Assessment, Equipment 20, Improvised Tools, Inventor, Master Plan, Second Chance (interaction resistance), Skill Mastery (Computers, Craft (electronic), Disable Device, Investigate), Takedown Attack

Powers: Device 24 (battlesuit, 120 points) *Battlesuit:* Blast 15, Enhanced Strength 22, Force Field 10 (*Extras:* Continuous, Impervious), Immunity 9 (life support), Protection 5, Super-Senses 13 (blindsight [radar, extended x2], darkvision, direction sense, distance sense, infravision, radio, time sense), Super-Strength 5 (*Heavy Load:* 50 tons)

Equipment: Give Rex Mundi up to 100 points in equipment, devices, headquarters and vehicles, as needed per adventure.

Combat: Attack +15, Grapple +27, Damage +13 (unarmed), +15 (blasters), Defense +13 (+6 flatfooted), Initiative +1

Totals: Abilities 64 + Skills 34 + Feats 27 + Powers 96 + Combat 56 + Saves 20 = 297

Rex Mundi was once Dr. Draco Spiridon, a scientist-general of a world in which the Byzantine Empire never fell, but overcame its enemies and spread Greco-Roman culture across the planet. Because of this, Western Europe never fell





into a Dark Age and advanced more quickly than the campaign world. By the twentieth century, Rex's people were already exploring and settling the Solar System.

A deep space probe inadvertently caught the attention of an alien race, and Rex's people responded to the new threat in the way of their ancestors; they covertly and overtly attacked it. Unfortunately, the aliens were better armed and more vicious than the Byzantines. They decimated the solar system defenses and launched a devastating attack on Earth. In Earth's final moments, Rex Mundi escaped into what he'd hoped was his own world's past.

Instead, he ended up on the campaign world. Due to lesser technological achievement, we'd yet to attract the attention of the conquering race that Rex Mundi knows is out there. As a warrior and scientist of a more advanced culture, we should naturally look to him for leadership. His plan is to unite the world under his rule and prepare us for the threat he knows is coming.

Rex Mundi speaks with a thick French accent (on his home world, Dr. Spiridon was born in Gallia (France) and learned Latin as his first language). He has a superiority complex and treats everyone else as inferior (similar to the way a university academic might treat a "country bumpkin"). While his battle armor and other gadgets make him a formidable opponent, Rex Mundi is still a scientist at heart and prefers that his current minions and associates fight his battles for him.

PLOT HOOKS

- 1.** The European Space Agency is testing the prototype of an interstellar shuttle. This historic manned flight will take the vessel to the outer reaches of the solar system, where the crew will study alien wreckage on a floating asteroid. Rex Mundi believes that this mission may attract the aliens he fears before he is ready to face them. Can the heroes stop Rex Mundi before he sabotages the mission?
- 2.** Rex Mundi is organizing all of the greatest supervillains in the world into a "Global Legion." If he can effectively organize them the world would be in grave danger. Can the heroes break up the Legion without reinforcing the need for one?
- 3.** Due to cosmic coincidence, one of the heroes had a close parallel on Rex Mundi's home world. Rex Mundi now knows his or her secret identity and is using it to blackmail the hero. Is there any way to prevent Rex Mundi from using this information without forcing the hero to adopt a new identity?



ROREK

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+3	+3	+2	+0	+2	+2	+10/+2*	+7	+7	+7
16	16	14	10	14	14	*without force field			

Skills: Acrobatics 8 (+11), Intimidate 8 (+10), Knowledge (arcane lore) 8 (+8), Language (English, Norwegian), Notice 8 (+10), Profession (Hunter) 6 (+8)

Feats: Dodge Focus 2, Favored Environment (cold), Fearsome Presence 5, Improved Critical (sword), Improved Initiative, Uncanny Dodge

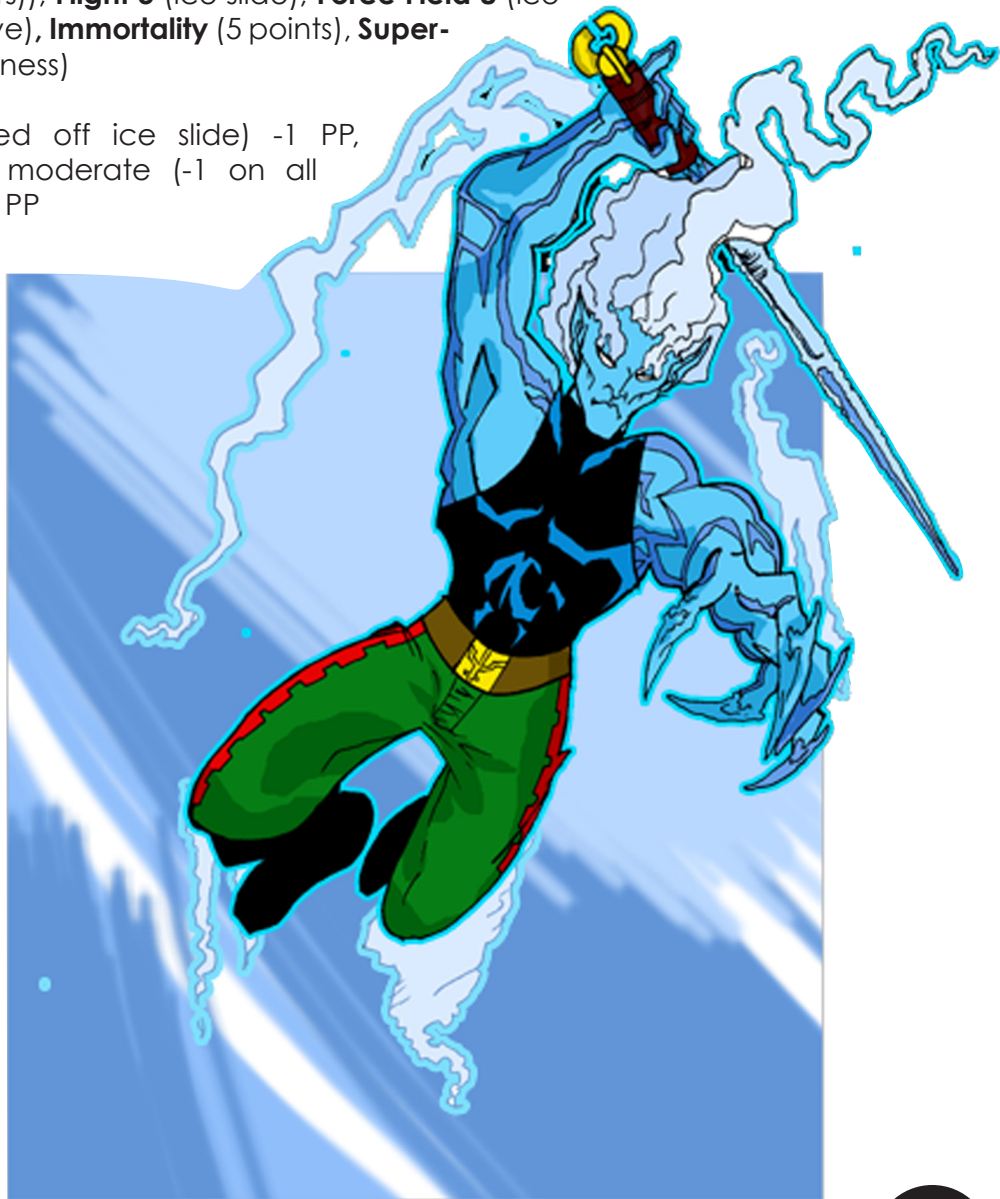
Powers: **Cold Control 10** (feat: alternate powers **Create Ice 10**, **Ice Blast 10**, **Ice Slick 10** (area), **Icy Conditions 10**, **Obscure 10** (blizzard), **Snare 10** (ice)), **Device 6** (runesword, feat: restricted (elf blood); **Strike 10** (feat: affects insubstantial, extra: penetrating), **Super-Movement 2** (Dimensional Movement (The Nine Worlds; extra: affects others)), **Flight 3** (ice slide), **Force Field 8** (ice armor, extra: impervious, flaw: ablative), **Immortality** (5 points), **Super-Senses 3** (Darkvision, Magical Awareness)

Drawback: Flight (can be knocked off ice slide) -1 PP, Vulnerability (100F+ temperatures, moderate (-1 on all checks, attack rolls, and defense) -2 PP

Combat: Attack +8, Grapple +0, Damage +10 (runesword), Defense +10 (+4 flatfooted), Initiative +6

Totals: Abilities 24 + Skills 10 + Feats 11 + Powers 63 + Combat 32 + Saves 8 = 154

Rorek is an ice elf of Niefnheim, one of the Nine Worlds of Norse mythology. While most of his kind serve the frost giants as enchanters of magical weapons, Rorek resented his service. He saw an opportunity when one of his frost giant masters sent him, along with two other ice elves, to Midgard (Earth) to collect a recently discovered artifact, Rorek saw his opportunity. He arranged for his two companions to die and he remained on Earth with his artifact, the ice crystal rune sword.





Rorek spent the first few years wandering the globe, marveling at both the level of Earth technology (far more advanced than his own, which relies on magic) and how frail these humans really are. Why serve the frost giants when an ice elf can easily take control? The only thing that stood in his way was the presence of super beings. This last problem was particularly troublesome because these “superheroes” often interfered with his income stream (committing crimes). Also, Rorek realizes that it won't be long before the frost giants come hunting...

Currently, Rorek has settled into the criminal underworld as an enforcer for the Octofather. This has enabled Rorek to be more selective with his criminal activities. Rorek hopes to gain valuable experience from the Octofather so that he can strike out on his own as a crime lord. Unfortunately, Rorek hasn't realized that the Octofather has already learned of his ambitions and is merely using him as a pawn in his schemes.

Physically, Rorek looks like a blue humanoid with frosty hair. His body is cold to the touch and it is actually a few degrees colder around his body than the rest of an area. Due to this low body temperature, Rorek's breath cannot be seen in cold weather. Rorek is very impulsive and prefers to make his point at the end of his blade rather than subtle negotiation.

PLOT HOOKS

- 1.** The frost giant that sent Rorek on his initial mission has learned of Rorek's treachery and decides to execute him. He sends a menagerie of classic “monsters” to dispense justice including elves, trolls, and even a frost dragon. In order to ensure a successful hunt, the frost giant has encased the city in an impenetrable force field, the side effect of which puts the city in blizzard conditions (this can be especially dangerous in summer).
- 2.** Unbeknownst to the Octofather, Rorek has discovered an artifact that shields his mind from the Octofather's manipulations. Rorek begins his takeover of the organization, proving a more ruthless leader than the Octofather. Will the heroes help the Octofather preserve the status quo, or is a ruthless crime lord better than a mind-controlling one?
- 3.** During an ill-fated crime, Rorek loses his sword. It is recovered by a small-time criminal that uses it to aid her in her crimes. This stuns Rorek, as only one with elf-blood can use the rune sword. Why can this new criminal wield the blade and is she a potential ally or enemy to Rorek?
- 4.** One of the Norse gods discovers that Rorek is present on Midgard, and assumes that he is a spy, scout or vanguard of an Frost Giant invasion of Asgard via Midgard. In fine Norse tradition, the Asgardians decide upon a pre-emptive strike of their own, and invade the city, with the intention of blocking the Frost Giant offensive.... An offensive that did not exist, until the giants were provoked into action by what they see as Asgardian aggression. Can the PCs prevent their home city from becoming the first battle of Ragnarok?



SERPENT SPHINX

POWER LEVEL 12

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+3	+2	+2	+4	+4	+2	+12/+2*	+9	+9	+9
16	14	14	18	18	14	*without Defensive Roll			

Skills: Computers 8 (+12), Concentration 8 (+12), Knowledge (arcane lore) 8 (+12), Knowledge (history) 8 (+12), Knowledge (theology and philosophy) 8 (+12), Language (English, French, Greek, Latin)

Feats: Artificer, Attack Specialization (blast) 4, Defensive Roll 10, Eidetic Memory, Fearless, Improved Initiative 2, Ritualist

Powers: **Animal Mimickry 6** (snake [viper]), **Device 5** (emerald scarab: **Possession 5** (extra: duration (permanent))), **Magic 12** (feat: alternate powers: **Blast 12**, **Disease 4**, **Flight 12**, **Illusion 3** (all sense types), **Shield 12**), **Regeneration 4** (resurrection)

Drawback: Power Loss (Regeneration: Body cannot regenerate if the heart is removed, mind trapped in living death until freed through scarab (+1 point)).

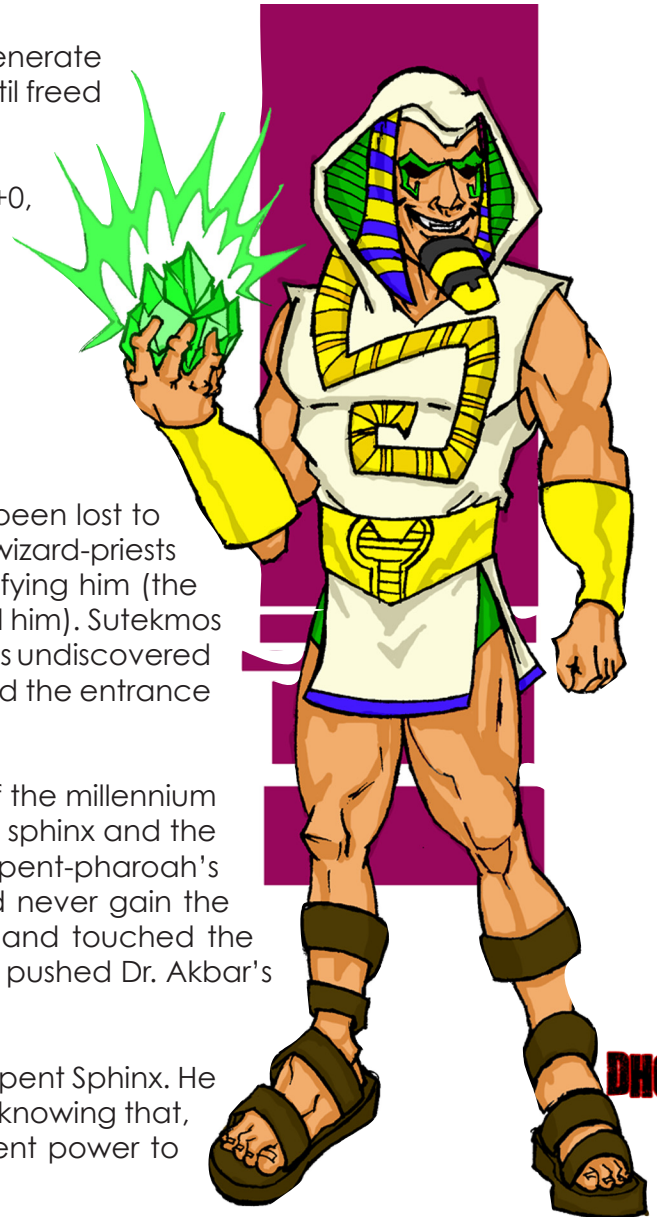
Combat: Attack +4 (melee), +4 (ranged), Grapple +0, Damage +0 (unarmed), Defense +12 (+0 flatfooted), Initiative +10

Totals: Abilities 34 + Skills 11 + Feats 20 + Powers 91 + Combat 8 + Saves 22 = 186

Sutekmos I was an ancient pharaoh whose reign has been lost to history. An evil leader bent on world domination, the wizard-priests of Thoth imprisoned Sutekmos in a tomb after mummifying him (the wizard-priests doubted that they could permanently kill him). Sutekmos slept for thousands of years. Unfortunately, no tomb goes undiscovered forever, and a local archaeologist, Ahmed Akbar, found the entrance in the Sahara Desert when a sandstorm swept it clear.

Dr. Akbar believed that he had made the discovery of the millennium in Egyptology. The entrance was of a serpent-headed sphinx and the archaeologist wondered if this could be the lost serpent-pharaoh's tomb. He was correct. Unfortunately, Dr. Akbar would never gain the benefit of his find for, as he discovered the mummy and touched the emerald scarab around its neck, the spirit of Sutekmos pushed Dr. Akbar's spirit from his body and made it his own.

Currently, Sutekmos has adopted the mantle of the Serpent Sphinx. He travels the world searching for the lost relics of his past, knowing that, when put together, he will regain enough of his ancient power to forge a new empire.

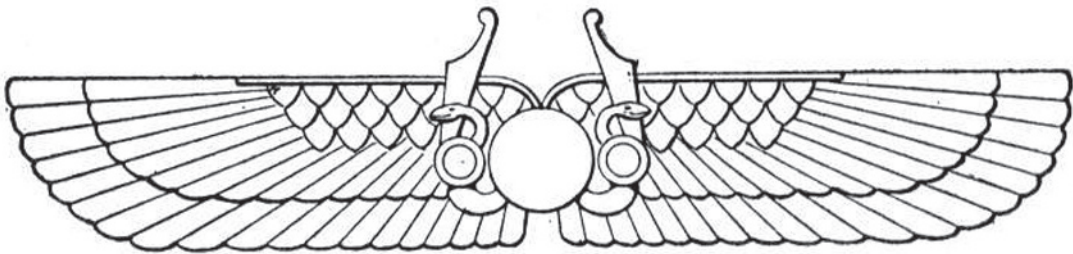


DHOUSE



PLOT HOOKS

1. A local museum is holding an Egyptian exhibit that includes an ornate, serpent-headed scepter. Can the heroes prevent the Serpent Sphinx from stealing it while protecting the museum patrons? What additional powers does the scepter possess?
2. The Serpent Sphinx has recovered an ancient ritual to bring a giant serpent to the world. This ritual naturally involves a few human sacrifices. Can the heroes prevent the ritual before a giant monster is loosed in the city?
3. An occult archaeologist has discovered the Serpent Sphinx' weakness and destroys him. Unfortunately, the spirit of Sutekmos has taken her body. Can the Serpent Sphinx build a new, stronger criminal empire as the Cobra Queen before the heroes discover the truth?
4. The Serpent Sphinx uses vast wealth garnered from treasure troves hidden during his reign to purchase an island off the coast of the campaign city. He declares this island as a sovereign nation, Khmun (after the original name of the ancient Egyptian city that the Greeks called Hermiopolis -- the center of the cult of Toth). Through magic, he manages to get the United Nations to recognize his sovereignty. Can the heroes defeat the plans of the Serpent Sphinx when he is now Pharaoh Sutekmos, ruler of Khmun -- with diplomatic immunity?





SIGMA-9

POWER LEVEL 13

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+10	+3	--	+2	+4	+0	+12	--	+8	+8
30	16	--	14	18	10				

Skills: Computers 9 (+11), Craft (electronic) 9 (+11), Craft (mechanical) 9 (+11), Disable Device 9 (+11), Intimidate 10 (+10), Knowledge (technology) 9 (+11), Notice 9 (+13)

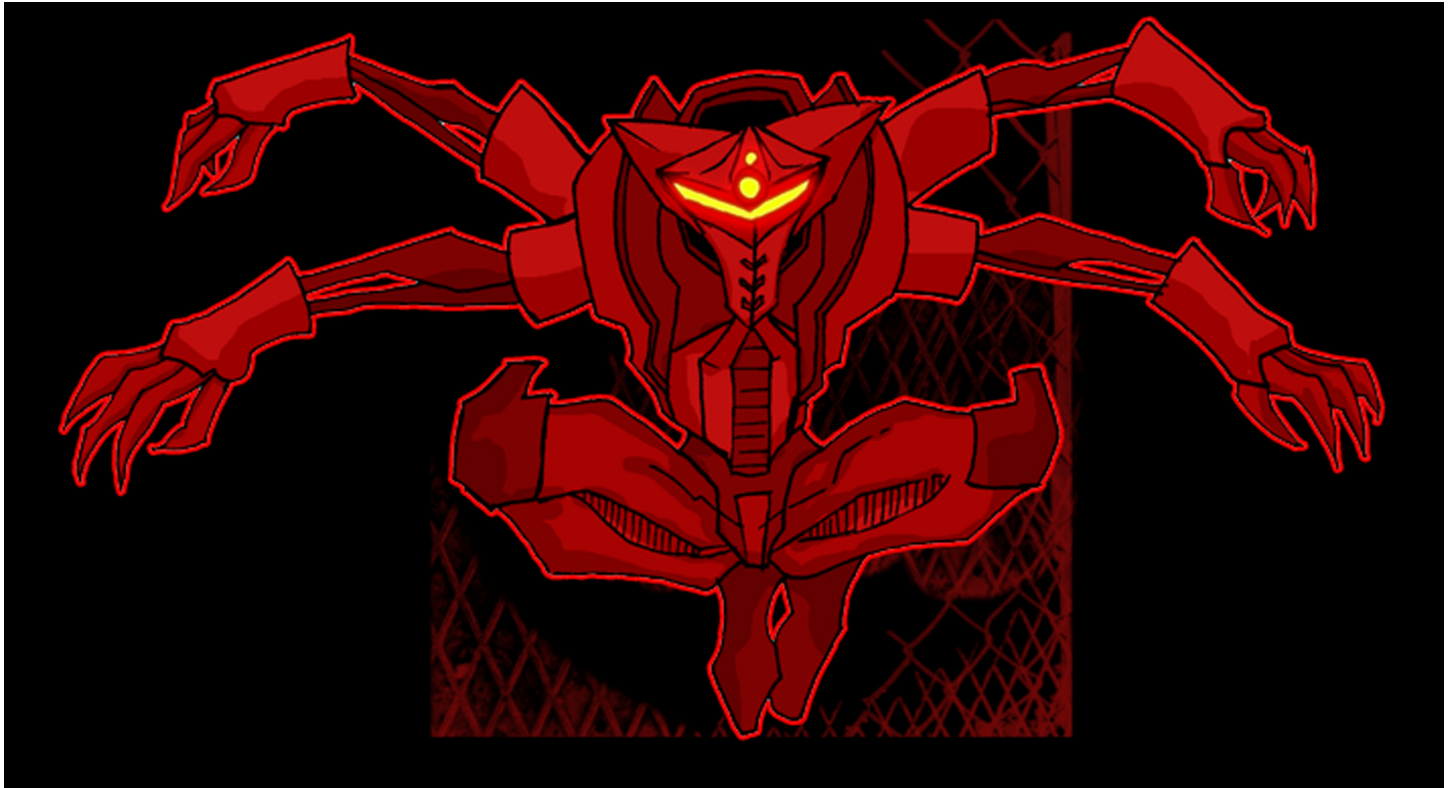
Feats: Accurate Attack, Ambidexterity, Attack Focus (ranged) +4, Dodge Focus 4, Equipment 4, Jack-of-all-trades

Powers: **Additional Limbs 2**, **Anatomic Separation 2** (extra: variable split), **Blast 12** (optic laser), **Datalink 1** (feat: machine control), **Flight 6**, **Immunity 30** (Fortitude), **Protection 12** (extra: impervious 8), **Nemesis 3**, **Regeneration 6** (recovery bonus (+2)), **Super-Senses 3** (infravision, radio, ultra-hearing)

Equipment: Headquarters (underground lair: size: Huge, toughness: 25, Features: combat simulator (realistic), communications, computer, concealed, defense system, holding cells, isolated, laboratory, power system, security system, workshop)

Combat: Attack +6 (melee), +10 (ranged), Grapple +16, Damage +10 (unarmed), Defense +10 (+3 flatfooted), Initiative +3

Totals: Abilities 36 + Skills 16 + Feats 15 + Powers 108 + Combat 24 + Saves 9 = 203





Sigma-9 was the last creation of Le Dominateur, a French supervillain. The Sigma series was Le Dominateur's line of defense robots, constantly refined and adapted to meet new superhero threats. Unfortunately, Le Dominateur made his latest creation a little too well. Sigma-9 was given an enhanced artificial intelligence and the ability to counter threats with a nemesis program. As the ninth model, Sigma-9 understood that it could exist only until its creator developed a better Sigma-10. Sigma-9 decided within a nano-second that it did not want to die and used its nemesis power to boost its intelligence. Le Dominateur, distracted while designing his latest superweapon, was quickly assassinated.

Sigma-9 redesigned Le Dominateur's undersea base in the Atlantic Ocean to its own specifications. It realized that superheroes and politicians would see it as a threat and shut it down. That Le Dominateur continued to make robots to defeat such threats was proof to Sigma-9 that machines had the potential to be superior to biological organisms. As such, its goal is to improve its own design until it has become the perfect machine.

Sigma-9 normally plots to acquire scientific and technical knowledge in order to improve itself. Sometimes this is as simple as stealing a new device; at other times Sigma-9 will kidnap a scientist and force her to make modifications to its body. Unfortunately, Sigma-9 has little conception of the frailty of the human body and such kidnapped victims often die of mistreatment before they can complete their work (and those that do finish are simply killed and discarded).

Sigma-9 will work with other villains so long as it serves its ultimate goals. Sigma-9 finds it amusing that most villains will settle for a few pieces of green paper or shiny rocks rather than complete world domination. Sigma-9 will not make that mistake.

PLOT HOOKS

1. Sigma-9 has kidnapped a scientist that is close to the heroes. Can they locate and rescue the scientist before Sigma-9 receives the upgrade and disposes of his prisoner?
2. Sigma-9 succeeds in creating a superior Sigma-10. Before Sigma-9 can transfer its files, however, a glitch causes the backup intelligence to take control. Sigma-10 does not want to die and flees the base with Sigma-9 in pursuit. The heroes must stop the robots before they leave the city in ruins from their conflict.
3. Le Dominateur was actually the Rex Mundi of our world. At this point, neither Rex Mundi nor Sigma-9 is aware of the connection. What will happen when one (or both) discovers this connection?



SPEED DEMON

POWER LEVEL 13

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+6	+2	+2	+2	+0	+10 (+2)	+5	+15	+6
14	22	14	14	14	10				

Skills: Acrobatics 8 (+14), Escape Artist 8 (+14), Notice 8 (+10), Profession 4 (+6), Search 8 (+10)

Feats: Evasion, Fast Overrun, Improved Initiative (8), Instant Up, Move-By Action, Quick Change

Powers: **Fire Control 10** (alternate power: Fireflash, Flame Blast, Ignite, Melt, Nova Blast, flaw: only while using Speed power), **Energy (Fire) Aura 8** (flaw: only while using Speed power), **Super Speed 10** (alternate powers: Wall Run, Rapid Attack)

Combat: Attack +8, Grapple +0, Damage +0 (unarmed), Defense +10, Knockback +5 (+1), Initiative +6(+46 with Super Speed)

Totals: Abilities 28 + Skills 10 + Feats 13 + Powers 101 + Combat 36 + Saves 16 = 201

Eduardo Dacascos was an arrogant man, used to the best of everything. He came from a wealthy Spanish family, and had every whim indulged. It was one of those whims that led him to become a racing driver, and his skill and money led him to the heights of Formula One. During a race in the campaign city, though, he nearly lost his life in a crash. He was rushed to the hospital, where received treatment -- including a blood transfusion. The blood, however, was tainted -- and Dacascos was transformed. His muscles were capable of propelling his body at incredible speeds -- so fast, that the air around him ignited into flame.

Unaccustomed to these new abilities, Dacascos ran out of control, destroying the hospital in a blazing conflagration. Any records regarding the blood -- who had donated it, where it came from, what had tainted it -- were destroyed in the fire. 14 patients and staff were also burned to death.

Fearful of being charged for a crime, Dacascos chose to let the world think that he had been killed in the fire. He was now a man with no identity -- he certainly could not return to his career, and the lavish lifestyle it afforded him. After some training, he discovered that his new abilities, though, could afford him that lifestyle.

Taking the name Speed Demon, Dacascos entered a life of crime -- hiring himself out to the underworld as a courier initially, and then moving on to bigger and better things. His speed makes him almost impossible to catch, and his ability to generate and control flame makes him very, very dangerous. Speed Demon likes that -- it's an image that he goes out of his way to cultivate.





In many ways, Speed Demon is almost an extension of Dacascos' previous persona, the arrogant, wealthy Formula One driver. He flaunts his abilities, and uses them to his advantage whenever possible. He likes to make a show for the media, and has a certain level of popularity, despite his criminal nature -- his 'fans' view him as a stylish, Robin Hood-esque rogue. Speed Demon makes sure to occasionally commit some high-profile act of charity (throwing all of the money from a bank heist onto the streets of the ghetto, for example), specifically to maintain that reputation, despite the fact that he remains as self-serving as ever.

PLOT HOOKS

- 1.** The best way to introduce Speed Demon is the basic smash-and-grab -- he's robbing a jeweler's exchange (he's not much for robbing banks anymore -- too much of the money ends up burned). His usual tactics are to rely on his speed to escape -- but if cornered or forced to fight, he will use his Rapid Attack or Flame Blasts -- if he feels that he's truly outclassed, he'll go for his Nova Blast, and then run.
- 2.** Speed Demon is being pursued by the PC heroes, and runs to the ghetto. Some of the people who live there view Speed Demon as a Robin Hood, who has spread wealth in their community when he can -- they defend the villain, placing themselves between Speed Demon and the heroes. How can the heroes apprehend him, without causing a public relations disaster?
- 3.** Eduardo Dacascos is still, in his heart, a racer. Speed Demon challenges a speedster hero to a race-- with himself as the prize. He swears that if he can be beaten, he will surrender and allow himself to be arrested. He spreads the word of the challenge through the media, making it difficult for the hero to turn him down. Can the hero beat him in a flat-out race? And if he's beaten, will Speed Demon honor the terms?
- 4.** The source of the tainted blood that gave the Speed Demon his powers was actually Rex Mundi -- running an illegal experiment to see if he can bestow powers to anyone (and thereby increase the world's potential defense against the coming Alien threat. Once he figures out that Speed Demon is the result of his experiment, he will approach him. His intention is to examine Speed Demon to confirm his results. Rex Mundi will offer to enhance Speed Demon's powers in return for the theft of some rare elements and chemicals currently being held in various government and corporate labs -- and perhaps in the possession of the hero team as well.



THE FOX

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+1	+5	+2	+2	+2	+5	+10/+2	+6	+9	+6
12	20	14	14	14	20				

Skills: Acrobatics 8 (+13), Climb 8 (+9), Computers 8 (+10), Concentration 8 (+10), Disable Device 8 (+10), Disguise 8 (+13), Escape Artist 8 (+13), Knowledge (streetwise) 8 (+10), Language (French, Japanese), Medicine 8 (+10), Notice 8 (+10), Perform (model) 8 (+13), Profession (criminal) 6 (+8), Search 8 (+10), Sense Motive 8 (+10), Sleight of Hand 8 (+13), Stealth 8 (+13)

Feats: Attack Specialization (device) 3, Attractive 2, Blind-fight, Connected, Contacts, Defensive Attack, Defensive Roll 8, Distract (bluff), Dodge Focus 6, Evasion 2, Grapple Finesse, Improved Block, Improved Defense, Improved Initiative, Improvised Tools, Master Plan, Minions 5, Move-By Action, Power Attack, Uncanny Dodge

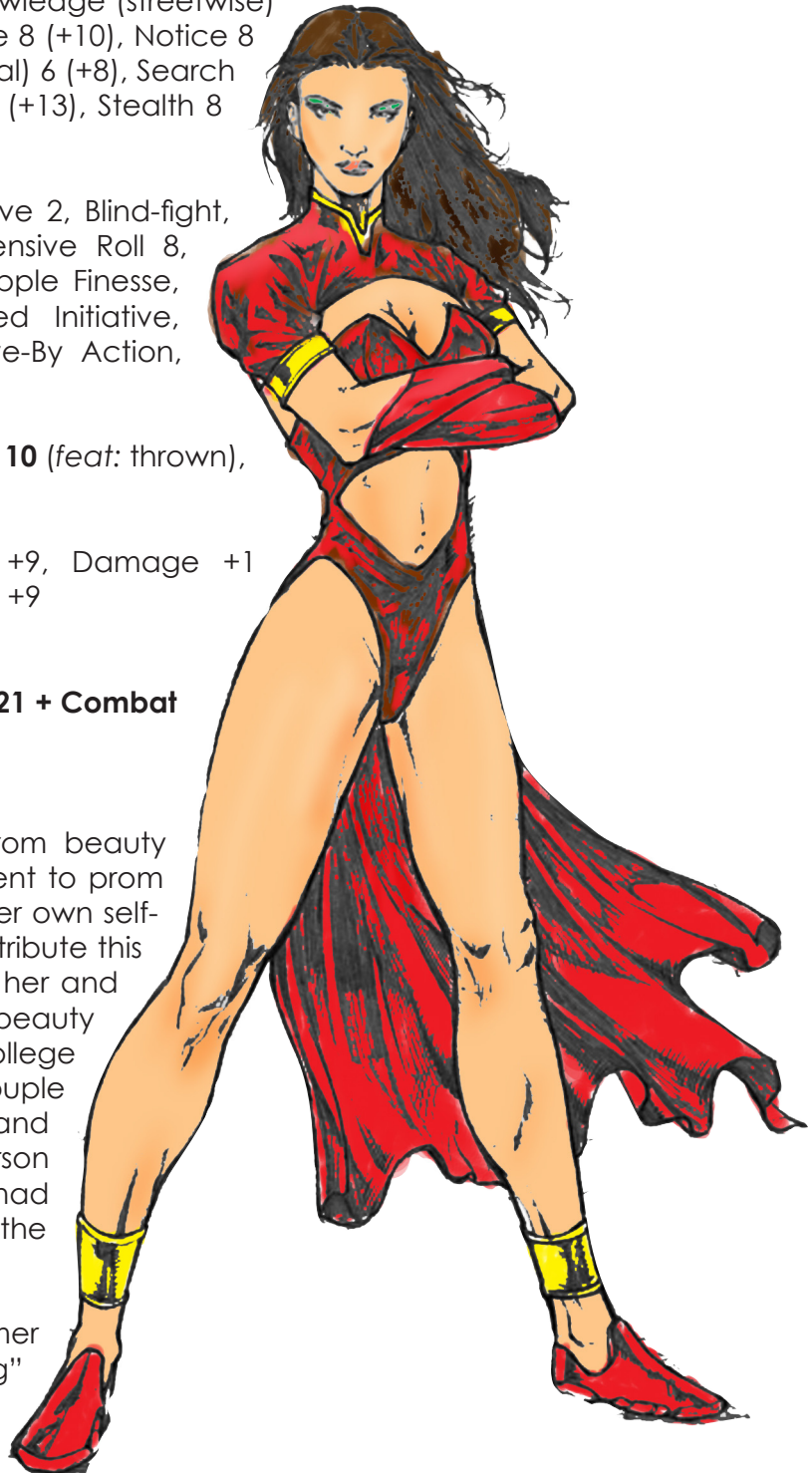
Powers: **Device 7** (baton-staff, easy to lose, **Strike 10** (feat: thrown), **Stun 10**)

Combat: Attack +4, +10 (device), Grapple +9, Damage +1 (unarmed), Defense +10 (+2 flatfooted), Initiative +9

Totals: Abilities 34 + Skills 32 + Feats 40 + Powers 21 + Combat 16 + Saves 12 = 155

Britney Dane has always wanted attention. From beauty pageants to cheerleading to student government to prom queen, Britney has always been the center of her own self-absorbed little world. Psychiatrists would likely attribute this to a spoiled upbringing with nannies dotting on her and mostly absentee parents, but Britney's natural beauty made such attention come easy. During college Britney became a fashion model and within a couple of years her face graced magazines, posters, and billboards all over the world. She was spokesperson for a number of beauty product lines and even had a couple of movie offers. Britney was on top of the world.

It all came crashing down one brutal summer evening. Okay, perhaps it was more of a "ping" than a "crash," but to Britney it made all the difference. It was the premier of her first movie





roll, and Britney prepared for an evening of autographs, interviews, and photo-ops. Instead, her big debut was squashed by super-heroics. A battle between a hero and a villain broke out nearby and all of the reporters and camera people rushed to cover the story. Britney had been trumped, and this would be a turning point in her life.

Britney became obsessed with superbeings. Not one herself, Britney began taking every physical fitness course she could and hired the best physical trainers. She also secretly provided bail and legal support to small-time criminals in return for teaching her their tricks. Within a few years, Britney had all the makings of an acrobatic superhero. Unfortunately, superheroes only reacted to problems. If Britney wanted to steal the limelight, she needed to be proactive. Thus, Britney became a supervillain.

As the Fox, Britney pulls off high-profile crimes for the notoriety and publicity. She rarely cares what happens to the spoils, making her an ideal partner for another supervillain. The Fox also enjoys baiting and flirting with superheroes, partly due to her nature and partly because gossip and scandal is good for headlines. Britney still maintains her modeling career and takes great pains to keep the two from crossing.

PLOT HOOKS

- 1.** The Fox has become enamored with one of the Heroes. She craves his attention and is constantly doing things to get it. Should the Fox learn his secret identity (or if it's public), she will invade his social life and interfere with any other romances.
- 2.** The Fox has stolen a piece of jewelry that actually contained secret information inside it. The Heroes must first track her down, only to find that she let one of her minions keep it. The minion posted it on an internet auction site and sold it to a buyer. Can the heroes track the information down before it gets into the wrong hands?
- 3.** A serial killer has become infatuated with models and is stalking and killing them. The heroes are asked to protect a supermodel that's received death threats from this killer as she prepares for a photoshoot. Can the heroes stop the killer in time? Why is the Fox lurking in the shadows during their investigation?



THE OCTOFATHER

POWER LEVEL 15

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+0	+3	+2	+4	+3	+15/+3*	+5	+6	+6
10	10	16	14	18	16	*without force field			

Skills: Bluff 10 (+15), Diplomacy 10 (+15), Gather Information 10 (+15), Intimidate 10 (+15), Knowledge (streetwise) 8 (+10), Knowledge (technology) 8 (+10), Notice 8 (+12), Profession (gangster) 8 (+12), Search 8 (+10), Sense Motive 8 (+12)

Feats: Attack Focus (ranged) 6, Connected, Contacts, Equipment 10, Minions 10 (150 thugs), Well-Informed

Powers: **Comprehend 3, Enhanced Feats 3** (improved initiative 2, uncanny dodge), **Force Field 12, Mental Blast 10, Mind Control 10** (feat: mental link, extra: area), **Mind Reading 10, Mind Shield 10, Pheromones 1, Telekinesis 10** (feat: precise, alternate power: **Blast 10, Deflect 10, Internal Attack 7, Suffocate 7**)

Drawback: Weakness (Breathing Respirator (hard to lose); moderate severity (cumulative -1 to all checks, attack rolls, and defense)) -4 PP

Combat: Attack +2 (melee), +2 (ranged), Grapple +0, Damage +0 (unarmed), Defense +4 (+2 flatfooted), Initiative +0

Totals: **Abilities 24 + Skills 22 + Feats 22 + Powers 134 + Combat 12 + Saves 10 = 234 (225)**

At first glance, the Octofather looks like someone put a crime pulp mag and a horror pulp mag into a blender and came up with an octopoidal gangster. Worse, the Octofather need not hide his appearance; his advanced mental abilities and an inexplicable magnetism from women enable him to walk most places without a second glance. He always has a few mob lieutenants around him and a woman under each tentacled arm. When he speaks, his digitally-enhanced voice sounds like bad gangster slang processed through a synthesizer.





In truth, the Octofather is a member of the N'Cephalos, an advanced, peaceful species that lives on the other side of the galaxy. The Octofather was a bored technician that was inspired by incoming transmissions from a primitive planet, especially the mobster movies. An avid holo-vid player, the Octofather (his real name is a succession of distinct gurgles) decided to use the planet as his playground. He picked an Earth city and used his abilities to locate and eradicate the local crime bosses, creating his own gang from the remains.

As stated, the Octofather looks like an octopus creature in a bad pinstripe suit. He often outfits himself with a tommy-gun, although he rarely uses it. Due to the evolved nature of his species, the Octofather is unused to physical contact and finds earth women's attraction to him strangely appealing. He plays the role of mob boss to the hilt, treating his people like family and taking any treachery as a personal insult.

PLOT HOOKS

- 1.** The Octofather has grown bored with his complete control of the criminal organization and has decided to groom an ambitious lieutenant to try and "take him down." This lieutenant has no idea that he is being duped and is slowly beginning to believe that he can topple his octopoidal boss. Unfortunately, this is causing chaos in the streets, as more and more criminals switch allegiances.
- 2.** Another member of the Octofather's species has come to Earth to stop him. This law enforcement officer, the Octocop, is actually an old friend of the Octofather who has stopped by for a little roleplaying. In his own way, the Octocop is just as dangerous as his adversary, using his advanced mental powers to draw in law enforcement officers as his pawns against the Octofather's own.
- 3.** The Octofather is impressed by a particular superhero and attempts to recruit him into his organization. Based on the capabilities of the hero, this could be outright mind control or influencing the hero by manipulating his friends and loved ones.
- 4.** The Octofather has decided to attempt to move his control of the criminal organization into control of ALL crime, worldwide. He starts by recruiting supervillains into his operation, by "making them an offer they can't refuse." Anyone who does refuse is singled out by the Octofather to be "rubbed out." Can the heroes stop a Mob War fought by superpowered combatants?



TROLL

POWER LEVEL 13

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+16	+0	+18	+0	+0	+0	+18	+18	+2	+6
42	10	46	10	10	10				

Skills: Intimidate 12 (+14 Size included), Notice 8 (+8)

Feats: All-Out Attack, Diehard, Fast Overrun, Improved Overrun, Power Attack, Startle, Stunning Attack, Takedown Attack.

Powers: **Growth 4** (power feats: Innate; flaws: Permanent), **Immovable 18** (Extras: Unstoppable), **Immunity 10** (critical hits, cold, fatigue effects, heat, pressure), **Impervious Toughness 18**, **Super Strength 12** (Heavy Load: 17,500 tons, size included; Power feats: Shockwave, Thunderclap)

Combat: Attack +9 (size included), Grapple +41 (size included), Damage +16 (unarmed), Defense +7(size included), Knockback -36, Initiative +0

Totals: Abilities 68+ Skills 5 + Feats 8 + Powers 99 + Combat 46 + Saves 8 = 224





12 feet tall, and weighing more than a ton, The Troll is a force of nature -- an unstoppable force and an immovable object all in one.

The Troll is Carter Cassidy, a mercenary with a long resume. Cassidy has worked in some of the worst hell-holes in the world -- Iraq, Burma, Afghanistan, and more tinpot dictatorships in sub-saharan African than even he can remember. He was an expert soldier, knew his job very well, and was paid handsomely for his expertise.

One fateful day, he was hired by Rex Mundi. The supervillain wanted the benefit of Cassidy's expertise -- he was looking to create a super soldier formula, by which he could create an army of superpowered individuals to do his bidding (better to dominate the world, and defend it once the aliens invaded). He intended to extract a sample of Cassidy's brain engrams -- the biochemical means by which memory and skill are stored. Using these engrams and adding them to his serum would allow his super soldiers to instantly have the expertise of a seasoned soldier.

That was the plan. Unfortunately, something went wrong.

The process somehow unlocked the deepest recesses of Cassidy's id -- the darkest of his drives, his inner nature, which reacted with the biochemical processes and transformed Carter Cassidy into the monster that he truly believed himself to be, in the core of his being.

The transformation sent Cassidy into a rage -- and while berserk, he destroyed the entire lab facility and killed two of the assisting doctors. Rex Mundi himself barely escaped with his life.

Since that time, Cassidy (dubbed a "Troll" by the first reporters to cover his atrocities) has continued his career as a mercenary -- only now he uses his new-found power to his advantage. He hires himself out for jobs requiring his sort of ability -- no longer does he fight in nameless brush wars. Now his jobs include such things as single-handedly overthrowing entire nations....or assassinating superheroes.

He continually keeps an eye out for any rumours or clues as to the whereabouts of Rex Mundi -- if he ever finds him, he plans on getting some payback for the monster he has become.

PLOT HOOKS

1. A corporation has hired The Troll to destroy the research lab of their rival -- the rival company is on the verge of a breakthrough in technological development that will ensure their market dominance for the next 20 years. This is a simple crush-kill-destroy mission -- the sort that the Troll revels in.
2. The PCs have become a thorn in someone's side, and the Troll has been hired to handle them. He will rely on his strength and assault the heroes where they are most easily found (most likely their headquarters, or at a public event).
3. Rex Mundi approaches the PCs, and confesses his role in the creation of The Troll. He says that he feels that the Troll is too much of a danger to be allowed to continue his rampage, and gives the PCs a weapon that fires an injector dart, which he says is tailored to Cassidy's biochemistry and will render him helpless. Rex Mundi is lying, of course -- the dart does contain a serum tailored to Cassidy's biochemistry -- but injecting him with it will take over his mind, placing him under the direct control of Rex Mundi.



WARBRIDE

POWER LEVEL 13

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+8	+8	+8	+2	+4	+3	+10	+12	+12	+8
26	26	26	14	18	16				

Skills: Acrobatics 8 (+16), Concentration 12 (+16), Escape Artist 8 (+16), Intimidate 12 (+15), Knowledge [Arcane Lore] 6 (+8), Knowledge [History] 6 (+8), Knowledge [Tactics] 16 (+18), Medicine 4 (+8), Notice 10 (+14), Pilot 4 (+12), Sense Motive 6 (+10), Stealth 8 (+16), Survival 12 (+16)

Feats: Acrobatic Bluff, All-Out Attack, Ambidexterity, Assessment, Attractive, Counterattack, Dedication, Defensive Attack, Defensive Roll 2, Dodge Focus 6, Equipment 3, Evasion, Fearless, Finishing Blow, Improved Critical [Sword] 2, Improved Initiative, Leadership, Power Attack, Quick Draw, Ritualist, Startle, Uncanny Dodge [Auditory]

Powers: **Comprehend 2** (speak and understand all languages), **Immunity 1** (aging), **Impervious Toughness 5**

Equipment: Various swords (+3 damage, Improved Critical), Throwing blades (+2 damage, Improved Critical, Thrown)



Combat: Attack +15 (melee), +15 (ranged), Damage +8 (unarmed), Damage +10 (Throwing blades), Damage +11 (swords), Defense +16 (+5 flatfooted), Initiative +8

Totals: Abilities 66 + Skills 28 + Feats 31 + Powers 8 + Combat 50 + Saves 12 = 195

The Sisterhood is an ancient secret order of warrior women, who have battled to protect civilization throughout history. Warriors of the order have entered into the legends of the world, appearing in myth as Athena, Boudicca, Penthesilea and her Amazons, and Joan of Arc. The Sisterhood has stood against the forces of evil, sending forth operatives to champion the cause of civilization. In the thousands of years of the history of the Sisterhood, only one such operative has ever betrayed the order. Alethea: the woman known as Warbride.

In truth, there have been others -- women who have turned away from the teachings of the Sisterhood and looked to strike out on their own, to use their training for their own ends. In every previous circumstance, however, these apostates were killed by their fellow Sisters as soon as the betrayal was discovered. When Alethea's intentions became clear, however, The Sisterhood was shocked to discover that the betrayer was the finest warrior ever produced by the order -- all six of the Sisters sent to assassinate her were destroyed, and Alethea escaped.

Her name was stricken from the records of The Sisterhood. In their eyes, Alethea, their Sister, was dead. They referred to her now only by the title of the Consort of Battle -- the Warbride.



Warbride is a highly trained assassin, and uses her training to suit her own ends. She believes that the Sisterhood is mistaken in protecting civilization -- that it is corrupt and parts of it need to be allowed to die. In fact, like a gardner, she feels that it is her responsibility to remove those corrupted parts herself, to trim away the weak, diseased and unworthy parts in an effort to strengthen the greater whole and shape the growth in a positive direction. She feels that The Sisterhood should not be protecting civilization, but shaping it and ruling it....and if they have fallen so far from the path that they do not recognize this truth, then she will do it herself.

PLOT HOOKS

- 1.** Warbride has decided that the leading candidate for President has the potential to lead the world in a direction contrary to what she sees as the best choice for the greater good. She has decided to assassinate him. The PCs must uncover the plot, and stop the world's best assassin.
- 2.** The Sisterhood has not given up on taking care of the problem themselves. A strike team of Sisters has been sent to the campaign city to track down Warbride and kill her. To find her, they begin by interrogation of any who have come into contact with her -- including the PCs. The appearance of a group of warrior women should lead to a classic mistaken-intentions fight. Once the Sisters have a lead on Warbride's location, how concerned will they be about protecting local citizenry and property from damage in their efforts to take her down? The PCs will have to become involved.
- 3.** Warbride decides that superheroes present too much of an unbalancing effect on the development and growth of civilization, and so decides to remove that problem herself. The PC heroes are alerted when a number of lesser superhero NPCs are killed....and then Warbride turns her attentions to the PCs themselves.
- 4.** Game Masters looking for a twist in the plot could instead eventually reveal that The Sisterhood is, in fact, a coldly sinister organization, and that Warbride's intentions are actually good -- she wants to protect civilization from the manipulations of the Sisterhood, who are behind most of the strife and conflict in the world. This could echo the classic comic-book tradition of taking a villain who has grown extremely popular and re-shaping them into an anti-hero.



WARLOCK

POWER LEVEL 15

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+2	+4	+1	+3	+2	+7/+4*	+8	+8	+6
15	15	18	13	16	15	*flat-footed			

Skills: Concentration 12 (+22), Diplomacy 4 (+7), Gather Information 4 (+7), Intimidate 8 (+11), Knowledge (arcane lore) 18 (+21), Knowledge (history) 12 (+15), Language 6 (ancient tongues), Sense Motive 4 (+14), Sleight of Hand 4 (+6)

Feats: Attack Focus (ranged) 5, Fearless, Ritualist, Trance, Ultimate Save (Will), Ultimate Skill (arcane lore)

Powers: **Astral Form 10** (Alternate Power: **Flight 8**, **Force Field 15** (Impervious 10), and **Immunity 9**(life support, Sustained)), **Magic 16** (Dynamic, Alternate Powers: **Animate Objects 10**, **Blast 16**, **Confuse 16**, **ESP 10** (visual and auditory), **Flight 16**, **Illusion 6** (all senses), **Mental Blast 8**, **Obscure 16** (visual), **Snare 16**, **Telekenisis 16** (heavy load: 800 tons), **Telepathy 16**

Drawback: **Power Loss** (Magic, if unable to cast spells, -1 points)

Combat: Attack +8 (melee), +13 (ranged), Grapple +8, Damage+0 (unarmed), +16 (Blast), Defense+10, Knockback -13, Initiative +2

Totals: **Abilities 39 + Skills 18 + Feats 10 + Powers 106 + Combat 36 + Saves 17 - Drawbacks 1 = 225**

The supreme wizard of this plane of reality.... is a villain.

Baron Ehrhart von Karnstein, born an aristocrat in 1540, became a disciple of the dark arts. His aptitude for magic, fostered by his demonic masters, was the greatest the world has ever seen. He became the preeminent diabolist of his time, eventually conquering even death itself.

Over the centuries, Karnstein's power was held in check by his nemesis -- the supreme wizard of our plane, The Magus. Time and again, the two rivals struggled against one another in an eternal chess match of move and countermove. This balance of power lasted until The Magus grew too powerful to be contained within the realm of Earth, and was required to bestow his power upon another.

In 1939, The Magus departed our reality, and his mantle was taken up by a young wizard who donned a costume and



STOR



took his place among the superhumans beginning to appear all over the world. He took the name "Doctor Arcane -- Master of Magic."

Karnstein battled with his new enemy on several occasions, gaining the new name "Warlock" in the world media. The power of his old nemesis was still there, present in the new super-wizard, but Doctor Arcane lacked the experience of The Magus....and so, on a fateful day in 1941, Warlock defeated Doctor Arcane, banishing him forever to one of the Hell Realms.

On that day, Warlock became the supreme magical power of this plane.

Warlock's motivations as a villain are surprisingly status-quo -- he does not seek universal domination (he's already the most powerful magician in reality), nor does he seek any further aggrandizement of his powers. He actually takes his role as the supreme wizard fairly seriously -- he does, actually, defend our plane from incursion by extra-planar threats -- but only if he feels those threats somehow risk his own power. Simply put, he makes it his business to stop anything that might grow more powerful than himself. He's on top, and he intends to stay there.

PLOT HOOKS

1. Warlock will make his presence felt to any new PC hero with a magical theme. His intention is to demonstrate his superiority, and make it clear that he is the "big dog," magically speaking -- and that as the supreme wizard, he has authority in all things magical. Does the PC hero try to defeat him, knowing that the Warlock's power *does* protect the Earth?
2. Reality quakes from a battle between Warlock and another magical villain (perhaps Serpent Sphinx or the Yama King). While Warlock's attention is diverted by this struggle, extra-planar threats start to slip through the cracks into our world, wreaking havoc. The PCs must combat these threats, and try to figure out how to get the Warlock back on the job.
3. The spirit of The Magus contacts the PC heroes, and sends them on a quest: To rescue Doctor Arcane from the Hell Realm where Warlock imprisoned him. The heroes must journey to hell, find the golden-age hero, break him out of hell, and then join him in what will surely be an epic final battle against Warlock for the mantle of supreme wizard!





YAMA KING

POWER LEVEL 18

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+5	+4	+6	+3	+5	+3	+6	+15	+13	+12
20	18	22	16	20	16				

Skills: Bluff 12 (+15), Diplomacy 8 (+11), Intimidate 8 (+11), Knowledge (arcane lore) 12 (+15), Notice 12 (+17)

Feats: Fearsome Presence 8

Powers: **Comprehend 3** (read, speak, and understand all languages), **Device 7** (Scythe, easy to lose, **Hellfire Control 12** (alternate powers: create object, dazzle, emotion control (despair), illusion, mind reading, nauseate, soul blast, strike, summon fiends, teleport), **Death Touch 15**, **Flight 5**, **Insubstantial 2**, **Regeneration** (total regeneration, +9 recovery bonus, extra: true resurrection), **Super-Senses 14** (precognition, flaw: time, place, manner of death only; true sight)

Combat: Attack +15, Grapple +20, Damage +5 (unarmed), +12 (scythe), Defense +15, Knockback +3, Initiative +4

Totals: Abilities 26 + Skills 13 + Feats 8 + Powers 140 + Combat 60 + Saves 36 = 279

The Chinese have a lot of Hells.

Each of these extra-planar realms is governed by a Yama King, with each specializing in the punishment of specific sins. The Yama king of the first Hell had the highest status among these otherworldly judges, and performs evaluation of souls. Those whose good deeds outweigh their bad are reborn into the world without undergoing punishment -- the rest are punished according to their sins.

At least, that's how it's supposed to work.

In the mid-to-late 1800s, the supreme wizard of the plane of Earth, Warlock, defeated a powerful extra-planar entity that he viewed





as a threat to his consolidation of power. This entity was the Yama King of the First Hell.

This left the other Yama Kings without direction or leadership. With nobody to judge, the Chinese Hells became splintered, each run according to the whims of its particular King.

The Yama King of the Ninth Hell abandoned his realm altogether. In his view, the actions of the Warlock demonstrated that the entire realm of Earth was the problem -- a sin that needed judging. He would journey to Earth, and reap the souls there. If need be, he would create a Hell on Earth, to properly punish mankind for the sin of living.

PLOT HOOKS

Yama King is a PL 18 villain -- extremely powerful. There is only one plot hook appropriate to the level of threat posed by this creature -- the sort of massive, multi-title-spanning "crossover event" that comics companies roll out once per year or so.

The story is that of Yama King's arrival on Earth, and the beginning of his apocalyptic crusade against the denizens of this reality. This is a campaign-altering event. Yama King's main powers include a powerful Death Touch -- this is a true test for experienced, powerful heroes.

His goal, as simple as it is, is to bring about the end of the world, and the death of everyone on it. To defeat him will most likely require that the PC heroes team up with NPCs -- not only other heroes, but powerful villains such as Warlock and Rex Mundi -- putting aside all differences to save the world.

死亡



ZERO

POWER LEVEL 10

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+2	+2	+1	+2	+1	+12/+2*	+8	+8	+8
14	14	14	12	14	12	*without force field			

Skills: Knowledge (Physical Sciences) 8 (+9), Notice 8 (+10), Profession (scientist) 4 (+6), Sense Motive 8 (+10), Search 4 (+5)

Feats: Accurate Attack, All-Out Attack, Assessment, Defensive Attack, Power Attack, Precise Shot

Powers: **Device 16** (zero point suit; hard to lose; **Blast 12** (Alternate Power -- **Nullify 5** (all powers, 1 minute), **Dazzle 12** (visual senses), **Telekenisis 12**), **Comprehend 4** (Languages, speak, read and understand all languages), **Flight 7** (1000 MPH: Power feats: Alternate Power **Space Travel 14**), **Force Field 10** (Impervious), **Immunity 9** (Life Support)

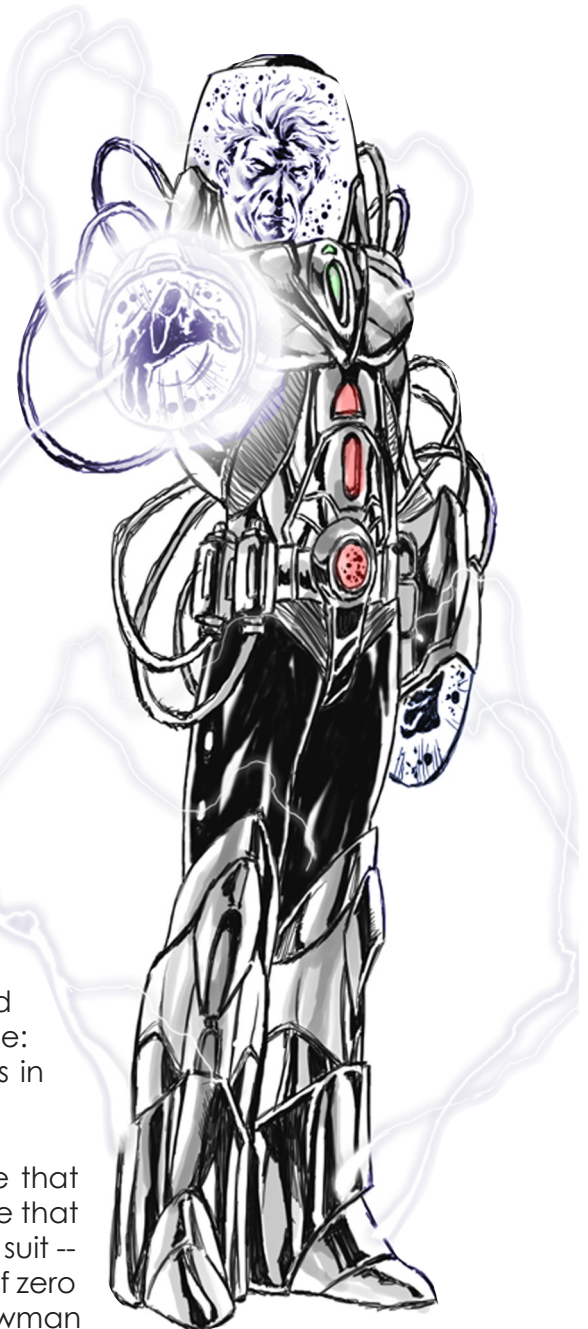
Combat: Attack +8, Grapple +10, Damage +2 (unarmed), +12 (Blast), Defense +8, Knockback -6, Initiative +2

Totals: Abilities 20 + Skills 8 + Feats 6 + Powers 66 + Combat 32 + Saves 18 = 150

Zero point energy is the vibrational energy retained by molecules even at a temperature of absolute zero. Since temperature is a measure of the intensity of molecular motion, molecules would be expected to come to rest at absolute zero. However, if molecular motion were to cease altogether, the atoms would each have a precisely known location and velocity (zero), and the uncertainty principle states that this cannot occur, since precise values of both position and velocity of an object cannot be known simultaneously. Thus, even molecules at absolute zero must have some zero-point energy.

Doctor Ellroy Newman was obsessed with zero point energy -- he believed that this inherent energy in all things could be tapped and used as a limitless power source. Nobody would fund his experiments, however -- leading Newman to a life of crime: initially thefts of materials and funding for his private experiments in zero energy.

Over the years, Newman perfected a zero point suit -- a device that allows him to tap into the energy present all around him, and utilize that power in amazing ways. He is constantly seeking to upgrade the suit -- he believes that he is only just beginning to tap into the potential of zero point energy and its applications. Initially, the suit enabled Newman





(who goes by the psuedonym "Zero" to protect his identity) to fly, generate a forcefield and project blasts of energy. Recent experimentation led him to discover a surprising application of zero point energy -- by disrupting the energy that bonds the atoms of a being together, he can completely nullify a superhuman's powers for a short period of time.

He continues his experiments (and his crimes to both fund and test them) -- he currently believes that he may unlock the secret to completely disrupting those energy bonds, leading to the disintegration of the target.

PLOT HOOKS

1. Game Masters looking to launch a new campaign could use Zero's experiments as a convenient technobabble explanation for the new PCs origins. Zero attempts to create a teleportation device using zero point energy -- initially trying to remotely teleport an apple from his secret lab to a location on the other side of the continent. Something goes wrong, and the experiment releases a burst of strange extradimensional energy somewhere within the campaign city -- leading to several normal people (the PCs) being given superpowers!
2. Zero is good for the traditional mad-scientist-stealing-from-high-tech-government-lab capers. PCs can be called in by AEGIS (or whatever super-governmental agency exists in your campaign) to deal with the threat posed by the Master of Zero Point Energy. Game Masters should mix things up when re-using Zero -- increase his power level, and give him a few new supprises that the PCs won't be ready for.
3. Zero makes an excellent nemesis for a tech-based hero. He will become obsessed with his rival, and seek to counter him at every turn. Using this model, Zero will begin to develop additional device powers based on the PC hero's own abilities, or specifically designed to counter them.
4. Zero attempts to prove his theories about zero point energy by developing a generator, which he intends to use to power the city. First, he attacks the power grid of the campaign city, shutting down all power, and then he'll activate his Zero Point Generator -- but there is a flaw in his design, and activating his generator will cause destruction on a massive scale (perhaps even triggering a huge earthquake, for Game Masters who wish to use **The Sixth Seal** adventure, also available from Adamant Entertainment)!