

FANTASY GAMES UNLIMITED PRESENTS

**VILLAINS
AND
VIGILANTES™**



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ANARCHA



FREE VILLAIN BONUS!

ANARCH

Identity: Malefax
Age: 212 (30 physically)
Level : 16

Side: Evil
Sex: Male
Training: +7 to hit HTH, -4 to be hit HTH, -4 to be hit at range

Powers:

1. **Synthetic Body:** Malefax is an artificial construct derived from an ancient alchemical process. In many respects, he appears to be completely human. However careful use of certain magical detects will reveal the lack of a true 'soul' and his aura of being a quasi-magical construct. In his 'DNA' coding is a single celled sentient organism, alchemically altered and given a hive-like sentience that carries Anarch's memory. So long as any part of his cellular make-up survives, i.e. a piece of his flesh survives, given time, he will fully regenerate. If the true nature of his existence is discovered, and/or he is made aware of this, he will deny the truth of it, believing instead his programming as a vassal of Baen Kudarak, the Dreadlord of the Slayne. Aside from being able to alter his pigmentation and assume the form of any other human being at will, he also has the following abilities:

- Heightened Intelligence: +30
 - Heightened Strength: +25
 - Heightened Agility: +16
 - Heightened Endurance: +13
 - Regeneration: At Healing Rate per turn.
2. Willpower A (variable use) PR=1 per turn.

3. **Damage Reduction:** Anarch is able, due to his cellular makeup, to absorb and reduce damage from an incoming attack. This power costs no PR and works even when Anarch is unconscious. The amount of any attack may be reduced by up to 50% rounding in Anarch's favor. Roll 1d6 and consult the following table:

Die Roll	Result
1-2	25% Damage reduction
3-5	50% Damage reduction
6	50% Damage reduction and double dice for Option A of Energy Absorption.

4. **Energy Absorption:** Anarch has the ability to absorb and redirect potential energy that would otherwise damage his body. Anarch may opt for one of the two following options. This power costs half the PR of the original attack whether Anarch chooses Option A or B and does not work when Anarch is unconscious. Prior to Anarch's phase to attack in a given round, the GM should record each attack against him that successfully hits and the type of dice used by his opponent to perform the attack against him.

Option A: Channel: He may choose to assimilate the damage for conversion and then channel the stored energy into an attack against a single opponent. After rolling for the amount of damage reduction above, Anarch must subtract the remaining damage as if he has been normally hit. On his next HTH attack phase, he may then roll the same dice as the attacker used for to cause the damage. These dice are added as a carrier attack of 'general' bio-energy to Anarch's Basic HTH damage.

Option B: Dissipate: He may attempt to completely absorb the damage and dissipate it by rolling the same number and type of dice used for the attack, and dividing the result by two. For example, if an attack inflicts 2d8 damage, Anarch would use 2d8 as the basis to try to dissipate the attack. After applying his damage modifier, if the result is greater than the remaining damage, then Anarch has successfully avoided damage. If the result is less than the remaining damage, then Anarch takes *all* the damage normally.

Each attack directed against Anarch will use Option B as long as he is conscious. Anarch may only use Option A once each turn, so he will choose this strategy when most advantageous.

Anarch possesses Military, Disguise, Interrogation, World History, Politics and Computer Science skills all at genius levels of performance and knowledge. He is extremely wealthy/resourceful/multiple contacts.

Weight: 200
Agility Mod: -
Endurance: 30
Intelligence: 44
Reactions from Good: -4
Hit Mod: 63.84
Damage Mod. : +8
Accuracy: +4
Carrying Capacity: 8251 lbs.
Movement Rates: 98" ground
Detect Hidden: 30%
Inventing Points: 4.4
Legal Status: No Record, Subversive Mastermind

Basic Hits: 4
Strength: 43
Agility: 25
Charisma: 18
Evil: +4
Hit Points: 256
Healing Rate: 3.6
Power: 142
Basic HTH Damage: 2d10
Detect Danger: 34%
Inventing: 132%

Origin and Background: Long ago, a single-cell from a great warrior was placed through a crucible of alchemical process and black art. Soon, a body formed, dark-skinned and fair. He grew quickly, trained by martial masters and cultists, recipient of knowledges long forgotten and bent to malign purpose.

For nearly two hundred years the being known as Malefax has served his loathed liege, delivering insurrection, performing assassination, feigning death, and infiltrating the world's political machines a la carte.

As a secret mole of Baen Kudarak the Dreadlord, he is consistently found masquerading in dangerous and powerful political positions and is a global threat the world over...

Combat Tactics: Malefax is a sophisticant amongst villains. He attempts to divide and isolate opponents and his methods will almost always be inclusive of collateral damage to cause confusion and distraction as he moves methodically toward his ultimate goals. Anarch will likely choose Option B of his power and gauge which of his opponents is the most powerful before he begins using Option A to channel their energy against them for maximum effect.

Personality Traits: Malefax is completely sociopathic and a great pretender socially. A true chameleon in every sense, his only real loyalty is to his 'father', Dreadlord. He tolerates any of Dreadlord's other minions, only having any ture measure of respect for Doomreaver (see **Final Fight with the Furies**). He does not retreat, although he will withdraw if an objective is completed and does not take prisoners. Many heroes have been led to their graves for their underestimation of this sinister agent.



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