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# ZYKLON

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**FREE VILLAIN BONUS!**

# ZYKLON

Identity: Gerbold Konnenstadt      Side: Evil  
Sex: Male      Level: 12  
Age: 105      Training: +8 w/ Body Powers  
+3 Intelligence

## Powers:

1. Body Power: Chemical Gaseous Form: Zyklon can transform his body to a gaseous state. He may use Non-corporeality as a defense and may pass wherever air normally travels unimpeded, but he cannot pass through solid objects unless porous or otherwise ventilated. The most dangerous aspect of his use of this form is that although he is unable to be grappled himself, he can exert his carrying capacity (676 lbs. or 1d8 HTH damage) against solid objects in his surroundings or may grapple with foes in this form. For targets with no self-contained breathing or a Life Support defense, this is a carrier attack for a Death Touch. The required Endurance save is made versus d100. The Agility save component is normal, but if failed exposes the victim to 2d8 damage per Zyklon's Chemical Powers in the carrier attack. This power costs 2 PR per hour and 8 PR if used as an attack whether Zyklon is successful in killing the victim or not.

2. Chemical Powers: Zyklon may project his gaseous powers and cause great discomfort with clouds of insidious vapor that cause 2d8 damage up to 8" away at a cost of 2 PR. Each cloud will fill an area 10 feet in diameter and lingers for 4 turns before natural air and current neutralize the effects. Currents of air, natural or not, that have more points of force/damage (i.e. Weather Powers) than the damage strength of each cloud can also dissipate the deadly fogs.

3. Flight: Zyklon may become gaseous and propel himself up to 656" per turn. He may not achieve anything close to hyperflight and must remain in range of atmospheric conditions. PR = 1 per hour of flight.

4. Heightened Defense: -4 to be hit while conscious.

5. Heightened Endurance B: +24.

6. Heightened Agility A: +9.

7. Life Support: Zyklon gains the benefits of this power without aid of a suit; he has no need to eat or sleep or excrete and does not age in the sense of a physical body.

8. Adaptation: Usable as a defense at a cost of 1 PR. Note: This power does not protect Zyklon in a vacuum.

Weakness: Zyklon cannot survive long in a vacuum, and cannot assume his gaseous form if exposed to one. Each turn spent in a vacuum causes 1d10 to Zyklon until he can manage to find an environment with air pressure and atmospheric conditions, natural or artificial.

Weight: 165	Basic Hits: 4
Agility Mod: —	Strength: 16
Endurance: 41	Agility: 25
Intelligence: 22	Charisma: 16
Hit Mod: 24.5	Hit Points: 98
Reactions from Good: -2	Evil: +2
Damage Mod. : +5	Healing Rate: 4.8
Accuracy: +4	Power: 104
Carrying Capacity: 676	Basic HTH Damage: 1d8
Movement Rates: 82" ground,	
Detect Hidden: 16%	Detect Danger: 20%
Inventing Points: 7	Inventing: 66%
Legal Status: Record, Wanted for war crimes, other crimes.	

**Origin and Background:** Gerbold Konnenstadt was an SS officer and in the upper echelon of the officers responsible for carrying out the final solution. He began his military career in the mid '30s as a highly intelligent and physically gifted officer candidate. His combination of family connections and charming machismo landed him favorable positions and garnered him high praise from many of German society's most respectable and influential citizens. He was soon chosen to be a participant in one of many clandestine projects in the Nazi regime that was trying to produce superhuman agents. His case at first seemed to not produce much success as many treatments seemed to enhance

his physical characteristics, but do little else, let alone provide any obviously superhuman effects.

After the capture of the French hero Bastille in June of 1940 during the fall of Paris, Konnenstadt was among those that guarded the hero who was deported to a secret facility in western Poland. During the hero's torture, it was 'discovered' that he was a Jew, and thusly, he became an unwilling guinea pig to experimentation where in the German officials were trying to see the effects of various gases on Bastille's superhuman physiology. Soon, Bastille was liberated from the death chambers by the Allied superheroes Mister America and Lady Liberty (See **Vigilantes International**), as well as Pendragon, and Godiva (not to be confused with the villainess Evil Godiva, who later became known as Devastatia: See **Final Fight with the Furies**). During the escape, Konnenstadt became trapped in an active gas chamber with some of his fellow enhanced guards, but unlike the rest, who died from this exposure, Konnenstadt was further mutated. Somehow, his physiology took on the properties of the gas and he became far more dangerous than ever. Suddenly, he found himself a primary choice for use by high command and often came in to conflict with the same heroes who had forged his accidental creation. He was responsible for many assassinations of Allied key personnel, and quickly became the most wanted amongst enemy villains.

After the Hitler's defeat and the fall of his reich, the cold war climate found all the surviving German supers convicted of war crimes. Some were executed or imprisoned, and the remainder defected to one side of the new conflict or the other to escape punishment. There were few exceptions to this; a handful were missing in action and convicted in absentia, including Zyklon who effectively disappeared for many years, intentionally becoming a historical footnote.

Years later, Zyklon has reemerged as an assassin for hire. It is unclear what his politics are currently, but the United Nations and most world governments still seek to enforce punishment for his war crimes convictions and it is virtually guaranteed that he should be brought to justice, he will be put to death (if that is possible). On occasion he has secretly acted as an enforcer for underworld figures. He is as deadly today as he ever had been and is currently at large.

**Combat Tactics:** Zyklon's main tactic is to use his non-corporeality to evade attacks and then grapple with victims while he suffocates them with his poisonous gaseous form. If he cannot affect an opponent, he will attempt to escape and return later to gather information on their loved ones or private lives. In this way he gains leverage so as to extort their non-intervention into his activities.

**Personality/Character Traits:** Zyklon's personality is one of a true sociopath, although he does not have the typical narcissistic foibles of most killers. He has no loved ones or real ties to anything of the modern age. He is virtually immortal since the accident that granted him gaseous form. Zyklon has few allies, sharing decent working relationships with other Nazi villains; 'survivors' of what he believes was a glorious period of history.



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