

SUPERVILLAINS FOR

CHAMPIONS

THE SUPERHERO ROLE PLAYING GAME

ENEMIES

EDITED BY STEVE PETERSON AND GEORGE MAC DONALD



HERO GAMES

SUPERVILLAINS FOR CHAMPIONS

THE SUPERHERO ROLE PLAYING GAME

ENEMIES

EDITED BY STEVE PETERSON AND GEORGE MAC DONALD

Edited by

Steve Peterson and George Mac Donald

Cover and Interior Illustrations by Mark Williams

Layouts by Mike Gray

This book is dedicated to the following people:

Adrian "Biff the Wonder Dog" Turner

Vernon "Speed" Turner

Claude "IT" Turner

Ray "Dove" Greer

Randy "451" Greer

Mike "Airacobra" Gray

Bob "The Count" Frager

Kirby "C.E.D.R.I.C." Laurence

Tom "Guardian" Tumey

Copyright 1981 Bruce Harlick for HERO GAMES.

TABLE OF CONTENTS

Agent of GENOCIDE by Glenn Thain.....	7
ANKYLOSAUR by Bruce Harlick.....	17
AVAR-7 by Glenn Thain.....	5
BINDER by Steve Peterson.....	9
BLACK MAMBA by Bruce Harlick.....	18
BLACK STAR by Steve Peterson.....	11
BLOWTORCH by Glenn Thain.....	23
CHARGER by Steve Peterson.....	12
COBRA by Bruce Harlick.....	19
DRAGON MASTER by Glenn Thain.....	8
FIREWING by George Mac Donald.....	24
FOX by Ray "Rags" Greer.....	8
FRIZBE by Steve Goodman.....	21
HIDEOUS by George Mac Donald.....	18
HERCULAN by George Mac Donald.....	6
LADY BLUE by George Mac Donald.....	20
LADYBUG by Glenn Thain.....	16
LAZER by George Mac Donald.....	15
LEECH by Steve Peterson.....	15
LIGHTNING by George Mac Donald.....	14
MIND SLAYER by Glenn Thain.....	20
MINUTEMAN MK-V by Glenn Thain.....	7
MONGOOSE by Glenn Thain.....	19
PANDA by Stacy Laurence.....	13
PLASMOID by Steve Peterson.....	10
RACCOON by Stacy Laurence.....	13
RAY by Glenn Thain.....	22
SHAMROCK by Glenn Thain.....	16
SLEDGE by George Mac Donald.....	23
SLICK by Steve Peterson.....	11
SUNBURST by Glenn Thain.....	22
THOK by George Mac Donald.....	5
THUNDER by George Mac Donald.....	14
UTILITY by George Mac Donald.....	4
VIBRON by George Mac Donald.....	21
WYVERN by Bruce Harlick.....	12

This volume is a collection of supervillains for use with **CHAMPIONS**, the Superhero Role Playing Game. Not only does each villain have a complete list of characteristics, powers, skills, disadvantages and comes fully illustrated, but each entry has been put into a new revised format. This format is easier to read, for it presents each villain in a consistent order. This order is (for the Powers and skills): Attacks, Defenses, Movement, Enhanced Senses, Other Powers, Reduced END Costs, Specific Levels, Overall Levels, and anything else we forgot to add in. The order for disadvantages is: Berserks, Unluck, Vulnerabilities, Susceptibilities, Physical Limitations, Psychological Limitations, Hunteds, DNPC's, Unusual Looks, Secret Identities, and Villain Bonus.

Because this is a revised edition, you may find some powers, disadvantages, or that the way the villain was built has changed from this book to the first edition. Don't worry about it too much. The reason they were changed was to make them legal under the new rules, and to reflect the rule changes that will occur in the new, revised **CHAMPIONS**. The only major power change concerns the END reduction advantage when applied to the Elemental Control power. The new way to figure reduced END (which will appear in the revised **CHAMPIONS**) is to add the cost of any extra slots and/or boosted slots to the base cost of the elemental before you figure the cost of the reduced END cost advantage.

The villains may be used straight from the book, or you may modify them to fit your campaign. You may

find some of them too high powered or too low powered to fit into your world. Please feel free to change them around, as well as change any hunteds to fit any agent or villain groups that currently exist in your campaign.

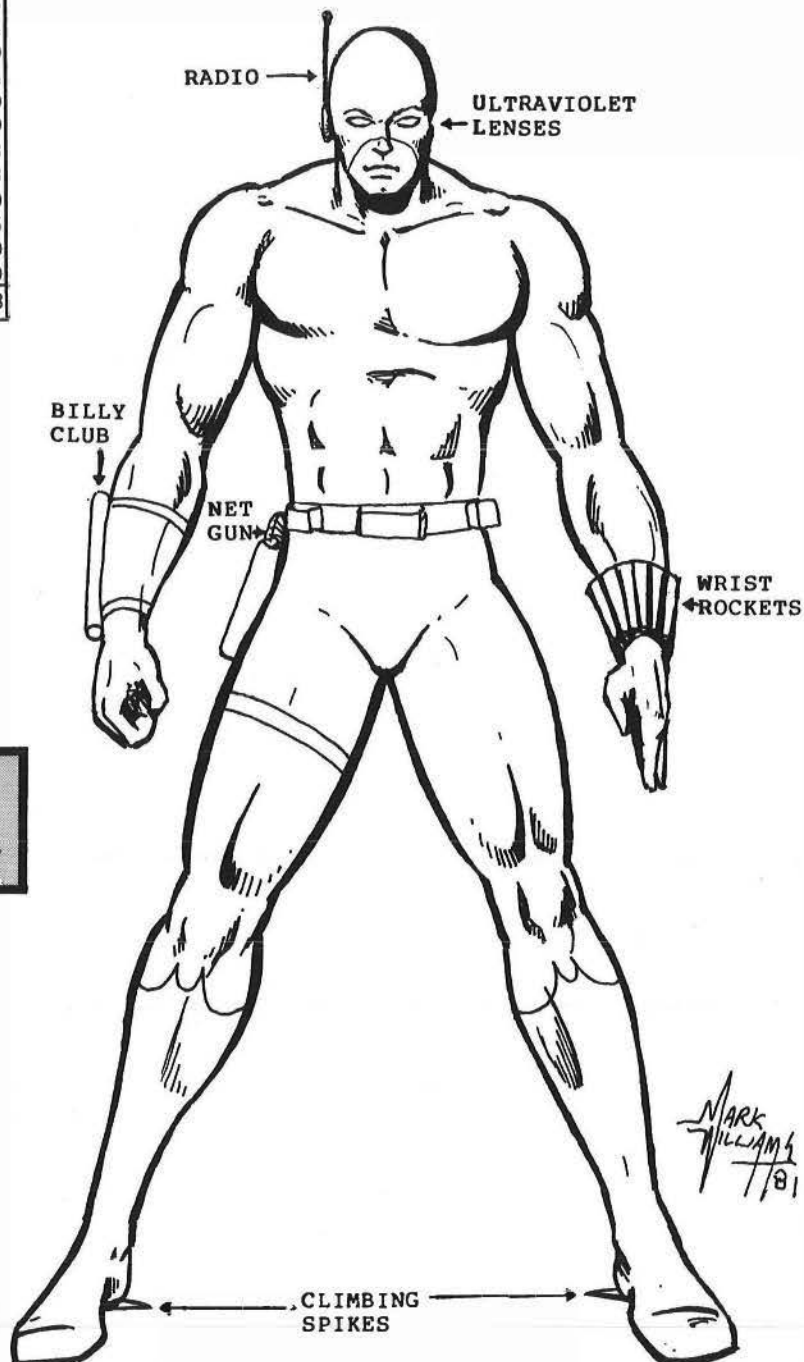
There are some new organizations mentioned in this book that are not fully explained. While we plan to detail these in later books, the GM is encouraged to create new agents, equipment and headquarters for these groups to help add more color into the campaign. Speaking of color, Villains have personalities too. A good way to find out how the villain thinks is to read his or her origin. This often tells a little about the villain, as well as how he or she got his or her powers. Also take a good look at any berserks and psych crooks that might help determine the villain's personality. This will help add some life to your campaigns, and increase the fun.

Many of these villain have had contact or have connections with other villains in this book. Once again look in the origins and psych crooks to find any connection, and by all means make up your own. There are few things funnier to find that the villain you had been fighting for 3 turns is now your ally because his worst enemy has just joined the fight. This also will help to enrich your campaign, and make it more enjoyable. Some hero-villain interplay besides combat always helps to liven up the game. The game will become so much more exciting as old feuds and friendships pop up. 'Nuff said!

GLOSSARY OF TERMS

BODY = Body pips	m = Variable slot in a multipower: Multi
CHA = Characteristics	NND = Attack with no normal defense (The defense follows the number of dice)
COM = Comeliness	OAF = Obvious Accessable Focus
CON = Constitution	OIF = Obvious Inaccessable Focus
DEX = Dexterity	PD = Physical Defense
EB = Energy Blast	PRE = Presence
ED = Energy Defense	REC = Recovery
END = Endurance	RKA = Ranged killing attack
GM = Ground movement	SPD = Speed
HTH = Hand to Hand	STR = Strength
HR = High Range	u = All or nothing slot in a multipower: Ultra
IAP = Inobvious Accessable Focus	Val = Value
IIF = Inobvious Inaccessable Focus	w/ = With
INT = Intelligence	

VAL	CHA	Cost
20	STR	10
20	DEX	30
18	CON	16
12	BODY	4
20	INT	10
8	EGO	-4
10	PRE	0
10	COM	0
12	PD	8
12	ED	8
5	SPD	20
11	REC	6
36	END	0
31	STUN	0
CHA Cost=108		

Name: **UTILITY**

OCV = 7
 DCV = 7
 ECV = 3
 PHA = 3,5,8,
 10,12

Cost	Powers	END
20	Martial Arts	
5	* +1/2 Damage Multiple for Martial Arts	
27	& 8D6 EB - Blaster (15 Charges)	
12	& +7D6 EB - Blaster (2 Charges)	
18	% 6D6 Entangle, DEF 6 (3 Charges)	
12	\$ +8 PD, +8 ED	
6	+3" Running	
7	# UV Vision	
7	# HR Radio Hearing	
3	" Climbing 13 or less	
10	2 Levels w/ Ranged Weapons	
20	2 Overall Levels	
	* OAF - Billy Club	
	& OIF - Wristbands	
	% OAF - Web Gun	
	\$ IIF - Padded Suit	
	# OIF - Headpiece	
	" OIF - Climbing Spikes	
147 = Power Cost Total = 255		

100+ Disadvantages	
20	2x STUN from all Magic based attacks
20	2x STUN from all Mental attacks
20	Overconfidence
15	Collapses in the face of torture
30	Hunted by the ULTIMATES 8 or less
25	Hunted by UNTIL 8 or less
10	Hunted by Crusader 8 or less (x1/2)
15	Secret Identity
2	Villain Bonus
255 = Disadvantage Total	

William Chow was always fascinated by superheroes and villains. His favorite mental exercise was to figure out ways to outsmart superheroes. These exercises soon became the center of Chow's life. He spent hours doing research, looking for weaknesses in each hero or villain. Soon he became convinced that he was smarter and better than everybody else. William never would have had the chance to exercise his whims, but his Great Aunt died and left him enough money to finance his original weapons purchases. Now, as **UTILITY**, he uses his great versatility, and knowledge to taunt and capture heroes while he makes himself rich.

Name: AVAR-7

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	75	Multipower	20	2x	STUN from Magic attacks
26	DEX	48	7	u Density Increase - +30	6	15	2D6 from Concentrated UV rays
28	CON	36		STR, +30 CON, +6 BODY, +18 PD, +18 ED, 64x Mass, -6" Knockback at 1/2 END Cost	15	20	Code Vs. Killing
20	BODY	20		6D6 NND - Force Field at 1/2 END Cost (No range, must use grab)	6	15	Alerts others of intentions in combat
18	EGO	16	3	u Desolidification	6	35	Hunted by Superhero Group 11 or less
30	PRE	20	7	12 BODY per phase at 1/2 END Cost	8	15	Hunted by Superhero Group 11 or less
16	COM	3		8D6 EB - Affects Desolids (END Batt - 32 pips)	5	15	Hunted by Chemical Mfg. 11 or less
10	PD	6	40	Regeneration - 2 BODY 1 Level w/EB	15	5	Unusual Looks
15	ED	9			88	15	Secret Identity
6	SPD	24					Villain Bonus
10	REC	0					
56	END	0					
50	STUN	6					
OCV = 9				20			
DCV = 9				3			
ECV = 6							
PHA = 2,4,6,8,10,12							
CHA Cost=208+155 = Power Cost Total = 363 363 = Disadvantage Total							

While passing through the Sol system, a Federation cruiser identified a low tech civilization on the third planet. The cruiser sent a model 7 AVAR (Advanced Variable Android, Reconnaissance) down to prepare a long term study of the civilization. Once AVAR-7 was planetside he discovered an unusual amount of super powered humans. Using his built-in abilities, he participated in this sub-culture and became a superhero. During a fight with the villain MECHANON, AVAR-7 was captured. His delicate computer brain was readjusted by MECHANON. His benign programing was wiped out and a new set of programed commands became his prime objective. AVAR-7 broke free of MECHANON's control, but retained his villainous new programing. AVAR-7 now proceeds with his task of attempting to subjugate the human race.



Name: THOK

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	30	2D6 HKA	6	20	Cannot speak
33	DEX	69		4D6 w/STR	12	20	Arrogance
28	CON	36	30	Full Damage Resistance		20	Distrust of Humans
8	BODY	-4	5	Lack of Weakness		15	Hunted by NASA on 8 or less
25	INT	15	10	Acrobatics 16 or less		30	Hunted by the Department of Defense 14 or less
17	EGO	14	5	Climbing 17 or less		15	Unusual Looks
20	PRE	10	5	Stealth 16 or less		10	Public Identity
2	COM	-4	5	Computer Programing		90	Villain Bonus
18	PD	10		14 or less			
18	ED	12	5	Security Systems			
7	SPD	27		14 or less			
14	REC	0	5	1D6 Luck			
56	END	0	10	1 Overall Level			
45	STUN	3					
OCV = 11							
DCV = 11							
ECV = 6							
PHA = 2,4,6,7,9,11,12							
CHA Cost=210+110 = Power Cost Total = 320 320 = Disadvantage Total							

THOK is an alien prince from a far part of our galaxy. While fleeing from Anarchists of his own civilization he utilized an experimental Macro-Warp and crashed on Earth. His ship was totally destroyed on landing. After his crash landing, THOK was captured by NASA and transferred to the Department of Defense. Though he could not talk to government officials, THOK soon discovered they intended to hold him for study. He escaped and has been on the run ever since. THOK spends his time attempting to use Earth technology to build a spacecraft capable of getting him back home. To this end, he is often stealing high technology experimental rocket and force field parts from government and industrial labs.





Name: HERCULAN

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
45	STR	35	60	Multipower	10	20	2D6 Unluck
26	DEX	48	6	u 2 1/2D6 STR Transfer	12	20	2x STUN from Mental attacks
30	CON	40		Range			
15	BODY	10	6	u 1D6+1 DEX Drain, at	12	20	2x STUN from Metal attacks
25	INT	15		Range			
15	EGO	10	6	u Desolidification	12	20	Doesn't understand Earth's culture
10	PRE	0		12 BODY per phase			
10	COM	0	6	u Full Spectrum	12	20	Code Vs. killing
24	PD	15		Invisibility		25	Hunted by NASA
20	ED	14	20	* Full Damage Resistance			11 or less
5	SPD	14	13	* 20 pts. Life Support		35	Hunted by Superhero
15	REC	0	15	* +11" Running	2		Group 11 or less
60	END	0				15	Secret Identity
42	STUN	0				78	Villain Bonus
OCV = 9				* OIF - Armor			
DCV = 9							
ECV = 5							
PHA = 3,5,8,10,12							
CHA Cost=201+132 = Power Cost Total = 333 333 = Disadvantage Total							

HERCULAN knocked one last enemy from his path as he leaped into the escape module. He punched out, and fell unconscious as the acceleration hit him. When HERCULAN awoke, he found he had crashed onto an unknown planet. He found only minor damage, and with few repairs he could be on his way home quickly. He set off for a local settlement, hoping that he could barter for parts. But HERCULAN found that this was a Barbarian World that wouldn't have the parts he needed. Dejected, he returned to his ship, planning to build what he would need from local equipment. Upon reaching his ship, he found several locals demolishing it. Enraged, he attacked. The locals fled, but they had done massive damage to his ship. No longer, then, would he barter for what he wanted. He would take it.

Authentication Code: G/55/1/8/81

Source: UNTIL Criminal Records Division

Subject: GENOCIDE. See also Project Salvation

Official records reveal that GENOCIDE began life as the US government project codenamed Salvation. Project Salvation was initiated to investigate the growing numbers of successful mutant humans. The project scientists all agreed that the number of mutants would continue to increase for at least the next 5 to 10 years. Most scientists on the project assumed that the mutation rate would decline from that point on. However, Assistant Project Director Dr. William Andevers argued that mutants would continue to breed "until there won't be anyplace left for real human beings!" (US Senate Armed Services Subcommittee, Closed Session, 7/13/80). Dr. Andevers' statements were not included in the Project Salvation final reports, issued 9/1/80).

Several months (11/7/80) later, a secret installation under the Horseshoe Falls at Niagara was raided by an UNTIL assault team and several superheroes. The base was found to belong to a well armed and financed group identified as GENOCIDE. Documents and computer records recovered from the raid revealed that many of the personnel and much of the equipment used by GENOCIDE had been assigned formally to Project Salvation. GENOCIDE, therefore, has access to much of America's latest personal and defensive weaponry.

According to captured records, GENOCIDE is currently controlled by Dr. Jeffrey Andevers, Dr. William Andevers' son. The current whereabouts of Dr. William Andevers is unknown. GENOCIDE has built bases

all over the globe and is actively engaged in training and further expansion. This activity is almost certainly in preparation for GENOCIDE's next major operation, Phase Alpha.

Phase Alpha is the GENOCIDE codename for their project for the elimination of the mutant menace. They intend to use their giant robot MINUTEMEN to capture or kill all known or suspected mutant humans. The MINUTEMEN are derived from the original Mark V security robots from Project Safeguard (see attached specifications). They are very fast, heavily armed and armored, and can be expected to defeat most mutants in single combat. As GENOCIDE has had access to these robots for a considerable period of time it is likely that the newest models of MINUTEMEN have been upgraded or modified.

GENOCIDE is obviously a dangerous organization. They pose a real threat to all citizens of the world, both mutant and non-mutant. Any activity in any region that might be connected with GENOCIDE should be investigated immediately. Any confirmed GENOCIDE bases or intelligence cells should be reported to UNTIL headquarters, soonest. We would welcome any assistance against this menace from whatever available UNTIL or non-UNTIL combatants.

Reporting Officer: Captain G. Thain (Chicago)
Transcribing Officer: Lieutenant S. Laurence
Classified: Most Secret (Destroy After Reading)



Name: FOX

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	10	15	19 pts. Ego Defense		30	2x STUN from physical attacks
26	DEX	48	19	Danger Sense		15	1 1/2x STUN from physical killing attacks
20	CON	20		14 or less			Coward in the face of physical violence
7	BODY	-6	50	Multipower		20	Protects normals
18	INT	8	5	u 20" Combat Teleport	4	8	Honorable
11	EGO	2	5	u 20" Teleport, may prepare 2 phases	4	25	Hunted by Police
15	PRE	5		u +4 DCV (Blink T-Port)		30	14 or less
8	COM	-1	2	u Missile Deflection to all on 14 or less		10	Hunted by Superhero Group 8 or less
8	PD	6	2	Long Distance Teleport may prepare up to 15 phases (2840 km with multipower slot #2)		15	Unusual Looks
8	ED	4		10 Memorized Locations		71	Secret Identity
7	SPD	34	75	+10" Running (4x END)	8		Villain Bonus
10	REC	8		Stealth 14 or less			
40	END	0		Disguise 13 or less			
30	STUN	8					
OCV = 9				5			
DCV = 9				5			
ECV = 4				5			
PHA = 2,4,6,7,9,11,12							
CHA Cost=146+198 = Power Cost Total = 344							344 = Disadvantage Total

Frederic Fagin was a mutant with unusual features and an unique teleportational ability. He learned to disguise his appearance, and was able to mix with normal society. He became a master commodities dealer, and was called the Fox of finance by his colleagues. Fagin became a crime lord as a lark, and found that he enjoys the chase. The FOX enjoys grandiose thefts and making superheroes look like total fools. His favorite weapon is a banana cream pie, and he employ nothing more deadly. The FOX gives to the poor, and goes out of his way to keep normals out of danger. The FOX's Dog agents only employ stun weapons. The FOX will spare no effort to get a hero maimed or humiliated if he is even threatened with physical harm. FOX's greatest fear is being exposed in the financial world, and losing face.

Name: DRAGON MASTER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	20	Martial Arts		5	1D6 Unluck
29	DEX	57	20	+1x multiplier for Martial Arts		5	2x STUN Lasers
23	CON	26		Superleap 8" up, 16" forward		20	Overconfident
10	BODY	0	20	Acrobatics 15 or less		20	Seeks out martial combat
10	INT	0	10	4 Levels w/MA		10	Hatred of guns
10	EGO	0	20	+5" Running	2	35	Hunted by Chinese secret service on 11 or less
20	PRE	10	10			20	Hunted by Police on 11 or less
16	COM	3				15	1 1/2x STUN Bullets
14	PD	10				15	Secret Identity
10	ED	5					
7	SPD	31					
10	REC	0					
50	END	2					
25	STUN	4					
OCV = 10							
DCV = 10							
ECV = 3							
PHA = 2,4,6,7,9,11,12							
CHA Cost=160+100 = Power Cost Total = 360							260 = Disadvantage Total



Hua Xiao Yang was the most efficient spy in the Tiger Squad, the top secret spy organization of Communist China. The Party bestowed the title of DRAGON MASTER upon him, a coveted title. The taste of victory was sweet, but Yang was not able to savor the taste for long. Certain Party members saw him as a threat, and he was forced to flee to the United States. He spent months and all his cash trying to find a job, but the relentless pressure of the Chinese agents kept him on the run. Faced with a choice between welfare and crime, he chose crime. Several times he has organized youth gangs in the Chinese ghettos of various cities, and these continue to provide assistance in his quest for money and revenge against the Party.

THE ULTIMATES

BINDER realized very early in his career as a supervillain that a group is stronger than an individual. After several defeats by heroes in pairs or teams, BINDER resolved to build a group of his own. When BINDER heard that there was a disturbance at a local radiotelescope facility, he decided to investigate. He found PLASMOID attempting to repair a TV screen in the control room. The place was otherwise abandoned, for all the astronomers had fled in terror. BINDER was made of sterner stuff. He attempted to communicate with this strange being.

BINDER used the computer at the facility to establish communication with PLASMOID. The alien agreed, for some strange reason of his own, to accompany BINDER. With research, BINDER discovered that PLASMOID was some sort of alien robot constructed of plasma and magnetic fields. Eventually, BINDER was able to teach PLASMOID some English, and establish minor control over him.

Together, they were more powerful, but BINDER wanted more. They ran across BLACK STAR by coincidence, when they were attempting to rob the same gold shipment as he was. BINDER let PLASMOID and BLACK STAR battle for a while. After watching their fight drag on, BINDER decided that BLACK STAR would be a valuable addition to the team. BINDER offered BLACK STAR a chance to team up with them, and BLACK STAR accepted. Now the team was really strong. BINDER started training sessions where the three of them would work out together. BINDER also began the construction of a secret base for the team. He was still trying to improve the team when he heard about

CHARGER in the news reports, and decided to test this new villain.

While CHARGER was busy robbing a jewelry store, BINDER had PLASMOID attack from surprise. CHARGER laughed as the attack only made him stronger, and shot back at PLASMOID. The exchange of vast energies might have continued for some time had not BLACK STAR entered the fight. BLACK STAR stunned CHARGER and would have knocked him out, had not BINDER stepped in. CHARGER was surprised to be offered a place on the team. Faced with the alternatives of death or dismemberment, CHARGER became part of the team. The team was now almost complete. Their secret base had been completed, and BINDER was stocking it with stolen vehicles and scientific equipment. The team workouts were going well, but BINDER still wasn't satisfied. Then he heard about SLICK.

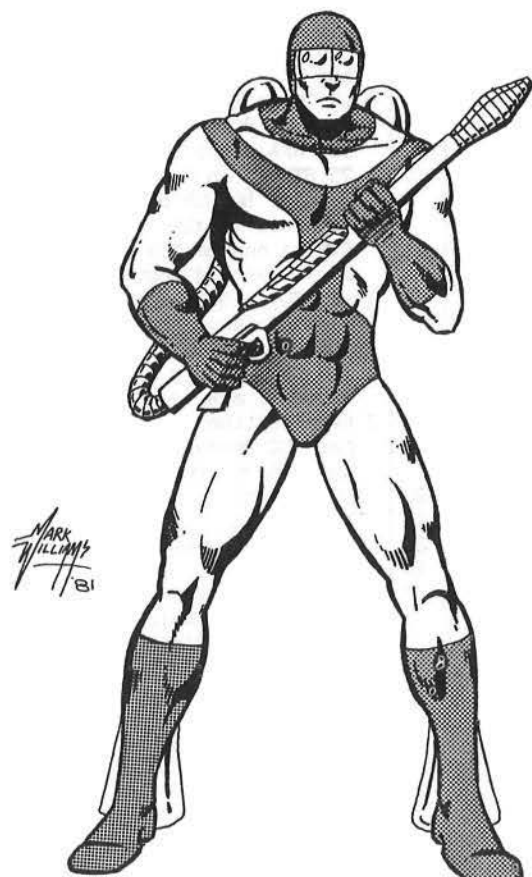
SLICK was incarcerated in a California prison, awaiting trial for a long list of charges. Rumor had it that the confinement was driving him mad, and that he would do anything to get out. BINDER decided that he was a perfect candidate for membership. The team descended in force upon the prison. SLICK was rescued, and in gratitude agreed to join the group.

These five supervillains, calling themselves THE ULTIMATES, have established themselves as one of the toughest groups around. Their aim is to vanquish all superhero groups, leaving the path open for their plot to conquer the world. They may well succeed.

Name: BINDER

VAL CHA Cost Cost				Powers		END 100+ Disadvantages	
15	STR	5	44	*	7D6 Entangle, DEF 7 (32 Charges)	20	2x STUN from Magical attacks
20	DEX	30					
20	CON	20	12	\$	+6 PD, +6 ED Armor (Act 14 or less)	15	Touchy about looks
10	BODY	0					
23	INT	13	6	\$	+6 PD, +6 ED (Act 14 or less)	20	Inferiority Complex
14	EGO	8					
20	PRE	10	3	&	5 pts. Flash Defense	25	Hunted by UNTIL 8 or less
2	COM	-4	27	#	20" Flight	0	
10	PD	7	5		Stealth 13 or less	30	Hunted by Hero Group 8 or less
10	ED	6	5		Security Systems		
5	SPD	20	15		Martial Arts	15	Secret Identity
7	REC	0	20	#	0 END Cost - Flight	27	Villain Bonus
40	END	0					
28	STUN	0					
OCV = 7							
DCV = 7				* OAF - Glue Gun			
ECV = 5				\$ OIF - Costume			
PHA = 3,5,8, 10,12				& OIF - Goggles			
				# OIF - Jet Boots			
CHA Cost=115+137 = Power Cost Total = 252						252 = Disadvantage Total	

Earl Whitacker was a research chemist with a multinational chemical conglomerate. His research was into adhesives, trying to develop a superglue that would stick to anything. His research funds were cut because of UNTIL research that was being conducted. Whitacker continued his investigation, but could no longer afford safety equipment. The explosion in his lab hideously scarred his face, but scattered amidst the remains of his lab were the clues to his super adhesive. Once out of the hospital, Whitacker developed his resin A and resin B, which, when combined, make a super strong adhesive. Whitacker broke into an UNTIL base and stole the experimental bootjets, goggles, and armor. He became BINDER, and was the founder of the powerful villain group known as the ULTIMATES.



Name: **PLASMOID****VAL CHA Cost**

0	STR	-10
23	DEX	39
48	CON	76
13	BODY	6
8	INT	-2
17	EGO	14
40	PRE	30
12	COM	1
20	PD	20
25	ED	15
5	SPD	17
10	REC	0
96	END	0
41	STUN	4

CHA Cost=210

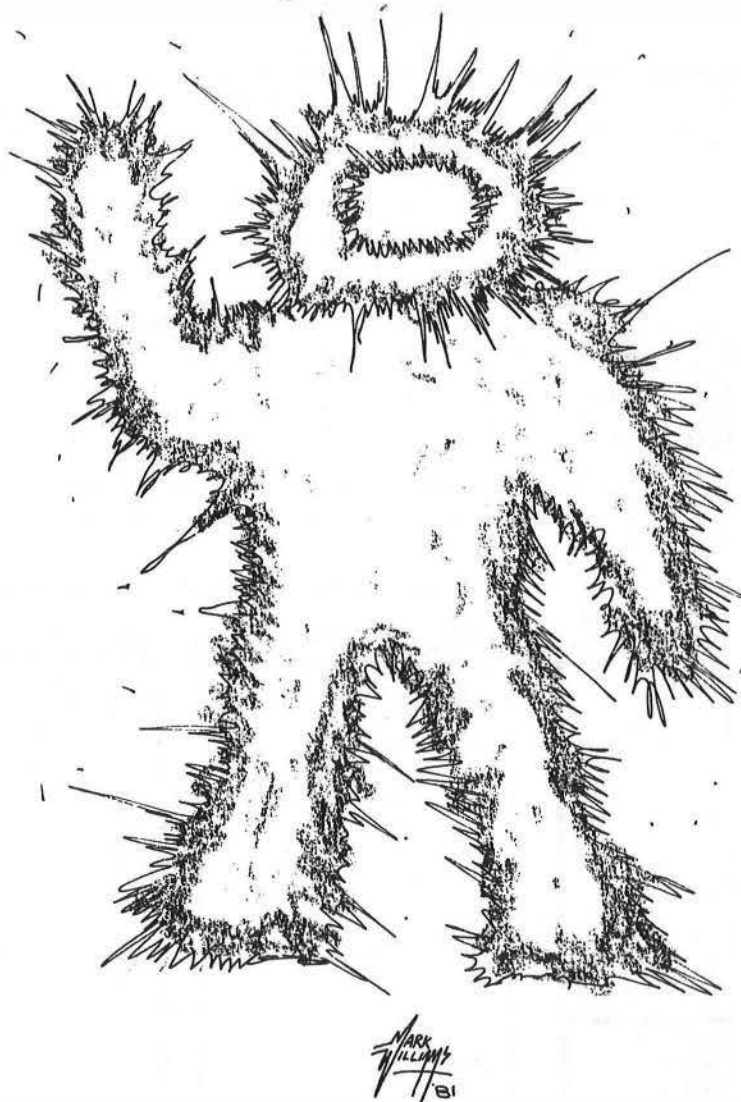
OCV = 8
 DCV = 8
 ECV = 5
 PHA = 3,5,8,
 10,12

100+ Disadvantages

20	2x Effect from all CHA Drains and Transfers
20	2x STUN and BODY from Magnetic attacks
20	3D6 from being grounded
15	No sense of smell or taste
20	No hearing
15	Ignorant of Earth technology
15	Does random things
30	Hunted by the Dept. of Defense 14 or less
30	Hunted by UNTIL 11 or less
15	Unusual Looks
10	Public Identity
266	Villain Bonus

576 = Disadvantage Total

Cost	Powers	END
75	Multipower	
15	m 15D6 EB - Electric	15
3	u 10D6 EB - Electric, Explosion (3 charges)	0
3	u 5D6 RKA - Plasma, (8 Charges, PLASMOID takes 1 BODY for each 1D6 RKA used)	0
10	m 75 STR TK on Magnetic metals, 50 STR on non- magnetic metals, 25 STR on non-metals EC - Plasmoid Body	3
48	1 +15 PD, +15 ED Force Field (always on)	0
13	2 3D6 NND - Force Field (no range, only if touched, always on)	0
15	3 Regeneration - 6 BODY per REC (need pure Hydrogen to regenerate)	
20	10 ^m Flight	2
10	FTL Flight	
20	360 Degree Vision	
20	X-Ray Vision	
7	Telescopic Vision	
5	Ultraviolet Vision	
2	Microscopic Vision	
1	Infrared Vision	
2	3 Levels Enhanced Vision	
30	Full Life Support	
37	1/4 END Cost - TK	
366 = Power Cost Total = 576		



PLASMOID is an intelligent alien being made of magnetic force fields and ionized hydrogen (plasma). He was constructed by an alien race as a warrior/emissary. However, **PLASMOID**'s travel thru the galaxy has warped his magnetic memories, and he has forgotten his origin and garbled his directives. He seeks to conquer the earth, but his mind is somewhat scrambled, and he usually lets himself be ordered around by **BINDER**. Sometimes **PLASMOID** will ignore **BINDER** and do something totally random, like demolishing a vending machine or repairing a typewriter. The other members of **The ULTIMATES** fear **PLASMOID** because of his power and unpredictability, and usually stay well away from him.

Name: SLICK

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10		EC - Friction	10		2D6 Unluck
26	DEX	48	75	1 5D6, DEF 5 Entangle	2	20	2x STUN from Sonics
23	CON	26		at 1/4 END		20	Overconfident
10	BODY	0	53	2 3D6, DEF 3 Entangle,	3	15	Fear of being bound
10	INT	0		in 3 rd at 1/4 END		30	Hunted by Superhero
10	EGO	0	37	3 +25" Running at	1		Group 8 or less
15	PRE	5		1/4 END		35	Hunted by UNTIL
20	COM	5	10	1/2 Damage Resistance			14 or less
25	PD	21		(does not work if 1/2		15	Secret Identity
25	ED	20		attack roll is made		95	Villain Bonus
6	SPD	24		against SLICK)			
9	REC	0	16	Acrobatics 16 or less			
46	END	0	5	Stealth 13 or less			
32	STUN	0					
OCV = 9							
DCV = 9							
ECV = 3							
PHA = 2,4,6,8,10,12							
CHA Cost=159+196 = Power Cost				Total = 355			
				355 = Disadvantage Total			

Rick Powell was a surf bum, a common sight at Venice Beach. He made a living by dealing drugs, and specialized in new, unusual, and rare recreational chemicals. Unfortunately for Rick, he had a habit of trying out all the strange chemicals he received. When he got a sample of a new chemical stolen from a private scientific laboratory, he tried it out. The results were astounding. The drug altered his molecular structure and gave him the ability to make himself and other surfaces virtually frictionless. He found that his new abilities could be used to make even more money than his drug dealing. He was such a novice that he was soon captured and held in a maximum security prison. He was rescued by the ULTIMATES and invited to join. He accepted, and SLICK has never been captured again.



Name: BLACKSTAR

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	90	Multipower	5		1D6 Unluck
18	DEX	24	9	u Density Increase - up	3	10	2x STUN from
28	CON	36		to 6 Levels, +5 STR,		20	Gravitic attacks
15	BODY	10		+5 CON, +1 BODY,			2x STUN from
13	INT	3		+3 PD and ED, -1"			Blaster
10	EGO	0		Knockback, 2x Mass per	15		Likes to fight
20	PRE	10		Level of DI at 1/4 END	15		Fear of heights
16	COM	3		Cost per Level	30		Hunted by UNTIL
10	PD	6	9	u Desolidification -	0		11 or less
10	ED	4		9 BODY per phase	30		Hunted by Defense
4	SPD	12		at 0 END Cost			Dept. 14 or less
10	REC	0			15		Secret Identity
80	END	12			2		Villain Bonus
44	STUN	0					
OCV = 6							
DCV = 6							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=130+108 = Power Cost				Total = 240			
				240 = Disadvantage Total			

James Carson was a research scientist with a multinational corporation dealing in weapons development. The corporation assigned Carson to work with an elderly scientist in their research division who was investigating density manipulation. The old scientist developed a device to alter density, from the density of a black hole to intangibility. Carson, seeing the possibilities inherent in the device, killed the scientist and stole the device. Finding that exposure to the device had endowed him with it's powers, Carson joined the ULTIMATES, calling himself BLACKSTAR. He often goes on fighting long after the other ULTIMATES have left, losing himself in the joy of battle. This could someday prove to be his greatest weakness.



Name : **CHARGER**

Name: CHARGER				Powers		END 100+ Disadvantages	
VAL	CHA	Cost	Cost				
10	STR	0	53	16D6 EB - Electricity	16	20	2x STUN from Heat and Fire attacks
20	DEX	30		(END Batt - 64 pips,			
23	CON	26		recharges 1 END for		20	Overconfidence
10	BODY	0		every 1 BODY done by		15	Fear of fire
10	INT	0		a EB that does not		10	Fear of Dying
10	EGO	0		exceed CHARGER's ED		30	Hunted by UNTIL
15	PRE	5	10	1/2 Energy Damage			11 or less
14	COM	2		Resistance		30	Hunted by Defense
11	PD	9	10	-10 Lack of Weakness			Dept. 14 or less
50*	ED	35	30	15" Flight	1	15	Secret Identity
5	SPD	20	5	Disguise 11 or less		11	Villain Bonus
7	REC	0	7	1/2 END Cost - Flight			
46	END	0	9	3 Levels w/EB			
27	STUN	0					
OCV = 7 DCV = 7 ECV = 3 PHA = 3,5,8 10,12				* If an EB exceeds 50 STUN, CHARGER's ED drops to 20 versus that attack. (+1/2)			
CHA Cost=127+124 = Power Cost Total = 251				251 = Disadvantage Total			

Edward Ellis was dying of cancer, and the doctors were helpless. In desperation he agreed to be frozen in liquid nitrogen, and held in a cryogenic storage until a cure could be developed. He was being frozen on a dark and stormy night when the accident occurred. Lightning overloaded the electrical system of the laboratory, and a massive charge ran through Ellis's body as he lay in his cryogenic casket. He awoke amid the wreckage to discover that his cancer was cured, and he had stange powers. Unfortunately, the incident warped his mind and turned him to a life of crime. He joined the **ULTIMATES** to further his quest for power, money and a way to bring his body temperature up to normal from its current 40 degeers Fahrenheit.

Name : WYVERN

Name: W/Val			END 100+ Disadvantages	
VAL	CHA	Cost: Cost	Powers	
40	STR	30	* 1D6 HKA	3 15
17	DEX	21	2D6 w/STR	4
30	CON	40	\$ 8D6 EB - Poison	8
14	BODY	8	(Act 14 or less)	
6	INT	-4	1/2 Physical Damage	20
10	EGO	0	Resistance	10
15	PRE	5	-5 Lack of Weakness	
6	COM	-2	# 10" Flight	2 20
20	PD	12	IR Vision	15
12	ED	6	Extra Limb - Tail	25
4	SPD	13	1/2 END Cost - STR	
14	REC	0		15
60	END	0		10
49	STUN	1		
OCV = 6 DCV = 6 ECV = 3 PHA = 3,6,9, 12			* OIF - Claws \$ OIF - Tail # OAF - Wings	
CHA Cost=130+100 = Power Cost			Total = 230	230 = Disadvantage Total

When John MacDougal became separated from his partner Paul Bressler in the attack on the UNTIL laboratory, he had only one thought: Hide! John was an avowed coward, and he ran blindly through the building. UNTIL agents gave chase, and John ran into an unlocked laboratory. The agents burst in, and John attempted to run behind a control bank. One agent tossed a grenade, and the bank exploded. When John awoke, his body was transformed into the terrifying beast known as WYVERN. He broke free of his prison cell, and teamed up with Paul Bressler. Now, together, they have embarked on a massive crime wave. The world will learn fear at their hands.

Name: PANDA

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	75	Multipower	30	2x	STUN Bullets
21	DEX	33	15	m 6D6 Ego Blast at	6	30	2x BODY Bullets
20	CON	20		1/2 END Cost	10		2D6 from CHA
12	BODY	4	4	u 20 pts. Ego Defense			Drains
10	INT	0	20	10" Running	2	10	Fear of Guns
21	EGO	22	10	Acrobatics 13 or less	10		Likes to taunt people
20	PRE	10	5	Stealth 13 or less	25		Hunted by PSI on 11 or less
20	COM	5	25	Danger Sense	20		Hunted by known superhero 8 or less
10	PD	7		16 or less	10		Hunted by Scotland Yard 8 or less
10	ED	6	30	3 Overall Levels	35		Hunted by Hero group 11 or less
7	SPD	39	15	Martial Arts	5		Unusual Looks
10	REC	6			83		Villain Bonus
60	END	10					
35	STUN	5					
OCV = 7							
DCV = 7							
ECV = 7							
PHA = 2,4,6,7,9,11,12							
CHA Cost=172+201 = Power Cost Total = 373 373 = Disadvantage Total							

Ginger Bosworth was born to a poor British family. They rejected her because of her mutated appearance, and left her at an orphanage. Her childhood was brutal, with the other children endlessly taunting her about her looks. One day she was attacked by a group of children, and Ginger's latent mental powers came to the surface. She lashed out and left her attackers motionless on the ground. Terrified by what she had done, Ginger fled. She was tracked down by PSI (the Parapsychological Studies Institute). They took her in and trained her mentally and physically. She became one of their most effective agents, and she called herself PANDA. PSI assigned PANDA to travel to America and eliminate the newly discovered mutant RACCOON. PANDA tracked him down and fell in love with him instead. RACCOON told her his life story while their romance blossomed.

Robin Hobart was born to a wealthy family. They gave their unusual son what love and attention they could, but they hid him from all contact with the outside world. Eventually the prospect of lifelong confinement was too much for young Robin, and he ran away from home. VIPER found him and trained him to use the full capabilities of his mutant body, and he became their best operative. Then PANDA found him. VIPER tried to eliminate PANDA to stop her from taking away their best agent. RACCOON went berserk, and slew many VIPER agents while PANDA made good her escape. RACCOON followed her, and they were married. The constant pursuit by VIPER and PSI has deepened their dependence on each other, and this dependence makes them a very effective team.

Name: RACCOON

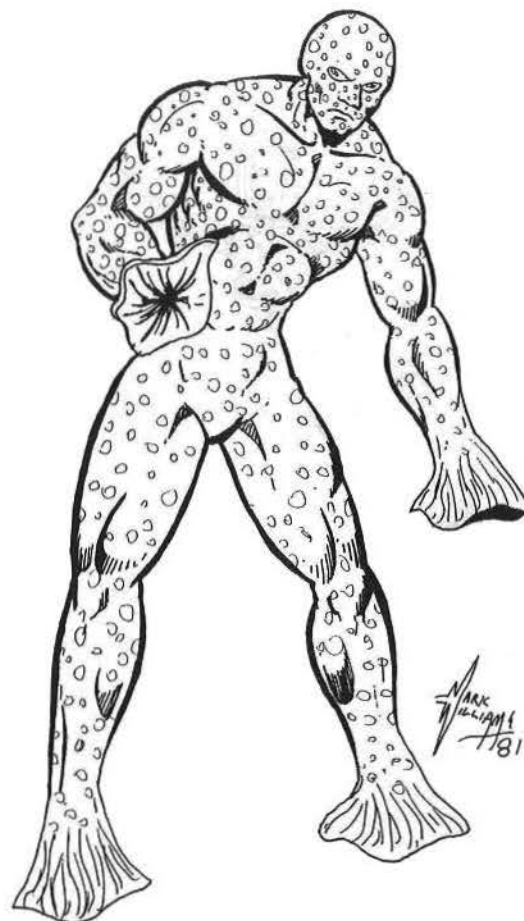
VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
30	STR	20	30	Martial Arts	15		Berserk 11 or less when cornered or when wife is threatened, Recover on 11 or less
21	DEX	33	40	2 1/2D6 HKA	8		2x STUN from Fire
30	CON	40		4 1/2D6 w/STR	14		2x STUN from Electricity
15	BODY	10	10	1/2 Physical Damage	8	20	Overconfidence
10	INT	0		Resistance	20		Protective of Wife
11	EGO	2	40	3"r Darkness,	30		Hunted by VIPER on 11 or less
30	PRE	20		Impervious to Normal and IR Vision	30		Hunted by US Special Agents on 14 or less
10	COM	0		Acrobatics 15 or less	5		Unusual Looks
15	PD	9	14	Ultraviolet Vision	15		Secret Identity
15	ED	9	10	+1 Enhanced Hearing	75		Villain Bonus
6	SPD	29	3	Danger Sense			
15	REC	6	10	11 or less			
60	END	0		Stealth 13 or less			
45	STUN	0	5				
OCV = 7							
DCV = 7							
ECV = 4							
PHA = 2,4,6,8,10,12							
CHA Cost=178+162 = Power Cost Total = 340 340 = Disadvantage Total							



Name: LEECH

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	20	Multipower	20	2x	STUN from
20	DEX	30	1	u 2D6 STR Drain, (No	4	15	Lasers
28	CON	36		Range, Must Grab)			1D6 from Sunlight
15	BODY	10	1	u 1D6 BODY Drain, (No	4	25	No manipulatory
8	INT	-2		Range, Must Grab)			limbs
8	EGO	-4		won't work against		20	Hates handsome
30	PRE	20		Force Fields or Damage			people, will always
2	COM	-4		Resistance			attack
28	PD	20	10	1/2 Physical Damage	35		Hunted by UNTIL
17	ED	11		Resistance		14 or less	
4	SPD	10	10	10 pts. CHA Defense	30		Hunted by Dept. of
14	REC	0	16	+8" Swimming			Defense 14 or less
56	END	0	5	Stealth 13 or less	15		Unusual Looks
44	STUN	0	5	Infrared Vision	10		Public Identity
			20	STR 40 Clinging			
			10	Life Support			
			10	Invisibility to normal	4		sight (Only while
				stationary)			
CHA Cost=157+113 = Power Cost				Total = 270			
				270 = Disadvantage Total			

LEECH was originally a cab driver named Frank Winston. He picked up a very strange fare one day, a man in a black cloak. This man directed Winston to a dark mansion outside of the city. When the man got out, he motioned for Frank to follow, and Winston found himself unable to resist. The sorcerer in the black cloak performed an arcane ritual of terrible power, and transformed poor Frank into the awesome LEECH to steal and assassinate. LEECH's chameleon power (Invisibility) is very useful in these tasks. When not controlled, LEECH roams the lakes, rivers and oceans. His normal mind has been suppressed, and now his only thoughts are upon feeding, and revenge on handsome people, who remind him of his horrible features.



Name: LAZER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	37	* Multipower (75 Pts.)	10	2x	STUN from mental
26	DEX	48	3	u 12D6 EB - Laser		20	attacks
23	CON	26		(32 Charges)			2x STUN from
12	BODY	4	3	u 3D6+1 RKA, Armor			surprise attacks
10	INT	0		Piercing (16 Charges)	20		Greedy
8	EGO	-4	30	% +15 PD & ED Armor	15		Hatred of the Mob
12	PRE	2		(Act 14 or less)			and Mob related
12	COM	1	2	% -5 Lack of Weakness			people and
7	PD	5		(Act 14 or less)			activities
7	ED	2	2	\$ 5 Pts. Flash Defense	25		Hunted by the Mob
6	SPD	24	20	& 15" Flight	3	11 or less	
8	REC	2	5	\$ Ultraviolet Vision	25		Hunted by the FBI
46	END	0	9	3 Levels w/Gun		11 or less	
29	STUN	0	9	3 Levels w/Jetpack	15		Secret Identity
CHA Cost=110+120 = Power Cost				Total = 230			
				230 = Disadvantage Total			

Emil Nelson was a greedy man. In his youth he supported himself with petty larceny. When the army drafted Emil and sent him to Vietnam, he learned true corruption and villainy. Upon returning from Vietnam, Emil used his illegal contacts and his GI benefits to enter the contraband weapons market. Just as Emil was about to expand his operation, the Mob discovered him, and decided to take over. Nelson tried to fight back, but in less than a month his contacts were eliminated. Emil ran from his last warehouse just before it was bombed by the Mob. All he got away with was the prototype of a new weapons system. Now, armed only with his weapons and personal skills, LAZER will hire out to any bidder who can meet his price.





Name: LADYBUG

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
70*	STR	40	20	* Full Damage Resistance	20	2x	STUN from Mental attacks
26*	DEX	32	20	* Full Life Support			
40*	CON	40	7	* 7 Pts. Flash Defense	20	2x	STUN from Martial attacks
20*	BODY	13	3	* 10 Pts. Ego Defense			
23	INT	13	40	* 30" Flight	6	10	2D6 from Magnetic fields
10	EGO	0	7	* Ultraviolet Vision			
25*	PRE	10	7	* Ultrasonic Hearing	15		Does this for the fun of it
10	COM	0	19	* 1/4 END Cost - STR	4		Hunts Canadian Hero
27*	PD	9			15		Likes 1 on 1 fights
24*	ED	10			8		Hunted by Hero
6*	SPD	16			35		Group 11 or less
22	REC	0			25		Hunted by Canadian Hero 11 or less
80	END	0			13		Hunted by Police 14 or less
75	STUN	0			10		Unusual Looks
OCV = 9					15		Secret Identity
DCV = 9					20		Villain Bonus
ECV = 3							
PHA = 2, 4, 6, 8, 10, 12				* OIF - Armor			
CHA Cost=183+123 = Power Cost Total = 306 306 = Disadvantage Total							

LADYBUG (Sandra Anderson) was originally a college student studying electronics. Her thesis project was a suit of powered armor which she hoped would become the mainstay of the Canadian armed forces. Sandra hit upon a way to polarize metal fibers embedded in plastic to form extremely light, tough armor. She demonstrated the suit for her oral exam, but the test went very badly and she was told to work on something more feasible, like fusion power. Her patriotic fervor would not let her abandon the project, so she robbed a bank. The authorities were not as patriotic, and the hunt was on. LADYBUG has so far managed to elude the law, and has discovered that she enjoys robbing banks. The development of her armor is still important, but it's not whether you win or lose, it's how you play the game.

.....

Name: SHAMROCK

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
75	STR	65	30	Full Damage Resistance	20	2x	STUN from Mental attack
23	DEX	39	15	3D6 Luck			
30	CON	40			20	2x	STUN from Magic attacks
15	BODY	10			15		Overconfident
10	INT	0			15		Hates English Army
10	EGO	0			20		Hunted by Scottish Law Enforcement
15	PRE	5					Agency 8 or less
24	COM	7			30		Hunted by Superhero Group 8 or less
26	PD	11			20		DNPC - Normal on 11 or less (Mother)
20	ED	14			15		Secret Identity
5	SPD	17					
21	REC	0					
60	END	0					
70	STUN	2					
OCV = 8							
DCV = 8							
ECV = 3							
PHA = 3, 5, 8, 10, 12							
CHA Cost=210+ 45 = Power Cost Total = 255 255 = Disadvantage Total							



Barney O'Tumey and his family lived in Ulster. Barney was always a scrapper, whether 'twas his friends, family, or the Brits. Life shouldn't have been easy for a lad whose father couldn't hold down a steady job. But for all the bad luck the family had, Barney got break after break until the accident. A lorry carrying a load of toxic waste was driving by, and as Barney walked by one of the containers spilled over him. The doctors were grim, but Barney pulled through with flying colours. About a month later in a pub, Barney started a fight. A gun was pulled on Barney's brother Paddy. Barney threw himself in the path, and the bullet bounced! For a while the IRA had a new figure, the SHAMROCK, fighting for them. Soon SHAMROCK was hunted so eagerly that Barney fled to the U.S.A. to continue his life of crime.

Cost	Powers	END
40	* Multipower (60 pts.)	
2	u +30 STR for tail only at 0 END Cost	0
3	u 8D6 EB - Cold (16 Charges)	
3	u 12D6 EB - Fire (10 Charges)	
9	u 16D6 EB - Physical (3 Charges)	
12	u 12D6 Explosion - Cold (3 Charges)	
19	u 16D6 Explosion - Fire (1 Charge)	
12	u 4D6 RKA - Explosion (3 Charges)	
2	u 6D6 NND - Life Support (3 Charges)	
4	u 6D6, DEF 6 Entangle (16 Charges)	
3	u 6D6 Flash, 6"r (8 Charges)	
4	u 6"r Darkness, Impervious to all senses (16 Charges)	
10	* 1/2' Damage Resistance	
15	* +11" Running	
13	* Radar on 11 or less	
10	* Life Support - up to skin absorbed gasses	
7	* Extra Limb - Tail (Acts as a grenade launcher)	
15	3 Levels w/Tail * OIF - Armor	
183 = Power Cost Total = 292		

Name: ANKYLOSAUR

OCV = 7
DCV = 7
ECV = 3
PHA = 3,5,8,
10,12

VAL	CHA	Cost
40*	STR	20
21*	DEX	22
25*	CON	20
15*	BODY	7
10	INT	0
10	EGO	0
20*	PRE	7
10	COM	0
25*	PD	11
18*	ED	9
5*	SPD	13
13	REC	0
50	END	0
48	STUN	0
CHA Cost=109		

**100+ Disadvantages**

10	2D6 Unluck
20	2x STUN from Sonics
10	1 1/2x STUN from Sonics
15	Megalomania
10	Hatred of Police
30	Hunted by UNTIL 11 or less
25	Hunted by Police 14 or less
15	Unusual Looks
15	Secret Identity
42	Villain Bonus

292 = Disadvantage Total

Paul Bressler was a small time crook with no future. Thus he was excited when VIPER decided to use him and his partner, John MacDougall, on a job. They were supposed to stage a diversion outside an UNTIL research lab while VIPER infiltrated and stole some secret plans. During the attack, Paul and John got carried away and entered the lab. They were separated by the fighting, and Paul eventually found himself in a shipping room. He amused himself by substituting his address for the address on some of the crates. Footsteps approached his hideout, and Paul left. Later that week the ANKYLOSAUR armor was delivered to Paul's home. With the power of the armor to back him, Paul has sworn vengeance on those who have humiliated him in the past.

Name: COBRA

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	75	Multipower	20	2x	STUN from Fire
29	DEX	57	7	u 10D6 EB - Venom	2	20	2x STUN from Cold
30	CON	40		at 1/4 END Cost	5	1 1/2x	BODY from Cold
15	BODY	10	14	u 6D6 NND - Force	6	15	Treats humans like experimental animals
18	INT	8		Field (No Range, Act. 14 or less) at 1/2 END Cost	25		Hunted by Police 14 or less
10	EGO	0		Martial Arts	35		Hunted by UNTIL 14 or less
30	PRE	20		Stealth 15 or less	15		Unusual Looks
6	COM	-2	20	Acrobatics 15 or less	10		Public Identity
15	PD	11	5	Passive Sonar Hearing 13 or less	118		Villain Bonus
15	ED	9	10	Infrared Vision			
6	SPD	21	25	2 Overall Levels			
10	REC	0					
60	END	0	5				
40	STUN	0	20				
OCV = 10 DCV = 10 ECV = 3 PHA = 2,4,6,8,10,12							
CHA Cost=184+181 = Power Cost Total = 365 365 = Disadvantage Total							

Timothy Blank was a genetic research scientist with the Genetic Manipulation Research Project. He was kicked out for questionable morals and unauthorized experiments with human subjects. He used his own money to set up a secret laboratory and continued his experiments. He was ultimately able to combine his genetic material with that of a cobra, and gained some of the abilities. However, the experiment malfunctioned and gave him a hideous semihuman appearance. Now, as COBRA, he has built up a large organization and seeks world domination (of course), and seeks to capture more prime experimental subjects. He as already mutated several people into superpowered lackeys. He seeks superheroes to experiment with and control.



Name: MONGOOSE

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	20	20	Martial Arts	20	2x	STUN from Lasers
33	DEX	69	10	Acrobatics 16 or less	15		Showoff
28	CON	36	5	Stealth 16 or less	15		Likes to taunt and hinder COBRA
10	BODY	0	25	Radar on 12 or less	10		Hunted by BLACK MAMBA 8 or less
13	INT	3		Range Mod = -1/20"	25		Hunted by Police 14 or less
10	EGO	0			35		Hunted by COBRA 8 or less
15	PRE	5			15		Secret Identity
10	COM	0					
15	PD	11					
10	ED	4					
7	SPD	27					
10	REC	0					
56	END	0					
34	STUN	0					
OCV = 11 DCV = 11 ECV = 3 PHA = 2,4,6,7,9,11,12							
CHA Cost=175+ 60 = Power Cost Total = 235 235 = Disadvantage Total							

Alex Taylor studied martial arts in San Francisco. At a tournament he ran into a group of loudmouths called the COBRA Club. He didn't realize that these were C.O.B.R.A. agents in training. Alex called them out and humiliated them. The COBRAs did not like this, so they taught Alex a lesson: all the martial arts in the world are no defense against a .45. They left him for dead. Alex survived and spent several weeks recovering, while his medical bills grew. As he struggled to pay his bills, a thought struck him. No one would notice another costumed loon on the loose. Calling himself MONGOOSE, Alex began his life of crime by disrupting a C.O.B.R.A. (Corporate Organization for the Benevolent Return to Autocracy) operation. Now with both the Police and C.O.B.R.A. after him, the MONGOOSE continues to hunt snakes.





Name: **LADY BLUE**

VAL			CHA Cost		Cost		Powers		END		100+ Disadvantages	
10	STR	0	10					Martial Arts		20		2x STUN from Magic
27*	DEX	33	33					* Multipower				based attacks
30*	CON	27	3					u 10D6 EB - Blaster	10	10		2D6 from High
10	BODY	0	3					u +50 STR	6			intensity magnetics
25	INT	15	10					* 1/2 Damage Resistance		20		Code vs. Killing
14	EGO	8	12					* 9" Flight	2	15		Love of new thrills
10	PRE	0	14					Acrobatics 16 or less				and danger
20	COM	5	15					1/2 END Cost - STR		25		Hunted by the FBI
20*	PD	12										11 or less
20*	ED	9								20		Hunted by the Police
5*	SPD	9										11 or less
14*	REC	8								10		Public Identity
60	END	0								16		Villain Bonus
45*	STUN	10										
OCV = 9												
DCV = 9												
ECV = 5												
PHA = 3,5,8, 10,12												
							* OIF - Battle Suit					
CHA Cost=136+100 = Power Cost Total = 236 236 = Disadvantage Total												

Tara Lemick was a brilliant, beautiful girl caught in a poor environment that would not recognize her talents. Tara taught herself several sciences, along with gymnastics and assorted martial arts. She studied her problem for a long time before finding a solution. Using her knowledge of force field physics, Tara constructed a skin tight power suit. On her first job she got away with over seven million dollars. Ever since Tara's first success she has looked for bigger profits and bigger thrills. She has been jailed several times, but her expensive lawyers always get her out. Tara has become something of a media star, having been interviewed for television several times. Tara's looks, her bubbling personality, and her boast of never having hurt an innocent in a job have made her popular despite her crimes.



Name : **MIND SLAYER**

VAL	CHA	Cost	Cost	Powers	END	100+ Disadvantages
10	STR	0		EC - Mind Powers	5	1D6 Unluck
18	DEX	24	75	1 6D6 Ego Attack	6	30 2x STUN from
25	CON	30		at 1/2 END		blunt objects
10	BODY	0	22	2 STR 30 TK at	1	15 1 1/2x STUN from
20	INT	10		1/4 END		physical killing
26	EGO	32	14	3 +10 PD, +10 ED Force	1	attacks
10	PRE	0		Field, Invisible Power	20	Hates female heroes
28	COM	9		effects (Act 14 or	5	Follows orders
12	PD	10		less) at 1/4 END	1	blindly
8	ED	3	22	4 6D6 Telepathy at	1	45 Hunted by GENOCIDE
6	SPD	32		1/4 END		14 or less
10	REC	6	22	5 6D6 Mind Scan at	1	40 Hunted by PSI
50	END	0		1/4 END		11 or less
30	STUN	3	22	6 15" Flight at 0 END	0	15 Secret Identity
			10	14 pts. Ego Defense	67	Villain Bonus
OCV = 6 DCV = 6 ECV = 9 PHA = 2,4,6, 8,10,12						
CHA Cost=159+187 = Power Cost Total = 346						346 = Disadvantage Total

Stacy Turner was a normal Chicago teenager when a representative of **PSI** (Parapsychological Studies Institute) called at her home. The man told Stacy and her parents that she was a special child, and **PSI** wished to pay for special schooling for her. Her parents were delighted, and Stacy was taken to **PSI** headquarters. There she learned the true purpose of **PSI**: the study, internment, and subjugation of mutants. Stacy learned that she was a mutant, and she learned the hard way. **PSI** tortured her mind and body, leaving her weak and frail but with full control over her immense mental powers. She escaped their clutches, but the warping of her into a life of crime. Now the **MIND SLAYER** stalks the streets, seeking revenge.

Name: **VIBRON**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10		EC (Vibration)	15		3D6 Unluck
29	DEX	57	45	1 +6D6 HTH Damage	1	30	2x STUN from Energy
28	CON	36		(Adds to STR Damage)			killing attacks
10	BODY	0		at 1/4 END	10		2x Effect from Flash
15	INT	5	40	2 Desolidification - 8			attacks
11	EGO	2		Body at 1/2 END	4	15	Hatred of normal
15	PRE	5	25	3 +10 PD, +10 ED Force	2		people
16	COM	3		Field at 1/2 END	10		Loner
10	PD	6	25	4 +10" Running at	2	25	Hunted by UNTIL
10	ED	4		1/2 END			8 or less
6	SPD	21				20	Hunted by the CIA
10	REC	0					8 or less
56	END	0				15	Secret Identity
34	STUN	0				59	Villain Bonus
OCV = 10							
DCV = 10							
ECV = 4							
PHA = 2,4,6,8,10,12							
CHA Cost=149+135 = Power Cost Total = 284 284 = Disadvantage Total							

Lawson was a name to be reckoned with in the focussed sound industry, with a reputation for coming up with breakthroughs upon command. Then one day, while testing a Vibronic Projector for the CIA, a laboratory explosion ripped the lab apart. David Lawson survived, finding himself outside the lab with a strange tingling feeling to his skin. Lawson found his body had absorbed a standing wave and was now in continuous vibrating state. As Lawson discovered his other powers, he became obsessed with the fact that he could no longer mix normally with society. It is said that Lawson went slightly mad this night. Now David Lawson lives in seclusion, coming out only to steal what he needs to keep his mansion from deteriorating. As **VIBRON**, Lawson has no respect for normal people, and will squash anyone in his way.

Name: **FRIZBE**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
100	STR	0	37	* Multipower (75 pts.)	20		2x STUN from all
29	DEX	57	3	u 10D6 EB - Energy	2		Heat based attacks
18	CON	16		at 1/4 END	15		1D6 from full
10	BODY	0	3	u 10D6 EB - Physical	2		sunlight
13	INT	3		at 1/4 END Cost	20		Fear of sunlight
14	EGO	8	10	* 10" Flight	2	20	Hunted by the FBI
15	PRE	5	10	Acrobatics 15 or less			8 or less
20	COM	5	20	4 Levels w/Flying	20		Hunted by CRUSADER
12	PD	10		Disks			8 or less
12	ED	8			5		Unusual Looks
6	SPD	21			15		Secret Identity
5	REC	0					
36	END	0					
25	STUN	1					
OCV = 10							
DCV = 10							
ECV = 5							
PHA = 2,4,6,8,10,12							
* OAF - Flying disks							
CHA Cost=134+ 81 = Power Cost Total = 215 215 = Disadvantage Total							

Paula O'Donnel was one of the legions of secretaries who populate the bureaucracy. All that set her apart were her negroid albino features, her fear of bright sunlight, and her involvement in an Ultimate Flying Disk team. Paula's skill with the disk was well known. She was the West Coast Flying Disk runner up for three years in a row. One day the oppression and dull surroundings of Paula's job got to her. She decided she would find a better way to make a living. With the help of a criminal scientist she developed her combat disks. Since then she has come onto the supervillain scene as **FRIZBE**.



Name: **SLEDGE**

Name: SLEAZE				Powers		END 100+ Disadvantages	
VAL	CHA	Cost					
50	STR	40	6	* +2D6 STR Damage	1	20	2x STUN from Sonics, Explosions, and Vibration Attacks
23	DEX	39	10	+5" Running	2		
28	CON	36	5	Stealth 14 or less		15	Will attacks if insulted about hammer hand
14	BODY	8	12	1/2 END Cost - STR			
10	INT	0	2	1/2 END Cost - Extra			
10	EGO	0		STR damage			
15	PRE	5	15	3 Levels w/ Hand to Hand combat		30	Hunted by Superhero 8 or less
12	COM	1				30	Hunted by UNTIL 11 or less
25	PD	15				15	Secret Identity
15	ED	9					
5	SPD	17					
16	REC	0					
56	END	0					
53	STUN	0					
OCV = 8							
DCV = 8							
ECV = 3							
PHA = 3,5,8,10,12				* OIF - Hammer Hand			
CHA Cost=170+ 50 = Power Cost				Total = 220		220 = Disadvantage Total	

Tom Jerome was a second-string linebacker in the NFL who was bounced from team to team. Finally, cut from his last team, hooked on drugs, and broke, Tom was desperate for help. He was desperate enough to volunteer for an experiment. Tom was promised glory and money as the star of the experiment. Unfortunately, the head scientist on the experiment was working for the villain group VIPER. When Tom awoke from the experiment he found his right hand missing, and in a rage he broke out of his experimental container and destroyed the lab. Tom decided to abandon normal living and become a supervillain. He used his lost hand to advantage by replacing the stump with a hammer head. Now, under the name **SLEDGE**, he steals in an attempt to make bigger profits and headlines, still in search of recognition.

Name: **BLOWTORCH**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	15	Martial Arts		5	1D6 from Chemical
20	DEX	30	30	* Multipower			fire extinguishers
15	CON	10	6	u 8D6 EB - Fire,	8	15	Pyromaniac
10	BODY	0		Selective Autofire,		10	Likes to watch fires
20	INT	10		END Batt. - 64 pips		15	Hunted by Arson
10	EGO	0	6	u 4D6 RKA - Fire	12		Squad 8 or less
15	PRE	5		END Batt. - 64 pips		30	Hunted by Superhero
10	COM	0	6	u 8D6 Explosions	12		Group 8 or less
8	PD	5		END Batt. - 64 pips		15	Secret Identity
6	ED	3	20	\$ +9 PD, +9 ED Armor			
4	SPD	10	10	Find Weakness for EB			
6	REC	0		on 11 or less			
30	END	0	5	Computer Programing			
25	STUN	0		13 or less			
				5			
				5			
				9			

Ever since Perry Johnson could remember, he had been fascinated by fire. When he was young he was content just watching small fires. But as he grew, Perry found small fires dull. He became obsessed with searching out larger and larger fires. He even got a job as an arson investigator for a large insurance firm to be closer to fires. But Perry kept missing out on all the fun. Most fires were out by the time he got to the scene. One day Perry came upon the solution to his problem, that the easiest way to be near fires was to create your own. Ingenious Perry modified a World War II flamethrower to use as a weapon. Now, as **BLOWTORCH**, he hires out for any type of work, as long as it involves a little arson.



VAL CHA Cost		
40	STR	30
30	DEX	60
45	CON	70
15	BODY	10
20	INT	10
20	EGO	20
40	PRE	30
20	COM	5
15	PD	7
15	ED	6
7	SPD	30
22	REC	10
90	END	0
78	STUN	20
CHA Cost=308		

OCV = 10
DCV = 10
ECV = 7
PHA = 2,4,6,
7,9,11,12

FIREWING was a warrior of an alien race. This alien culture had an advanced but decaying social structure. The final amusement of this race was to build ultra powerful gladiators and have them engage in combat with other alien gladiators as a spectacle. **FIREWING** was the greatest of the gladiators. Just before the race devolved into decadence, one of the last remaining wise men found **FIREWING** and sent him out to find a fresh start for his race. He was to find a planet that was pleasant to live on, but a challenge to conquer. This challenge would draw upon the race's dormant spirit and bring them their lost glory. **FIREWING** found his target, Earth. He has sent the signal to his elders and prepares for the invasion by softening up Earth's defenses.

Cost	Powers	END
75	Multipower	
5	m 10D6 EB - Fire	1
7	u 10D6 Explosion - Fire	15
7	u 10D6 EB - Armor	15
	Piercing - Fire	
2	u +5D6 EB - Fire (adds to slot #1)	5
7	u 10D6 EB - Affects Desolids	10
7	u 10D6 EB - Normally Invisible	10
40	+20 PD, +20 ED Force Field	1
30	Full Life Support	
5	5 pts. Flash Defense	
40	20" Flight	4
10	FTL Flight	
5	Infrared Vision	
30	1/8 END Cost - Force Field	
37	1/8 END Cost - Slot #1	
12	4 Levels w/EB	
30	3 Overall Levels	
349 = Power Cost Total = 664		

100+ Disadvantages

20	Berserk 11 or less when FIREWING feels his opponent has acted dishonorably
	Recover 11 or less
20	2x STUN from Magic
20	Honorable (Will not attack from behind or by surprise)
8	Inability to cope with Earth customs
20	Arrogance
20	Hunted by MECHANON
	8 or less
30	Hunted by ULTIMATES
	8 or less
10	Hunted by PLASMOID
	8 or less
10	Hunted by VIPER
	8 or less
15	DNPC - Normal on
	11 or less
10	Unusual Looks
10	Public Identity
371	Villain Bonus

664 = Disadvantage Total



**Complete your CHAMPIONS campaign
with over 35 dastardly villains!!!
Each one with complete powers skills!!!
Every villain fully illustrated!!!
All under one cover!!!**

