

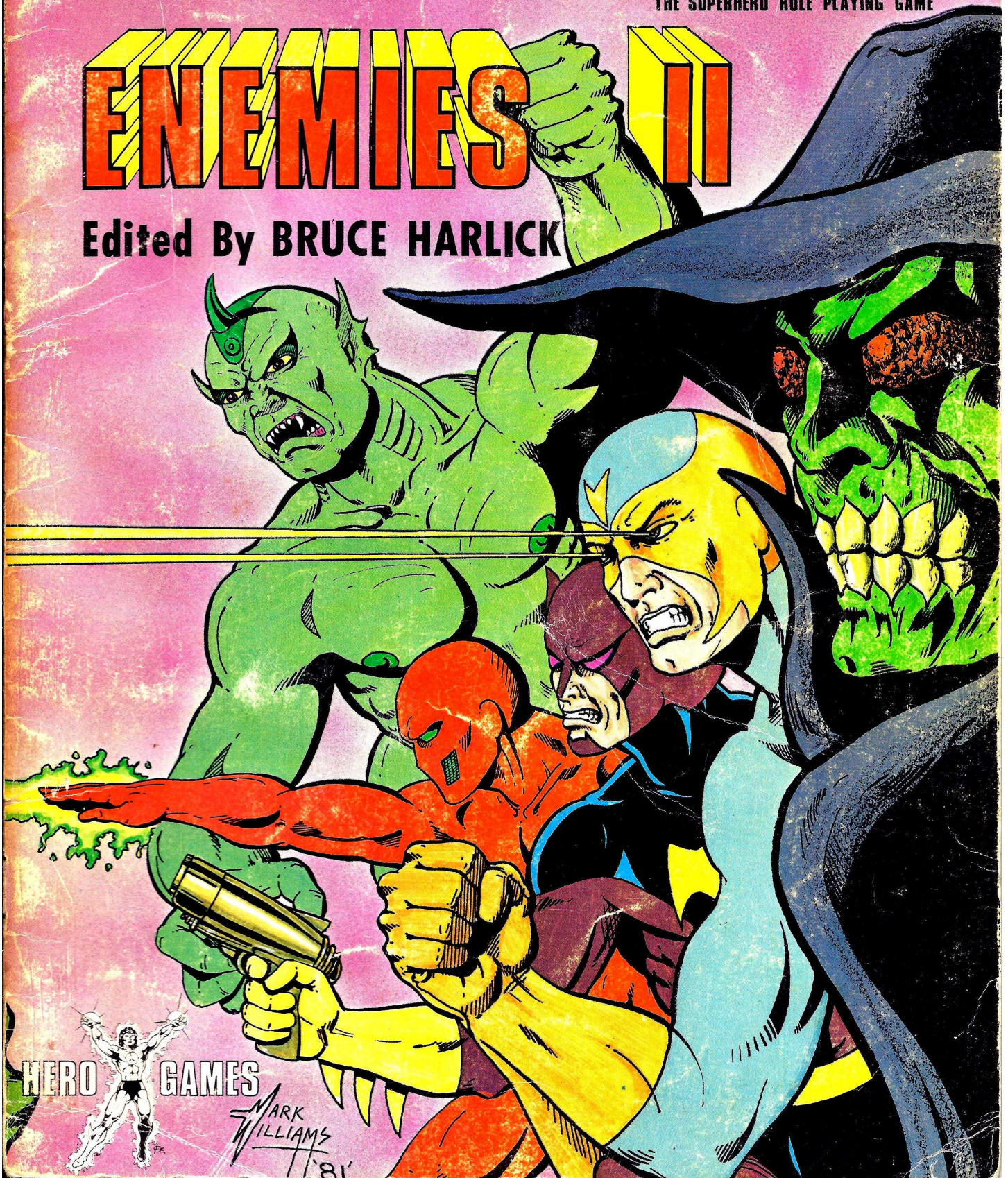
MORE SUPERVILLAINS FOR

CHAMPIONS

THE SUPERHERO ROLE PLAYING GAME

ENEMIES III

Edited By **BRUCE HARLICK**



HERO GAMES

MARK
WILLIAMS
'81

MORE SUPERVILLAINS FOR

CHAMPIONS

THE SUPERHERO ROLE PLAYING GAME

ENEMIES II

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This book is dedicated to the following people:

Mark "Gargoyle" Williams

Steve "Anthem" Perrin

Kevin "Earth Son" Dinapoli

The cover (from front to back):

THE MONSTER, OCULON, FOXBAT, RADIUM, and GROND

The back cover (from front to back):

GARGOYLE, THE MARKSMAN, ICE STAR, and GOLIATH

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INTRODUCTION

Once again **HERO GAMES** brings you another volume of supervillains and other nasties for use with **CHAMPIONS**, the superhero role playing game. Each villain is fully illustrated and comes complete with optional things like powers, skills and disadvantages.

Feel free to change origins, or mess around with the conceptions, powers, skills and disadvantages of these nasties to help them fit into your campaign a little better. After all, they deserve it.

A small note about disadvantages for those of you who bother to read introductions: When we say "Hunted by a Hero group", or "Hunted by a Superhero group", we mean a hero group in your campaign. UNTIL and VIPER can be changed for any agent groups that have superhero (or villain) support that are currently in use in your campaign. Speaking of groups, we have included no less than five new groups of supervillains. Don't hesitate to give them hideouts, secret bases, attack robots, elite agents (or simply agents if they don't use them now), more villains, or anything else that may make them more enjoyable to use.

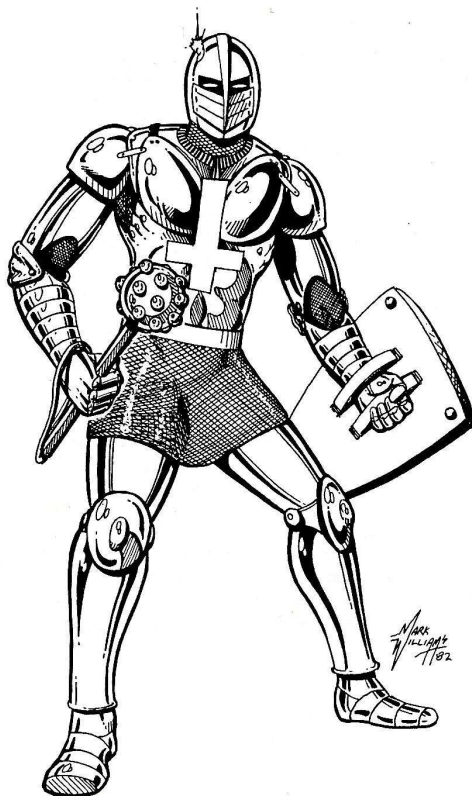
We have tried to organize the villains' powers and skills in a consistent format. Offensive powers come first, followed by defensive powers, movement powers, enhanced senses, other powers, reduced END cost, levels, and any of those we listed that we forgot to put in the right place. The disadvantages

are also in a set order with berserks first, followed by unluck, vulnerabilities, susceptibilities, physical crocks, psych crocks, hunted, dependent NPCs, unusual looks, secret or public identities, and villain bonuses. A villain bonus is not always just a GM decision used to make a villain tougher. It also represents experience that the villain has accumulated. And since we didn't write up these villains just for this book, but solicited them from people's ongoing campaigns instead, some of them have rather hefty bonuses. Don't let this dismay you. If you don't like it, give them more disadvantages. Or reduce their list of powers.

Some of these villains know other villains in this book, work with other villains, or hate one another. Some of this is included in the disadvantages (in psych crocks and hunted), some in the origins, and some in the group histories. Feel free to add more of this, or cut it out altogether. But that is what makes an ongoing campaign fun, and building up friendships and feuds between heroes and villains or villains and villains (or even heroes and heroes) is what will encourage interest in your game, and keep the players coming back for more. Well, 'nuff said for now. Below you will find a glossary of terms and abbreviations used throughout this book. And now...bring on the bad guys! (just let me leave the room first).

GLOSSARY OF TERMS:

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



Name: BLACK PALADIN

NAME: BLACK PALADIN							
VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	20#	Multipower 40 pts.		20	2x STUN from
23	DEX	39	4	u 8D6 EB (Physical)	4		Electrical Attacks
28	CON	56	4	u +8D6 to STR damage	8	10	2D6 from Holy Water
11	BODY	2	5*	1/2 END cost slot 1		15	Hatred of Religions
15	INT	5	5*	1/2 END cost slot 2		20	Overconfidence
11	EGO	2	40*	+15 PD, +15 ED Armor		30	Hunted by Hero Group
25	PRE	15	14&	+7 PD, +7 ED Shield			8 or less
16	COM	3		Armor 14 or less		20	Hunted by the FBI
23*	PD	4	10&	Missile Deflection			8 or less
23*	ED	3		14 or less		5	Unusual Looks
5	SPD	17	10	Danger Sense		15	Secret Identity
10	REC	0		11 or less		80	Villain Bonus
56	END	0	7*	-10 Flash Defense			
35	STUN	0	7*	13 Ego Defense			
			33*	15" Teleport, 4x mass, 4x distance	6		
				OIF Magic Armor, PD & ED already added in			
			#	OAF Magic Mace			
			&	OIF Magic Shield			
OCV = 8							
DCV = 8							
ECV = 4							
PHA = 3,5,8,10,12							
CHA Cost=156+159 = Power Cost Total = 315					315 = Disadvantage Total		

Many stories of the Knights of the Round Table have been told, and the tale of the Black Paladin is one such story. Lancelot encountered the Black Paladin while questing for the Holy Grail in Europe. The Black Paladin, warrior of an evil cult, sought to slay Lancelot. But Lancelot was the victor, and left the Black Paladin for dead. The evil cultists who had groomed the Black Paladin for this battle would not let their pawn be eliminated so easily, and attempted to preserve his life through evil magic. Their efforts were only partially successful, and the Black Paladin slept an enchanted sleep. Discovered in his long forgotten tomb by John Black, an American student, the Black Paladin awoke. He slew John and assumed his identity. Now **BLACK PALADIN** attempts to gain his revenge on the forces of good in the world.

Name: BULLDOZER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
50*	STR	35	10	* Density Increase -	0	25	2x STUN from
20	DEX	30		-1 Knockback, 2x Mass			Females in hand
24*	CON	18	5	0 END Cost - DI			to hand combat
15*	BODY	8	15	1/2 Damage Resistance		15	Fear of spiders
8	INT	-2	6	+3" Running		15	Hunted by Police on
10	EGO	0	12	1/2 END Cost - STR		11	8 or less
10	PRE	0					Villain Bonus
14	COM	2					
20*	PD	8					
16*	ED	9					
4	SPD	10					
13	REC	0					
38	END	0					
47	STUN	0					
				* CHA increase due to Density Increase already added in.			
CHA Cost=118+ 48 = Power Cost Total = 166 166 = Disadvantage Total							



Kirby Cohen was a bulldozer driver working on a nuclear power plant somewhere in New Jersey. He arrived one day to the former chemical dump site which now served as a parking place for his bulldozer, and drove to the site as normal. Unknown to Cohen, a storage tank for radioactive materials had ruptured, contaminating his bulldozer. Cohen worked for half a day on his radioactive bulldozer, before he went home, complaining of a queasy stomach. His contamination probably would have gone unnoticed if he had not have got into an auto accident on the way home from work. While he lay pinned under the wreckage of his car (which had also suffered a similar contamination) a change came over his body, and Cohen threw the wreckage of his car off with his newly found superstrength. Upon arriving home, Cohen decided to make himself rich by a life of crime, robbing banks and committing other crimes as **BULLDOZER**.

Name: **PLAGUE**

VAL	CHA	Cost	Cost	Powers	END	100+ Disadvantages
10	STR	0	80	EC (Desolidification)	10	2x STUN from Attacks that affect Desolid
20	DEX	30		1 6D6 NND - Force Field (No Range)	3	15 Acid Flashbacks
20	CON	20		2 20" Flight	1	25 Hunted by UNTIL 8 or less
10	BODY	0		3 Desolidification	2	30 Hunted by Superhero Group, 8 or less
10	INT	0		1/4 END Cost - EC		15 DNPC, Incompetent 8 or less
10	EGO	0	40	+5 Levels w/NND		15 Unusual looks
20	PRE	10	15			15 Secret Identity
10	COM	0				20 Villain Bonus
12	PD	10				
14	ED	10				
5	SPD	20				
6	REC	0				
40	END	0				
35	STUN	10				
OCV = 7						
DCV = 7						
ECV = 3						
PHA = 3,5,8,10,12						
CHA Cost=110+135 = Power Cost Total = 255 255 = Disadvantage Total						

Chris Hammond was a latent mutant whose powers were activated by the heavy use of psycho-active drugs during his teen years. While the drugs activated his powers they also fried his brains. Chris is now a typical acid head, unable to concentrate on any one subject for any length of time, and subject to flashbacks of prior trips at inopportune moments. He supports himself by doing criminal work, usually working for someone else, for his short attention span and lack of willpower make it hard for Chris to plan his own operations. It is well known among criminal circles that **PLAGUE** is an available, if not always reliable, supervillain for hire.



THE DESTROYERS

FROST and **DEATHSINGER** found they made an excellent team, but **DEATHSINGER** still felt there was something missing. Several times they were forced to abort jobs they had spent a long time planning due to the intervention of superheroes, reinforced security, or just random events. The two brothers even got caught and sent to prison a few times. One day while **FROST** and **DEATHSINGER** were incarcerated, they decided to form an organization.

Naturally, **DEATHSINGER** would lead the group, backed up by his brother. Instead of escaping from jail as they normally would have done, they used the prison's resources to help determine exactly how to set up the group. When they had gathered all the information they could, the brothers escaped, and spent the next few months on a series of raids designed to finance the newly forming group's base, as well as to gather information to help recruit new members.

Through stolen police files, the brothers learned of **STINGER** who was being held in prison. They broke him out, and **STINGER** agreed to join the newly forming group, called now **THE DESTROYERS**. The three villains, now close friends, spent several months on an unplanned rampage of crime before coming across another potential member. **ARROWHEAD**, who was on the run from the mob, ran into the trio when they robbed the warehouse where he was hiding out. Instead of fighting them, **ARROWHEAD** agreed to join them, and quickly put to use the organizational skills that had served him so well during his time with the mob.

Instead of random crimes, **THE DESTROYERS** now embarked on a series of robberies and kidnappings, designed to gain power concessions instead of monetary gain. With the addition of **DEATH COMMANDO**, who agreed to join after being defeated by the team, **THE DESTROYERS** were complete. Their goal now was nothing less than total domination of the United States while making themselves as rich and powerful as possible.



Name: DEATH SINGER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	80	EC Sonic Powers		25	Berserk 14 or less
20	DEX	30		1 8D6 EB - Sonic	4		when attacked by
20	CON	20	5	2 3D6 RKA - Sonic	5		Sonics, Recover 8
15	BODY	10		3 +20 PD, +20 ED	4		or less.
18	INT	8		Sonic Force Field		15	1 1/2x STUN from
14	EGO	8	16	4 Active Sonar Hearing,			Physical KA
10	PRE	0		+5 Enhanced Hearing		10	2x STUN from
14	COM	2	20	1/2 END Cost - EC			Force Attacks
10	PD	6	5	+1 Level w/EC		20	Megalomania
10	ED	6	3	+1 Level w/EB		30	Hunted by Hero Group
5	SPD	20	7	Disguise 14 or less			8 or less
13	REC	10				25	Hunted by UNTIL
60	END	10					8 or less
45	STUN	10				15	Secret Identity
						46	Villain Bonus
OCV = 7							
DCV = 7							
ECV = 5							
PHA = 3,5,8,10,12							
CHA Cost=150+136 = Power Cost				Total = 286			
				286 = Disadvantage Total			

Damian and Adrian du Morte are the twin mutant sons of the famed nuclear physicist Rodney du Morte. Rodney's accidental exposure to radiation in the course of an experiment brought out latent mutations in his genes....which became an active mutation in his sons. Rodney died of cancer soon after the birth of the boys. His wife Margie soon remarried and took the children to start a new life in Alaska. Margie's new husband did not care for his new sons and mistreated them greatly. For 18 years, he regularly beat both the boys and their mother. Thusly, the boys grew up with little respect for authority and no love for their stepfather.

As they grew older, their powers began to manifest themselves. While in the cold of Alaska Adrian's power could easily remain unnoticed, Damian's sonic mastery did not. Damian delighted in showing that he was "...superior in every way to the puny mortals which surround me...excepting, of course, you, brother." These feelings of megalomania never left Damian. Their stepfather soon discovered Damian's mutant powers and vowed to kill the boys to "make society safe for red-blooded Americans". The boys had advance warning of their stepfather's plan, and fled. Their stepfather followed and the hair-raising chase ended only after their stepfather's death in a freak snowstorm. The brothers left Alaska to seek fame and fortune by way of crime as DEATH SINGER and FROST.



Name: FROST

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	80	EC (Ice Powers)		20	2x STUN from Fire
20	DEX	30		1 8D6 EB - Fire	4		attacks
30	CON	40		2 8D6 Entangle - Ice	4	10	1 1/2x BODY from
15	BODY	10		Bonds			Fire Attacks
13	INT	3		3 +10 PD, +10 ED Armor		20	3D6 from extreme
9	EGO	-2	16	4 +20" Running			heat or fire
20	PRE	10	20	1/2 END Cost - EC		15	Fear of Fire
10	COM	0	15	+3 Levels w/EC		30	Hunted by VIPER on
13	PD	10					11 or less
10	ED	4				35	Hunted by Superhero
5	SPD	20					Group 11 or less
10	REC	2				15	Secret Identity
60	END	0				21	Villain Bonus
45	STUN	3					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,5,8,10,12							
CHA Cost=135+131 = Power Cost				Total = 266			
				266 = Disadvantage Total			

Name: **STINGER**

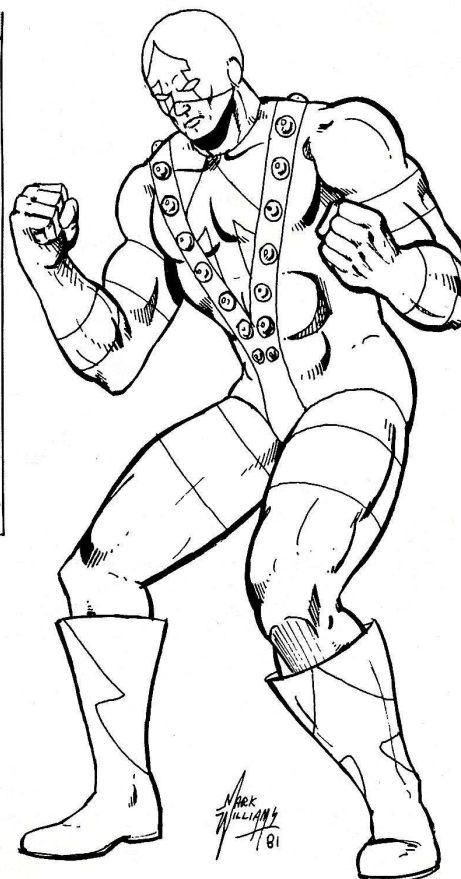
VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	60	EC (Insect Powers)	10	2x	STUN from Poisons
20	DEX	30		1 2D6 RKA	3	20	Sus to Alcohol 3D6
20	CON	20	10	2 8D6 Entangle	4	15	Vicious
15	BODY	10		3 24" Gliding	10		Hates Insect Heroes
18	INT	8	12	4 Active Sonar,	30		Hunted by Hero Group
10	EGO	0		+3 Enhanced Hearing			on 8 or less
20	PRE	10	15	1/2 END Cost - EC	25		Hunted by UNTIL on
10	COM	0	5	+1 Level w/EC			11 or less
20	PD	12	10	1/2 END Cost - STR	10		Hunted by FBI on
15	ED	11					8 or less (x 1/2)
5	SPD	20				15	Secret Identity
15	REC	6				22	Villain Bonus
40	END	0					
45	STUN	0					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,5,8,10,12							
CHA Cost=157+112 = Power Cost Total = 267 267 = Disadvantage Total							

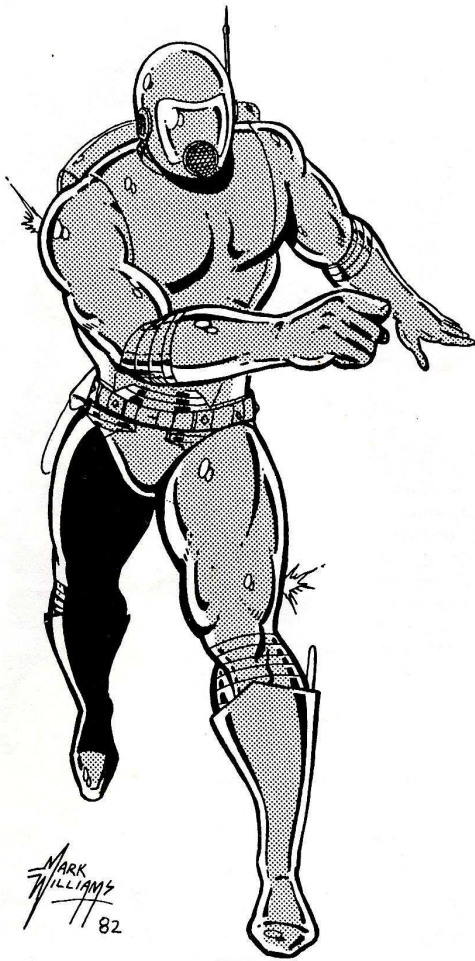
Farmal C. Turnwall was a mild-mannered entomologist doing research on an obscure insect of the Amazon. While tracing this "strangely intelligent" insect back to it's nest, Farmal was ambushed by a cloud of these insects, and was stung hundreds of times. Running in blind terror, Farmal was finally overcome with pain, and collapsed by an odd-smelling spring. Occasional sips from this spring during the next few days kept him alive during the fever and delirium that followed the attack. When Farmal recovered from the attack he found that the poison from the insects had combined with some odd chemical in the spring which resulted in him receiving some pretty strange powers. Half-crazed by the days of the fever, Farmal abandoned his old life, supporting himself by crime now as the **STINGER**.

Name: **ARROWHEAD**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
50	STR	40	45	6D6 EB - Armor	4	20	Berserk 14 or less
20	DEX	30		Piercing			when Ego attacked
30	CON	40	12	1/2 END Cost - EB			Recover 8 or less
20	BODY	20	6	2 Levels w/EB	10		Overconfidence
13	INT	3	12	1/2 END Cost - STR	30		Hunted by VIPER on
10	EGO	0					11 or less
10	PRE	0			30		Hunted by UNTIL on
10	COM	0					11 or less
20	PD	10			15		Secret Identity
20	ED	11			34		Villain Bonus
4	SPD	10					
16	REC	0					
60	END	0					
70	STUN	10					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=174+ 75 = Power Cost Total = 249 249 = Disadvantage Total							

Rocky Scaglioni was a member of the Chicago mob when his don, Nicky Spumoni, asked him to volunteer for a little test. It seemed that the mob was losing much ground due to the influx of super-types, and Nicky had a little experiment set up to see whether or not the mob could produce their own supervillains. Nicky's tame scientists took Rocky, the brightest of Nicky's lieutenants, and within a year **ARROWHEAD** was born. All did not go well, however, for Nicky. Rocky, aware of his new power, was gaining much support among his fellow workers. Nicky began to send **ARROWHEAD** on more and more dangerous missions. **ARROWHEAD** was aware of this but bided his time until he could make his move. On a mission, **ARROWHEAD** met **FROST** who convinced him he should forget the mob and join the newly forming **DESTROYERS**.





Name: DEATH COMMANDO

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

Henry Wadsworth was a born aggressor. All through high school and college he got what he wanted by being a bully, and in Viet Nam being aggressive brought him fast promotions and good pay. Henry found that his country did not mind that he was a killer, but gave him medals for killing well. When the war was over, Henry joined the newly formed UNTIL. But unfortunately for Henry, his aggressive instincts were a liability in this new organization. Time and again Henry found himself in trouble for "overzealous conduct". Finally UNTIL threw him out altogether. Enraged by this, Henry broke into the top-secret lab he had been guarding, killed all the personnel, and escaped with a proto-type battle suit, and some experimental weapons. Henry was then contacted by DEATH SINGER and quickly agreed to join the newly forming DESTROYERS

VAL CHA Cost		
15	STR	5
20	DEX	30
15	CON	10
15	BODY	10
13	INT	3
10	EGO	0
10	PRE	0
10	COM	0
8	PD	5
8	ED	5
5	SPD	20
10	REC	8
30	END	0
30	STUN	0
CHA Cost= 96		

Cost	Powers	END
15	Martial Arts	
15	+1x Damage Multiplier for martial arts	
31	* 6D6 EB - Blaster, selective fire (20 charges)	
17	% 8D6 EB - Explosion, (2 Charges)	
11	# 8D6 EB - Sonic (Act 14 or less, 2 Charges)	
16	& +8 PD, +8 ED Armor (Act 14 or less)	
7	\$ 10 pts. Life Support	
7	? 10" Flight (2 Charges)	
5	Disguise 12 or less	
5	Stealth 13 or less	
5	Climbing 12 or less	
5	Security Systems 12 or less	
	* OAF - Blaster Pistol	
	% OAF - Grenade	
	# OIF - Arm Band	
	& OIF - Costume	
	\$ OIF - Helmet	
	? OAF - Jet Pack	
139 = Power Cost Total = 235		

100+ Disadvantages

15	3D6 Unluck
10	Hatred of UNTIL
20	Killer
35	Hunted by UNTIL on 14 or less
30	Hunted by Superhero group 8 or less
15	DNPC on 8 or less
	Incompetent (little sister)
15	Secret Identity
5	Villain Bonus

235 = Disadvantage Total

Name: RADIUM

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	60	Multipower	15		Berserk 11 or less
26	DEX	48	4	u 8D6 EB (Radiation)	2		when cornered
25	CON	30	2	u 1/2 END Cost - EB			or teased about
10	BODY	0	6	u 6D6 NND - Life Support	12		condition, Recover
18	INT	8		15 Pts./ Regeneration			on 8 or less
9	EGO	-2	6	u 2D6 Chara. Drain (CON)	12	25	Mute
25	PRE	15		Lasts 4 Phases	20		Won't Surrender
10	COM	0	22	Danger Sense - 15 or	10		Hates People who
12	PD	10		less			talk a lot
15	ED	10	10	2D6 Telepathy	2	30	Hunted by UNTIL
5	SPD	14	5	Instachange			11 or less
12	REC	10	5	Computer Programing -	35		Hunted by Superhero
50	END	0		13 or less			Group, 14 or less
30	STUN	3			15		Secret Identity
					16		Villain Bonus
OCV = 9							
DCV = 9							
ECV = 3							
PHA = 3,5,8,							
10,12							
CHA Cost=146+120 = Power Cost Total = 266 266 = Disadvantage Total							

Jason Matthew was drafted into the United States Army straight out of high school. Not being the best infantryman in boot camp, Jason volunteered for special duty on "Project Sunburst". Jason and the other volunteers were stuffed into special suits, and led out to the test sight. After the nuclear device went off, only one out of every ten men were still standing, and Jason was given anti-radiation drugs to combat radiation poisoning. Jason spent weeks trying to fight the radiation in his system. Finally, his body managed to balance the effects of the radiation with his normal metabolism. Jason escaped from the top-secret lab where he was being studied, and turned to a life of crime, emerging as RADIUM to take vengeance on the system that made him what he is.



Name: GROND

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
90*	STR	75	8*	Growth: +5 STR, +5 PRE	20		Berserk 11 or less
18	DEX	24		+2 BODY, +1 PD, +1 ED			when tricked,
40	CON	60		+2" GM, +1" Climbing			Recover 8 or less
20*	BODY	16		+1 OCV HTH, -1 DCV	10		2D6 Unluck
5	INT	-5		-1" Knockback, 2x mass	10		2x STUN Ego Attacks
8	EGO	-4	4*	No END cost Growth,	20		2x STUN from Fire
25*	PRE	10		Always On	20		Stupid and Childish
4	COM	-3	25	Full PD, 1/2 ED	10		Hatred of Fire
40*	PD	22		Damage Resistance	40		Hunted by Hero Group
30*	ED	21	20	72" Super Leap	9		on 14 or less
4	SPD	12	20	+10" Swimming	2	25	Hunted by UNTIL on
25	REC	0	20	2 Extra Limbs			14 or less
80	END	0	5	Life Support	10		Public Identity
81	STUN	0	22	1/2 END cost - STR	77		Villain Bonus
OCV = 7							
DCV = 5							
ECV = 3							
PHA = 3,6,9,							
12							
* All Growth bonuses already added in							
CHA Cost=228+124 = Power Cost Total = 352 352 = Disadvantage Total							

Sydney Potter was a prisoner who volunteered for a research project. He hoped for a reduced sentence at the cost of a few simple tests, but his hopes were dashed. A technician accidentally gave Sydney an overdose of the wrong serum. Filled with anxiety and strange chemicals, Sydney attempted to escape from the research center. Like most things in Sydney's life, this too went wrong. He tripped and fell into the experimental nuclear reactor containment pool. Fished out by technicians, Sydney ran for it. Escaping in the midst of an electrical storm, Sydney was struck by lightning as he dove in to the industrially polluted river. No one knows what caused his sudden transformation into GROND, but his incredible, hulking figure is now often seen stalking the streets, looking for peace and quiet.



THE CONQUERORS

Shortly before his father's death, **NEUTRON** was growing dissatisfied with the bank robberies that he had done for so long. There must be more to the criminal world than easy money, and the modus operandus of the Akbar family undoubtedly would have changed if not for the tragic death of Mr. Akbar. **NEUTRON** went on a rampage of terror after his father was shot, and many police officers were killed before **NEUTRON** was brought to justice. While on death row awaiting execution, **NEUTRON** did some long and hard thinking about the system of government that allowed "crazed killers in uniforms" to go around killing people. Something would have to be done about this, and **NEUTRON** spent the last few weeks before his execution formulating a plan.

The day of his execution came, and **NEUTRON** was led to the electric chair and strapped in. The switch was thrown, there was a blinding flash of light, and when the bystanders could see again the warden of the prison was dead, and **NEUTRON** was flying away, laughing. After a quick stop-off in Switzerland to retrieve the money he had stolen, **NEUTRON** returned to the United States to begin work on a device that he had devised in prison - a device that would control people's thoughts thru the electromagnetic pulses in their brains!

Unfortunately for NEUTRON, things did not go as planned. There was a small accident in his laboratory, and his device was ruined. All was not lost, however. For in the explosion ARC, who would henceforth be NEUTRON's most faithful lackey, was created. This caused NEUTRON to rethink his plans. Obviously he could not change the government by mass mind control (just before the explosion, NEUTRON had found a major design error in his device), but perhaps by some carefully executed terrorist type activities he could cause the government to topple. He would have to be careful, however. He would not like to become like the people he was trying to replace.

Once again he spent much time planning his operation - this time he spent nearly a year secluded somewhere in California planning his ideas. Due to a run of spectacular bad luck, the plan went awry and both NEUTRON and ARC were captured. This time they did not even pause to take a rest. They broke out on the same day of their capture, and went to NEUTRON's alternate hideout in Maryland. Once again NEUTRON spent a long time planning, and to the conclusion that his small group needed reinforcements. After a long seach, he came across ANKYLOSAUR (from ENEMIES) and quickly incorporated him into the master plan. ANKYLOSAUR told NEUTRON about his friend WYVERN (also from ENEMIES) and NEUTRON quickly contacted him and included him into the newly forming CONQUERORS. With several other villains in reserve, NEUTRON was now ready to implement his plan, a plan that would bring the government of the United States to it's knees, and that would leave NEUTRON in control.



Name: NEUTRON					
VAL	CHA	Cost	Powers	END	100+ Disadvantages
10	STR	0	100		10 2D6 Unluck
23	DEX	39		2	25 3D6 from Flash
28	CON	36		2	Attacks
15	BODY	10		2	30 2x Stun from Lasers
18	INT	8			15 1 1/2x BODY from
14	EGO	8	20	1	Lasers
25	PRE	15	20	2	20 Egomaniac
10	COM	0			20 Hatred of being
2	PD	0	10		touched
6	ED	0	20		10 Must be leader
7	SPD	37	13		10 Will not attack
12	REC	4			from behind
76	END	10			35 Hunted by UNTIL
45	STUN	11	50		11 or less
			20		40 Hunted by Superhero
					Group 14 or less
					15 Secret Identity
					98 Villain Bonus
OCV = 8					
DCV = 8					
ECV = 5					
PHA = 2,4,6,					
7,9,11,12					
CHA Cost=175+253 = Power Cost Total = 428 428 = Disadvantage Total					

Hassan Akbar can not remember a time in which he did not have paranormal powers. From the time he could walk, he could also make metal objects move upon unspoken command. His father stressed upon him from a early age that he should not show his powers off in public, and had him learning martial arts from an early age. When Hassan was 13, he and his father robbed a bank. He found this to be the easist thing in the world to do, and all through high school and even later during his graduate work at MIT, he and his father would take weekend excursions to rob banks, or otherwise gather money. When his father was killed on one of these trips, Hassan swore that the world would pay. Now as **NEUTRON** he is close to his goal.

Name: ARC

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
40	STR	30	25	(50) 10D6 EB (Act on	5	15	3D6 Unluck
20	DEX	30		14 or less, no range)		20	2x STUN from Cold
25	CON	30	12	1/2 END Cost - EB		10	1 1/2x BODY from Cold
15	BODY	10	7	(25) +5D6 EB (Act on			
8	INT	-2		8 or less, no range)	2	20	Likes to Fight
9	EGO	-2	7	1/2 END Cost - EB		5	Fear of NEUTRON
20	PRE	10	30	Superleap - 32" up,		30	Hunted by UNTIL
8	COM	-1		64" across			14 or less
18	PD	10	15	1/2 Damage Resistance		30	Hunted by Superhero Group, 8 or less
18	ED	13	20	1/4 END Cost - STR		15	Secret Identity
5	SPD	20	9	4 Levels w/Grab		43	Villain Bonus
19	REC	12					
60	END	5					
48	STUN	0					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,5,8,10,12							
CHA Cost=163+125 = Power Cost Total = 288 288 = Disadvantage Total							

Achmed Stinworts was hired by Dr. Hassan Akbar to help build a prototype of an experimental electron microscope. In building the device, Achmed noticed it did not resemble an electron microscope in any way. Deep in thought, Dr. Akbar's call caught him unaware, and Achmed stumbled back into the machinery. There was a flash of blue light, and Achmed awoke to find Dr. Akbar yelling at him. Enraged by this, Achmed jumped up and grabbed Dr. Hassan. There was another flash of blue light, this time emanating from between Achmed's hands, and Dr. Akbar was thrown across the ruins of his workshop. Dr. Akbar proceeded to trash Achmed using the powers he wielded as NEUTRON. After Achmed recovered, he agreed to help NEUTRON take over the world, fighting for him as ARC.



EUROSTAR

EUROSTAR's founder, Nicole Danar (FIACHO), began searching out supervillains to form a team soon after he had finished his own training. Through his contacts in the intelligence community he heard about a juggernaut pounding through East Germany. Quickly, Danar used his contacts to sneak across the Iron Curtain. He found Igor Starankov (DURAK) demolishing a Soviet Armored Platoon. Though victorious, DURAK realized that the army could crush him by weight of numbers. When FIACHO offered him a way out of Germany, he took it. EUROSTAR had its first recruit.

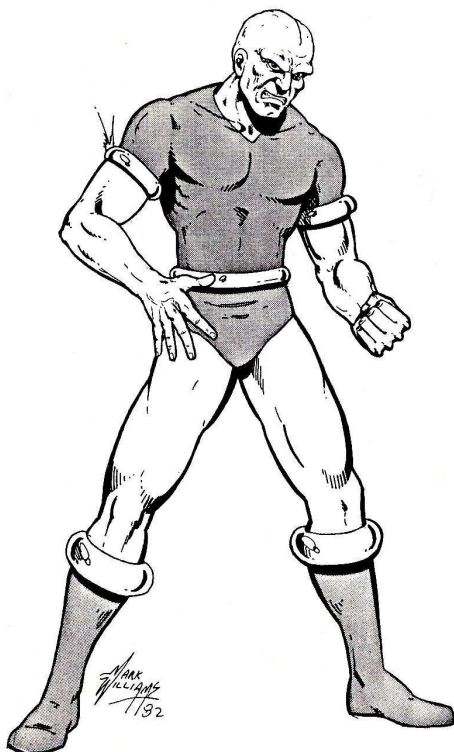
Nicole and Igor fled from Germany and settled in Italy to search for other members. While they were in Rome they heard that a single woman had literally blown over a small town. FIACHO and DURAK quickly drove north and found Gina Landucci (BORA) in battle with two Italian Air Force fighters. After watching BORA destroy two fighters FIACHO knew that this beauty should be on his team. DURAK called to BORA in his loudest voice. She turned, ready to fight. Luckily, FIACHO was able to convince BORA that she could extract her revenge on a greater scale as part of a group. EUROSTAR was now a trio.

BORA told the group about a series of slasher murders that had been happening near Rome. The killer had been seen several times as only a fleeting black shadow. FIACHO decided another cold-blooded killer could be an asset to the team. The group split up and began searching the area around Rome. That very night FIACHO was attacked while sneaking along the rooftops. He dodged the attacker's claws and threw her across the roof. The catlike female landed on her

feet and snarled. Slowly FIACHO calmed the cat creature. Soon she trusted FIACHO totally. He introduced her to the other members of the team as PANTERA. EUROSTAR was nearly complete.

The four villains retreated to FIACHO's Swiss chalet to plan their first major crime as a team. During the planning FIACHO talked to his old contacts, friends who did not know Danar Nicole had turned evil. He heard about a terrible accident to a brilliant French scientist, Jean Dubois. The scientist had been turned into a raving paranoid. FIACHO figured that a technical genius would help round out EUROSTAR and sneaked away to do some recruiting. He was disappointed to find a blind madman huddled in a padded room. Dubois quickly convinced FIACHO that his mind was still sharp and that he could circumvent his blindness, even become a fighting member of the team. FIACHO decided to take a chance and busted Dubois out. Once at the chalet Dubois quickly went to work building numerous gadgets for himself and FIACHO. With the addition of LE SONE, EUROSTAR was complete.

The complete team now conducted a strike on a Russian base for gold, and a raid on an UNTIL base to nab computer codes. After taking some revenge upon their homelands, EUROSTAR used the money and information to build a secret headquarters in Switzerland. Their evil plans of pillage and destruction emanate from this headquarters. Soon, the whole world will know and fear the name of EUROSTAR.



Name: FIACHO

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
30	STR	20	30	Martial Arts	10		Berserk 8 or less
32	DEX	66	10	Full Knife Resistance			when insulted about
28	CON	36	6	+3" Running			looks, Recover 11
11	BODY	2	10	Acrobatics on	10		Berserk 14 or less
20	INT	10		15 or less			when leadership is
11	EGO	2	20	Find Weakness for			questioned, Recover
25	PRE	15		Martial Punch on			14 or less
4	COM	-3		13 or less	15		Secret ID
18	PD	12	5	Security Systems on	10		2D6 Unluck
18	ED	12		13 or less	20		Must be leader
6	SPD	18	5	Stealth on 15 or less	30		Hunted by UNTIL
12	REC	0	5	Detective Work on			11 or less
56	END	0		13 or less	25		Hunted by INTERPOL
40	STUN	0	7	1/2 END Cost - STR			11 or less
			20	2 Overall Levels	13		Hunted by KGB
			3	* 2" Tunnelling (1 chg.)			11 or less (x1/2)
			6	& 3"r Darkness (2 chg.,	5		Unusual Looks
				lasts 3 PHA)	15		Secret Identity
				* OAF - Leg Band	64		Villain Bonus
				& OAF - Arm Bands			
CHA Cost=190+127 = Power Cost				Total = 317			
				317 = Disadvantage Total			

Danar Nicole was an up and coming politician in the European Congress. His impassioned arguments for European unity were a bright spot in Eurocongressional debates. But Danar's dreams of political unity were dashed when his reelection campaign was embroiled in slander and dirty tricks. Subsequent investigation showed that a rogue KGB Political Action Unit was behind the slander, but Nicole's reputation had been destroyed. Danar Nicole made a total turnaround after his loss. He began to burn his personal fortune training and equipping himself. He decided that he, and a small group of powerful anti-socials, could grab power on a scale greater than anything Eurocongressman Nicole could have dreamed of. The whole world would know Danar's pseudonym. The whole world would fear FIACHO (very bad).

Name: DURAK



VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
70	STR	60	30	Full Damage Resistance	20		Berserk 14 or less
23	DEX	39	10	Superleap - 14" Up,			when fighting
40	CON	60		28" Across	3		Russians, Recover
15	BODY	10	2	+1" Running			8 or less
15	INT	5	35	1/4 END Cost - STR	25		Berserk 11 or less
8	EGO	-2	10	Lack of Weakness - -10			when pestered by
20	PRE	10	3	* (5) Flash Defense			normals, Recover
2	COM	-4		-5 phases			8 or less
35	PD	21	20	4 Levels w/Hand to	15		Hates Russia
30	ED	22		Hand Combat	20		Hates Normals
5	SPD	17			30		Hunted by KGB
22	REC	0					14 or less
80	END	0			30		Hunted by UNTIL
70	STUN	0					11 or less
					13		Hunted by Viper
							8 or less (x1/2)
					20		Unusual Looks
							11 or less
					15		Secret Identity
					60		Villain Bonus
CHA Cost=238+110 = Power Cost				Total = 348			
				348 = Disadvantage Total			

Igor Starankov was a bully at the Moscow Central Scientific University. He terrorized the students and faculty until he came to the attention of the KGB. In an attempt to kill two birds with one stone the KGB scientific bureau decided that Igor would be perfect for sensory deprivation experiments. KGB field agents were sent to collect Igor. During his 'collection' a KGB agent smashed Igor's jaw and ruined his face forever. While floating in the deprivation chamber Igor's rage grew until he tapped into the latent power of his own mind. His body ballooned with power and he smashed his way out of the chamber. He kept smashing until he was all of the way out of Russia. He later took his nickname of DURAK (bully or foolish man) and joined up with EUROSTAR to be the team's resident brick.

Name: LE SONE

Name: LE SONE				END 100+ Disadvantages	
VAL	CHA	Cost	Powers		
15	STR	5	47 * (70) Multipower	25	Blind
26	DEX	48	5 * (7) 7D6 EB - Sonic at	0	20 Disdain for normals
23	CON	26	0 END Cost	20	20 Paranoid that all
10	BODY	0	5 * (7) 14D6 EB - Sonic	14	but EUROSTAR is out
30	INT	20	5 * (7) 7D6 EB - Sonic,	14	to get him
14	EGO	8	Area Affect - 3"r	30	Hunted by UNTIL on
15	PRE	5	5 * (7) 7D6 EB - Sonic,	1	11 or less
12	COM	1	Invisible at 1/4 End	25	Hunted by KGB on
15*	PD	10	Cost		11 or less
25*	ED	16	20 * (30) 15" Flight	3	10 Hunted by French
6	SPD	24	13 * (20) Active Sonar on		Secret Service on
8	REC	0	15 or less		11 or less (x 1/2)
70	END	12	8 * (12) 4 Levels w/Sonar	15	Secret Identity
30	STUN	0	5 Computer Programing on	53	Villain Bonus
			15 or less		
OCV = 9		10	2 Levels w/Battle Suit		
DCV = 9					
ECV = 5					
PHA = 2,4,6,					
8,10,12			* OIF - Battle Suit		
CHA Cost=175+123 = Power Cost Total = 298 298 = Disadvantage Total					

Jean Dubois was a diver and a brilliant scientist that worked with the French Navy on underwater sensor systems. One day a prototype nuclear powered sensor he had designed overloaded during underwater testing. John, watching from nearby in SCUBA gear, was caught in the thermal explosion. His mask came off and his eyes were destroyed. Dubois later realized the explosion had been caused by his conspiring co-workers. Soon he also realized that the doctors were out to get him too. Dubois had become totally paranoid. While Jean was healing FIACHO heard about his problem and decided that Eurostar could use a renegade genius. Jean was grateful for his escape. He now trusts only members of EUROSTAR, and with his own special battle suit has circumvented his blindness to become LE SONE (The Sound).



Name: BORA

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages			
13	STR	3	100	EC (Wind Powers)		15	Berserk 11 or less			
29	DEX	57		1 10D6 EB - Wind	5		when attacked from			
23	CON	26		2 50 STR TK	5		behind or by			
10	BODY	0		3 25 STR TK, 3"r Area	5		surprise, Recover			
13	INT	3	20	4 25" Flight	2		11 or less			
8	EGO	-4	20	5 Desolidification -	5	20	2x STUN from Heat			
15	PRE	5		10 BODY per phase			or Laser Attacks			
24	COM	6	25	1/2 END Cost - EC		30	2x STUN from all			
10	PD	7	20	4 Levels w/Flight			Killing Attacks			
20	ED	15				15	Vain about looks			
7	SPD	31				15	Loves to backstab			
8	REC	0					and surprise attack			
50	END	2				30	Hunted by UNTIL on			
30	STUN	1					11 or less			
OCV = 10 DCV = 10 ECV = 3 PHA = 2,4,6, 7,9,11,12						25	Hunted by CIA on			
										11 or less
						13	Hunted by KGB on			
							11 or less (x 1/2)			
						15	Secret Identity			
						59	Villain Bonus			
CHA Cost=152+185 = Power Cost Total = 337 337 = Disadvantage Total										

Gina Landucci grew up as an orphan in a war ravaged town. Though she was a slim, beautiful child, she was never adopted. People would always talk about how cold Gina was. Slowly, from the time she was 15 years old, Gina discovered that she had special feelings about the winds and weather. Finally when Gina was 18 she was released from the orphanage that had been her home. When she looked at the building that had been the center of her loneliness for so long a cold rage came upon Gina. She raised her arms above her head in a symbol of defiance as a massive bolt of wind struck the building to splinters. Gina smiled as she heard the screams of the children inside. The wind carried her off into the sky and into a career as BORA (Swift wind).



Name: **PANTERA**

VAL				CHA	Cost	Cost	Powers	END	100+	Disadvantages
25	STR	15	20	*	+2D6	HKA			20	Berserk 11 or less
35	DEX	75			3D6+1	w/STR		5		when hurt, Recover 11 or less
30	CON	40	25		Find	Weakness			15	Berserk 14 or less
12	BODY	4			14	or less		2		when stolen from or denied an object, Recover 8 or less
5	INT	-5	12		+6"	Running			10	2x STUN from Gas Attacks
14	EGO	8	10		16	or less Acrobatics			20	Likes to Kill
20	PRE	10	5		16	or less Stealth			20	Greedy
20	COM	5	15		Telescopic	Vision			30	Hunted by UNTIL 11 or less
15	PD	10	10		Ultraviolet	Vision			25	Hunted by KGB 11 or less
15	ED	9	3		+2	Enhanced Vision			10	Unusual Looks
7	SPD	25	20		2	BODY Regeneration			15	Secret Identity
14	REC	6			each	Recovery			57	Villain Bonus
60	END	0								
40	STUN	0								
OCV = 12										
DCV = 12										
ECV = 5										
PHA = 2,4,6,7,9,11,12										

Rosa Sanchiotti, daughter of the World War II Italian geneticist Dr. Aldo Sanchiotti, lived a nightmare childhood because of her father's twisted experiments. By the time Rosa had reached puberty she was a model of what her twisted father thought humanity should be. Strong, fast, and equipped with the killer instinct of a wild beast, Rosa was to be Aldo Sanchiotti's crowning achievement. Unfortunately, Rosa had little of the intelligence that separates humanity from animal and none of the compassion. At 16 she killed her father in a fit of pique and escaped from his fortress laboratory. Confused by the world around her, she was befriended by FIACHO outside of Rome. FIACHO named Rosa **PANTERA**, and through EURO STAR nurtured Rosa's killer instincts and fulfilled her childish need for decadent living and violent release.

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Name: **POINSETTIA**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	80	Multipower		5	1D6 Unluck
23	DEX	39	10	m 10D6 EB - Blaster	5	30	2x STUN from
30	CON	40	10	m +20 PD, +30 ED	5		Blunt Objects
13	BODY	6	0	Force Field		30	2x STUN from
10	INT	0	10	m 25" Flight	2		Killing Attacks
10	EGO	0	10	Danger Sense on		20	Loyalty to Germany
15	PRE	5	0	11 or less		20	Believes Hitler is
16	COM	3	8	Stealth 15 or less			still alive
11	PD	8	5	Security Systems on		5	Vicious (x 1/2)
10	ED	4	0	11 or less		30	Hunted by UNTIL on
6	SPD	37	12	1/2 END Cost - EB			11 or less
10	REC	2	12	1/2 END Cost - Force		30	Hunted by Hero
60	END	0	0	Field			Group 11 or less
51	STUN	15	12	1/2 END Cost - Flight		13	Hunted by Agent
OCV = 8 DCV = 8 ECV = 3 PHA = 2,4,6, 8,10,12						15	Secret Identity
						35	Villain Bonus
CHA Cost=164+169 = Power Cost				Total = 333	333 = Disadvantage Total		



Dr. Hans Gottmann was forced to flee Nazi Germany toward the end of the war, but raised his family in the Nazi traditions anyway. Continuing his work on genetics, when his wife became pregnant he saw his opportunity to use his knowledge of genetics to create the perfect Aryan. All through his wife's pregnancy he manipulated the unborn baby's genes while injecting the fetus with experimental serums. When Helga was born, Dr. Gottmann was delighted. Unfortunately he did not live long enough to witness Helga's paranormal abilities, for he was killed soon after his daughter's birth. Helga was raised by the Nazi colony in Argentina, and acquired their beliefs, including the widely believed rumor that Hitler was still alive. Helga soon went to work as **POINSETTIA** to help further the cause of the Fourth Reich.

Name: FIRE and ICE

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	60	EC (Fire/Ice)	10	10	2x STUN from Wind attacks
23	DEX	39	10	1 8D6 EB - Fire/Ice	4	5	1 1/2x BODY from Wind Attacks
23	CON	26		2 6D6 Entangle	2	15	3D6 from Motor Oil
15	BODY	10		3 +7 PD, +8 ED Armor	2	20	Overconfident
13	INT	3	12	4 +15" Running	2	10	Fear of the wind
11	EGO	2	5	IR Vision		25	Hunted by Genocide on 8 or less
20	PRE	10	15	1/2 END Cost - EC		25	Hunted by UNTIL on 8 or less
16	COM	3	15	3 Levels w/EC		15	Secret Identity
15	PD	11				52	Villain Bonus
19	ED	14					
6	SPD	27					
9	REC	0					
56	END	5					
37	STUN	0					
OCV = 8							
DCV = 8							
ECV = 4							
PHA = 2,4,6,8,10,12							
CHA Cost=160+117 = Power Cost Total = 277 277 = Disadvantage Total							

James Nasmith was a gas station attendant, working at a service station somewhere in New Jersey. Not being very ambitious, Nasmith probably would have remained a gas station attendant for the rest of his life if it hadn't been for the accident. One day during a freak thunder storm, a man came into the station where James and his boss were working, pulled out a gun, and demanded all the money. When James' boss refused, the robber shot him. His shot at James missed, however, and pierced the gasoline storage tank. The spilled gas was ignited by a lightning bolt, and the station was engulfed in a huge fireball. James survived this explosion and was endowed with many odd powers. Breaking out of his shell of apathy, James hit the criminal world as FIRE and ICE.



The GEODESICS

While on the run from the Texas police, Martha Bradshaw, otherwise known as **ULTRAVIOLET**, was befriended by an elderly oriental man who gave her refuge from her pursuers. Unknown to Martha, this man was really the nefarious Dr. Lirby Koo. Dr. Koo had returned to the United States shortly after the destruction of his Chinese castle to try to regain his stateside power base. Koo looked upon Martha stumbling into his hands as a sign from heaven. It did not take him long to connect Martha with the newly emerged **ULTRAVIOLET**, and, armed with this knowledge, Koo quickly gained Martha's confidence. The two spent several months testing and codifying **ULTRAVIOLET**'s powers, and working to improve Martha's proficiency with them. It did not take Koo long to pronounce himself satisfied with her progress, and send her on her first mission.

While attacking the base of a rival criminal organization that had been giving Koo some trouble, **ULTRAVIOLET** came across a man clad in a strange costume, who was in the process of stealing some drugs from a store room at the organization's base. There was a short fight that ended only when the two were forced to gang up on the attacking mobsters. Martha was struck by the similarity of this supervillain, who called himself **DART**, and her old boyfriend, Paul, who was killed in a robbery attempt. Rather than resume the fight, **ULTRAVIOLET** convinced **DART** to return to Koo's base with her. **DART**, who had never had girls ask him anything when he was Darrell McGavin, quickly accepted her offer, and the two returned to base.

At first, Koo was furious with Martha for bringing a stranger back to his secret hideout. But after he had some time to think (and check to make sure **DART** was not working for any of his enemies) he relented. Koo did more than relent, and the next time the two supervillains were sent out to do a mission, they were told to keep their eyes open for more likely recruits.

On their fourth mission together, **ULTRAVIOLET** and **DART** came across **DIAMOND**, who was attempting to rob the same gold shipment they were. It took little persuasion to convince **DIAMOND** to join the pair, and they finished the job together, bringing the spoils back to Koo. Koo was delighted with the new member, and had the three supervillains train together as a team for almost a year. During this year their own secret underground base was completed, and the three moved in. **ULTRAVIOLET** and **DART** got married, and ten months later, **ULTRAVIOLET** gave birth to twins. Shortly after their birth, there was a massive UNTIL raid on Koo's base, and it was destroyed. Koo was reported dead, although his body was never found. The three continued to work together after this, and were able to support themselves in a very opulent lifestyle.

While breaking into an UNTIL installation, the group met **ORB** who was breaking out. he agreed to join them, and with their numbers complete, **The GEODESICS** are ready to implement Koo's plan of economic domination.



Name: DIAMOND

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	60	EC (Energy)		20	Violent Temper
18	DEX	24		1 6D6 EB	3	15	Greedy
20	CON	20		2 6D6 Entangle	3	30	Hunted by VIPER
10	BODY	0		3 +15 PD, +15 ED	3		on 11 or less
10	INT	0		Force Field		25	Hunted by Police on
10	EGO	0	12	4 25" Teleport, 2x Mass		14 or less	
10	PRE	0		2x Dist. (Act 14 or		15	Secret Identity
10	COM	0		less, 6 Charges)		2	Villain Bonus
4	PD	2	4	+2" Running			
4	ED	0	15	1/2 END Cost - EC			
5	SPD	22	20	4 Levels w/EC			
10	REC	8	20	2 Overall Levels			
40	END	0					
25	STUN	0					
OCV = 6							
DCV = 6							
ECV = 3							
PHA = 3,5,8, 10,12							
CHA Cost= 76+131 = Power Cost				Total = 207	207 = Disadvantage Total		

Charles Horton was a professional bum. One night while he was walking hurriedly away from the railroad yard (and the railroad detectives) Charles spotted a strange glowing light in the middle of an otherwise empty field. Investigating, Charles found the light to be coming from a strange spaceship, and he ducked inside to explore. Finding no one onboard, Charles wandered into one of the control rooms and began playing with the controls. Charles pushed a button here, pulled a knob there and was bathed in a stange green light. Charles did not notice, and continued to play with knobs and buttons, being bathed with a full spectrum of colors. Charles never left the ship, but DIAMOND did, and set forth to take his revenge on the world.

=====

Name: DART

VAL CHA Cost Cost				Powers	END	100+ Disadvantages	
40	STR	30	15	1/2 Damage Resistance	2	15	Berserk 8 or less when team mates are threatened, Recover on 11 or less
20	DEX	30	5	5 pts. Flash Defense		15	3D6 from Radar
25	CON	30	20	10" Flight		25	Fear of being bound
15	BODY	10	5	IR Vision		15	Dislike of normals
15	INT	5	10	Acrobatics on 13 or less		25	Hunted by Police on 14 or less
10	EGO	0		2 Overall Levels		25	Hunted by FBI on 11 or less
15	PRE	5	20			15	Secret Identity
22	COM	6				4	Villain Bonus
20	PD	12					
15	ED	10					
4	SPD	10					
15	REC	4					
50	END	0					
50	STUN	2					
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=154+ 75 = Power Cost Total = 229						229 = Disadvantage Total	

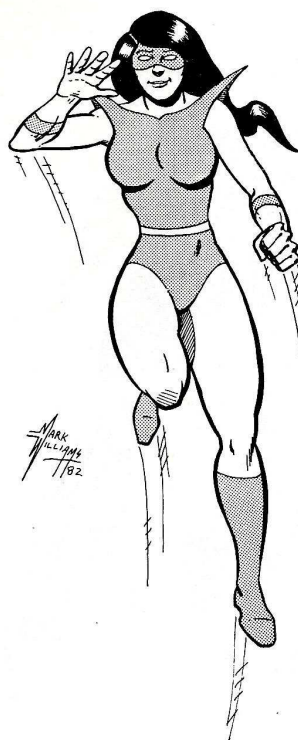


Darrell McGavin was your typical 98 pound weakling, always being hassled by the bigger, stronger guys at work. One day Darrell had to make a delivery to a chemical research laboratory. On his way to find the scientist who wanted the chemicals, Darrell, not being the most dextrous of people, tripped and fell into a vat of chemicals. The chemical in the package he was carrying mixed with the experimental stuff in the vat, and when Darrell awoke he found his body had been changed. No longer the wimp, Darrell left the first aid station to take revenge on all the people who had hassled him. Chased by the police, and wanted by the FBI for kidnapping and murder, Darrell assumed the identity of DART.

Name: **ULTRAVIOLET**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	33	* Multipower		20	2x STUN from Heat Attacks
18	DEX	24	10	m 7D6 EB - UV Waves	7		
20	CON	20		Invisible to normal sight		10	Fear of fire using people
10	BODY	0					Hunted by UNTIL on 11 or less
18	INT	8	5	u 5D6 NND - UV or IR vision or CHA Defense	10	30	Hunted by Hero Group 11 or less
9	EGÓ	-2					Villain Bonus
10	PRE	0	10	m 25" Flight	5	35	
16	COM	3	10	UV Vision			
8	PD	6	15	5 Levels Enhanced Vision		1	
10	ED	6					
5	SPD	22	7	* Invisibility to UV Vision (Always on)			
10	REC	8					
50	END	5	6	* 0 END Cost - Invisibiity			
25	STUN	0					
OCV = 6							
DCV = 6							
ECV = 3							
PHA = 3,5,8,10,12				* OIF - Bracers			
CHA Cost=100+ 96 = Power Cost Total = 196 196 = Disadvantage Total							

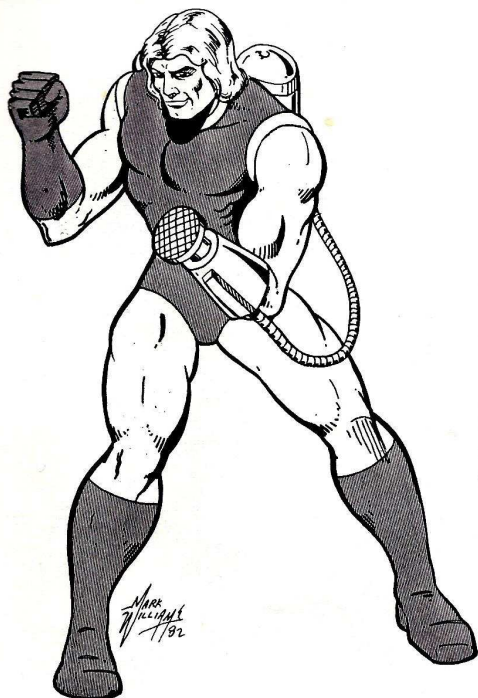
Martha Bradshaw was only 18 when she found a pair of strange bracelets nearby her home. Life was not going well at home, and Martha decided to run away with her boyfriend, Paul Nogle. In San Antonio, Texas the runaways ran into some trouble. It seemed they had run out of money, and Paul had came up with a way to get some money without having to work. During the course of the robbery the police came, and when the police were going to start shooting, Martha found that her bracelets allowed her to shoot the police with a strange energy ray. During the escape Paul was killed, but Martha escaped to continue her life of crime as **ULTRAVIOLET**.

Name: **ORB**

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	40	8D6 EB - Light	8	15	Claustrophobia
18	DEX	24	10	+4 PD, +6 ED	2	35	Hunted by Hero
20	CON	20	.	Force Field			Group 8 or less
10	BODY	0	15	Missile Deflection at		35	Hunted by UNTIL
10	INT	0		Range on 13 or less			14 or less
10	EGO	0	10	+5" Running		15	Secret Identity
15	PRE	5	15	Martial Arts		2	Villain Bonus
10	COM	0	20	2 Overall Levels			
10	PD	7					
10	ED	6					
5	SPD	22					
10	REC	6					
40	END	0					
27	STUN	0					
OCV = 6							
DCV = 6							
ECV = 3							
PHA = 3,5,8, 10,12							
CHA Cost= 92+110 = Power Cost Total = 202 202 = Disadvantage Total							

George Wood was a low ranking UNTIL agent who volunteered to be the first test subjects in a series of experiments that were designed to discover how Superheroes came about. The experiments took over a year to complete, and kept George in almost constant, unbearable pain. When they were over UNTIL found that George had indeed been bestowed with superpowers, but that the pain had driven poor George insane. When he heard UNTIL officials talking about committing him, George broke out of his small hospital room, and in his crazed state soon contacted the underworld to begin a life of crime. UNTIL would pay, and it would be **ORB** who made them pay.



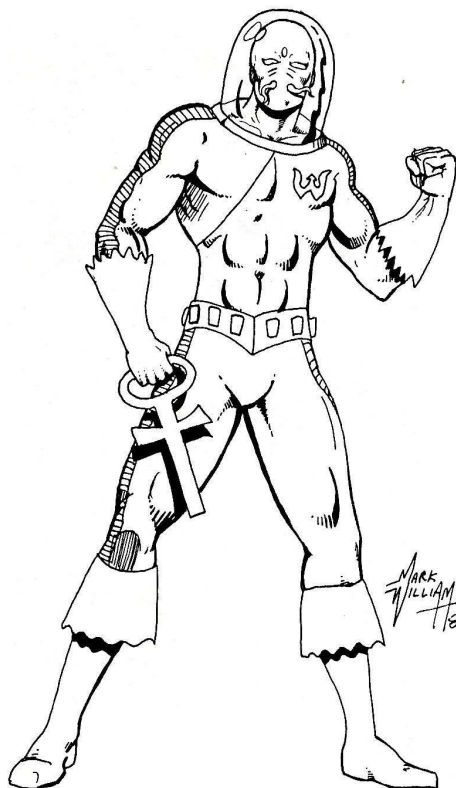


Name: PILE DRIVER

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
25	STR	15	23	* (40) +8D6 HTH Damage	8	5	No left hand
20	DEX	30		(no range, END Battery		25	Hunted by the Viper
20	CON	20		- 96 END pips)			8 or less
12	BODY	4	8	\$ (20) +10 PD, +10 ED		15	Hunted by Police
10	INT	0		(Act 11 or less)			8 or less
8	EGO	-4	4	\$ (10) Full knife		5	Unusual Looks
20	PRE	10		Resistance (Act 11		10	Public Identity
8	COM	-1		or less)			
13	PD	8	6	+3" Running			
10	ED	6	7	* (10) 2" Tunnelling	2		
4	SPD	10	6	* (9) Climbing on			
9	REC	0		15 or less, 2"			
40	END	0		per phase			
35	STUN	0	5	Security Systems			
				11 or less			
			3	1 Levels w/Pile Driver			
				* OIF - Pile Driver			
				\$ OIF - Costume			
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost= 98+ 62 = Power Cost Total = 160 160 = Disadvantage Total							

Richard Donaldson was a simple soul whose small truck went over a cliff and exploded in the valley below. Fortunately for Donaldson, a well equipped laboratory was nearby. Unfortunately for Richard the laboratory was one of Viper's secret research centers. Dr. Desault, the head of the laboratory, ordered the wrecked truck covered up and Donald's mangled body used for reconstruction experiments. When Donald awoke he found his body had been changed. His left hand had been replaced with a pneumatic piston. Furious with his 'disfigurement', Donald used his piledriver to pound his way out of the lab. He figured there was no way he could return to his former life. Donald realized he would have to steal what he wanted now, and assumed the identity of PILE DRIVER.

Name: SLUG



VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
10	STR	0	27	& (40) 40 STR Tkt	8	20	2x STUN from Heat
26*	DEX	32	22	\$ (60) 6D6 NND - Force			and Flame Attacks
25*	CON	20		Field (Act 14 or less,		10	1 1/2x Body from
6	BODY	-8		10 Charges)			Flame Attacks
28	INT	18	30	* (60) +15 PD, +15 ED		25	Mute
17	EGO	14		Armor (Act 14 or less)		20	Egotistical
30*	PRE	13	22	\$ (45) Multipower		10	Disdain for Others
4	COM	-3	4	u 15" Flight at 0	0	40	Hunted by Superhero
5*	PD	2		END Cost			Group on 14 or less
5	ED	0	4	u 9" Tunneling	9	25	Hunted by Police
6*	SPD	16	13	& (20) 4D6 Telepathy	4		14 or less
10*	REC	7	17	& (25) Life Support		15	Unusual Looks
70*	END	7		Defense		10	Public Identity
30*	STUN	7	17	\$ (70) 14D6 Entangle		21	Villain Bonus
				(6 Charges, No Range,			
				Act 14 or less, Only			
				lasts 6 phases)			
				& OIF - Mindgem			
				\$ OAF - Ankh			
				* OIF - Humidity Suit			
OCV = 9							
DCV = 9							
ECV = 6							
PHA = 2,4,6,8,10,12							
CHA Cost=125+156 = Power Cost Total = 281 281 = Disadvantage Total							

Mike Perkins was a brilliant archeologist working on a dig somewhere in Egypt. With trembling hands, he uncovered the ruins of an ancient tomb that had been buried for thousands of years. Ignoring the rumors of a curse that his laborers were whispering about, Perkins boldly entered the tomb alone. In his explorations of this labyrinth, Perkins came across a strangely glowing gem, that somehow compelled him to place it on his forehead. When he had done so, the gem stuck there, and began to alter his body and mind, changing him into something out of Earth's distant past. Armed with the Mindgem along with a humidity suit of his own making, the SLUG now added the mystical Ankh to his arsenal before emerging from the tomb to begin his quest to revive the race of the Elder Worm - a race of which he was now a member.

Name: **THE MONSTER**

VAL	CHA	Cost	Cost	Powers	END	100+ Disadvantages
65	STR	55	30	2D6 HKA	30	Berserk 14 or less
30	DEX	60		5D6+1 w/STR		when hit, Recover
30	CON	40	30	Full Damage Resistance		on 8 or less
30	BODY	40			10	2D6 Unluck
10	INT	0			10	2x STUN from Sonics
20	EGO	20			20	Hates everybody
30	PRE	20			40	Hunted by Superhero
2	COM	-4				Group 14 or less
23	PD	10			40	Hunted by EUROSTAR
20	ED	14				14 or less
6	SPD	30			15	Unusual Looks
19	REC	0			10	Public Identity
60	END	0			70	Villain Bonus
78	STUN	0				
OCV = 10						
DCV = 10						
ECV = 7						
PHA = 2,4,6, 8,10,12						
CHA Cost=285+ 60 = Power Cost Total = 345 345 = Disadvantage Total						

It was a dark and stormy night when **THE MONSTER** was first seen. No one knows where he came from or what he wants. He appears clad all in black, his bodysuit, cape and floppy brimmed hat made of a material that resembles leather but cannot be torn or burnt. **THE MONSTER** appears only to kill. Bombs, bullets, fire - nothing seems to be able to stop his killing spree once he starts. His green skull-like face and his glowing red eyes strike terror into all who see him. No one knows when he will appear out of the darkness to kill again. And when he does, who will stop him?

Name: **OCULON**

CHA Cost				Powers		END 100+ Disadvantages	
15	STR	5	60		Multipower	20	2x STUN from Cold
20	DEX	30	6	u	12D6 EB Eyebeams	3	20 2x STUN from Magic
23	CON	26	4	u	8D6 Flash, 1 target	8	15 Fear of Blindness
11	BODY	2	2	u	20 pts. Flash defense		10 Mild Claustrophobia
13	INT	3	30		1/4 END Cost-EB	30	Hunted by Hero Group
10	EGO	0	15		+5 Levels with EB		on 8 or less
10	PRE	0	8		+4" Running	30	Hunted by UNTIL on
10	COM	0	15		Telescopic Vision		11 or less
13	PD	10	10		Ultraviolet Vision	15	Secret Identity
18	ED	13	3		Infrared Vision	42	Villain Bonus
5	SPD	20	5		+4 Enhanced Vision		
8	REC	0	5		Instant Change		
46	END	0	10		Missile Deflection		
30	STUN	0			13 or less with Eyebeams		
OCV = 7							
DCV = 7							
ECV = 3							
PHA = 3,5,8, 10,12							
CHA Cost=109+173 = Power Cost				Total = 282		282 = Disadvantage Total	

Kevin Calhoun was a small time hood who liked to rob banks. His career was cut short by a policeman's bullet. The shot shattered the glass in front of his face, and Kevin was blinded. His buddies managed to escape with him, and sought a doctor who could keep his mouth shut. Unknown to them, the doctor they chose was treating an injured alien pilot he had discovered in the wreckage of his spacecraft. The alien was dying, so the mad doctor took the opportunity to perform an unusual experiment. He transplanted the dead alien's eyes to Kevin. When Kevin recovered, he discovered the unusual powers that he could wield. Naming himself **OCULON**, he continued his life of crime as a supervillain.



Name: **FOXBAT**

VAL	CHA	Cost
20	STR	10
23	DEX	39
20	CON	20
10	BODY	0
18	INT	8
11	EGO	2
20	PRE	10
10	COM	0
8	PD	4
8	ED	4
6	SPD	27
10	REC	4
40	END	0
35	STUN	5

CHA Cost=133



100+ Disadvantages	
20	Berserk 11 or less when insulted, Recover 8 or less
10	2D6 Unluck
20	2x STUN from Fire
30	2x STUN from Killing Attacks
20	Code vs. killing
20	Thinks he is in a comic book
35	Hunted by Superhero Group 11 or less
35	Hunted by UNTIL on 11 or less
17	Hunted by the FBI 11 or less (x 1/2)
15	Secret Identity
13	Villain Bonus

335 = Disadvantage Total

OCV = 8
 DCV = 8
 ECV = 4
 PHA = 2,4,6,8,10,12

Cost	Powers	END
25	* Multipower	
5	u 10D6 Entangle (15 Charges)	
5	u 10D6 EB - Physical (15 Charges)	
4	u 3D6 RKA - Physical (15 Charges)	
10	u 7D6 NND - Life Support Area Affect - 10"r (3 Charges)	
5	u 6"r Darkness to all senses (3 Charges)	
20	Martial Arts	
24	\$ +8 PD, +8 ED Armor	
10	\$ 15 pts. Life Support	
17	# 20" Gliding	
10	# 15" Flight (Act on 14 or less, Only works for gaining altitude, 6 Charges)	
13	% Radar on 13 or less	
10	% Telescopic Vision	
5	% Parabolic Hearing	
1	% HR Radio Hearing	
1	% IR Vision	
1	% Ultrasonic Hearing	
2	% 4 Levels Enhanced Vision	
4	% 8 Levels Enhanced Hearing	
10	Acrobatics 14 or less	
5	Disguise 13 or less	
5	Stealth 13 or less	
5	Computer Programming 13 or less	
5	Security Systems 13 or less	
	* OAF - Ping Pong Ball Gun	
	\$ OIF - Costume	
	# OIF - Glider Wings	
	% OIF - Mask	

202 = Power Cost Total = 335

Freddy Foswell was always considered a little bit crazy, but he was fun to be around, and when you have that much money, who cares if you're crazy? Freddy had always been obsessed by comic books and spent much of his time learning martial arts, body building, and taking classes in acrobatics, so he could be more like his 4-color heroes. Probably this would have stayed a minor obsession, but on the day Freddy lost all his money, his mind took a futher turn for the worse. He became a recluse, working at a secret lab to invent gadgets that would allow him to be more like the comics. When he was finished, he emerged as **FOXBAT**, villain at large, ready to regain his lost fortune.

TERROR, INCORPORATED

PROFESSOR MUERTE knew that his goal of world conquest would be difficult without help. As he lay recuperating from his brush with death, he found his first assistant in his simple, trusting nurse, Carlos Herrera. Using medical techniques learned from DR. DESTROYER, PROFESSOR MUERTE turned Carlos into the monster GIGANTO. At first, Carlos was somewhat piqued by this transformation; a battle royale ensued between the two. PROFESSOR MUERTE managed to defeat GIGANTO, and thereupon began a program of subtle psychological manipulation, while keeping the enraged creature firmly bound. Eventually, Cortez managed to convince Carlos that the transformation was really for the better. Letting GIGANTO work out his aggressions on some of the local townspeople was effective therapy for Carlos, though it was rough on the townspeople.

Although GIGANTO was quite powerful, his lack of subtlety bothered PROFESSOR MUERTE. The budding organization needed another member, someone whose powers would complement the capabilities TERROR, INC. already possessed. PROF. MUERTE went looking in the Middle East.

PROF. MUERTE found Fiona O'Brady teaching terrorist tactics to eager anti-Israeli terrorists. PROFESSOR MUERTE found the idea of a lovely Irish girl teaching terrorist tactics in the Middle East amusing. Thus, when the Israelis came after Fiona in response to one of her highly successful training

missions, PROFESSOR MUERTE helped her escape. PROFESSOR MUERTE took Fiona under his wing and trained her extensively. He also supplied her with new venoms of his own design for her vicious clawed gloves. Among these venoms were several doses of an obscure South American poison that causes unconsciousness. Fiona was also given a tough costume and once again SCORPIA's name was known and feared. She was PROF. MUERTE's mistress for a time, but even her strong desire for power could not make her stay that close to the hideous PROFESSOR MUERTE for long. SCORPIA still stays with TERROR, INC., waiting for the day when they take over.

When PROFESSOR MUERTE heard about an unusual incident in France, he decided to investigate immediately. It was there that he found Hans Zeldte flaming furiously while destroying a French battalion. PROFESSOR MUERTE helped Hans destroy his attackers, then convinced Hans that he needed some help. Hans was taken to TERROR, INC.'s secret South American base. PROFESSOR MUERTE investigated his condition and recruited him on the spot, naming him FEUR.

PROFESSOR MUERTE ran several successful missions with his expanded team. He recruited a large force of mercenaries from South America as his agents, paying them well to leave their lucrative coffee plantations. SCORPIA trained them well in combat, and PROFESSOR MUERTE supplied them with blasters and bulletproof vests. TERROR, INC. then began what promises to be a long heritage of crime.

Name: AGENT OF TERROR, INCORPORATED

VAL	CHA	Cost	Cost	Powers	END	50+ Disadvantages
10	STR	0	18	* 8D6 EB - Blaster (10 Charges)		3 Villain Bonus
14	DEX	12		Martial Arts		
10	CON	0	10	& +6 PD, +6 ED Armor (Act on 11 or less)		
8	BODY	-4	10	1 Level w/Blaster		
8	INT	-2	3	Radio Hearing		
8	EGO	-4	3			
8	PRE	-2	3			
8	COM	-1				
4	PD	2				
4	ED	2				
3	SPD	6				
4	REC	0				
20	END	0				
18	STUN	0				
OCV = 5				* OAF - Blaster Rifle & OIF - Bulletproof vest		
DCV = 5						
ECV = 3						
PHA = 4,8, 12						
CHA Cost= 9+ 44 = Power Cost Total = 53						
53 = Disadvantage Total						



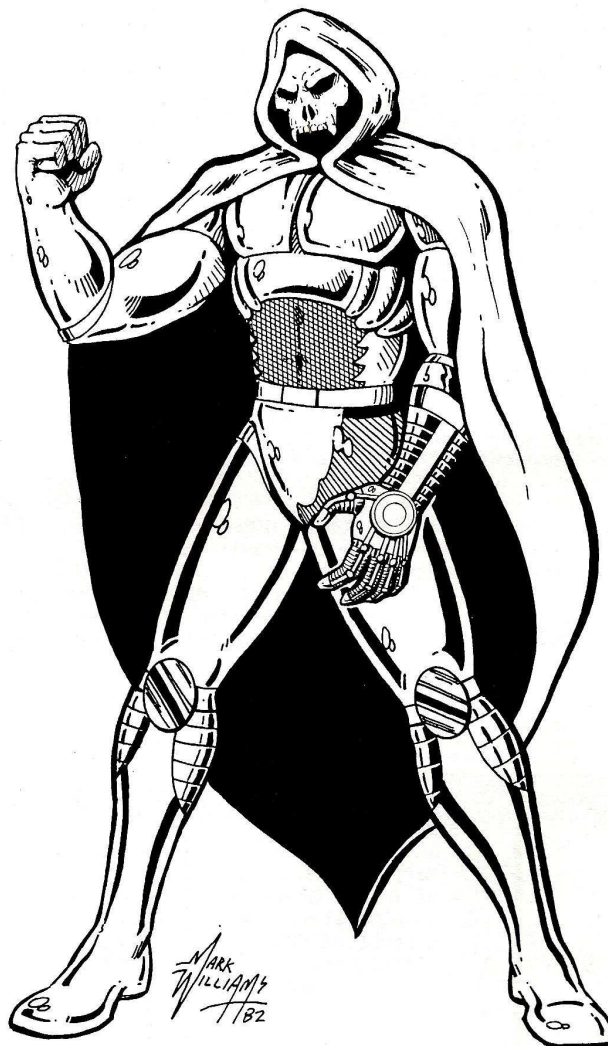
Name: PROFESSOR MUERTE

VAL	CHA	Cost	Cost	Powers	END
30*	STR	13	67	* (100) EC (Force Beams)	0
20*	DEX	20		1 3D6+1 RKA (15 Charges)	10
25*	CON	20		2 +25 PD, +25 ED Force	0
10	BODY	0		Field (END Bat = 100)	
23	INT	13		3 +25 PD, +25 ED Force	4
21	EGO	22		Wall (15 Charges,	
25*	PRE	10		only usable if not	
4	COM	-3		moving or attacking)	
6	PD	0	27	* (40) +10 PD, +10 ED	
5	ED	0		Armor	
5*	SPD	13	13	* (20) Life Support	
11	REC	0	23	* (40) 20" Flight	
50	END	0	17	* (25) Multipower	
40*	STUN	2	2	u Active Sonar on	
				14 or less	
OCV	=	7	1	u Telescopic Vision	
DCV	=	7	1	u Ultrasonic Hearing	
ECV	=	7	1	u UV Vision	
PHA	=	3,5,8,	1	u Microscopic Vision	
		10,12	1	u H R Radio Hearing	
				* OIF - Armor	
CHA Cost=110 154 = Power Cost Total = 264					

100+ Disadvantages

10	2xSTUN from Poisons
20	Glory-Hound
20	Fear of killing attacks
7	Vain (x 1/2)
40	Hunted by EUROSTAR on 14 or less
30	Hunted by Interpol on 14 or less
10	Unusual Looks
10	Public Identity
17	Villain Bonus

264 = Disadvantage Total



Hernan Cortez had an ambition to match his famous name. He found the normal life of his Argentinian peers dull and boring, and gravitated towards the rather exotic Nazi refugee colony in Buenos Aires. There he met Dr. Albert Zerstoiten, who was to become notorious as DR. DESTROYER. Hernan idolized Dr. Zerstoiten so much that in a fit of hero worship, he willfully set himself on fire to match his mentor's injuries. DR. DESTROYER created a set of life-support equipment for his follower, and continued to school him in the technology of destruction. As with all such associations, particularly with two such unstable participants, Hernan broke off from DR. DESTROYER and styled himself PROFESSOR MUERTE. He decided that a career of world-conquering would suit him, and he set himself up as an international terrorist, gathering other superpowered villains to his side and operating under the name of TERROR, INCORPORATED.

Name: GIGANTO

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
80	STR	70	15	+5 Levels w/Punch	20		Berserk 11 or less
10	DEX	0	9	+3 Levels w/Grab			when Prof. Muerte is
20	CON	20	30	Full Damage Resistance			hit, Recover 8 or
20	BODY	20					less
10	INT	0			20		2x STUN from Sonics
10	EGO	0			20		Overconfident
20	PRE	10			20		Protective of Prof.
2	COM	-4					Muerte
35	PD	19			30		Hunted by UNTIL
35	ED	31					11 or less
4	SPD	20			15		Unusual Looks
20	REC	0			10		Public Identity
90	END	25			57		Villain Bonus
65	STUN	5					
OCV = 3							
DCV = 3							
ECV = 3							
PHA = 3,6,9,12							
CHA Cost=241+ 51 = Power Cost Total = 290 290 = Disadvantage Total							

GIGANTO was a simple Argentine Indian, hired by Hernan Cortes as a nurse while he recovered from his self inflicted immolation. The brawny Carlos Herrera inspired the recuperating scientist to delve into the genetic coding which gives its bearer great strength. By leading his nurse on with descriptions of the wonders he could perform with great strength, Cortes gained the Indian's trust. RNA surgery and other surgical manipulations developed the man-monster named GIGANTO. He is PROFESSOR MUERTE'S faithful follower, except when in battle-lust, when he will turn on anyone who gets in his way. He has a true soft spot in his heart for SCORPIA, and will do her slightest bidding, a fact she rarely takes advantage of due to her dislike of the monster's company.



Name: SCORPIA

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
15	STR	5	15	Martial Arts	10		2x STUN from Gas
21	DEX	33	50	* Multipower	20		Bloodthirsty
18	CON	16	7	u 3D6 HKA, Armor	15		Vain
20	BODY	20		Piercing, 4D6+1 w/STR	3		Hunted by Superhero
13	INT	3	10	u 10D6 NND - Armor or			Group 11 or less
14	EGO	8		Damage Resistance	30		Hunted by Israeli
10	PRE	0		(6 charges)			Secret Service on
16	COM	3	20	# Full Damage Resistance			14 or less
10	PD	7	18	Acrobatics 17 or less	15		Secret Identity
10	ED	6	20	4 Levels w/	80		Villain Bonus
5	SPD	19		Martial Arts			
12	REC	10	20	2 Overall Levels			
60	END	12					
40	STUN	3					
OCV = 7							
DCV = 7							
ECV = 5							
PHA = 3,5,8,10,12							
* OIF - Clawed Gloves							
# OIF - Costume							
CHA Cost=145+160 = Power Cost Total = 305 305 = Disadvantage Total							

Fiona O'Brady was as fierce an IRA Provisional Army terrorist as any to be found. She was unique in that she also had a firm grounding in both martial arts and chemistry. As the terrorist known as SCORPIA her special dart and claw attacks were the bane of British soldiers and protestant royalists everywhere. Finally, the British tracked down her terrorist squad, killing or capturing every member. Fiona left Ireland, disowned by the Irish government and most of her associates. It took hardly anytime at all for PROF. MUERTE to find SCORPIA and recruit her into his organization. She has even been his mistress upon occasion, although that has not kept her from planning to take over the organization after PROF. MUERTE has reached his goals.



JUST WHEN YOU THOUGHT
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CHAMPIONS ...

ENEMIES II



HER006