

ADVENTURE NUMBER 4 FOR

CHAMPIONS
THE SUPER ROLE-PLAYING GAME!

THE GREAT SUPER VILLAIN CONTEST

BY DENNIS MALLONEE



COMPATIBLE WITH
SUPERWORLD

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**SUPERWORLD MATERIAL USED
WITH PERMISSION OF
CHAOSIUM, INC.**

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This book is dedicated to those heroes who fought
the forces of evil in the first Great Super Villain
Contest:

**Dave (Quantum Man) Berge
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Barry (Sgt. Dirty) Wilson
and the Caltech Gamers.**

FOREWORD

This adventure is a bit different from previous *Champions* adventures. First, you'll notice that *The Great Super Villain Contest* contains *Superworld* conversions. This makes the GSVC more useful to gamers who might not play *Champions*. Second, this is a *campaign* adventure; the events described here should take place over many evenings of play. This requires a somewhat different style on the part of the GM.

Also, it's important to note here that the GSVC, because of its differences, may not exactly fit in with other adventures that you're doing. You may even want to start a new campaign for this adventure. Of course, the important thing to realize is that all *Champions* material doesn't *have* to be used as it's presented, or with other things we've published. We feel very strongly that it's up to the individual GM to tailor the campaigns, organizations, and adventures to suit *his* taste. So, strap yourselves in and enter the Contest!

— Steve Peterson

INTRODUCTION

The Great Super-Villain Contest is an adventure supplement to *CHAMPIONS: The Super Role-Playing Game*. It is designed to be used as the basis for a series of adventures (or, perhaps, even a full-fledged campaign) pitting existing heroes against a recurring cast of powerful villains who have well-defined goals and motivations. With proper care on the part of the GM, *The Great Super-Villain Contest* can provide an opportunity to introduce players to the intricacies of super-villain role playing.

This supplement features eight new supervillains, an outline and map of the Crimson Claw's mountain stronghold, specific rules for conducting the Super-

Villain Contest itself, and numerous ideas for specific scenarios. The eight new villains are meant to add flavor to any scenario you may choose to run. You should *not* limit the contestants to these alone; any super-villains the GM has at his disposal may be included in the Contest.

The scenario suggestions included are merely a sample of the possible adventures that can occur as a result of the Contest. You should use these ideas as springboards for your own. Remember that the villains will be seeking to fight specific heroes; the GM should tailor the circumstances of the scenario accordingly.

FOR THE GAMEMASTER

There are several ways for the GM to use *The Great Super-Villain Contest*. The traditional approach (probably the easiest one for the GM to run) would be to have the players design heroes to oppose the GM's villains. We recommend this approach to the novice GM.

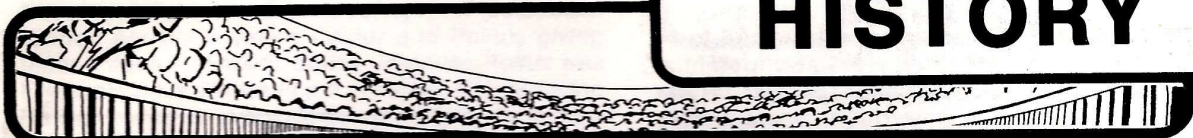
A more difficult approach is to let the players play the villains, and for the GM to design NPC heroes to oppose them. The GM may choose to let the players design their own characters or may have them pick from among already existing villains (including the villains featured in this book).

A third approach — the one we recommend to experienced GMs — is to incorporate the GSVC into an already existing campaign a little bit at a time. Heroes will be attacked by villains for no apparent reason. Villains who have specific archenemies may choose to avoid those enemies in order to pick on

weaker targets. Properly arranged, it should be some time before the players realize that there's a pattern to these unprovoked confrontations.

When they do make that realization, the GM is encouraged to move on to a fourth approach, and let the players play both sides of the street, heroes and villains. If the GM feels capable of handling it, there is no reason why the players can't design villains to participate in the GSVC at the same time their player-character heroes are doing their utmost to stop it. This is a very complex approach to the GSVC, one that requires careful coordination between the GM and his players.

The important thing to remember is that *CHAMPIONS* is a role-playing game! For the players, the object of the game isn't necessarily to win (winning the GSVC will, or should, carry its own disadvantages for the character who comes out on top); the object is to have a good time.



HISTORY

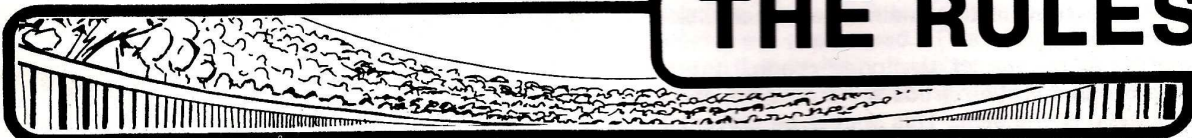
For several months, the anti-social activities of many of the world's most powerful villains have been on the decline. This has been seen in many quarters as evidence that the constant vigilance of the world's costumed champions of justice has been more successful of late; however, some fear that this observed decline is merely an indication that some greater evil is marshalling its forces for a grand assault upon humankind.

Those fears are correct.

Hidden high in the mountains north of Burbank, California, lies the secret citadel of the Crimson Claw, the mysterious villain whose very existence is

still unknown. From this mountain stronghold, the Claw has sent forth his emissaries of evil to make contact with the most powerful villains of all. He has offered them an opportunity to prove once and for all which among them is the deadliest threat to the forces of law and order. Their immediate objective will be to embarrass, defeat, and ultimately to destroy the superheroes of Earth. Their final goal will be Power Absolute.

To the final victor in the struggle for supremacy, the Crimson Claw has promised the Emerald Eye of Azog — a globe of potent ethereal force capable of granting its possessor mastery over things both mystic and mundane. It is this globe which is the key to the final victory of evil over good.



THE RULES

PHASE ONE: The Qualifying Round

In the first phase of the competition, the Crimson Claw has begun contacting supervillains, telling them of the contest and its prize, instructing them to begin assailing superheroes and passing the good word to their villainous allies. However, the Claw *doesn't* mention that every villain on Earth is a contestant — even villains totally ignorant of the contest will be evaluated so long as word of their deeds reach the Claw. The purpose of the contest is to determine the most powerful supervillain on Earth; formal entry into the contest only means that all the formal competitor's actions are known to the Claw.

In this phase of the competition, the goal of the villains will be to gain points by battling, defeating, and humiliating heroes. The more formidable the hero, the more points are awarded for his defeat. Conversely, the more villains there are attacking a hero, the fewer points there are to go around.

The best way to ease a campaign into the opening stages of the GSVC goes something like this: At the beginning of an ordinary adventure, one of our

heroes receives a challenge from an old enemy, probably one of his Hunteds. If the villain wins, instead of pressing his advantage, he'll probably run off cackling. If he loses, he'll trot off to jail in good spirits. Before our heroes can investigate further, the "real" adventure for this session begins. Later on in the adventure, perhaps, an NPC hero will tell the player-characters about being attacked out of the blue by a scrawny ex-foe he hadn't seen in years. At the beginning of the next adventure, another of our heroes may be attacked. (Generally, it's a good idea to use high-INT or psychically-shielded villains, so that it's more difficult for mind-readers to find out what is happening.)

The object of this initial phase is to weed out would-be competitors who are unfit to wield the power of the Emerald Eye, and to locate those fit to wield it but who, for whatever reason, did not immediately come to the attention of the Crimson Claw. Villains who consistently lose to heroes, or who are too stupid to take advantage of their opportunities, or who are too psychopathic to control themselves under stress, will likely not do well enough to reach the second phase of the competition.

HERO VALUES

Before the competition begins, a value of 6 to 14 points should be assigned to each potential superhero target. The typical hero should be assigned a value of ten. A powerful, dangerous hero should be worth more; a fledgeling hero, one without a good reputation, should be worth less. These values will be adjusted during the course of the competition.

All villains start off with zero points earned. Villains accumulate points by battling heroes. The more points a hero is worth, the more points a villain can gain by fighting him. In a one-on-one fight, if the villain defeats the hero, the villain gains a number of points in the competition equal to the value assigned to the hero. If the battle ends inconclusively, the villain gains half that many points. If the villain loses the fight, the villain loses two (2) points in the competition *regardless of the value of the hero*.

Villains may decide to team up to attack a hero or a group of heroes. In such a case, the value of the heroes is totalled and divided equally among the villains, fractions to be rounded down. If the villains win the fight, the full value of the heroes is awarded. If the battle is inconclusive, only half the value of the heroes is awarded. If the villains lose, each villain loses two points.

During the course of the competition, it may become obvious that a particular hero was over- or under-valued at the start. This should be corrected so that super-villains will not begin hounding some hapless (or ignoring some formidable!) superhero. A good rule of thumb to use is that a hero who wins an even fight should gain a point in value while a hero who loses an even fight should drop a point. All adjustments to hero values are, of course, at the discretion of the GM.

The GM should be aware that, when and if the heroes find out what's going on, it can become a matter of pride for them to learn where they stand on the villains' hero value list. It is quite conceivable that a pecking-order competition would develop among the heroes; if it does, this should be encouraged by the GM. It is entirely possible that a hero who succeeds in defeating a large number of villains could end the first phase of the competitions with an assigned value far in excess of 14.

BONUSES AND PENALTIES

The GM should keep in mind that at this stage of the competition the Crimson Claw is not interested in causing any deaths. The goal is to test the relative strengths of the heroes and villains. Bonuses and penalties will therefore be awarded at the discretion of the GM to ensure that the villains understand that heroes are not to be killed, and to ensure that as many villains as possible remain involved in the Contest.

A suggested list of possible bonuses/penalties includes:

Being captured	-2 points
Escaping from capture	+1 point
Rescuing a fellow villain	+1 point
Staging a sneak attack	-1 point
Being attacked by surprise	+1 point
Outnumbering opponents	-1 point from total for each extra villain involved
Being outnumbered	+1 point to total for each extra hero involved
Capturing a hero	+2 points
Humiliating a hero	+1 point
Endangering innocents	-2 points
Killing a hero	-7 points
Killing an innocent	-8 points
Creativity	+1 point
Stupidity	-1 point

Note that the first two bonuses/penalties are applied to the total points awarded, before the points are divided among the villains. The rest are applied to or subtracted from the villain's score *after* points have been divided among participating villains.

Examples of Competition:

1) *The Bunny Master, Spider Web, Sand Blaster, and Nitro decide to team up to fight the Galloping Galooper and Captain Freedom. The Galooper, a highly regarded hero who has sent many a villain to jail, has a value of 13 points. Captain Freedom, a hero who hasn't been around very long, has a value of 8 points. The villains ambush and defeat the heroes, but are unable to take prisoners because the police show up.*

The total value of the heroes is 21 points, less 2 penalty points because the villains outnumbered them by two. The remaining 19 points are split equally among the villains, giving them 4 points each (rounding down). But because the villains ambushed the heroes, a penalty of 1 point for the sneak attack is assessed, reducing the net award to 3 points per character in the competition.

2) *The Gemini twins, Pollux and Castor, challenge Solarr and the gallant Defender to a fight. Solarr is considered dangerous, though it isn't clear that she's truly a hero, and has been assigned a value of 12. The Defender has been assigned a value of 11. The battle is inconclusive, so the Gemini twins break off the fight, but Pollux is caught by the police.*

The total value of the heroes is 23 points. Because the actual fight was inconclusive, 11½ points are divided equally between Castor and Pollux, giving them 5 each (rounding down). Because Pollux was captured, he is assessed a 2 point penalty, reducing his net award to 3 points. Were he later to escape from custody, he would recoup one of those points; were his brother to break him out, his brother would gain a point.

3) *The Unstoppable Creep decides to take on the entire team of Minutemen in Washington, D.C. He is thoroughly defeated and ends up in jail. He loses two points for the defeat, two points for being captured, and one point for stupidity. However, this loss is more than balanced by the fact that the brave Creep was outnumbered seven to one, giving him six bonus points for a net gain of 1 point in the competition. (Obviously, it is the team defeat that is important; if the Creep defeated one of the Minuteman and was then captured by the rest, he has still lost and they have still won.)*

WHAT IS A HERO/VILLAIN?

In some cases, it may not be clear which side of the law a character is on. A character who goes around gunning down Mafia hit-men, for example, may consider himself a hero but may be hunted by the police. A character who secretly knocks over banks to support himself, but who's willing to help out the heroes against some sort of cosmic menace, may have a good reputation among the heroes even though he considers himself a villain.

In cases in which it isn't clear whether the character is a hero or a villain, the GM should assign him a tentative hero value, and should also allow him to accumulate points in the GSVC until such time as it becomes clear which side he is on.

Such characters may at any time declare themselves to be heroes or villains. Hero/villains are fair game for the contestants in the GSVC unless and until they declare themselves participants.

Example:

The Weapons Master is a very chivalrous and honorable fellow who does dirty work for the Soviet government. He is not a crook, and dislikes thieves and villains, yet he has had occasion to use them against heroes in the course of an assignment. Many of the heroes who have met the Weapons Master feel great admiration for him, but know he is a formidable enemy. The Weapons Master is a classic hero/villain. If ordered to do so by his government, he might well compete as a villain in the GSVC, but his personal preference would be to help the heroes stomp on this criminal scum.

STRATEGY

The intelligent villain may see several devious ways to take advantage of these contest rules. Methods include:

THE TAG-ALONG SCHEME

A villain who lacks raw power may offer his services to more powerful villains, and thus gain points fighting heroes he would not otherwise be able to handle. But this scheme works only up to a point; as the wily lesser villain moves up in the standings, more powerful villains will become less willing to have him along.

THE AMBUSH SCHEME

A villain may lure heroes into a situation in which the heroes are at a disadvantage. In the case of a high-value hero, the penalty for a surprise attack is effectively small.

THE PATSY SCHEME

A villain may seek out heroes he knows to be particularly susceptible to his attacks, or heroes who are obviously overvalued. This only works once per hero. If the villain thrashes the hero soundly, the hero will be reduced in value in any future encounters.

THE OVERKILL SCHEME

Since there is no limit to the number of battles a villain may fight during the course of the first phase of the competition, a villain who feels confident of his ability to escape from custody may choose to fight heroes time and time again. In this way a lesser villain may make up in volume what a greater villain may gather in the way of points in only a few battles.

SCENARIOS

Once the GSVC has become established in the campaign and word has begun leaking to the player-character heroes, adventures of these sorts can follow:

THE "COME OUT AND FIGHT" SCENARIO

In which a villain or group of villains shows up outside the hero headquarters and demands that some hero or group come out and fight. This approach works best for villains who are not especially wanted by the authorities, and who may have a grudge against a particular hero. It is limited in use, however, because the heroes aren't likely to put up with several such incidents.

THE "BALLGAME" SCENARIO

In which villains hold a large group of people hostage and demand the heroes show up within a specified time...or else. So long as the innocents are in no danger, the Claw assigns the villains no penalty for this approach. This scenario works best where there's a lot of room for a fight. A ballpark is the idea place. (Supervillains interfering with the Super Bowl will probably find themselves assassinated by fans, however.)

THE "DON'T LOOK NOW, BUT" SCENARIO

In which a hero who makes a scheduled appearance finds himself mobbed by villains out to make points.

THE "RINGER" SCENARIO

In which a hero poses as a villain in order to infiltrate the mysterious Claw's organization. If he succeeds, he may well play out the competition as though he were a real villain in order to learn what the Claw's *real* game is.

THE "BUILD 'EM UP" SCENARIO

In which a criminal mastermind sends wave after wave of minor villains against some poor clown of a hero in an effort to make him look good. Then, when the hero has moved up sufficiently in the ratings, the mastermind stomps on him and grabs the points.

THE "DOUBLE-CROSS" SCENARIO

In which a villain arranges for another villain to be caught and sent to jail in the hope that this will effectively eliminate him from the competition.

THE "OH MY, I'M CAUGHT" SCENARIO

In which a villain who would have little trouble escaping allows himself to be sent to jail so he'll be in a position to gain points by engineering a massive breakout.

THE "SMASH HIM WITH THUGS" SCENARIO

In which a villain gathers a whole mass of thugs and proceeds to trounce some minor heroes. A thug built on less than 100 points counts as only one-half a villain for purposes of computing the point award.

THE "GET RICH WHILE YOU'RE AT IT" SCENARIO

In which the villains stage a robbery primarily for the purpose of luring heroes onto the scene and into a trap.

At some point it will occur to one or more villains — or heroes posing as villains — to wonder why the Crimson Claw doesn't simply take the Emerald Eye for himself. The wise character will mistrust the Claw, assume that he has hidden motives, and play out the game until the Claw slips and reveals part of the truth. The not-so-wise character may choose to confront the Claw or try some other method of finding out what's really going on — such as:

THE "WHO IS HE?" SCENARIO

In which a villain attempts to unmask the Claw and (probably) pays for it with his life.

THE "GRAB THE GLOBE" SCENARIO

In which a villain attempts to short-circuit the competition and (probably) pays for it with his life.

THE "YOU DID WHAT?" SCENARIO

In which a villain does something to embarrass the name of villainy (such as save the life of a hero with whom he is on good terms) and (probably) pays for it with his life.

In all of these cases, a glib villain may be able to talk his way out of paying the final penalty. The GM should keep in mind the fact that, while the Claw would have no compunctions against slaying a total incompetent, he would spare someone who gives him a reason to do so.

ON DESTROYING HEROES

A hero may be destroyed in several ways. The most obvious way, killing him, usually doesn't work, as villains have learned over the years. The clever and creative villain will spurn mere murder in favor of more subtle forms of destruction. After all, you can only kill someone once...in most cases. It is more exquisite to let the hero live, knowing he has met his greatest defeat.

Villains may destroy a superhero by finding a way to strip him of his Powers, by exposing his Secret Identity, by manipulating him (perhaps by taking advantage of his Psychological Limitations) into giving up his costumed identity, by tricking him into a flagrant violation of the law, or by any one of a number of means.

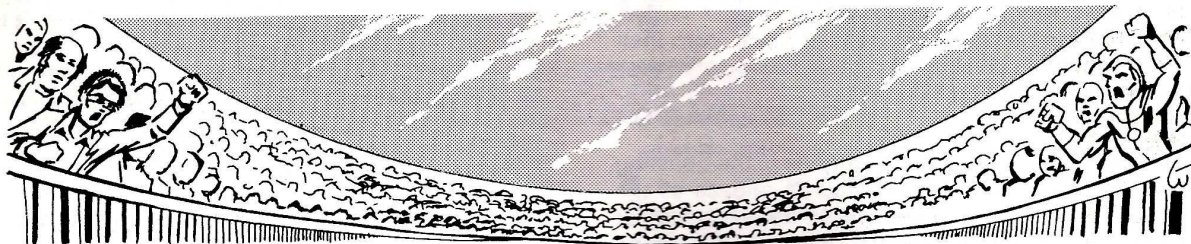
THE TIME FRAME

The referee should allow a period of time sufficient for the cream to rise to the top in the first phase of *The Great Super-Villain Contest*. The real-time duration of the Contest will, of course, depend

on how often scenarios are played. A period of one real month should be sufficient if scenarios are played several times a week. As few as a dozen scenarios may be sufficient, though we would recommend playing substantially more than that.

As the competition nears an end, the referee

should make real-time allowances for each villain to make his final attacks on heroes. At the end of this first phase, the villains who have accumulated the greatest number of points will be invited to move on to Phase Two.



PHASE TWO: THE ROUND OF DOOM



In the second phase of competition, the goal of the villains will be to capture a specific target-character and bring him alive to the citadel of the Crimson Claw. In this way, the resourcefulness of those villains who may have relied on brute power or good fortune during Phase One can be tested.

Only the highest finishers in the qualifying round will be invited to participate in Phase Two. We recommend for the sake of playability that no more than a dozen contestants be involved in the second round, though circumstances may require more or less.

THE HERO POOL

The Crimson Claw will have assembled the names of the six to ten top-qualifying heroes from the first round. Each villain may add one name to this hero pool; in most cases the name added will be of the villain's personal enemy, though a particular villain may have some esoteric reason for wanting an obscure hero to be a target. Obviously, there will be more heroes in the pool than there are villains in the competition.

Each villain will then choose a name at random from the pool; that hero will be the villain's target. He must be defeated and brought to the Crimson Claw in order for the villain to advance to the final phase of the Contest.

Example:

The Annihilator absolutely hates the Galloping Galooper and has sworn to see him be annihilated. But it's the Wingless Gizzard who draws the Galooper's name out of the pool, and the Annihilator considers the Gizzard an incompetent dolt. At this point, because the Gizzard refuses to give up an opportunity to destroy the hated Galooper, the Annihilator attacks the Gizzard, and a free-for-all breaks out. The villains are smashing each other, and it's up to the Crimson Claw to put a stop to it!

THE HERO PERSPECTIVE

By this time, the player-character superheroes should be aware of the existence of the Contest. One or more superheroes may have begun investigating the Contest, perhaps taking on villain identities and actually participating. Word of the Contest is spreading among the superheroes and the pecking order is becoming better-known. Some hostility among heroes may result; this can only make a campaign more entertaining. Here are some possibilities for scenarios in the second phase of the competition:

THE "DISGRUNTLED LOSER" SCENARIO

In which a villain who didn't make it to the second phase, but who thinks he should have, interferes in a

battle in the hope that he can convince the Claw to allow him to progress in the contest.

THE "NOW, WHAT?" SCENARIO

In which the heroes decide to pair off in order to forestall any more unexplained disappearances, and the villains who haven't yet captured their targets have to figure out how to separate them from their companions.

THE "CLAW SHOWS OFF" SCENARIO

In which the Crimson Claw wearies of the boasting he continually hears, and decides to release all the heroes captured so far and single-handedly defeat them in combat in the Arena of Death. In this way he will show those self-styled villains who is the master of villainy. In this scenario, the Claw will take no chances; some of the heroes may manage to escape, but the Claw will not be beaten, even if he has to sabotage gadgets, use depressant drugs on the heroes, and otherwise cheat to assure his victory.

THE "ASSAULT OF THE HEROES" SCENARIO

In which the heroes learn the location of the Claw's stronghold and attack *en masse*. It would be best if this scenario were to end with, perhaps, some villains captured, the Claw's HQ teleported away, the captured heroes — including some player-characters — still imprisoned and the rest of the player-characters still looking for them.

DISQUALIFICATION

In this phase of the Contest, any hero who is captured by a villain will be held prisoner by the Claw. Any villain who is captured will be disqualified and may no longer participate in the competition. Accordingly, the ranks of heroes and villains involved in the Contest may thin quickly. This is no cause for the GM to be concerned.

Any villain who is defeated, but who avoids capture, may take a different name from the pool and try again. If he is defeated a second time, he is disqualified.

Any villain may choose to decline a name chosen from the pool and substitute two heroes, also chosen at random from among the names remaining in the pool. *Both* of these heroes must then be captured and brought in alive in order for the villain to advance to the next phase.

Any villain who slays his target in this phase must choose another name at random from the pool. This target must be brought in alive, or the villain will be disqualified.

Any villain who violates the standards of true villainy may be disqualified arbitrarily by the Crimson Claw. This is necessarily a subjective judgment, and should be done only in extreme cases.

FAIR FIGHTS

In cases where the villain and hero are reasonably well matched, the Claw will demand that the villain engage the hero in something approximating a fair fight. The point of the contest is, after all, to learn the strengths and weaknesses of the super-powered characters, something which cannot be done if the villain hits the hero from behind and lays him out. If, in the Claw's opinion, a villain takes unfair advantage of a hero, the villain will not receive credit for his victory, and will be required to choose another name in order to advance to the final phase.

TRADING NAMES

Under certain conditions, the Claw may allow villains to trade targets. If, for example, the Claw has an interest in seeing how a particular villain would do in a fight against a particular hero, he may allow a trade. This should not be overdone. For the most part, villains should stick to the names they pick.

TEAMING UP

In most cases, battles in this phase of the competition will be one-on-one, but circumstances may arise in which two targets will be in the same place at the same time. If this is the case, the villains assigned to those targets may want to work together; this is allowable. In such a circumstance, either villain may advance by bringing in either target.

While it is not permissible for villains to interfere directly in other villains' battles (this can be grounds for disqualification), it is permissible for one villain to attack a target-hero before the assigned villain does so. In this way, a villain may eliminate an easy target and force a contestant to choose another name from the pool, but he gains nothing by this and runs the risk of defeat and disqualification if captured.

Anything else which comes up during the course of play should be resolved by the GM playing the role of the Crimson Claw.



PHASE THREE: THE ROUND OF DEATH



If the competition gets this far without something happening to disrupt it, the villains who succeeded in Phase Two will be pitted against each other, no holds barred, in a battle to the death. A truce period of two game weeks will be enforced during which time no attacks may be launched by one villain against another. This time may be used to prepare for battle. Any contestant who chooses to do so may at this time withdraw from the competition without penalty.

There are no rules in the Round of Death. The final survivor may then attempt to claim the prize of the Emerald Eye of Azog. But be warned; there may yet be a trick up the Crimson Claw's sleeve.

SUGGESTIONS FOR THE REFEREE

The possibilities for scenarios drawn from the basic rules of *The Great Super-Villain Contest* are limited only by the ingenuity of the GM and the players. Given the distinct goals and motivations of the various villains at the GM's disposal, it should be a relatively simple matter to work up from the mindless bash-and-smash scenarios of the Qualifying round to the elaborate villain vs. villain scenarios in the round of Death.

The GM should encourage players to create villains of their own to enter into *The Great Super-Villain Contest*. Player-designed villains will put the players on both sides of the struggle between villain and hero, greatly expanding the scope of *CHAMPIONS* role-playing. If the GM prefers not to have players design villains of their own, he may choose to assign existing villains to specific players and allow those players to control the actions of the villains during the course of the competition.

Just like heroes, villains have a wide variety of goals and motivations. Most villains are not creatures of pure evil. Most villains have redeeming qualities, many of which may be discovered during the course of play. Players should keep in mind that villains, whatever their redeeming qualities may be, are *not* heroes. Villains will invariably put their own interests first. They will cooperate with others only so long as their own interests are being served.

SCENARIOS

In actuality, the third round is not meant to be played out, as explained below. If you wish to have some adventures occur in the two-week "truce" period, some ideas are:

THE "HEROES BREAK OUT" SCENARIO

In which someone releases the captured heroes and sics them on the Claw.

THE "OH MY SWEET LORD" SCENARIO

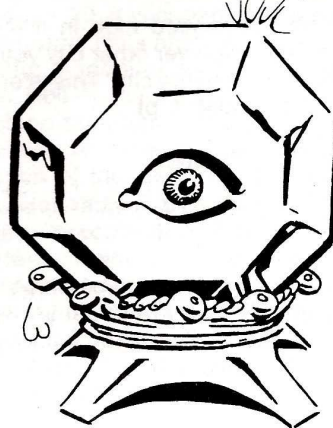
In which one of the villains somehow uncovers the truth about the Claw and carries word of it to the heroes.

THE "HERO AS PAWN" SCENARIO

In which a villain uses a hero as a tool to destroy one of the other contestants.

SCENARIOS INVOLVING THE CLAW

In all scenarios involving the Crimson Claw, the referee must proceed with care. Theoretically, the Claw is capable of mopping up the floor with anyone in a fair fight — that is to say, anyone who isn't designed to be as unreasonably powerful as he is. The Claw's plans can be stopped if they are uncovered; stopping the Claw himself is another matter altogether. Restraint is the watchword here. The Claw should use only as much power as is necessary to achieve whatever his immediate goal may be.



THE END

The final adventure of the GSVC should end with a bang, running something like this: It's the day of the battles of Phase Three; the remaining villainous contestants are today to face each other in battles to the death. Thus, the Claw's HQ holds the mightiest supervillains on the face of the earth. And the horde of superheroes which crashes the party must face them.

The heroes can have discovered the Claw's HQ and intent in any number of ways. The superhero mole may have been extraordinarily successful. Some villain may have gone through the Oh-My-Sweet-Lord Scenario, above. Tracking down the teleporting HQ may have been a problem until the heroes realized it did not move around a good deal.

Any number of factors can complicate the last fight. Assuming we have a bunch of heroes attacking the bunch of villains, these complications come in: A villain sneaks off and acquires the Emerald Eye, accidentally opening a portal into the dark dimension that gave birth to the Crimson Claw. The Claw's citadel is overrun by extra-dimensional horrors which must be stopped before they pour forth to destroy humanity — necessitating a temporary truce between hero and villain. Even more horrifyingly, use of the Eye might accidentally transport the Claw's HQ or some part of it into the Claw's home dimension — as outlined momentarily before.

THE LAIR OF THE CRIMSON CLAW

The secret citadel of the Crimson Claw is built according to the headquarters rules as outlined in *CHAMPIONS II*. Using the super-villain's Mastermind Option, for a cost of 50 Power Points to the character, the Claw receives 700 points (a number equal to his character points) to pay for his hidden lair. These points are allocated as follows:

LOCATION

The Claw's lair is nestled high in the mountains above Burbank (or whatever other city you choose to use), but within 50 km of the city. This is essentially a suburban location. Cost: 1 pt.

SIZE

The Claw's lair is housed in what appears to be a blue metallic dome; in fact, the "dome" is actually the upper portion of a sphere some 45 feet in radius, with floor space of 1100 hexes, of which about 800 are underground. The cost of the entire sphere is 8 pts., plus an additional 8 pts. for the underground area. Total cost: 16 pts.

ARMOR

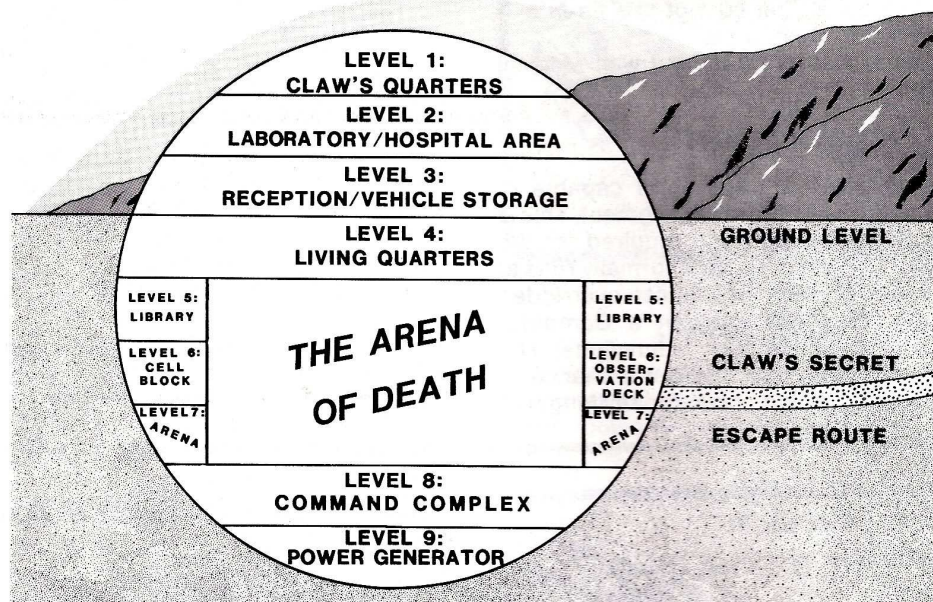
The sphere is actually the hull of an interdimensional exploratory vehicle which was stolen by the Crimson Claw when it blundered into his world. As such, the hull must have special defenses. In a headquarters building, normal walls have 3 DEF and 3 BODY; the hull of the sphere has 20 DEF and 20 BODY. Each extra point of DEF or BODY and costs 1 pt., and the total must be multiplied by a factor depending on the area the extra DEF and BODY covers; in the case of 1100 hexes, that factor is two. The cost is $(17 + 17) \times 2 = 68$ pts.

CONCEALMENT

The actual location of the Claw's base is a closely guarded secret. To reflect this, a Detective Work Roll at -2 is required. The cost of this is 5 pts. times the Area Cost Multiple of the base (for 1100 hexes, the ACM is 2.75) Cost: 17 pts.

The fact that the dome has underground levels is even more carefully guarded. This is an additional -2 to Detective Work Rolls. The cost is 2 times the ACM for 800 hexes ($\times 2.75$) Cost: 5 pts.

SIDE VIEW CUT-AWAY OF THE LAIR OF THE CRIMSON CLAW



From the air, it is very difficult to spot the blue dome because of overhanging cliffs. Any Perception Rolls from the air must be made at -5. The cost of this is 5 pts. times the ACM for 1100 hexes, with a +1 Limitation for the concealment working only on perception from above. Cost: 11 pts.

SENSORS

An area of nearly a square mile surrounding the base contains special directional sensors which will detect movement toward the base on a roll of 11 or less. These sensors are buried, and so are not obvious, but are easily accessible if one knows where to look. The base cost of these sensors is 10 pts., times an ACM of 5 for a one-square mile area, with a +1½ Limitation for an IAF attached to a headquarters. Cost: 20 pts.

POWERS

One-quarter of the 700 points the Claw has available for the base must be paid in order to give the base movement capability. If you prefer to deactivate the movement capabilities and put the base down in a single location, these points could be used to buy other things. Otherwise, the cost is 175 pts.

As a dimensional transport vehicle, the Claw's base is capable of Flight at a speed of 20" per segment. The base cost is 40 pts., with a +1 Headquarters Limitation. Cost: 20 pts.

The base can Teleport 15", and Interdimensionally, taking with it anything which happens to be inside.

The cost is 30 points, with a +½ Advantage for inter-dimensional capability, and a +1 Headquarters Limitation. Cost: 22 pts.

The headquarters has a self-repairing capacity double that of a normal building. This allows the Claw to repair 2 Power Points worth of damage a day. Cost: 5 pts.

The base houses a Life Support system to enable its passengers to survive in outer space. The base cost is 20 pts. times the ACM for 1100 hexes, with the +1 Headquarters Limitation. Cost: 27 pts.

The base also has Faster-Than-Light capacity, with a maximum speed of 1920c. The cost of this is 10 pts., with the +1 Headquarters Limitation. Cost: 5 pts.

COMPUTER

The computer which controls the base is SPD 12, DEX 0, and INT 20. It is capable of retaining up to 20 pre-set programs in its memory, which must include the following: 1) monitor sensors (in which case the Perception Roll for the sensors becomes a 13 or less), 2) teleport dimensionally, 3) flee up, and 4) activate defenses. All other pre-set programs are left to the discretion of the GM. Pre-set programs do not require a Computer Programming Roll to initiate, and may be activated with the press of a button.

Note that the computer is capable of performing only 4 operations simultaneously, and will not perform a fifth function unless one of the other four is shut down. Cost of INT: 10 pts.

The computer is also hooked in to the various systems in the base, and will perform such functions

as opening doors and turning on lights. Such functions can be overridden manually, or with a Computer Programming Roll on those rare occasions the computer malfunctions. The cost of this tie-in is 1 point times the ACM. Cost: 3 pts.

The computer is also programmed with Medical Skill. Cost: 1 pt.

POWER PLANT

The vehicle contains a power grid capable of producing as many as 32 END every segment. This is far more energy than is normally required for the Claw's purposes, and the generator normally runs at 8 points maximum. The 8-point limit can be overridden manually at the generator, or with a Computer Programming Roll if the computer is functional. The GM may wish to give the power plant a chance of blowing up if it's used at high power for any length of

time; this would be worth a $+1\frac{1}{2}$ Limitation on the 24 pts. above the 8. Cost: 24 pts.

Total Cost of Basic Headquarters: 430 pts.

This leaves 270 points available to the Claw for use in purchasing the latest in optional accessories. Recommended equipment includes:

- 16 fanatical servants at a base cost of 60 points. Cost: 90 pts.
- 1 +3 Medical Laboratory. Cost: 4 pts,
- 1 High-Range Radio receiver. Cost: 5 pts.
- 1 set of TV/Radio Broadcast equipment. Cost: 3 pts.
- 1 Arena of Death. Cost: 130 pts.
- 1 General Information Library +4. Cost: 5 pts.

LEVEL 1:

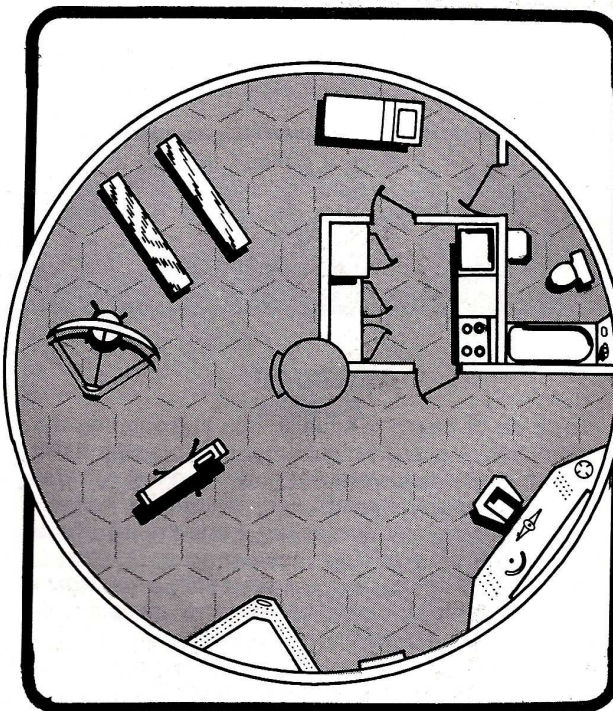
THE AERIE OF THE CLAW

This level originally housed the observation/bridge platform of the navigation crew. When the Claw took control of the ship and brought it to Earth, he ripped out the unnecessary interior and put in plush carpeting to transform it into his living quarters.

The Claw is fond of the stars; he has several different telescopes, and quite often opens a section of the top of the dome to do star-gazing. He has a small private library consisting of astrological and mystical tomes written in many languages, most of which are unknown on Earth.

There is a concealed hatch which leads to a drop-chute to the secret escape route on Level 6.

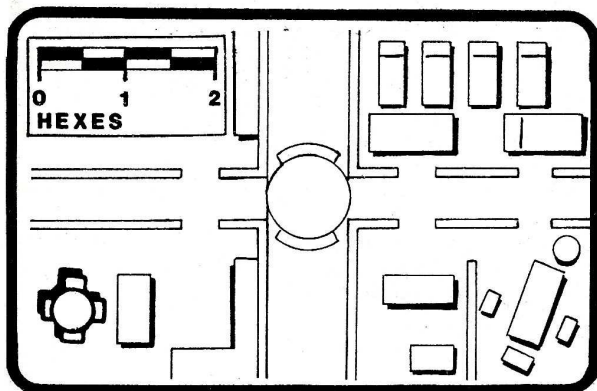
The Central Access Core contains an elevator platform which connects Levels 1, 2, 3, and 4. It takes one segment to move the platform from one level to another.



LEVEL 2:

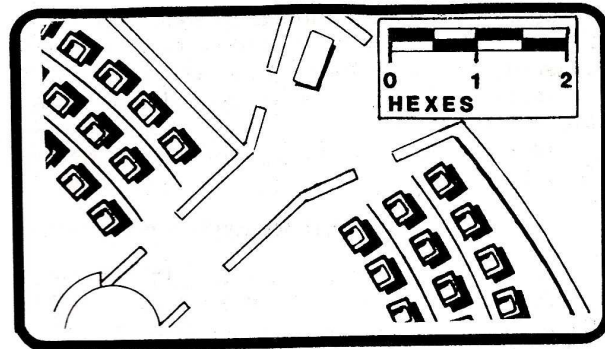
LABORATORY/HOSPITAL AREA

This level originally housed the science section. Most of it has been sealed off, but two laboratory areas and a first-aid station adjacent to the central access core remain open. The rest of the level might contain some interesting devices or specimens upon which the GM might draw for a scenario. Almost anything could be stored here; this was an inter-dimensional exploration ship, after all.

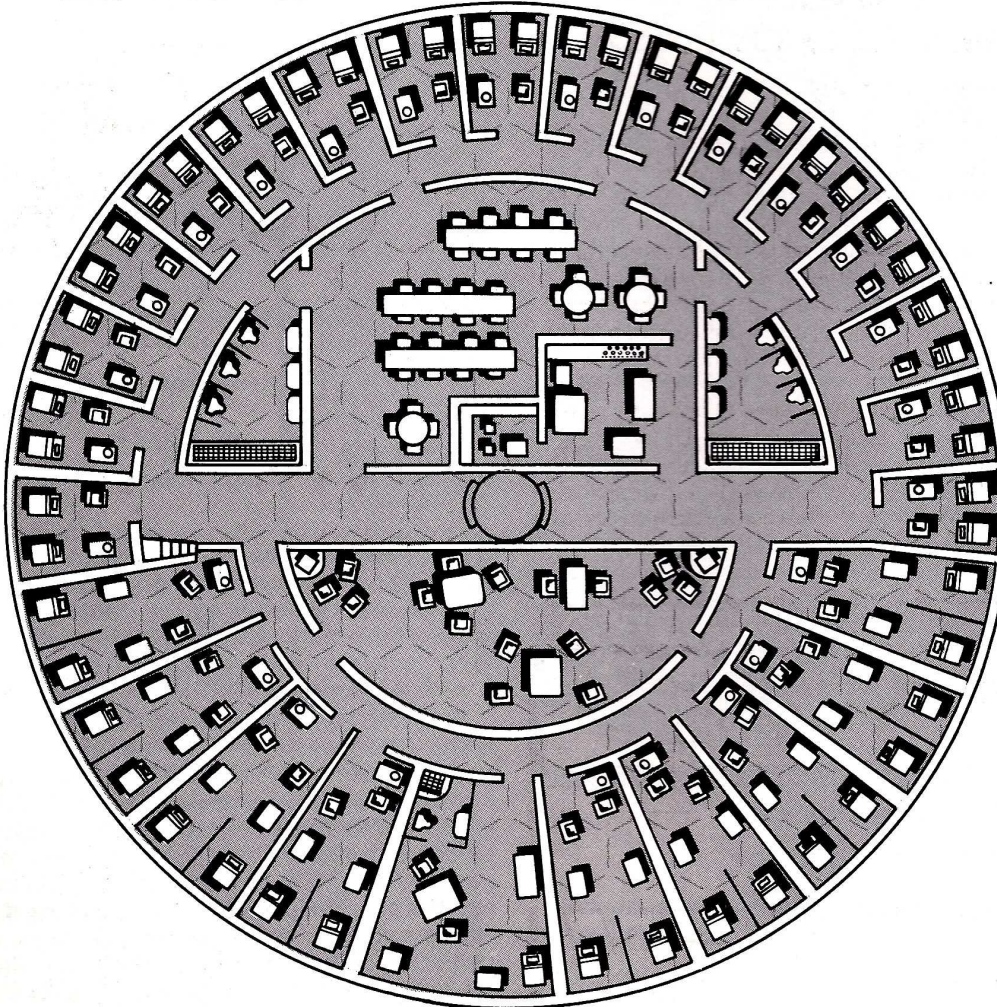


LEVEL 3:**RECEPTION AREA/VEHICLE STORAGE**

This is the ground level. A large reception area complete with attractive receptionist has been put in adjacent to the main entrance. There are three conference rooms: two small, one large. The rest of this level is used for vehicle storage. The hull can be opened to accommodate any vehicle smaller than ten feet in height.

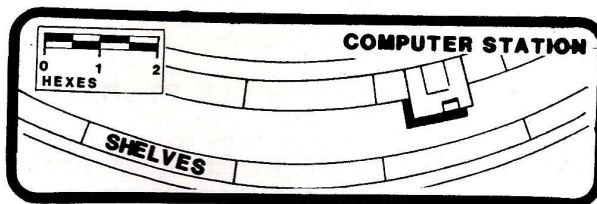
**LEVEL 4:****LIVING QUARTERS**

This was the crew level, designed for a total of 53. The small rooms were built to house two crew, the larger rooms two officers each. There is also a Captain's suite.



LEVEL 5: LIBRARY

The perimeter of this level contains a larger reference library. It has been sealed off, but the Claw will allow access on request.

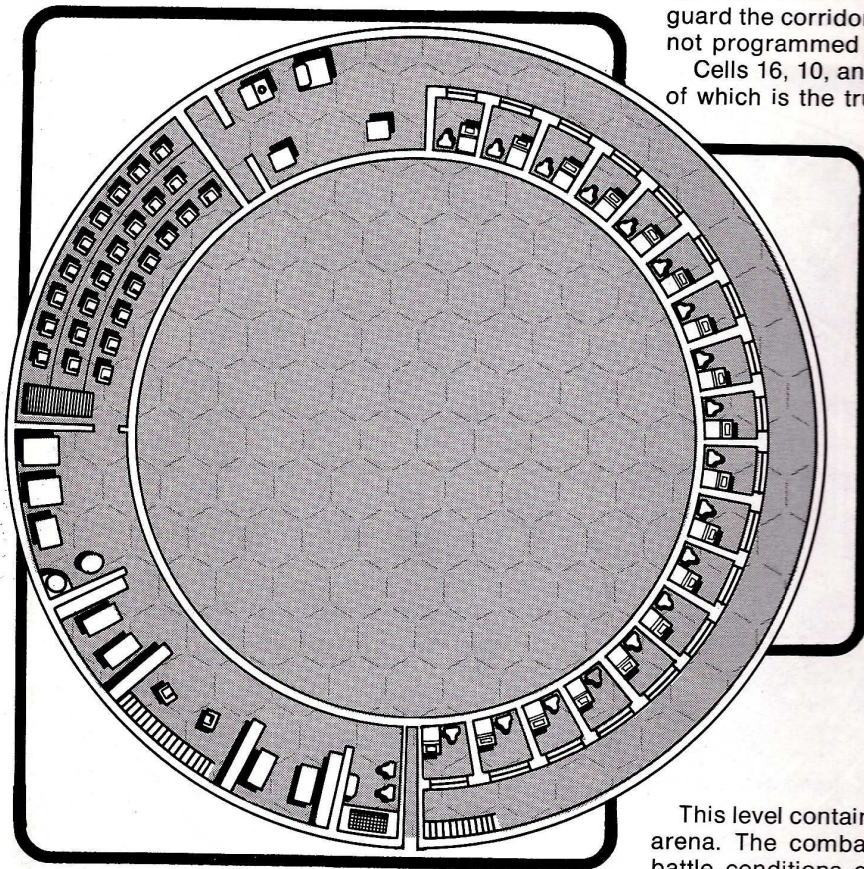


LEVEL 6: OBSERVATION DECK/CELLBLOCK

This level contains a locker-room not at all dissimilar to the type found at high school gymnasiums. It also contains an observation deck from which action in the combat arena can be watched.

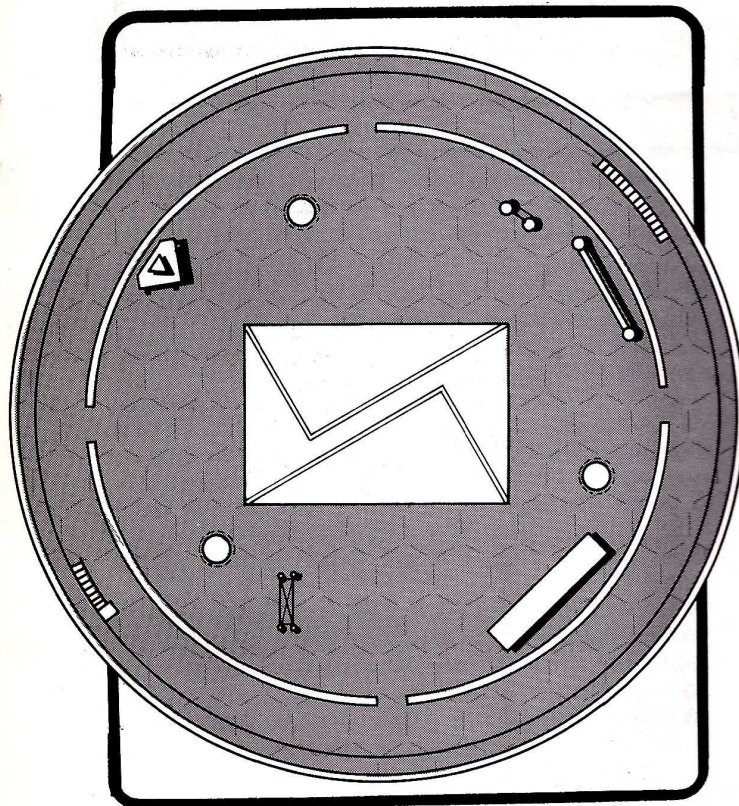
This level also contains 18 holding cells modeled after the cells in Stronghold. Servants of the Claw guard the corridor. They will attack anything they are not programmed to ignore.

Cells 16, 10, and 4 contain green globes, only one of which is the true Eye of Azog.



LEVEL 7: ARENA

This level contains a running track and the combat arena. The combat arena is designed to simulate battle conditions or to serve as a functional gymnasium. Various types of weaponry can be installed in the wall, floor or ceiling; obstacles can be put in at practically any point. Weapons can be set to be triggered by proximity, by movement, by heat, or by any number of conditions. The arena complex is controlled by computer in the observation deck, but this primary input can be overridden by the Claw from his Aerie, or from a hand-held relay device on a 14 or less.



The most effective way to cost out the Arena of Death is to consider it as a Gadget Pool with a +1 Headquarters Limitation. If the points spent for the Arena total 130 actual points, this produces 260 pts. for use in the arena. With these 260 pts., the GM can provide the Arena with weaponry and defenses suitable to the heroes who may be obliged to compete in it.

The GM should note also that these 260 points may be used to buy specific defenses for the entire base. A 2D6 Ego Attack which works every segment against meat-creatures (i.e., humans) and which covers the entire base would cost 20 pts. times the ACM for 1100 hexes, with whatever Focus Limitation is appropriate (say, maybe an OIF for $+1\frac{1}{2}$). The total cost for that weapon would be 22 pts. Skill levels may be bought for the computer with part of those 260 pts., to give the computer the ability to handle specific weaponry.

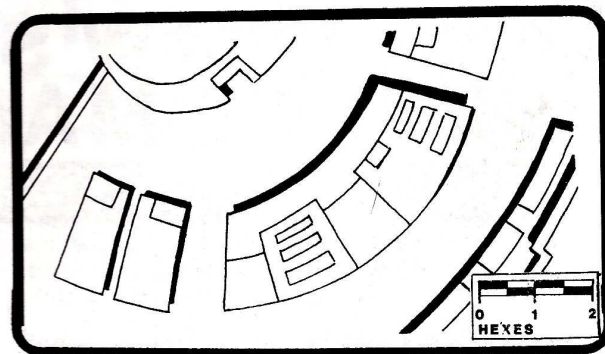
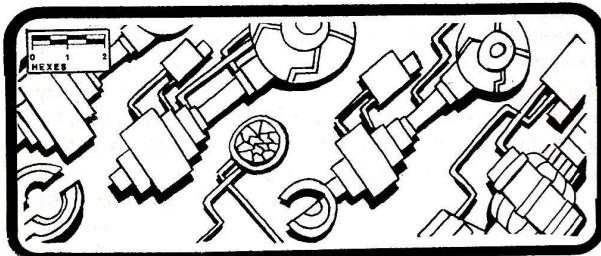
The fact that these points are in a Gadget Pool means that the Claw can pick and choose weaponry appropriate to the enemy he happens to be fighting. This fact should be used by the GM to make it difficult for a hero to win in the Arena, but not impossible.

Note that these points are also used to power the cells in the cellblock. If too many prisoners require special-power measures, the Arena grows less versatile.

A prisoner can be dropped into the arena from a holding cell by triggering the cell floor to collapse. This drops the prisoner down a small chute into the arena level. (A clever character may deduce that the floors of the cells holding the globes may be opened in the same way).

LEVEL 8: COMPUTER

The computer command complex is on this level, which has been sealed off by the Claw. Terminals are available on the library level, in the Claw's quarters, and on the laboratory level, as well as in the captain's suite. Specific control stations that do not ordinarily allow input are available throughout the ship. Ordinary information can be obtained from the computer with a Computer Programming Roll. More important information will require a Computer Programming Roll at some minuses.



LEVEL 9: GENERATOR

This level houses the power generators and the inter-dimensional drive.

There should be *something* guarding the two lowest levels.

THE EMERALD EYE OF AZOG



The Eye and the two fake eyes are all guarded with a 6D6 primal/cosmic Energy Killing Attack which activates on contact. Anyone who survives the initial contact with the Eye will take no further damage from touching the Eye unless a long period of time passes between contacts.

A character who somehow manages to take possession of one of the fake Eyes will gain 50 extra Power Points to be used to increase Characteristics or Powers in a manner consistent with the original conception of the character. The corresponding disadvantage of possessing one of the fake Eyes is that the whereabouts of the character will be known at all times by the Crimson Claw's secret masters.

A character who somehow manages to take possession of the true Eye of Azog will gain 100 extra Power Points to be used to increase Characteristics or Powers in a manner consistent with the original conception of the character. The corresponding disadvantage of possessing the Eye is that the Claw's secret masters will see and know everything that the character sees and knows and may at any time take full possession of the character, using him to open a dimensional portal to Earth.

Note that only a human being is capable of using the true Eye, while any character (who is not a robot) may use one of the fakes.

Some of the extra Power Points *should* be used to give a character (who does not already have them) rudimentary psychic abilities, including at least 10 points of Telepathy (the Power Limitation Inobvious Inaccessible Focus may be applicable for some of the extra abilities granted by the globe). The reason for this is that the Eye is designed to be a mental communications device.

When the Eye or a fake comes into the possession of a character, it can be made to follow him around invisibly in a desolidified state. The orbs can be damaged if attacked, but will regenerate at a rate of 2 points per segment unless "killed." The Eye has a DEF of 10 and a BODY of 10 (20 to "death"). The fake Eyes have a DEF of 5 and a BODY of 5 (10 to "death").

Focus Limitations can be taken on powers drawn from the globe. A power which can be used while the globe remains in an unsolid, invisible state will take the Inobvious Inaccessible Limitation. A power which can be used only if the globe becomes visible takes the Obvious Inaccessible Limitation. A power which can be used only if the globe solidifies takes the Inobvious Accessible Limitation. A power which can be used only if the globe is both solid and visible takes the Obvious Accessible Limitation.

THE CLAW'S SECRET MASTERS



Long ago in the days before men walked the Earth, the Claw's secret masters ruled the world. They long to do so again, but the power that banished them from this realm of existence set up barriers to prevent them from returning unbidden. The only way these Old Ones can come into this plane is if they are summoned from this side; and even then they cannot long remain unless there is some means by which they can bind themselves here.

The Crimson Claw is an unhuman spawn of these Old Ones, serving their wishes insofar as they coincide with his own. By binding the Eye of Azog to a mortal soul, the Claw intends to create a gateway.

The difficulty is that the gateway will be only as powerful as the power of the being who creates it. Hence *The Great Super-Villain Contest* has been designed to locate and corrupt a human being of great power.

If the Eye is captured, the GM should be prepared to use the GSVC as a springboard for a further scenario. At any time, the Eye of Azog may be used as a gateway to Earth for a demon-creature of up to three times the Power Point total of the super-character who possesses the Eye. The fake Eyes may be used as gateways for demon-creatures of up to twice the Power Point total. Only one such creature may pass through the gateway in any game-month.

SOME BACKGROUND ON THE CLAW AND THE DIMENSION SHIP

The Crimson Claw captured the dimensional exploratory ship when it stumbled into the dimension inhabited by the Children of Azog. By feeding on the life-forces of the crew (a power which the Claw does not possess in this reality), the Claw was able to gain enough psychic energy to bind himself to the ship. Wherever the ship is, the Crimson Claw will inevitably be drawn to it, even across dimensions.

But before the Claw was permitted to depart from the dimension of Azog, he was obliged to take with him the Eye of his father for the purposes outlined above. Once his task is complete, he will be free to go wherever his wanderlust may draw him.

If the ship is somehow captured from the Claw, the GM may wish to use it for some esoteric scenarios involving dimensional travel.

The GM should also be prepared to add detail to the ship as required.

THE SERVANTS OF THE CLAW

Lurking in the background, rarely seen by those villains who have chosen to participate in *The Great Super-Villain Contest*, are the shadowy servants of the Crimson Claw, who attend to his every need. The Claw never (well...almost never) leaves his hidden lair; when he desires something brought to him, his

servants are the ones who fetch it, sent out in four-servant groups.

But who are these servants? Why do they serve the Claw so devotedly and fanatically? The answer will startle and surprise the hero or villain who learns it and will provide a clue as to the true origin and motivation of the Crimson Claw himself.

The Nature of the Servants: The "servants of the Claw" are actually minor demons from the same dimensional reality in which the Crimson Claw was born. They have been given a semblance of humanity by virtue of spells which will remain in effect only so long as they are not rendered forcibly unconscious. If they should be knocked out, they will revert to their normal forms on a 14 or less, and become hideous, loathsome, slimy, tentacled monstrosities. They'll smell bad, too. In their normal forms, they will begin to decompose in a nitrogen atmosphere, burning up at a rate of 3D6 per segment; if this happens, the heroes had better act quickly if they want any questions answered — and even if they do, it isn't likely they'll learn very much; these are fanatics, after all.

The cost to the Crimson Claw of having these servants is 80 points — a 60 point base, +10 pts. for having four of them, +10 for their fanaticism (they're loyal to the death). If a servant is lost, the Claw can get another in 1-4 days, but this will require a return to his home dimension, and may give the GM an opportunity to run another scenario in which more information about the Claw can be revealed.

A GSVC SCENARIO SETTING



THE FIRST BURBANK BANK

Since its opening several years ago, the First Burbank Bank has been a favorite target of supervillain assault. Time after time, despite the best efforts of the costumed heroes of Burbank, villains have breached its defenses and absconded with the loot. Today, an underworld joke has it that you can't hit the big time until you've knocked over the FBB.

At last, the underwriters of the FBB's insurance policies put their collective foot down. Appropriate precautions had to be installed, or the bank would have to be closed.

The newly remodeled First Burbank Bank Building is scheduled for its grand reopening in just a few days — a few days into the first round of *The Great Super-Villain Contest*, that is. The new FBB is said to be a masterpiece of design engineering, with an ambience of safety cultivated to soothe and reassure its depositors that their money is secured by the most sophisticated and hard-nosed defenses possible. That's what the opening announcement flyer says, anyway.

Obviously, given all these precautions, the heroes of Burbank will expect the local villains to take the new FBB as a challenge to their ingenuity. It is more than likely that several heroes will show up incognito on opening day against the probability that the bank

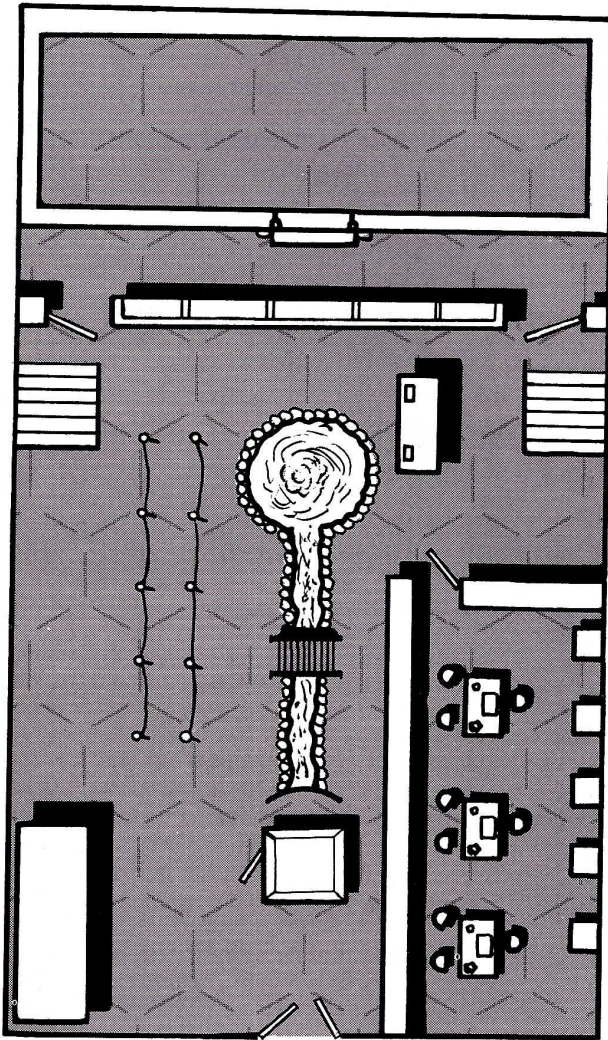
will be attacked. What an opportunity for an ambitious villain to earn some points in the Contest!

The bank's contents don't really matter (except to an exceptionally greedy villain); it's the fact that heroes will probably show up that matters.

GM'S NOTES

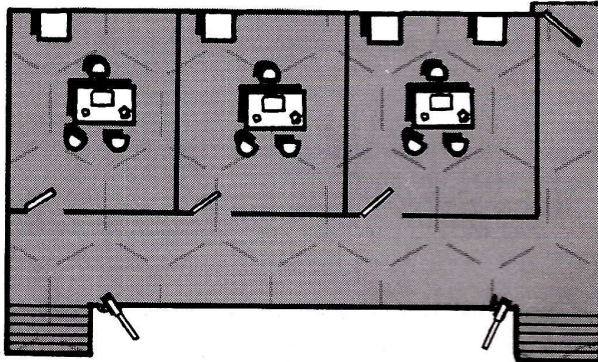
The gamesmaster is encouraged to balance this scenario carefully so that the power level of participating heroes roughly equals the power level of the villains. The bank is designed to serve more as an obstacle than as a help to the heroes, though it's likely to help the heroes more than villains.

Why an obstacle? The bank guards, though they're trained, are essentially unfamiliar with their new equipment, and are on edge, and are likely to be confused. Any guard who's in on the action will, on a roll of 8 or less, pick out one hero and attack thinking he's a villain. Bank guards are essentially normals, but with SPD 3 and 2 Skill Levels with their weapons.



THE BANK

The First Burbank Bank is built on two floors. Most of the upper floor is empty air; around the north, west and south walls are an observation walkway, and on the east wall, directly over the vault and minor offices, are the executive offices. The lower level houses the vault and all customer service operations.



There are three permanent guard stations. The foyer guard shack is a cubicle of transparent Questonite plastic (13 DEF, 7 BODY) imbedded in a reinforced concrete floor. The two doors leading into the cubicle can be opened simultaneously with four separate keys; the two guards within the shack must turn their keys in the interior locks within five seconds of the keys being turned in the exterior locks, or the doors will not open. The same operation must be done to lock the door or the door will not lock. Any one of the four locks can be figured out with a normal Security Systems Roll, but all four locks must be analyzed before the system could be breached.

There are guard on duty in the foyer shack 24 hours a day — even when the bank is closed. From this station, the guards can monitor the entire building, internal and external sensors alike. The bank is equipped with visual sensors, infra-red scanners, and vibration sensors. An impact of more than 2 BODY, Tunneling of more than 1" a turn, normal body heat, and visible movement will activate the monitors on any segment with a roll of 14 or less.

There are also monitors in the Bank President's office. Whenever there is anyone in that office, those monitors will activate under the appropriate conditions on an 11 or less, providing the bank with a double safety system.

There are two different weapons which can be used by the guards in the foyer shack. The guards each have laser hand weapons which can be fired thru the Questonite on a 14 or less for a 2D6 Ranged Killing Attack. Both of the weapons have 10 Charges. Also, mounted atop the Questonite plastic is a small metal housing containing a spray of noxious gas, 4D6 NND (Defense is 10 pts. of Life Support) which can be used at range or to cover the area within four hexes of the cubicle; there are 6 Charges of the gas.

The cubicle is fully self-contained, with a recycling air supply which provides 10 points of Life Support.

In addition to the visible camera mounts, there are cameras cleverly hidden in the stylish rock waterfall centerpiece of the foyer. These cameras can be locked onto an object to track its movements, and the zoom lenses allow the observant guards to notice small details which would not otherwise be visible to them. These cameras operate on a different system from the visible cameras, and so will not be taken out by measures that would neutralize the others.

There are usually five tellers at their stations. All are trained in the use of small arms (1 Level w/all guns), but are otherwise normal. Each tellers' station is equipped with a "mercy bullet" pistol (4D6 STUN only, 6 Charges).

Three security guards roam the bank, two on the foyer level, one on the upper level at all times. These

guards are also equipped with "mercy bullet" pistols.

Mounted on moveable rails along the upper-floor guard rail are two heavy machineguns (2½D6 Ranged Killing Attack, Autofire, 120 Charges), each manned by a security guard wearing a flak jacket (+8 PD, +8 ED Armor, Act. on 11 or less). These can be maneuvered to cover any position in the bank except directly below the upper floor.

If all else fails, the President of the bank can, from his office, trigger the FBB Water-Jet Spray! This device causes the waterfall to blast apart, sending debris in all directions (Roll 8 or less to hit anyone anywhere in the bank; does 6D6 normal damage). After that, a constant barrage of water (6D6 each segment, knockback only) will keep most people off their feet until the police can show up.

In all other respects, the FBB is a perfectly normal banking facility.

THE IMPORTANCE OF SUB-PLOTS OR HOW TO KEEP THEM COMING BACK FOR MORE

In the comics, as in real life, things do not necessarily have a clear and well-defined beginning or end. Events which seem to be of little importance at the time that they occur may in fact be related to some larger scheme which will soon explode in the hero's face; conversely, the defeat of some megavillain's master plan doesn't imply that there won't be loose ends left dangling.

In a well constructed *Champions* campaign, the Game Master should see to it that a player who wants to follow up on seemingly trivial — but annoying — events is able to do so. The payroll robbery in which a common thug whipped out a teleportation blaster and dispatched the hero into the middle of an extradimensional war may well have been more than a simple payroll robbery. A string of minor thefts at chemical plants may be indicative of a scheme to blackmail the country with ultraincendiary devices. And who's to say that when a hero cracks a case, he's *really* cracked the case; the competent supervillain will always be willing to sacrifice non-essential lackeys in order to protect his true plans.

A player who shows initiative in seeking out the forces of evil, who thinks he sees a pattern in otherwise unimportant events, who suspects that there may be more to a scenario than meets the eye should be rewarded for his perception by having his suspicions be *true* upon occasion. Or maybe even most of the time.

In a good *Champions* campaign, the Game Master should see to it that loose ends come back to haunt players who have a habit of ignoring the obvious. The robot guard that was smashed in the beginning of the scenario may turn up five scenarios later in the hands of a completely different villain. The master villain may, even at the moment of his defeat, succeed in pushing a button which doesn't seem to do anything...at the time.

The importance of developing sub-plots in the midst of otherwise unrelated adventures cannot be underestimated. If a player thinks he's witnessing something important unfolding gradually under his nose, then he's going to be very interested in seeing what happens next. Don't disappoint him. A long-term scenario such as *The Great Super-Villain Contest* should begin slowly, with its various elements introduced briefly and gradually until there's enough background developed to enable it to dominate the plot of several successive scenarios.

The theory behind successful sub-plotting can be applied to any large, complicated scenario to avoid the problems inherent in presenting such a scenario to your players full-blown. The steps are simple:

1) Introduce the sub-plot as a peripheral element. In the case of the *GSVC*, one obvious device is to have a hero's arch-enemy — his Hunted — pop up in the middle of a scenario in which he has no business popping up. ("Good lord! It's the Wingless Gizzard! What are *you* doing here?" "Ha-ha-ha, Galooper! Wouldn't *you* like to know?" Ka-powie!)

2) Drop clues that there's more to the peripheral element than appears on the surface. ("Ha-ha-ha! I've defeated you at last, Galloping Galooper!" "Only because you sandbagged me, you chortling fiend!")

"Consider yourself lucky that your death is not called for, Galooper! We may yet meet again before this business is over!")

3) Be patient; don't worry about how long it takes for the players to get the idea that something's going on. Continue to use the long term scenario to enhance unrelated scenarios until the time is *right* to move on to the meaty part of it. ("Galooper, do you think something is going on?" "I'm not sure, Condor. In the past few days I've been attacked for no reason by the Gizzard, the Annihilator, and the Cosmic Meat-Hawk, and they all babbled something about a contest being underway." "But the Cosmic Meat-Hawk's *my* enemy." "Yes, I know. Odd, isn't it?")

4) When the time *is* right, don't hesitate! The worst thing you can do is to drag a scenario out endlessly. When the stage is set for *The Great Super-Villain Contest* to begin in earnest, leap forward into it!

But you should be no means limit your long-term scenario ideas to matters dealing solely with the GSVC. A long-term scenario need not be of earth-shaking importance to be interesting and successful. An example of a long-term scenario which was highly successful when played is presented below, to assist you in the development of your ideas:

ONE YEAR AGO in a battle in his hidden underground laboratory, the evil genius, Professor Pythias Pomegranate, was accidentally slain when he was knocked back into the power generator for his amazing Ubermachine with which he created supervillains for the notorious Thugmaster. There was no doubt of Pomegranate's death; his body was a charred husk, and there were no vital signs. The super-heroes took the surviving villains into custody, and left the body for the coroner.

TWO MONTHS LATER rumors of another Ubermachine in operation in the Denver area brought super-heroes into conflict with Professor Pomegranate's twin brother, Damian! Until his brother's death, Damian had been little more than a chemist at a Denver drug store. Now, filled with hatred for what the heroes had done to Pythias, Damian has offered his services to the Supreme Underground Science Headquarters International, and has succeeded in duplicating his brother's greatest invention. Damian is captured and brought to trial.

IN THE MEANTIME a brain surgeon in the Denver area is kidnaped by villains with powers suspiciously similar in type to those powers previously granted by the Ubermachine. The heroes track down and capture some of the villains who staged the kidnaping, but of Doctor Brian Hughes there is no trace. No ransom note is received.

AFTER THE TRIAL, much to the disgust of the heroes who captured him, Doctor Damian

Pomegranate is released upon the Denver District Attorney's declination to conduct a second trial after the first produced a hung jury. The heroes suspect that Pomegranate has used subtle mental manipulations to influence the jurors, but are unable to prove it.

IN SEVERAL LOCATIONS ACROSS THE COUNTRY animals are stolen from zoos. In the Los Angeles area, a group of intelligent animals who operate out of the Griffith Park Zoo becomes directly involved when an attempt is made to kidnap the Gorilla.

THE TRAIL OF THE GORILLA leads to Denver(!) where the heroes burst in just in time to prevent a surgical team from removing the Gorilla's brain. The surgical team consists of members of SUSHI, but they know nothing beyond the specific instructions they were given to deliver the Gorilla's body to a Chicago-area headquarters.

UPON RECEIVING THIS NEWS it occurs to one of the heroes involved in the adventure of one year before that something bizarre is afoot. He gets a court order to exhume the body of the late Prof. Pomegranate, and discovers that while the charred corpse is there, *the brain isn't!*

REALIZING AT LAST what the Game Master has been up to for the last twelve months, the heroes stage a full-scale assault on SUSHI's Chicago headquarters to prevent the resurrection of Pythias Pomegranate! But the GM has a zinger left to pull: Brian Hughes *wants* to perform this brain transplant operation; he is bound by his Hippocratic oath to preserve life, and Pomegranate's brain, at least, is still alive. After battling their way past the forces of SUSHI and the various villains created by the Ubermachines, the heroes must then resolve a moral dilemma. With Damian Pomegranate there to accuse them of murder if they fail to allow Hughes to proceed, the heroes grudgingly allow the operation, then take everyone into custody.

STILL TO COME: Though alive and housed in a new living body (which, rest assured, had suffered brain death before Hughes would consent to the transplant), Professor Pomegranate remains in a comatose state in a prison hospital, under heavy guard. But there will come a day when Pomegranate awakens, and then the world may face the dire threat of his intelligence anew when the Resurrected Man strides the earth!

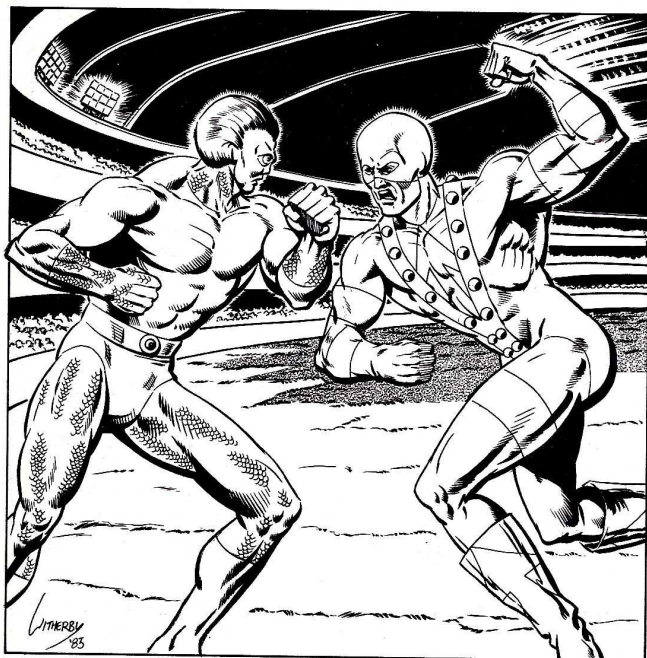
The Great Super-Villain Contest is designed for use as a long-term scenario. Its use as a vehicle for creating sub-plot elements in unrelated campaign scenarios is limited only by the creativity of the Game Master. The GM should feel free to use it as best suits his purposes, and should feel free to use it with long-term scenario ideas of his own.



THE VILLAINS

SUPERWORLD CONVERSION NOTES

Converting characters from *Champions* to *Superworld* was a bit tricky. As a rule, the *Superworld* characters have very few skills. Use the previous experience rules to flesh them out in your game. I felt that the characters should match their *Champions* counterparts; accordingly, a great deal of experience was awarded to balance the point totals. Great pains were taken to reproduce the villains with all the advantages and restrictions on their



powers. Because of the differences between the systems, this leads to some odd combinations. The radius explosion for Annihilator, the linked abilities of Microwave and the size changing of Wee Willie are all rough spots where the systems didn't exactly correspond. All the other characters worked fine, though they are a pretty tough group for an average *Superworld* game. Please cut down damage or defenses where you need to, so that the villains will fit with your campaign.

The following general rule can be used for converting items from *Champions* to *Superworld*:

<i>Champions</i>	<i>Superworld</i>
DEF	— 2x Resistance
BODY	— Hit points

This system will produce objects that are a little easier to break on the low end and tougher on the high end. *Superworld* hit points should be thought of as weight and structural toughness as well as raw size. This accounts for some small items with reasonably high hit point totals for their size. Destroying all the hit points of a large item means opening a man-sized hole in it. As an example, some of the items in this adventure are listed below. Any others you need can be taken from the formula above.

Item	DEF/BODY	RES/Hit Points
Normal Wall	3/ 3	6/ 3
Ship Hull	20/20	40/20
Eye of Azog	10/10	20/10
Fake Eye	5/ 5	10/ 5

My thanks to Steve Perrin and George Mac Donald for all the help in getting a conversion system started. It makes cooperative efforts like this possible.



THE CRIMSON CLAW

Origin: The Crimson Claw comes to Earth from an alien dimension far beyond the limits of our reality. He serves a power that ruled mankind in its infancy, and seeks to rule it again. To that end, the Claw has been sent forth to learn the extent of the opposition his masters might face, and to neutralize it as best he can.

Powers: The Claw's alien physiology renders him all but immune to physical damage on this plane of existence. In a way, the Claw is not totally real in our dimension, and so is less affected by forces originating here. The Claw's vast mental powers make him a formidable threat even to those beings mere physical force cannot overcome.

Motivation: While the Claw serves his masters well, he is much more than a mere servant. If he could claim the power of the Emerald Eye, he would — but since he is not human, he cannot. What he seeks is a weak-willed human of power who can be controlled or guided into paths that suit his own purposes as well as the purposes of his masters. If all goes well, the power of the Emerald Eye will be used to prepare a path for his masters to return to their ancient domain.



Champions

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
35	STR	25	80	Multipower — 80 pts.	25		Hatred of
30	DEX	60	8	8D6 EGO Attack	16		Humanity
10	CON	0	8	16D6 Mind Control	16	8	Paranoia
10	BODY	0	40	4D6 HKA	12	5	Megalomania
25	INT	15	15	½ Damage Resistance		15	3D6 Unluck
30	EGO	40	50	Regeneration —		15	Unusual Looks
30	PRE	20		5 BODY per REC			on 14 or
2	COM	-4	5	Stealth 14 or less			less
75	PD	68	5	Computer Program-		20	Overconfidence
70	ED	68		ing, 14 or less		10	Public Identity
8	SPD	40	5	5 pts. Flash Defense	602		Villain Bonus
19	REC	20	15	Find Weakness on 12 or			
100	END	40		less w/Killing Attack			
35	STUN	2	20	Ego Defense			
			20	Life Support			
OCV: 10			15	Characteristic Defense			
DCV: 10			10	Lack of Weakness -10			
ECV: 10							
PHA: 2,3,5, 6,8,9, 11,12				OIF — Claw			



394 (CHA Cost) + 296 (Power Cost) = (Total Cost) 690 = Disadvantage Total

SERVANTS OF THE CLAW

Champions

VAL	CHA	Cost	Cost	Powers	END 100 + Disadvantages
8	STR	-2		EC (Intangibility) (Act. 14 or less)	20
14	DEX	12		Desolidification	1
8	CON	-4	47	1/8 END Cost	1
4	BODY	-12	23	Invisibility vs. IR, UV, X-Ray, N-Ray, at 1/8 END Cost	20
5	INT	-5	10	Danger Sense on 11 or less	15
6	EGO	-8	9	Stealth on 14 or less	10
10	PRE	0	5	Infrared Vision	
8	COM	-1	5	Disguise on 10 or less	
2	PD	0	5	1D6 Luck	
2	ED	0	5	Instant Change	
3	SPD	6	5	15 point Gadget	
4	REC	0	5	Hover-Scooter	
16	END	0			
12	STUN	0			
OCV: 5					
DCV: 5					
ECV: 2					
PHA: 4,8,12					

-14 (CHA Cost) + 129 (Power Cost) = (Total Cost) 115 = Disadvantage Total

Superworld

STR 13 - 5 = 8	HERO POINTS
CON 13 - 5 = 8	Characteristics 85
SIZ 8	Disadvantages 17
INT 13 - 6 = 7	Handicaps 52
POW 13 - 5 = 8	Experience 31
DEX 15	Available 185
APP 10	Used 185

SUPERPOWERS	Level	Energy	Hero Pts
Extra Hit Points: 10 pts.	5	0	5
Extra Energy: 30 pts.	3	0	3
Dangersense	11	0	22
Infravision	1	0	2
Gimmick Points	5	0	15
Fortune	5	0	5
Shape Change (Human Form)	1	1(A)	10
Reduced End Cost	9	0	9
(D) Missing Effect, reverts to true form when stunned 90% (1/3)			+6
Invisibility: Normal, Catseye, IR, X-ray	4	1(MR)	16
Reduced Energy Cost	7	0	7
(D) Failure Chance 10%			+2
Insusbtantiability: KI, EL, and RAD	3	1(MR)	60
Reduced Energy Cost	23	0	23
(D) Failure Chance 10%			+2
Flight:	1	4	4
Reduced Energy Cost	4	0	4
Vulnerable Device, (D) Hoverscooter (1/2)			+4
(D) Missing Effect, (D) Cannot Climb (1/3)			+3
Skills: Disguise +49%, Hide +30, Move quietly +30%	17		17
Low Characteristics			+21
Special Vulnerability: 2D6 from Nitrogen when in true form	2	0	+6
Psychosocial Problem: Contempt for humans			+5
Psychological Problem: fanatically loyal			+15
Psychosocial Problem: alien culture			+5



DAMAGE BONUS: 0 MOVE (m/AR): Walk 6m; Run 12m; Flight 60m ACTION RANKS: 15/5

WEAPON	ATTACK	DAMAGE	PARRY	RANGE	ENERGY
Fist	50%	1D3	50%		
Weapon	50%	-Var-	30m		

PROTECTION: Insusbtantiability vs. KI, EL and RAD.
HIT POINTS: 18

ENERGY: Personal (2) 46

SKILLS: Disguise 54%; Hide 55%; Move quietly 55%

SPECIAL NOTES: Each servant is equipped with a hover scooter and one of the following gimmicks from his gimmick pool.

GIMMICKS	Level	Energy	Hero Pts
Snare:	8	32	32
Energy Battery (120)	12	0	12
(D) Vulnerable Device: Weapon (1/2)			+22
(D) Limited Uses 4 Times			+10
(D) Failure Chance 45%			+9
Energy Projection: Sonic Radiation	4	16	16
Radius Effect	4	4	4
Energy Battery: 80	8	0	8
(D) Vulnerable Device: Ultrasonic Whistle (1/2)			+13
(D) Limited Use 4 Times			+3
(D) Failure Chance 45%			+9
Reduction Recharge Rate	5	15	15
Energy Battery 60	6	0	6
(D) Vulnerable Device: Enervator Gun (1/2)			+10
(D) Failure Chance 45%			+9
X-Ray Vision	2	0(MR)	6
Reduced Energy Cost	2	0	2
(D) Vulnerable Device, Goggles (1/2)			+4

ANNIHILATOR

Champions

VAL	CHA	Cost	Cost	Powers	END 100+	Disadvantages
10	STR	0	135	Multipower — 135 pt. Reserve		30 Hunted by Hero Group 8 or less
17	DEX	21				30 Hunted by Hero Group 8 or less
30	CON	30	4	6D6 RKA, Explosion (Only vs. inorganic objects, 4 Charges)	0	15 Hunted by Hero Group 8 or less
13	BODY	6				13 Hunted by the FBI 11 or less
10	INT	0	6	4D6 HKA	6	20 Hatred of heroes who use gadgets
11	EGO	2	4	4 Levels Density Increase	4	20 Overconfident
15	PRE	5	3	3½ D6 Absorption — Electricity		10 Enjoys killing heroes
8	PD	6	20	+12 PD, +12 ED Armor (Act. 14 or less)		5 Dislikes gadgets
8	ED	2				10 Public Identity
4	SPD	13	7	10 pts. Life Support		20 Berserk 11 or less, when opponent is down, Recover 11 or less Villain Bonus
8	REC	0	15	½ END Cost — HKA		
60	END	0	10	½ END Cost — DI		
74	STUN	41	9	3 Levels w/HKA		
OCV: 6				1 OIF — Costume	67	
DCV: 6				2 OIF — Face Mask		
ECV: 4						
PHA: 3,6,9,12						
127 (CHA Cost) + 213 (Power Cost) = (Total Cost) 340 = Disadvantage Total						

Origin: When his brother was accidentally slain by a hero's malfunctioning gadget, Gerald Sloane swore to avenge the death by annihilating all super-heroes in general, and gadget-laden heroes in particular. Since then, he has devoted himself to his own bizarre concept of "Fair Play", seeking out such heroes wherever they may be found.

Powers: The Annihilator's unique body chemistry enables him to absorb energy and release it in the form of a blast that destroys the molecular bonds of metallic substances. He can also utilize this energy to increase the density of his body and to channel a potent killing attack to his fists.

Motivation: The Annihilator is interested in *The Great Super-Villain Contest* solely for the opportunity it provides him to locate and destroy gadget-laden scum. Were he to succeed in capturing the power of the Emerald Eye, he would use it to continue his campaign of annihilation.

STR 13	HERO POINTS				
CON 16 + 8 = 24	Characteristics 103				
SIZ 16 (52)	Disad/Handi 135				
INT 13	Experience 7				
POW 17	Available 245				
DEX 14 + 4 = 18	Used 245				
APP 15					
DAMAGE BONUS: 1D6 (5D6) MOVE (m/AR): Walk 6m; Run 12m					
ACTION RANKS: 18/8					
WEAPON	ATTACK	DAMAGE	PARRY	RANGE	ENERGY
Explosion	60%	12D6	—	30m	48
Fist	65%	1D3 + 5D6	65%	—	15
PROTECTION: Absorption 24 pts. Electrical; Armor 12 KI/10 EL/10 RAD 10% failure chance.					
HIT POINTS: 44 (58)					
ENERGY: Personal (8) 239					
SKILLS: Fist +15%					
SPECIAL NOTES: Annihilator's explosion becomes progressively less effective: 9D6 at center, 8D6 at 2 meters out, 7D6 at 4 meters out, etc.					



Superworld

SUPERPOWERS	Level	Energy	HeroPts
Super Characteristics	12	0	12
Extra Hit Points	12	0	12
Energy Supply: (39) + 200	20	0	20
Recharge Rate: +4	4	0	4
Armor 12 KI/10 EL/10 RAD	32	0	32
(D) Failure Chance: 10%			
(D) Vulnerable Device: Costume (1/6)			+7
Absorption: Electrical Energy, Converts to Energy supply	12	0	36
Skill: Fist +15%	3	0	3
Adaptability vs. Underwater, Poison Gas	2	6(A)	6
(D) Vulnerable Device: Face Plate (1/3)			+2
Super Size: Weight Only	12	12(A)	12
Energy Projection: Kinetic	8	24	24
Reduced Energy Cost	12	0	12
(D) Missing Effect: No Range (1/3)			+12
Energy Projection: Radiation	9	27	27
Radius Effect	45	45	45
(D) Missing Effect: Inorganics only (1/2)			+36
(D) Limited uses: 4			+20
(D) Radiation loses 1D6 of potency each 2 meter Radius from center (1/3)			+15
Personal Problem: Hunted by Hero Group			+10
Psychosocial Problem: Berserks when opponent is down			+15
Psychosocial Problem: Pathological hatred of heroes			+10
Psychosocial Problem: Overconfident			+5
Bad Habit: Destroys Gimmicks of all kinds			+3

BROTHER BASILISK

Champions

VAL	CHA	Cost	Cost	Powers	END	100+	Disadvantages
20	STR	10	120	Stoning Powers: Two Powers as one Attack. (Act. 14 or less, Won't work if blinded, Power Battery x6 (288)	48	30	Hunted by Burbank based Hero group on 8 or less
17	DEX	21		12D6 NND (Force Field) + 12D6 Entangle, DEF 12 (Single target only)		30	Hunted by Mutant Villain group on 8 or less
20	CON	20		1/2 Damage Resistance		15	3D6 Unluck
12	BODY	4		4 Levels w/Stoning Powers		10	Unusual Looks
13	INT	3				20	Villain Bonus
11	EGO	2				20	Hatred of normal people
13	PRE	3				20	Likes to keep his victims around
4	COM	-3				8	Code vs. killing
33	PD	29	15			5	Hunchbacked
27	ED	23	12			20	2x Stun, 2x Body from sonic attacks
4	SPD	13				20	Takes Stun from Flash Attacks (Treat as normal attack)
16	REC	16					
40	END	0					
32	STUN	0					
OCV: 6 DCV: 6 ECV: 4 PHA: 3,6,9, 12							
141 (CHA Cost) + 147 (Power Cost) = (Total Cost) 288 = Disadvantage Total							



Origin: Brother Basilisk was first encountered living in the crypt of an abandoned church cemetery. When he was evicted from the property, he disappeared. Before long, several of the statues in the crypt turned into living, breathing human beings, and the authorities realized that they had been close to capturing a real-live mutant. Since then, Brother Basilisk has surfaced on several occasions, always working for someone else, and using his eye beams on the side of evil.

Powers: With but a glance, Brother Basilisk can unleash potent beams of energy capable of transforming organic materials into a stone-like substance. This is run as a Body-draining attack, with the special effect that a victim is turned to stone (Entangled and unconscious) if BODY is drained to zero or below. Body pips are recovered at a normal rate unless BODY has been drained past the "death" level, in which case pips are recovered at a rate of one per hour.

Motivation: Despite his strange appearance, the Basilisk's soul is the soul of an artist. He is a skilled sculptor and painter, living solely for the peace of mind his artistry gives him. Yet, because of his appearance, he has been hounded by normal people until, at last, he has decided to strike back at the world by using his mutant abilities in the service of evil. Were he to succeed in capturing the power of the Emerald Eye, his hope would be that he could use it to find the peace he so desires.

Superworld

STR 13 + 9 = 22	HERO POINTS
CON 12 + 6 = 18	Characteristics 99
SIZ 14	Disad/Handi 22
INT 15	Experience 4
POW 15	Available 125
DEX 16 + 2 = 18	Used 125
APP 14	
SUPERPOWERS	Level Energy HeroPts
Super Characteristics	11 0 11
Extra Hit Points: +32	16 0 16
Energy: +180 pt	18 0 18
Recharge Rate: +5	5 0 5
Gas Projection: causes sleep 5D6	5 15 15
Snare: 5D6	5 15 15
Combining Snare and Gas Projection	1 0 2
(D) Missing effect: attack won't work while Brother Basilisk is blinded	+4
(D) Failure chance: 10%	+2
Resistance: 20 KI/20 EL/20 RAD	12 0 36
Skills: +10% Fist, Sculpting 75%	7 0 7
Added Damage from sonic attacks	1 0 +3
Bad Luck	6 0 +6
Physical Disability: Hunchbacked	0 0 +5
Bad Habit: Dislikes normal people	0 0 +2
DAMAGE BONUS: 2D6	MOVE (m/AR): Walk 6m; Run 12m
	ACTION RANKS: 18/8
WEAPON	ATTACK
Fist	60% 1D3 + 2D6
Stoning Gaze	90% Special
	PARRY
	60% —
	RANGE
	30m —
	ENERGY
	+6
PROTECTION: None.	
HIT POINTS: 48	
ENERGY: Personal (8) 33 + 180 Personal	
SKILLS: Sculpting 75%	
SPECIAL NOTES: Gas projection and snare act as a stoning gaze. The target appears to be a statue until he wakes up and breaks out of snare.	

THE DASH

Champions



VAL CHA CostCost Powers			END 100+Disadvantages			
10	STR	0		EC — Molecular Abil-	20	2x STUN from EGO
35	DEX	75		ities (2x END Cost)		Attacks
10	CON	0	40	1 25" Flight (Only in	10	20
10	BODY	0		contact with/surface)		Enjoys doing full
8	INT	-2	20	2 Invisibility to Normal,	12	15
8	EGO	-4		IR, UV and X-Ray Vision		Despises Mentalists
10	PRE	0	20	3 Desolidification — 8	16	30
12	COM	1		BODY/Phase		Takes 1D6 Normal.
9	PD	7	20	4 +20 PD, +20 ED	16	30
6	ED	4		Force Field		(NND) from taking
8	SPD	35	15	5 Levels w/Move-Thru		Energy Pills
4	REC	0	22	1 +100 END (6 Charges,	38	38
20	END	0		Can't be Recovered)		Hunted by Hero Group
20	STUN	0				8 or less
						Villain Bonus

Superworld

STR 12
CON 15
SIZ 13
INT 11
POW 11
DEX 16 + 15 = 31
APP 13

HERO POINTS
Characteristics 91
Disad/Handi 181
Experience 43
Available 318
Used 318

Origin: Armed with the power of his mystic amulet of speed, the Dash was once one of the most dangerous villains of all. However, the Dash was captured and his amulet was sent on a one-way trip to the sun. The Dash is still capable of performing amazing feats, but without the amulet his stunts leave him physically wasted after only a few seconds of action.

Powers: The Dash has almost total control of the molecules of his body. Through an effort of will, he can move at a tremendous velocity, make himself invisible, pass through solid objects, or generate a field of molecular energy about himself. His stamina can be boosted by the simple act of swallowing an endurance-boosting pill which raises a Reserve of Endurance of up to 100 points, but the pills must be used judiciously because each one does 1D6 of Susceptibility, body and stun, to the person who swallows it.

Motivation: The Dash went into the super-villain business not for the money, but for the fun. His greatest joy in life is sneaking up on a hero and smashing him at full speed from behind. He is not interested in the Emerald Eye, except for the excuse it provides him to go out looking for new heroes to fight. Were he to capture the power of the Eye, he would probably use it to try to get his amulet back.

SUPERPOWERS	Level	Energy	HeroPts
Super Characteristics	15	0	15
Extra Hit Points +10	5	0	5
6 Power Pills of 200 Energy Supply Each (D) Missing Effect, no recharge (+1/3) Limited uses 6: tablets of 200 energy, do 2D6 stun to use (+1/3)	120	0	120
Supermove	25	25	+114
Invisibility: normal, IR, X-ray Vision	3	13(MR)	25
Insusubstantiality vs. KI/EL/RAD	3	39(MR)	19
Defense: +11%	11	0	60
Force Field: 30 KI/12 EL/12 RAD (D) Accelerated Energy Cost	54	54(MR)	11
Skills: Smash Attack +45%	9		54
Added Damage: +3 pts per die from mental attacks	3		+7
Bad Habit: Hates Mentalists			9
Personal Problems: Hunted by Supergroup			+15
Psychosocial Problem: Funloving, Reckless			+6
Psychosocial Problem: Unreliable			+10
			+5

DAMAGE BONUS: 1D6 MOVE (m/AR): Walk 6m; Run 156m
ACTION RANKS: 31/21/11/1

WEAPON ATTACK DAMAGE PARRY RANGE ENERGY
Smash 70% +15D6 — — Movement

PROTECTION: 11% Defense; Insusubstantiality vs. KI, EL, RAD;
Forcefield 30 KI/12 EL/12 RAD

HIT POINTS: 14 + 10 = 24

ENERGY: Personal (3) 26 + 6 Batteries 200 each

SKILLS: None.

SPECIAL NOTES: On smash attacks, The Dash takes 1/2 the damage done.



Origin: Microwave is one of the dozen or so known super-beings created by the "Ubermachine" of Dr. Pythias Pomegranate before Pomegranate's untimely demise. Until the day she gained her powers, there was nothing special about her.

Powers: Microwave was given the abilities to reduce herself in height and to harness certain bands of the electromagnetic spectrum. The smaller she is, the more effectively she can emit her microwaves. At normal human size she can do a 1D6 NND microwave blast; for each level of Shrinking she applies, she can do an additional 1/2D6. She is also capable of Flight at her small size, and can bend light waves to make herself invisible regardless of size.

Motivation: Since Pomegranate's death, Microwave has been working mostly in the Phoenix area. There she encountered the Dash, took a liking to him, and has been involved with him ever since. The only reason she is part of the Claw's silly game is because the Dash is. Were she to capture the power of the Emerald Eye, she wouldn't have the vaguest notion what to do with it, though something would eventually occur to her.

MICROWAVE

Champions

VAL		CHA	Cost	Cost	Powers	END	100	Disadvantages
10	STR	0			EC Microwave Powers		30	Hunted by Phoenix
11	DEX	3	60	1	6 Levels Shrinking	1		Hero Group, 8
10	CON	0	30	2	Invisibility to IR,			or less
10	BODY	0			X-Ray, N-Ray, and		5	1D6 Susceptibility
13	INT	3			Radar, No Fringe	3		to high-energy sound
10	EGO	0	17	3	4D6 NND, Defense is		20	Irrationally cautious
7	PRE	-3			Armor or metal,			when energy projec-
14	COM	2			Fully Invisible ¹	4		tors are around
26	PD	19	20	4	20" Flight, only		20	Fear of flying when
7	ED	5			when Shrunk 6 levels,			Area Effect attack
5	SPD	29			at ½ END Cost	1		been used
4	REC	0	45		¼ END Cost Shrinking		5	Exhibitionist
20	END	0	30		¼ END Cost Invisibility		8	Has a crush on
20	STUN	0	10		½ END Cost NND			the Dash
							82	Villain Bonus
OCV: 4					1	These abilities are		
DCV: 4						based on size (+ ¼		
ECV: 3						Limit). At full size,		
PHA: 3,5,8,						1D6 NND, PD 2.		
10,12						+ ½D6 NND, + 4 PD		
						per level of Shrinking.		
58 (CHA Cost) + 212 (Power Cost) = (Total Cost) 270 = Disadvantage Total								

Superworld

STR 11
CON 15
SIZ 13
INT 14 + 3 = 17
POW 14
DEX 16 + 5 = 21
APP 13

HERO POINTS
Characteristics 96
Disad/Handi 50
Experience 0
Available 146
Used 146

SUPERPOWERS	Level	Energy	HeroPts
Super Characteristics	8	0	14
Extra Hit Points: 28 pts.	14	0	14
Micro-size: Shrink to Siz-2	16	4(A)	16
Reduced Energy Cost	12	0	8
Invisibility: Normal, IR, X-ray vision	4	1(MR)	4
Reduced Energy Cost	3		3
(D) Conditional use: must be Siz-1 or smaller (1/2)			+2
Flight	1	1(MR)	1
(D) Conditional use: must be Siz-1 or smaller			
Gas projection: 5D6, causes damage	5	5	15
Invisible Power effects	1	5	8
Reduced Energy Cost	20	0	20
(D) Missing Effect: no range (1/2)			+14
(D) Missing Effect: no area effect (1/2)			+14
(D) Conditional use: tied to size (1/2)			+7
Armor: KI 16/EL 16/RAD 16	48	0	48
(D) Conditional use: tied to size (1/2)			+8
Psychosocial Problem: Exhibitionist			+5

DAMAGE BONUS: 0

MOVE (m/AR): Walk 4m; Run 8m; Fly 40m
ACTION RANKS: 21/11/1

WEAPON	ATTACK	DAMAGE	PARRY	RANGE	ENERGY
Microwaves	90%	5D6	0	—	10

PROTECTION: 60% defense due to size, Armor KI 16, EL 16, RAD 16, Invisibility

HIT POINTS: 35

SKILLS: Normal

SPECIAL NOTE: Microwave can use 1D6 potency of her microwave beam at full size and no other powers. As she shrinks (per 4 Siz pts), she can use an additional 1D6 potency and 4 pts of KI, EL and RAD armor. She can use her flight and invisibility at Siz 1.

THE SHADOW QUEEN

Champions

VAL	CHA	Cost	Cost Powers	END 100+	Disadvantages
9	STR	-1	EC — Darkness Powers	20	2x STUN, 2x BODY from Light-based attacks
20	DEX	30	40 1 STR 40 Telekinesis	2	5 1D6 Susceptibility to Light energy
25	CON	30	20 2 4D6 Entangle, DEF 4	2	20 Falls madly in love at the drop of a hat
11	BODY	2	20 3 8 PD, 8 ED Force Wall	2	10 Fear of Thugmaster
8	INT	-2	30 4 3"r Darkness to normal, IR, UV and X-Ray Vision	2	5 Dislikes being a mutant
11	EGO	2	20 5 Desolidification — 8 BODY	2	35 Hunted by Hero Group 8 or less
10	PRE	0	64 1 1/4 END Cost — All Darkness Powers	30	Hunted by Villain Group, 8 or less
18	COM	4	15 N-Ray Vision (Only to see thru Darkness)	15	Hunted by Thugmaster Minions, 8 or less
10	PD	8	15 3 Levels w/EC	10	DNPC on 11 or less (Brother)
25	ED	20	5 Stealth 13 or less	8	Unusual Looks 14 or less, vs. women only
5	SPD	20	6 6 pts. Flash Defense	15	Secret Identity
10	REC	6	10 12 pts. Ego Defense	136	Villain Bonus
50	END	0	17 2 +11 PD, +10 ED		
30	STUN	1	27 Armor (Act. 14 or less) +40 PRE (only works vs. men)		
OCV : 7			1 IIF — Choker		
DCV : 7			2 OIF — Costume		
ECV : 4					
PHA : 3,5,8, 10,12					
120 (CHA Cost) + 289 (Power Cost) = (Total Cost) 409 = Disadvantage Total					

Origin: Jeanne Greene was student-in-training at the Thugmaster School for Thugs when her mutant powers over shadow first began to manifest themselves. Her abilities brought her to the attention of the Thugmaster himself, who took a liking to her and made her a member of his elite corps of villains. She served the Thugmaster well for a time, but it soon occurred to her that she could do far better for herself working on her own, so, when the opportunity presented itself, she betrayed her teammates to a group of super-heroes. Now, as the Shadow Queen, she works both sides of the law, helping out super-heroes at the same time she looks for opportunities to make a killing for herself.

Powers: The Shadow Queen is capable of solidifying shadow, projecting shadow, or merging with shadow. All of these powers can be used in a variety of ways. In addition, she has a devastating effect on men. Simply by walking into a room she can cause weak hearts to skip a beat. She doesn't understand why men react to her the way they do, but she takes advantage of it whenever possible.

Motivation: The Shadow Queen is not truly evil, but she is selfish and self-centered. If such a thing as this Emerald Eye really exists, then she sees no reason why she shouldn't have it. If she were to capture the Emerald eye, she would probably use it in an effort to figure out how her powers work.



THE SHADOW QUEEN

STR 8	HERO POINTS		
CON 16	Characteristics 93		
SIZ 14	Disad/Handi 153		
INT 11	Experience 81		
POW 13	Available 327		
DEX 14 + 7 = 21	Used 327		
APP 17 + 10 = 27			
DAMAGE BONUS: 0			
MOVE (m/AR): Run 8m			
ACTION RANKS: 21/11/1			
WEAPON	ATTACK	DAMAGE	PARRY RANGE ENERGY
Telekinesis	50%+	-Var-	— -Var- -Var-
PROTECTION: Armor KI 11/EL 8/RAD 8, Resistance vs. Dazzle			
HIT POINTS: 35			
ENERGY: Personal (9) 229			
SKILLS: Hide 70%; Move Quietly 67%			
Added Damage vs. Light Based Attacks	3		+18
Special Vulnerability vs. Direct Light Energy, 2D6 Energy, 1D6 Hit pts.	3		+6
Psychological Problem: Falls madly in love quickly			+10
Bad Habit: Selfish, Self-centered			+10
Personal Problem: Hunted by Hero Group			+10
Personal Problem: Has brother and secret ID to worry about			+15
Personal Problem: Hunted by the minions of Thugmaster			+10
Psychosocial Problem: Hates being mutant			+6
Psychological Problem: Deeply fears Thugmaster			+10
Physical Disability: Very Beautiful			+5
Psychosocial Problem: Enjoys twisting males to her will			+10

Superworld

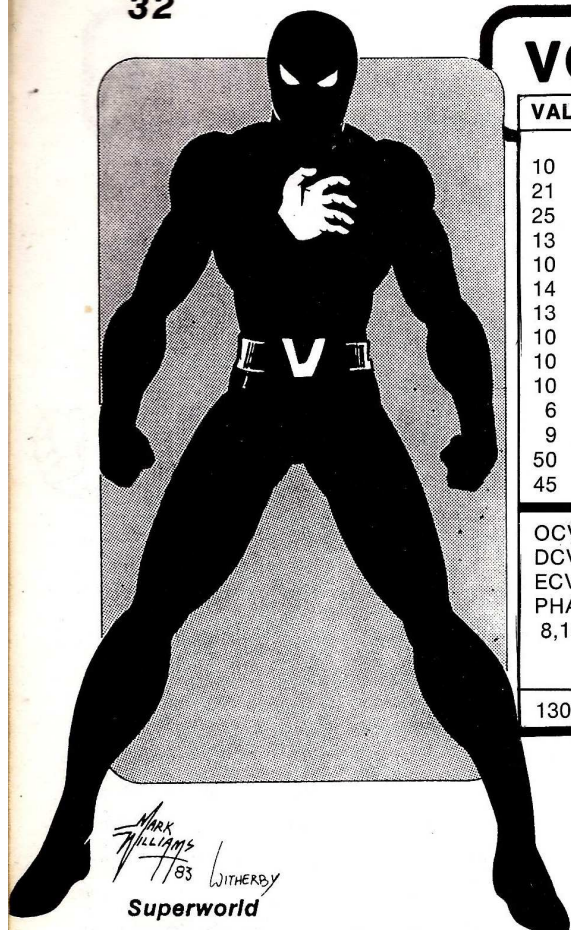
SUPERPOWERS	Level	Energy	HeroPts
Super Characteristics	17	0	27
Missing Effect: APP vs. Men only			+7
Hit Points +20	10	0	10
Extra Energy: Personal 200 pts.	20	0	20
Recharge: +6	6	0	6
Armor: 11 KI/8 EL/ 8 RAD Costume (1/8)	27	0	27
(D) Vulnerable Device			+5
(D) Failure Chance: 10%			+2
Telekinesis: STR 45	15	22	45
Reduced Energy cost	23	0	23
(D) Vulnerable Device: Choker (1/2)			+8
Darkness: normal, Infravision, Catseye	5	7	15
Reduced Energy Cost	8	0	8
(D) Vulnerable Device: Choker (1/2)			+3
Insusstantiability vs. KI/EL/RAD	3	21	60
Reduced Energy Cost	21	0	21
(D) Vulnerable Device: Choker (1/2)			+7
Snare	6	9	18
Reduced Energy Cost	9	0	9
(D) Vulnerable Device: Choker (1/2)			+3
Energy Projection: w/energy field formation "wall"	4	6	12
(D) Missing Effect: can only use energy projection to create walls (1/2)			+6
Reduced Energy Cost	6	0	6
(D) Vulnerable Device: Choker (1/2)			+2
X-Ray Vision	1	1	3
(D) Missing Effect: only usable to see through darkness (1/2)			+2
Mind Block	3	3	3
Resistance vs. Dazzle: 15 pts.	3	0	3
Skills: Hide 70%; Move Quietly 67%	11		11

WEE WILLIE

Origin: Wee Willie was a victim of science run amok. Some years back, he volunteered for chemical experiments at Harvard, and radiation treatments at MIT designed to stimulate his pituitary gland and cure his dwarfism. The combination of treatments left him with uncontrollable powers of shrinking, growth, and density, and left him somewhat withdrawn from reality.

Powers: Each phase, check to see if Willie's body-altering powers activate on a 14 or less; if they do not, he remains as he was the previous phase. If they do, check each slot on an 11 or less and roll a D4 for each slot which activates. Levels of growth and shrinking cancel each other out.

Motivation: Willie blames doctors and scientists for his condition and has decided to teach them a lesson by giving them more patients and problems than they can handle. This has led him to a tactic of rampant destruction and has made him a very unpredictable villain. Were he to capture the power of the Emerald Eye, he would likely use it to control his body-altering powers.



VOID

Champions

VAL	CHA	Cost	Cost	Powers	END 100 +	Disadvantages
10	STR	0	27 ¹	Multipower — 60 pt. reserve (Act. 11 or less, 16 Charges)	15	1½x Effect from Flash Attacks
21	DEX	33			15	2D6 from Bright Light
25	CON	30	4 u	15" Ranged Combat Teleport (Only vs. non-living objects)	15	Berserk on 8 or less if hurt. Recover on 14 or less
13	BODY	6	4 u	4D6 Killing Attack, (No Range)	15	Dislikes Bright Sunlight
10	INT	0	20	4 Levels w/Multipower	20	Overconfident
14	EGO	8	33 ²	Multipower — 50 pt. reserve	35	Hunted by Hero Group on 11 or less
13	PRE	3	3 u	Desolidification at ½ END Cost	15	Secret Identity
10	COM	0	3 u	+20 PD, +20 ED Force Field at ½ END Cost	10	Villain Bonus
10	PD	8	26 ³	Radar Sense 14 or less		
10	ED	5				
6	SPD	29				
9	REC	4				
50	END	0				
45	STUN	4				
OCV: 7						
DCV: 7						
ECV: 5						
PHA: 2,4,6, 8,10,12						
				¹ IIF — Ghostly Hand		
				² IAF — Belt		
				³ IIF — Face Mask		
130 (CHA Cost) + 110 (Power Cost) = (Total Cost) 240 = Disadvantage Total						

Origin: Unknown

Powers: By force of will, Void can cause a ghostly hand to spring forth, seemingly from his costume. Any non-living object touched by this hand will be teleported instantly into Void's hand. Any living object within Void's reach which is touched by this hand will suffer a massive killing attack.

Motivation: Void is fascinated by gadgets. His reason for going into the super-villain business is to collect them from heroes. If a gadget as powerful as this Emerald Eye exists, then Void wants it to add to his collection. Were he to capture the power of the Eye, he would use it to increase his own special abilities.

SUPERPOWERS	Level	Energy	HeroPts
Super Characteristics	22	0	22
Extra Energy Supply: 150 pts	15	0	15
Recharge	5	0	5
Extra Hit Points: 18 pts	9	0	9
Force Field: 20KI/15RAD/15EL	25	12(A)	25
Reduced Energy Cost	13	0	13
(D) Vulnerable Device: Power Belt (1/3)			+13
(D) Exclusive Power, cannot use w/Insubstantiability (1/3)			+13
Insubstantiability vs KI, EL, RAD	321(MR)		60
Reduced Energy Cost	21		21
(D) Vulnerable Device: Power Belt (1/3)			+27
(D) Exclusive Power, cannot use w/Force Field (1/3)			+27
Teleportation	7	7	7
Power Transfer-Teleportation	7	0	7
Reduced Energy Cost	7	0	7
(D) Failure Chance: 45%			+9
(D) Missing Effect: can only teleport non-organic items (1/2)			+10
Energy Projection: Radiation	8	24	24
(D) Failure Chance: 45%			+9
(D) Missing Effect: No Range (1/2)			+12
Radar 360 degrees	3	0	9
Reduced Energy Cost	3	0	3
(D) Vulnerable Device: Face Plate (1/3)			+4
Skills: +30% T-Port, + 30% ghostly hand	12		12
Bad Habit: Compulsive Gimmick Collector			+3
Bad Habit: Overconfident			+3
Special Vulnerability: Bright Light, 1D6	1		+3
Added Damage vs. Dazzle	1		+3
Phobia: Bright Lights			+5

STR	10		HERO POINTS	
CON	13 + 12 = 25		Characteristics	93
SIZ	14		Disad/Handi	141
INT	13		Experience	22
POW	15		Available	256
DEX	14 + 10 = 24		Used	256
APP	14			

DAMAGE BONUS: 0 MOVE (m/AR): Walk 4m; Run 8m
ACTION RANKS: 24/14/4

WEAPON	ATTACK	DAMAGE	PARRY	RANGE	ENERGY
Ghostly hand	80%	8D6			24
Teleport	80%			60m	7

PROTECTION: Force field 20 KI/15 EL/15 RAD

HIT POINTS: 38

ENERGY: Personal (9) 190

SKILLS: Normal

SPECIAL NOTES: Teleportation allows Void to teleport ½ his body mass in non-organic material to him. He himself cannot teleport.

WHO IS THE **CRIMSON CLAW**?

WHAT IS THE **CRIMSON CLAW'S** DREAD SECRET?

WHY HAS HE GATHERED THE MOST POWERFUL
VILLAINS ALIVE IN A DEADLY CONTEST FOR THE MIGHTY
EMERALD EYE OF AZOG?

WHERE DO THESE DUMB BLURBS COME FROM,
ANYWAY?



HERO11

MARK
WILLIAMS
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