

CHAMPIONS

COMBAT IN
CHRISTOPHER PARK

CLEANING OUT THE
VIPER'S NEST

ASSAULT ON THE
TANGHAL TOWER

HERO



GAMES

CAMPAIGN BOOK

CHAMPIONS

CAMPAIGN BOOK

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CAMPAIGNING





INTRODUCTION

The Campaigning section is primarily for the Game Master, though everyone should read through it. Here we'll discuss the various things the GM has to do to set up a campaign game for his *Champions* players. Especially important is getting the right "feel"; *Champions* is very different from a fantasy or science fiction roleplaying game. Of course, the best way to find out what *Champions* is like is to read comic books. We recommend that you read a lot of them; they're the best reference source possible for the game.

The Adventures section presents a short, introductory solo adventure designed to teach the basic *Champions* rules. After you've run through that, three linked *Viper's Nest* adventures will pit your heroes against a very powerful, very evil organization. Only the GM should read the Adventures section; if you're planning on playing in those adventures, don't read them until you've played in them. Otherwise, you'll spoil the surprise.

Finally, the Characters section presents fourteen different assorted characters. All of them but Mechanon can be used as either heroes or villains, depending on which origin you choose for them. If your players want to get started playing *Champions* right away without stopping to create heroes, let them pick one of these already built characters to play as a hero. Use the remaining characters as villains or NPC heroes in your campaign. Of course, all of these characters are good examples of how to create *Champions* characters; they should clear up any remaining confusion you have about the rules.



WORLD BUILDING

When playing *Champions*, the GM must "set the scene" for the players. This means deciding when and where the heroes are having their adventures. If you're going to be the GM, you must "build" a city, world, or universe for the heroes. You should take special care in choosing a site for the campaign, since this will be hard to change later.

The first decision you'll have to make is the time period of your campaign. Will the campaign be contemporary, set in a metropolis like New York? Or will the campaign be based around a future universe, including galactic empires, alien creatures and super science? Perhaps the campaign will be set in World War II, with Nazi villains. The possibilities are nearly endless.

You should remember that the farther the situation is from the knowledge of the players, the more work you'll have to do to make the campaign convincing. For this reason, most comic books are set in

the contemporary era. The usual comic book universe is set in current Earth time, but on an alternate world where superheroes and supervillains exist. A contemporary campaign is the easiest to set up, for people are most familiar with the present. Current events can provide convincing background and sometimes interesting adventure for the heroes.

You should then decide how large this campaign will be. A full campaign can easily take place within a large city, though you'll be tempted to expand the campaign to encompass an entire world, solar system, or galaxy. Always remember that the larger the area covered in the campaign, the less information the players will have about any particular place, and thus the less real any place will feel. The most important thing is that you're comfortable with the size of the campaign. You shouldn't feel squeezed into too small an area or overwhelmed by too large an area.

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Then decide upon the technology of your campaign. This, of course, is dependent to a large extent upon the time frame. However, some advanced technology in the hands of government groups or supervillains adds spice to the campaign. A futuristic campaign might still have some ancient technology like swords available. A good rule of thumb: If you aren't comfortable with it, don't put into your campaign. Feel free to exercise this rule on unwanted heroes, too.

The initial power level of the campaign is also an important decision. Our suggestion is to start low, around 200 to 250 total Power Points for a hero, and then grow into higher level play as you become more accustomed to the rules. There's a considerable difference between a hero initially built with 250 Power Points who has gained 25 Power Points in Experience, and a hero built on 275 Power Points. You'll discover as you play what power level is most comfortable for your style.

One of the advantages of *Champions* is that a campaign can take place within a city. If there are several GMs in your group, an interesting variation is to have each GM play a different city in the same country, utilizing a common background. This allows heroes to transfer easily from one GM to another, and still stay within the campaign framework. GMs can trade villains and organizations. Multiple GMs working on a common background can provide a wealth of detail and development that a solitary GM would be hard-pressed to match. However, each GM must be careful not to take actions that might upset the country or the world, without consulting the other GMs first. If handled properly, such a campaign can be a lot of fun.

SUPERHERO RATIONALE

Superheroes live a life removed from that of normal men. Daily they risk their lives to help others. Why do they do this? The answer to this question can do wonders toward defining a hero's basic personality.

Heroes are heroes because they are trying to help people. Their motives for doing this may be very different, but they are united in this one goal. Some superheroes may be seeking revenge on supervillains. Other heroes may feel a responsibility to use their gifts to help people. Some heroes do their thing for ego gratification. But all heroes are driven towards a common goal.

Many superheroes live by an unwritten code. They'll capture but not kill a villain. They feel that they must be better than the villains they fight. The disadvantage of this code is that villains may escape from prison or go unpunished because of a technicality. The advantage if this code is that the authorities and other heroes will more readily come to the aid of a hero who treads the straight and narrow. Recognition, goodwill, and cooperation will be the reward of a hero who follows the unwritten code. Anonymity, fear, and pursuit may be the only reward

for the so-called "hero" who is as nasty as the villains he fights. The decision is up to the player.

NON-PLAYER HEROES

An important part of any campaign are the non-player heroes who help the characters in their never ending fight against evil. The non-player character (NPC) heroes can be given Powers and Limitations the GM wouldn't ordinarily give to a player character (though this should be done sparingly). NPC heroes are useful in allowing the GM a subtle input into the game. The NPC heroes can provide information and sometimes reinforcements when the player characters are vastly outnumbered or outgunned.

NPC hero groups are easy to form, and can be useful in helping the player characters. NPC hero groups can have big, expensive headquarters with many useful capabilities. NPCs should be important if they exist in a campaign, but the GM should seldom let them take away the heroics from the player characters. The nonplayer characters are, after all, merely supporting actors for the player characters.

One of the more interesting and exotic ideas that a GM can introduce into his campaign is a mixed group of player character and NPC heroes. The mixed group can lead to a lot of excitement, as the GM can partially control the direction of the group, subtly leading them into adventures. A GM must remain flexible enough to respond to the actions of the player characters. The NPC's in a mixed group should have well developed personalities. The player characters will be spending a lot of time with the NPC's, and will probably learn a good deal about them. Well rounded and interesting NPC's can help keep interest high.

HERO GROUPS

Groups of player character heroes can make things much easier for the GM. If the heroes are in one place at the start of an adventure, they're that much easier to get into the adventure. Groups can gain a reputation more easily than solo heroes. Character interaction in a group can lead to some very interesting role playing. Finally, a good team is not just a collection of individuals. A team should be willing to work together, to become greater than the sum of its parts.

Characters in *Champions* will often want to get together and form their own supergroup, banding together to fight injustice. There are several different ways this can be done. If one of the characters has a rich Secret Identity, he might provide a headquarters for the heroes. Failing that, the heroes could find a rich NPC hero, or even just a rich patron who wants to support the fight against evil.

The government is usually willing to provide funding for a supergroup, but of course the government requires lots of paperwork, information, compliance with regulations, etc. The GM should help

the characters set up their supergroup, for he will find that the existence of a supergroup makes his job much easier. Once you have all the heroes in the same place, it's so much easier to make trouble for them....

AGENTS AND AGENT GROUPS

Organizations of all kinds will want to deal themselves into the superpowered game. Agents and agent groups are their tool. The government usually has several agent groups. Some big companies may have their own agent organizations. There's always the rich supervillain who has put together a band of henchmen.

Agent groups can consist of normals with weapons and occasionally some special equipment. Tougher groups can be constructed with 10 or 20 Power Points per agent, arming them with special weapons. High class agents may be built with as much as 50 Power Points in Characteristics and Skills, with up to 50 more Power Points in weapons and equipment. Several high class agents with exotic weaponry can give a superhero a rough time.

SUPERVILLAIN RATIONALE

The supervillains are, in many ways, similar to the superheroes. They too risk their lives every day in an unusual occupation. Supervillains are also driven men, but with very different drives.

There are many things which might drive a villain to his antisocial behavior. Revenge, anger, and betrayal can all be reasons for a villain to run amok. Of course, the simpler and more common reasons like lust for power, monetary greed, and sheer love of villainy should not be overlooked. Many villains are just plain crackers, and their motivations aren't easily understood by sane people.

Why don't the villains kill a hero when they get the drop on him? This question is frequently asked. There are some good reasons for a villain's reluctance to kill a hero. First, most villains are really nasty, and they just can't stand the thought of a hero who has been such a thorn in their side getting a quick, easy death. So they cart him off to their lair and arrange a nice Deathtrap for the hero.

Second, oftentimes a hero is valuable. With a little study, the villain might be able to figure out how some of those wonderful powers work. The hero could also be of use as a hostage, or as bait for other heroes. Maybe with a little Mind Control the hero can be made to work for the villain! There's many possibilities. Third, any villain who went around killing indiscriminately would soon find large numbers of heroes on his trail, all out to avenge their fallen comrades.

Villains are usually pretty antisocial and have difficulty forming into groups. Most villains operate solo most of the time. A villain who takes on several heroes single-handed should be built on more points than normal in order to give the heroes a good battle. Powerful villains can provide a single target for the heroes, making things easier for the GM and providing a great deal of fun. Not all villains should be extra powerful, of course. Some villains are only effective in a single situation or when attacking by surprise.

To build extra powerful villains, a "villain bonus" of 25, 50, 100, or more Power Points can be given to the villain. This shows that the villain has the whole world after him, and perhaps numerous small Psychological Limitations.

Possibly the most effective force that the player characters will ever encounter is a well coordinated, well constructed supervillain team. Villains with a common cause or a common origin may band together. The team structure allows the villains to compensate for each other's weakness, and cooperate to use their powers most effectively. Supervillain groups can be important to a campaign, as they are a focus of villainous funds, motivation, and manpower.

EVERYBODY ELSE

A *Champions* campaign does not only consist of superheroes and supervillains. The normal people who populate a universe provide important background, assistance and information.

Every day heroes and villains run into hundreds of normal people. Anyone a hero or villain interacts with should have a personality. Sometimes all a supporting character needs is a small quirk or distinguishing characteristic to bring him to life, and make him memorable to the players.

The final object of building a world is to provide the characters with an interesting and realistic place to adventure in. Making the universe interesting means keeping events in the campaign moving. The universe should move around the players, not just through them. A good GM can have the seeds of the next adventure planted before the current adventure is finished.

Keeping the universe realistic means making the characters believe that the events are reasonable and fit together. The GM must be careful to prevent an NPC or an organization becoming two-faced, having one attitude one adventure and a thoroughly different attitude the next adventure. Simple notes can prevent this problem.



BUILDING A SCENARIO



THEMES

The first step in a successful scenario is finding a goal for the heroes. In many cases, the goal is simply to beat up the villains. The goal could be to prevent the villains from accomplishing their objective (robbing the bank, conquering the world). Working against disasters is another goal (saving people from a fire, flood, or earthquake).

Finding a goal can be made easier by using the hero's Disadvantages. If a hero's "Hunters" turn up, the scenario can be built around that fact. Or, a hero's Dependent NPC could be captured or threatened.

There's any number of classic themes you can find in the comics that can be used to build scenarios for *Champions*. The following is a partial list.

SUPERVILLAIN MOTIVATIONS

Conquering the World: A simple, understandable goal. This usually involves a complex plan of blackmail (threatening to blow up cities, release a deadly plague) or becoming so powerful that they can beat up anyone who disagrees with them.

Destroying the World: If you can't conquer it, blow it up. Or maybe the villain just eats worlds for breakfast (a really galactic bad guy). Sometimes a plot for conquering the world goes awry, and the world is in danger of destruction.

Revenge: The villain feels he has been wronged (thoroughly humiliated, friend or lover killed, nation or world destroyed) and blames our hero (heroes). This situation can be developed during play, or written up with the villain.

Trying to Get Rich: The villain steals for personal profit. Sometimes there's a reason why he needs all the money (like financing a world takeover).

Seeking Power: The villain is power hungry, and therefore tries to control other villains, political groups, or nations.

Having Fun: The villain just plain enjoys breaking things, stealing, and beating up superheroes.

Matching Wits: The villain commits crimes because he wants the thrill of matching wits with superheroes. This type of villain really likes elaborate Deathtraps.

Accomplish a Goal: A catchall for any motives not covered. The villain wishes to return to his home planet, retrieve a stolen object, or some such goal.

These themes are merely the commonest ones that appear in the comics. Reading comics, old pulp magazines, science fiction, fantasy, detective stories, and spy novels will yield a wealth of ideas for themes, plots, heroes, and devices. Don't be afraid to borrow ideas from these sources.

CLASSIC "BITS"

There are a number of common occurrences in comics which add a lot of flavor to a scenario. We call these occurrences "bits". A small sampler of "bits" are listed below.

DEATHTRAPS

Often when a villain captures a hero, he puts the hero into a deadly situation. If the hero escapes from the situation, then the villain knows more about the hero's Powers and abilities. If the hero does not escape the situation, then the villain has one less hero to worry about. A proper Deathtrap is usually designed around what the villain knows about the hero's Powers. There's always a way out of a Deathtrap (probably a way unknown to the villain). The villain will place the hero into the Deathtrap, gloat a little, and leave the hero to die. A few typical deathtraps are:

- 1) Throwing a non-flying character out of an airplane.
- 2) Sealing a character in a room and filling the room with water.
- 3) Putting a character in a room where the walls are closing in.

THREATENING INNOCENTS

A great way for villains to distract unwanted heroes is to endanger normal people. The villain may knock over a building, set a fire, throw a car at a crowd, or drop someone off of a building. This kind of endangerment forces the true hero to spend time saving people and buys the villain enough time to escape or set up his shot into the hero's back.

PLAYING POSSUM

Sometimes a villain will pretend to be stunned or knocked out to sucker the hero into coming into

range of a surprise attack. A character can take a half phase and try to make a Perception Roll to detect a fake.

SOLILOQUIES

Both heroes and villains are very long winded. They love to talk while they're fighting. Some heroes make wisecracks; many talk about how tough they are. Villains may make speeches about how wonderful their plans are and how no one can stop them. Soliloquies never detract from anyone's fighting ability, but they add a lot of color to a situation. Try it, you might like it.

EXCLAMATIONS

Some heroes have favorite exclamations they use when surprised or excited. Some examples might be:

"Its Clobberin' Time!!"

"Christmas!"

"Holy (Whatever is applicable)!"

"Thank (Favorite Deity)"

Not all characters should use exclamations, but a few here and there will spice up the game.

SECRET ESCAPE ROUTES

Rare is the villain who doesn't have a means of escape when things start going badly. Sometimes the villain will have a hidden jetcar or escape tunnel. Often the villain has a preplanned diversion for the heroes. Occasionally, a villain has a Power he doesn't

often use. Most escape routes depend upon surprise, and sometimes the villain gets caught anyway.

GETTING HEROES INTO A SCENARIO

Now that the GM has a general idea what's going to happen in the adventure, and the players have their heroes and are ready to start, the GM has to get the heroes into the adventure. Many times the heroes won't start an adventure (also called a "run") knowing or having anything to do with each other. The heroes need some reason to get into the same adventure.

If the heroes are all members of the same supergroup, then there's no problem getting them together. If the heroes aren't together, then they may be brought closer by coincidence. Fortunately, coincidence is a major factor in a superpowered world. Also, many heroes share a common motivation (willing to help people in trouble), and this simplifies things tremendously.

Heroes often show up at the scene of an adventure for different reasons. One hero may have been present in his Secret Identity, another may have been passing by in costume while on patrol, and another may have heard about an emergency on his radio or TV at home. Sometimes the villains attack the heroes directly, making it easy for the heroes to get together. The general idea is to have each hero enter the scenario in a way that fits that hero's personality and history.



NOTES ON PLAYING

Here's some general notes on playing and game mastering *Champions*. All players should read these to get a better idea of how *Champions* plays.

NUMBER OF HEROES

The average hero in *Champions* has more capabilities than heroes in many other roleplaying games. Because of the extra information that the players and the GM must keep track of, we recommend that each player only play one hero at a time. This allows the heroes to better develop their personalities and histories.

NUMBER OF PLAYERS

As a single hero in *Champions* can get into a large amount of trouble all by himself, we don't recommend large runs with many players to beginning GMs. Once both the players and the GM are familiar

with the system mass runs can be very exciting, but until then they can bog down.

GM NOTES

The average adventure can have a lot of small details involved. If the adventure is part of a continuing campaign, the details can later become very important. The GM should keep notes on events that happen during an adventure—such as which heroes interacted, what NPC's the heroes met, and how the NPC's felt about the heroes. Notes like this can be kept on the back of the hero sheets or in a small binder.

BACKGROUND

Oftentimes the background and surroundings can add a lot to an adventure. Anytime the heroes become involved in a battle the GM should describe

the surroundings carefully, perhaps even laying out the battlefield and using miniature figures to represent the heroes. The GM should also be careful to inform the players of anything that might be around the field (such as Park Benches, Mail Boxes, Telephone Poles, Desks, etc.).

NORMALS

Some GM's make sure all non-superpowered people get off the field of battle quickly. Other GMs keep the normal people around to get in the way. Normals can have an effect on combat, as the solo adventure shows, and should be handled with care. A GM must be careful with his normals, though; they can be fragile.

UNBALANCED HEROES

As *Champions* allows the players to build their own heroes, there will be times when a GM comes up against a hero he doesn't feel will fit into his game. Other times a hero will be built that is very unbalanced (such as a hero who spent all of his points on Energy Blast).

The GM should hold firm against heroes that would unbalance a scenario, for on his shoulders rests the enjoyment of all of the players. Try to show the unbalanced hero how his weaknesses can (and will) be used against him. Inform the hero who doesn't fit that his hero might ruin the adventure for all. Good players should be willing to go along with the GM in the hopes that everyone will have a better adventure.

CAMPAIGN GAME

Adventures in *Champions* can be played on an individual basis, or they may be linked together to form a campaign game. In a campaign the history and background for one adventure can be used as the basis for other adventures.

Heroes in a campaign game can make a reputation for themselves, become acquainted with other heroes, and have a supervillain become an almost personal nemesis. The campaign format demands more from the GM. He must keep track of continuing details so that the scenarios will flow from one into the other, but the epic feel of a campaign will be worth it.

REASONABLE CHARACTERS:

If you start your campaign at a beginning power level of 250 pts. per character, some general guidelines on characters are possible. Most of the characteristics can be at their base values, but some should have larger than minimum values. The following are good beginning ranges of characteristics, with approximate costs. Obviously, you can't be at the maximum for all of the characteristics. You should decide what area to concentrate on, in accordance with your character conception.

DEX: Range 18-30, Centering on 20-23, cost 40 pts.

CON: Range 18-33, Centering on 18-23, cost 20 pts.

PD: Range 8-28, Centering on 12-18, cost 10 pts.

ED: Range 8-28, Centering on 12-18, cost 10 pts.

SPD: Range 4-6, Centering on 5, cost 20 pts.

A character's capabilities should also fall into certain ranges. The beginning character will probably have a smaller range of different powers than more experienced characters, but should have some ability in each of the following areas:

Attacks: 40-60 pts.

(STR, Damage Powers, Find Weakness, Entangle, etc.)

Defenses: 20-40 pts.

(extra PD and ED, Skill Levels, extra DEX, Force Fields, etc.)

Movement: 10-40 pts.

(Running, Flight, Swimming, extra SPD, etc.)

Spending points as above will give a character a basic set of Powers and/or Skills for about 200 pts. Any extra capabilities that the player wants the character to have could be purchased with the remaining 50 pts. Most skills need not start better than their basic level for beginning heroes. Thus a character could have three skills and still buy a higher INT, or PRE.

Remember that new characters are Beginning Heroes! New characters can grow very fast with just a few experience pts. A character's first few runs will tell him what new capabilities would fit into conception. Starting on a simpler level will make character growth easier and more satisfying.



ADVENTURES



INTRODUCTION



Now you're ready to play *Champions*, but what do you do? The *VIPER's Nest* adventures in this section gives you some fully detailed adventures to start off your *Champions* campaign. Some background is given on two agent organizations, VIPER and UNTIL. Agents and weaponry are described for each agency.

Before you start your attack on the *VIPER's Nest*, we've included a short adventure called *Attack of the VIPER* that will explain the basics of how combat works. The GM can run this adventure (some notes are included for this), but you can also play this as a

solo adventure using Crusader, the character given in the Character Examples section of the Rule Book. If you're playing the adventure as a solo, read the first paragraph; at the end, there will be a choice of paragraphs to go to. Make the choice that seems best to you, and go to the indicated paragraph. When you get into combat, you can roll the dice yourself for both sides, or you can follow the example given in *italic* type to see how it works. The examples will refer you to sections in the Rule Book for more information.

ATTACK OF THE VIPER



This adventure can be run by a GM, or you can run it for yourself. If you're going to GM the adventure, read all the way through to get an idea of what's happening. (Advice for the GM running the adventure is given in parentheses.) Then let your players each choose one character from the back of this book for their hero. You (the GM) should choose characters from the back of this book to be villains for the adventure; there should be one less villain than the number of heroes, and one VIPER agent per hero. This should give you a fair fight (just don't include Mechanon in this battle!).

For those of you running the adventure solo, all advice, explanation, and examples are given in *italic* type. To start, just open the Rule Book to Crusader's Character Sheet given in the Character Examples section. Then read paragraph one below, and you're on your way!

1 You are Crusader, a powerful hero fighting for justice when you're in costume. Right now, however, you're in your Secret Identity as Sam Saunders, investigative reporter. It's been a slow morning at the paper; you've finished the article about the wonders of bulk mail, and now it's time for lunch. You're heading for your favorite deli (they serve a great potato salad), expertly threading your way through the lunchtime crowd on the sidewalks.

Suddenly, you hear the distinctive sound of laser fire, a crash of broken glass, and the shrill ringing of an alarm from around the corner up ahead.

If you want to run around the corner while still in your Secret Identity to look things over, go to Paragraph 8. If you want to duck into the convenient alleyway next to you, change into Crusader, and then rush around the corner, go to Paragraph 2.

(GM Notes: Try to introduce all the heroes to this situation in a similar fashion; they're on their lunch break, walking down town. This is happening in Non-combat Time, so exact position or movement isn't important.)

2 Leaping from the alleyway in your costume, the crowd clears a path for you (they don't want to get in the way of a hero). You race around the corner and see a bank, with a security guard lying bleeding in the smashed window. Backing out of the front doors are two men dressed in green and yellow costumes carrying a couple of sacks. You recognize them as agents of VIPER, an organization devoted to terrorism and power.

If you want to swoop down on them and attack, go to Paragraph 4. If you want to declare them under arrest and ask for their immediate surrender in a loud voice, go to Paragraph 3.

3 "You're under arrest! Give up now before you get hurt!" you shout as you approach the agents. Roll your Presence Attack, $+2D6$ for surprise. Whatever the result, you'll go to Paragraph 4. If you roll less than their PRE of 15, they'll sneer, and each one will get a shot at you. If you rolled between 15 and 30, they're impressed; they won't get any shots off, so you'll get a chance to attack them. If by some miracle you roll over 30, they'll stop in their tracks and look dumbfounded; you'll get a $+1$ on your OCV.

For Crusader, with a Presence of 18, he rolls (18/5) = $3\frac{1}{2}D6 + 2D6 = 5\frac{1}{2}D6$. Find the total of the dice. For instance, let's say you rolled 3, 5, 1, 3, and 6 on the $5D6$ for a total of 18, and you rolled a 5 on the $\frac{1}{2}D6$ (which becomes a 3), so your total is 21. Thus, go to Paragraph 4 and they won't get off a shot in Segment 12.

4 The fight begins! The VIPER agents are both SPD 3, DEX 14; you're SPD 6, DEX 26. The combat starts on Segment 12. The agents are undercover agents carrying $2D6$ ranged Killing Attack laser carbines with 16 shots; the carbines are $+2$ OCV and have a $-1/4$ " Range Modifier. They'll keep trying to shoot you every time they can act.

If you knock them out, go to Paragraph 5. If you are knocked out, go to Paragraph 9.

Since this is a solo adventure, we won't worry about exact positions; that would complicate things. You've moved up next to the agents (using a half Phase action) and can start fighting. Look at the Speed Chart on the back of the Rule Book. Find your Speed (SPD) on the top row; everywhere an "X" appears in the column below, you get to act. Since you're SPD 6, you act in Segments 2, 4, 6, 8, 10, and 12; these are your Action Phases. The VIPER agents are SPD 3, and so act in Segments 4, 8, and 12.

All combats start in Segment 12, so that's where we are on the Speed Chart. Both you and the agents would normally act on this Segment; since your Dexterity (DEX) 26 is higher than their DEX 14, you'd go first. However, if you made your Presence Attack successfully in Paragraph 3 or came directly from Paragraph 2, they're surprised enough not to act this time; you'll get a chance to beat on them without the agents striking back.

Use the Combat Checklist and the Offensive Combat Value (OCV) and Defensive Combat Value (DCV) Checklists on the back of the Rule Book to help you out. We'll assume that you're clever and try to make an Acrobatics Roll to do a flip off of a car as you go for your attack; if successful, this will add $+2$ to your DCV (help keep you from getting hit). Roll $3D6$; if the total is less than 14 (the Acrobatics Roll listed for Crusader), you made it and get the $+2$. If the roll is 15 or more, you blew it and don't get a $+2$ bonus. Now you get to attack. You have the choice of a Punch, Kick, Haymaker, Move By, Move Through, Martial Punch, Martial Kick, or Martial Throw. In this case, you're best off with a Martial Punch or a Martial Kick, since you want to keep your high DCV (which helps prevent unsightly laser holes in your costume). You could Find Weakness with your

Martial Punch, but that takes a half Phase action, and you've already spent a half Phase getting over here; if you Find Weakness, you can't attack until your next Segment.

So you decide to use your Martial Kick on one of the agents (either one, they're both the same right now). These guys aren't too hard to hit (you know from experience), so it's best to put your 2 Skill Levels with Martial Arts on DCV, so they won't hit you if they attack hand-to-hand (Skill Levels with Martial Arts don't work against ranged attacks). This means your OCV is $9 - 2$ (for Martial Kick; see the Combat Maneuvers chart on the Character Sheet) = 7. The VIPER agent's DCV is normal, since he's not performing any Combat Maneuver; looking at his character record (in the back of the VIPER's Nest adventures), his DCV is 5. So your chance to hit him (called your Attack Roll) is $11 + 7 - 5 = 13$ or less on $3D6$.

Roll three dice. If you miss, we'll discuss that in the next paragraph. Chances are that you'll hit, so what happens? On the Combat Maneuvers chart on your Character Sheet it shows that a Martial Kick does $2x$ STR damage. Crusader is STR 20, so he would do $(20/5) = 4D6$ (his normal damage) $\times 2 = 8D6$ damage. (You should write this down on your Character Sheet to keep it handy.) Roll the eight dice and find the total; that's the amount of STUN done to the agent. Mark down that you've spent 4 END (1 per 5 points of STR used). Count the number of dice (eight) and subtract the number of "ones" you rolled and add the number of "sixes" you rolled; this total is the BODY done to the agent. For instance, suppose you rolled 4, 1, 1, 3, 5, 6, 5, 5 on the dice; this would be a total of 30 STUN and 7 BODY. Now look at the VIPER agent's Physical Defense (since this a physical attack); he has a PD of 3, and a set of $+7$ PD, $+7$ ED Force Field armor that has a 14 or less Activation Roll. If he makes his Activation Roll, his PD is $3 + 7 = 10$, so he subtracts 10 from the STUN and 10 from the BODY damage done to him. In our sample roll, he would end up taking 20 STUN and -3 or no BODY. If he didn't make his Activation Roll, he would take 27 STUN and 4 BODY. Taking 20 STUN is more than his CON of 13, so he is Stunned, losing his next Action Phase. If he failed his Activation Roll and took 27 STUN, he is not only Stunned but unconscious, since that's more than his total STUN of 25. Now you can determine if there's any Knockback. Normally, you'd roll $2D6$, but since this is a martial attack, you roll $3D6$. If the total is less than the amount of body you did, the agent was Knocked Back; 1" for every 1 you made the roll by. Using the example above where you rolled 7 BODY, let's say you then rolled a 7 (very low for $3D6$); the agent would be Knocked Down in his hex; he wouldn't go anywhere, but it will take him a half Phase action to get up next time he acts.

Now that you've hit one of the agents (or if your Attack Roll total is 14 or more, you missed), the agents may or may not get to act on this Segment (they won't if you made your Presence Attack in Paragraph 3, or if you came directly from Paragraph 2). If they do attack, their OCV is 5 (base) $+ 2$ (from laser) $+ 1$ (Skill Level) = 8. Your DCV is 9 (base) $+ 1$ (Martial Kick) = 10; if you made your Acrobatics Roll, it's 12. Their chance to

12 Champions

hit you is $11 + 8 - 10 = 9$ or less (7 or less if you made your Acrobatics Roll). They both have the same DEX, so we could roll a die to see which goes first; since it really doesn't matter, we'll skip it. On the unlikely chance that one or both of them hit you, they'd determine their damage by rolling 2D6 (the listed damage for their laser carbine). This is a Killing Attack (an especially deadly kind of attack), so the damage is determined in a different way than normal attacks. The total of the dice is the number of BODY you take. Roll 1D6 and subtract 1; that is your Stun Multiplier (minimum of 1). Multiply the BODY by the Stun Multiplier; the result is the total STUN you take. For instance, let's say you rolled a 7 on the 2D6, for 7 BODY; you then roll a 4 on the 1D6, subtract 1 equals a Stun Multiplier of 3; so you've taken 7 BODY and 21 STUN. The good news is that you can now subtract any resistant defenses (like Armor, Force Field, or Damage Resistance) from both the BODY and STUN of the attack. The bad news is that Crusader doesn't have any resistant defenses, so he'd subtract all of that damage from his totals. The 21 STUN is greater than Crusader's 20 CON, so he'd be Stunned; this means he wouldn't act on his next Action Phase. The agent could then check for Knockback, rolling 3D6 (because it's a Killing Attack).

In any event, the Turn ends, and everyone gets a post-Segment 12 Recovery; that is, they get back a number of any lost STUN or END equal to their Recovery. The VIPER agents would get back 6 STUN and 6 END, if they lost any. Crusader gets back 12 lost STUN or END; he gets back the 4 END he spent to Martial Kick.

Refer again to the Speed Chart. No one acts on Segment 1, but on Segment 2 Crusader acts again (assuming he's not Stunned; if he was Stunned, he recovers from being Stunned this Segment and does nothing else). If you've already Stunned or Knocked Out one of the VIPER agents, it's probably a good idea to hit the other one. Your Attack Roll is still the same if you do a Martial Kick, a 13 or less. Roll damage the same way, and check to see if the agent's armor helps him. If you're doing well, both agents may be Stunned by this point.

When you've finished, no one else acts on Segment 2, so go to Segment 3. No one acts then, so on to Segment 4. Both the agents and Crusader can act this Phase; Crusader acts first because he has the higher DEX. He should probably attack the agent who is least hurt. If either one or both of the agents are Stunned, they spend this Phase recovering from being Stunned and may do nothing else. A Stunned agent is DCV 0, so Crusader's Attack Roll with a Martial Kick becomes $11 + 9$ (base OCV) - 2 (Martial Kick) - 0 = 18 or less.

The combat may well be over at this point, or by Segment 6 when Crusader again acts before either of the agents. Continue the same sequence until both agents are unconscious, or (unlikely) Crusader goes unconscious, then proceed with the solo.

(GM Notes: You'll probably have more agents there, if you have more than one player. Use the Street Map included in the box to set things up; the bank is on

one of the corners. Place markers for each of the agents, heroes, and normals on the map; use miniatures if you have them, dice or pieces of paper if you don't. Run the attack pretty much the same way, though of course the agents may choose different targets. Use the back of the Rule Book for determining OCV, DCV, and Attack Roll. If anyone wants to try any interesting Combat Maneuvers or Combat Modifiers, use the charts given to find out the effect. Go for it!)

5 You look up as the last agent hits the pavement. You see a third VIPER agent that you hadn't noticed before; he's opening the back doors of a van parked right next to the bank. You move in his direction, but as you do a man costumed in red and yellow leaps out of the back of the van. He glows with a bright light as he turns toward you. He laughs madly and says "Fool! No one thwarts Pulsar's plans and lives!"

If you want to tell him that he should surrender, go to Paragraph 10. If you want to attack, go to Paragraph 6.

6 The fight begins! It's Segment 12 again. Turn to Pulsar's page in the back of this book, and use those numbers listed there. Pulsar will use his 6D6 NND attack and try to blast you into unconsciousness. The VIPER agent is knocked out by a little old lady with a purse who hits him from behind, so he doesn't get into this fight.

If you knock out Pulsar, go to Paragraph 7. If Pulsar knocks you out, go to Paragraph 11.

It's Segment 12 because the GM (the writer, in this case) ruled that you went into Noncombat time while you were looking around after bashing the last agent. Pulsar is SPD 5, DEX 23, and will use his 6D6 No Normal Defense (NND) attack on you; he has 2 Skill Levels with this attack. If he hits you with his NND, you'll roll 6 dice and find the total; you subtract that much from your STUN, since you don't have the appropriate defense (which is Force Field, by the way). Pulsar is a much more dangerous opponent than the agents, because he has an OCV with his NND of 8 (base) + 2 (Skill Levels with NND) = 10. You'll have to be careful. This time you might want to use Find Weakness with your Martial Punch; if you make your 11 or less Find Weakness Roll, Pulsar's PD of 16 will be 8. While your Martial Punch only does 6D6 ($1\frac{1}{2} \times$ your 20 STR), it gives you a +2 DCV, which will help keep you from getting hit. You probably want to keep your 2 Skill Levels on OCV, since Pulsar has a DCV of 8; with a Martial Punch, your OCV will be 11, giving you an Attack Roll of 14 or less. If you do Martial Punches with your 2 Skill Levels on OCV, your total DCV will be 11, meaning Pulsar will need to roll a 10 or less to hit you. Run through the combat just like you did with the VIPER agents. Good Luck!

(GM Notes: Here's where you throw in the rest of the villains. Use the Street Map as you did with the agents. Combat is apt to get pretty confused with so

many people; keep track of how damaged the villains are on a piece of scrap paper. If the heroes get trounced, the villains will just leave them unconscious and drive away.)

7 Your last blow puts Pulsar down and out. As you glance around to see if there's any more surprises, a man in a costume and cape flies in overhead and lands in front of the bank. You recognize him as Starburst, a hero with some publicity. He looks over and says "I guess you didn't need my help!". The crowd cheers as you round up the bad guys, and the police arrive to take them into custody. Go to Paragraph 12.

8 You make your way through the crowd and finally get around the corner. You see two men in green and yellow costumes holding strange looking pistols on the bank teller; there's a bleeding security guard lying unconscious or dead in the wreckage of the front window. You realize there's only one heroic thing to do, so you dash into the convenient alleyway and change into your Crusader costume, prepared to do battle. You get back to the bank as the agents are racing out of the door with the pistols in hand. Go to Paragraph 4.

9 You regain consciousness in time to catch the license plate number of the getaway van, if you make your Perception Roll (*for Crusader, a 13 or less*). A cold fire burns within you; they've beaten you this time, but you'll track them down and stop their evil plan, whatever it may be... Go to Paragraph 12.

10 Roll your Presence Attack with no modifiers (*as you did in Paragraph 3, but roll only 3½D6*). If you

get less than 15, Pulsar sneers at you; go to Paragraph 6. If get 15 or more, his glow dims somewhat, but there's no other effect; go to Paragraph 6.

11 You wake up in time to see the getaway van taking off; if you make a successful Perception Roll (*13 or less for Crusader*), you'll get the license number. A man in a costume and cape is standing over you; you recognize him as the hero Starburst. "I got here too late to stop them," he says. "That's okay," you tell him. "I got the license number of the van (*if you did*). We'll track them down and stop them!" Go to Paragraph 12.

12 The police arrive and get a full report on the situation. You've hung around the scene long enough to learn that the agents stole a safety deposit box belonging to a William Smith, and \$300,000 in cash and negotiable bonds (they picked the right day at the bank). If the agents were defeated, the safety deposit box and contents were left there; if they got away, the safety deposit box and a few scraps of paper are found in the abandoned van. Studying the papers reveals that this William Smith is a VIPER agent thinking of defecting. He's tucked away some information on VIPER in his notes; the most frightening thing is that there's a new base in this city, and they're making it a center for terrorist operations of all types. This must be stopped—that, of course, will be your mission in the upcoming adventures...



VIPER'S NEST

INTRODUCTION

VIPER's Nest is really three linked adventures: *Assault on the Tanghal Tower*, *Combat in Christopher Park*, and *Cleaning Out the VIPER's Nest*. The Game Master should read all the way through these adventures before running any of them. If you're going to play in these adventures, you should read no further.

Now that the players aren't reading any more, down to specifics. The background information on UNTIL and VIPER should be mentioned to the players, since their heroes will have heard most of that information. The VIPER tactics section, however, is all for the GM to use. Before beginning

the adventures, have the players create heroes or choose a character from the back of this book to use as a hero. Use the remaining characters as villains; add several to the VIPER forces in each adventure to make it a more even fight.

Finally, add any of your own plot twists or ideas to these adventures to make them more fun. After all, it's your campaign!

UNTIL BACKGROUND

After World War II, the United Nations wrestled with the question of nuclear weapons in the hands of individual nations. The United States was willing to give up its atomic monopoly only if all other

countries in the UN would abandon all hope of owning nuclear weapons. The Soviet Union wanted very badly to secure its position as a superpower; it was working feverishly to perfect its own atomic weapons. The debate in the security council was long and hard fought on both sides.

The Soviet Union used every political trick it had to lengthen the debate over UN control. At one point, when it looked like the United States had swayed the rest of the council into calling for a vote on the resolution, the Soviet Union brought up the fact that the UN had no military or security arm to control the weapons. They suggested that a commission be formed to study the problem, and passed a motion to that effect. In the next 4 months the United Nations Tribunal on International Law was formed (and nicknamed UNTIL shortly thereafter). It quickly started laying the groundwork for an organization that would have sole control of atomic weapons. Administrative, intelligence, and research branches were created to allow the organization to quickly assume its duties. In the middle of 1948 the tribunal announced that the United Nations now had an organization ready and willing to assume the responsibility for mankind's deadliest weapons.

However, in late 1948 the Union of Soviet Socialist Republics exploded its first atomic bomb, and any chance for UN control went up in nuclear flames. It would be impossible to convince the Russians or the United States to give up their atomic weapons when the other had the capability to manufacture them. Suddenly, the United Nations had a major paramilitary organization with nothing to do. Bureaucratic inertia kept the administrative and intelligence departments active while the General Assembly debated on the final fate of the tribunal.

As the debate went on into 1949 many smaller U.N. members found the intelligence reports from the tribunal very useful. These reports were clear, concise, and without the bias of the superpower intelligence services. When in the spring of 1950 the Korean conflict involved the United Nations in its first real war, the tribunal quickly expanded its intelligence services to keep track of U.N. forces in the field. By the time the conflict was over, the UNTIL had become an institution.

In the late 50's and early 60's UNTIL made a major push to help stop the increasing problem of terrorist activity. As the 1970s dawned, the age of commercial terrorism (supervillains and super agent groups) forced UNTIL to change its focus. It is now the premier international organization dedicated to the destruction of world conspiracies like VIPER.

VIPER BACKGROUND

"Gentlemen, World War II is almost over," a stout man said to the shadowy men in the darkened room. "A power vacuum will exist in the post-war world, and we can step into that vacuum." He lit a large cigar before continuing. "Among us are some of the

most powerful leaders of corporations, labor organizations, and nationalist groups in the world. It is time for us to take our place at the pinnacle of global power." He flicked ashes from his smouldering cigar butt. "I have no doubt, gentlemen, that we can control the world!"

The dozen powerful men argued all through that dark and stormy night. They found that even though they had tremendous differences of opinion on the ways of the world, they were all linked by their own insatiable greed. The possibilities inherent in the unstable post-war situation were enough for them to put aside their differences for the chance to accumulate tremendous power. That night, without realizing it, these men lay the foundation for what was to become the largest non-governmental force in the world.

Through the late 1940's and early 1950's these men kept a loose correspondence. They occasionally cooperated to crush a mutual competitor or stifle any government investigations into their actions. Unfortunately, as the power of the men grew, so did their mutual jealousy. Finally in early 1962 a crime boss and a labor organizer were about to start a virtual war over a disputed piece of territory. Quickly the rest of the group moved in and kept the two factions apart. At that time it was decided that a separate force was necessary so that no one member could bully any other around.

The men drew up plans for the creation of a paramilitary force of agents and assassins. Mercenaries were always available for hire, but could sometimes be untrustworthy. A standing force that could be indoctrinated and relied upon would be a boon to successful covert operations. They also decided to centralize their resources into a single organization. These scientists and technicians would support the military force. In the space of two long weeks of talks a political stopgap was transformed into a massive plan for the creation of VIPER.

Throughout the 1960's VIPER was growing, laying an organizational framework for future expansion. VIPER scientists developed the giant Serpentine computers into which VIPER's agents passed any information they collected. Soon Serpentine contained the largest database of secret information outside of Washington and Moscow. VIPER "penetrators" infiltrated every major government and private security organization.

When the Vietnam war wound down, VIPER had access to a large body of military trained manpower. As the 1970's came to a close VIPER's army exceeded 100,000 and their financial assets made them equivalent to the 12th largest country in the world.

VIPER's main problem was security. The larger it grew, the less safe it was. By early 1976 UNTIL had started to investigate into VIPER operations. Despite their size and power VIPER still had to operate underground. The few times that agents had attempted to operate openly the authorities had spared no expense in an attempt to get to the roots of the VIPER

conspiracy. VIPER had to expend a large number of political favors to squelch the investigations. With increasing UNTIL incursions VIPER had to find a way to cut its losses.

They decided that individual VIPER installations (or "Nests") would be scattered all over the world. These Nests would be fully capable of independent action and have a special link to the VIPER's main Serpentine computer. The Nests would be capable of following VIPER's orders, but not traceable back to the main, secret VIPER headquarters. Soon Nests were popping up all over the world. The autonomy of the Nests allowed VIPER agents to become much bolder and engage in open conflict with police, heroes, and agents of UNTIL. All over the world there has been a major increase in VIPER activity.

VIPER TACTICS

Remember that VIPER is on the offensive in most of these scenarios. In the *Assault on the Tanghal Tower* they'll probably bring the minimum force they feel is necessary, certainly not more than one supervillain. But as soon as VIPER is defeated in a scenario, they'll increase the amount of support they bring. Be careful not to use up the supervillains too fast, since the villains are the most valuable part of the VIPER forces.

When VIPER agents are attacked by heroes they'll keep a 2"-3" dispersion whenever possible. The agents are taught never to make more than a half move in combat. This allows them to fire if attacked directly, or to cover a friend who is attacked.

Example:

A VIPER Agent takes a half phase on segment 8 and moves. He holds his fire till a good target presents itself. A hero comes at the agent on segment 10. The VIPER Agent fires, using up the rest of his Segment 8 phase. On Segment 12 the agent can move and fire normally.

The deployment of agents will depend upon the number of agents and heroes involved in the battle, but follow a general pattern. One quarter of the agents will become skirmishers. They will half move into the open and autofire at the heroes as soon as the heroes come into range. The skirmisher's job is to delay the heroes while the rest of the agents get into position and prepare. Often heroes will engage these skirmishers while the main body of troops complete their mission. Assault and cavalry agents make the best skirmishers.

The second group, one half of the troops and any supervillains, become the main body of the attack. They will get around the flanks of the heroes by making a half move to cover; then they'll try to Find Weakness on the incoming heroes. If there is no cover, the main body will stay on the move and continue their attempt to flank. Once they have Found a Weakness, or the heroes get within 5"-10", they will fire. The main body will attempt to concentrate several agent's fire on a single hero. VIPER figures that the one hero out of a fight is worth more than

two heroes with damage. Heavy Weapons and Assault agents are best for the main body.

The remaining quarter of the troops will be the overwatch. These agents will attempt to stay hidden, brace, and fire only if the second group of agents are rushed. If the overwatch feels it is hidden it will set if possible. Troops that are braced and set are +2 on Attack Roll and x4 on their Range Mod. Undercover agents, with their Stealth, are best in this role. If cover is not available for the third group to hide in they will still provide covering fire and stay on the move.

VIPER will withdraw if they ever feel that the enemy has overwhelming force. If VIPER withdraws, they will protect the target of the scenario first. VIPER considers losing a large number of agents and a supervillain or two worth the targets of these scenarios. VIPER will protect its supervillains second, sacrificing a few agents so that the villains can get away. Villains should use their movement powers to try to scatter away from the rest of the VIPER agents. Villains without movement powers should stick with a group of agents and attempt to get away with them. If the heroes follow the villains then the agents should have a much easier time getting away.

VIPER agents will scatter last, attempting to cause diversions by threatening innocents. They are taught to grab a bystander and threaten to blow him away if the enemy does not let the agents go. This should get the heroes' attention. Normal agents will seldom carry out these threats, but Undercover Agents have been known to, just out of spite.

The VIPER agents are not afraid of capture because they assume that legal tricks will keep them from being convicted of any crimes. VIPER employs several high powered lawyers that can get agents out on bail or get charges dropped for technical reasons. But those agents caught actively threatening bystanders, or actually carrying out their threats, will probably be jailed for a long time.

When the Nest Leader is with his troops, one emotion will dominate the encounter: fear. The Leader is an abject coward, and will put all of his troops between himself and any attackers. If there is any way for the Leader to get away from a battle he will take it. Supervillains, agents, and technicians will all be sacrificed to defend the most important thing in the nest: the Nest Leader.

When using other supervillains VIPER will exploit the villain's strengths and hide their weaknesses. If a villain is very fast, but has no range, he will be placed at the front of the main body or with the skirmishers. If a villain can hide well, or has an invisible ranged attack he will be placed with the covering force. If a villain is strong, or simply good in a fight, he will be placed with the main body and given enough room to do his own thing.

VIPER AGENT SUPPORT

The amount of forces VIPER sends into an engagement will depend upon the number of heroes in the game. VIPER will estimate how much

resistance they'll have and how obvious they are willing to be in an operation. VIPER is willing to be fairly obvious in all of the scenarios in *VIPER's Nest* except for *Combat in Christopher Park*. For each scenario listed roll once on the VIPER Forces chart for each hero in the run to see what kind of extra forces VIPER has available.

VIPER FORCES

1D6 Roll	Forces Used in Scenario
1	VIPER Team of 4 Undercover Agents
2	VIPER Team of 4 Aerial Cavalry Agents
3	VIPER Team of 4 Assault Agents
4	VIPER Team of 4 Heavy Weapons Agents
5+	Supervillain (Roll on the Supervillain Support chart)

SUPERVILLAIN SUPPORT			
1D6 Roll	Supervillain	1D6 Roll	Supervillain
1	Armadillo	1	Howler
2	Bluejay	2	Icicle
3	Brick	3	Ogre
4	Cheshire Cat	4	Pulsar
5	Dragonfly	5	Shrinker
6	Green Dragon	6	Starburst

To use the Supervillain Support chart, roll 1D6; on a 1-3, roll on the first chart, on a 4-6 roll on the second chart. Reroll if you get a character who is being used as a hero.

Using these tables will mean that the VIPER troops will have a small chance of winning outright, an fair chance of some agents getting away, and an large chance for the heroes to win. If the GM assumes that VIPER has poor judgment about their oppositon's power, he may change the number of rolls on the VIPER Forces chart. In the beginning they may be overconfident and roll one or two fewer times on the table.

If previous scenarios have shown VIPER that they're losing badly, they will attempt to remedy the situation in two different ways. First, VIPER will send more troops, perhaps 2 rolls per hero in the run. Second, they will send higher powered troops. The Gamesmaster should add +1 to his roll on the VIPER Forces chart.

ASSAULT ON THE TANGHAL TOWER

What follows is the beginning of briefing given to VIPER Agents before the assault on Tanghal Tower. This gives you the basic plot behind this scenario from the perspective of VIPER.

"Listen up troops, we've got a job. A sneak in and sneak out. It's a simple target, and with luck we won't have any resistance. Now stay awake while I give you the background briefing."

"In the late 1930's, while the Tanghal Tower was being built, a small group of American Nazi agents were engaging in sabotage operations. For their first job they had stolen several experimental superconducting samples from an American laboratory. The superconductor could allow the Americans to build new weapons generations ahead of anything known even now."

"However, in a series of lightning raids, the FBI captured all the members of the gang but one. Kirk Speilbag knew that the FBI was after him too, and that he would have to hide the secret samples. He put the samples in a strongbox and hid the strongbox in the

cornerstone of a new building that was going up. Unfortunately for Speilbag he was caught in a shootout with the FBI and died before he could tell anyone where the wonder material was."

"For 50 years the samples sat in the cornerstone of the Tanghal Tower. Information recently declassified from FBI files pertaining to the gang was fed into VIPER's central computers. From this information our Serpentine computer system figured out where Speilbag must have stashed his strongbox. A signal was sent out to our Nest to collect the samples, at any cost. Unfortunately, the tower is currently being torn down, so we have to get the samples before the builders find them."

VIPER will be sending a base team of 4 assault agents into the tower. Two of these agents will carry 8 charge, 3D6 Killing Armor Piercing, No Range laser torches to cut through the cement cornerstone. They will carry autolaser pistols as backups. The rest of the team will be equipped as standard assault

agents. The team will have as much support as the situation dictates (one roll on the VIPER Forces chart per hero in the run).

The VIPER plan is to sneak to the site and come over the fence at night. The security guards have been paid off to stay away from the area of the cornerstone. Once the VIPER agents are inside the fence they will be very open as they know that they are protected from view.

Start the heroes off on this adventure by putting them in the area for some. Perhaps they're on patrol or have just prevented a mugging in their hero identity. Or they're in the area walking home after having dinner in the secret identity. The heroes may sight the agents as they come over the fence, from the air as they move to the cornerstone, or detect the unusual sound or smell of the laser torch in operation. Have the heroes make Perception Rolls to notice the agents or their actions; if they fail, have the agents notice them and tell them to get away. Deal with the heroes one at a time until some combat is about to begin, then begin the action on Segment 12 and enter Combat Time. The VIPER agents will spread out to guard the area during the operation. Once the strongbox with the samples has been removed from the cornerstone the agents will all leave the way they came.

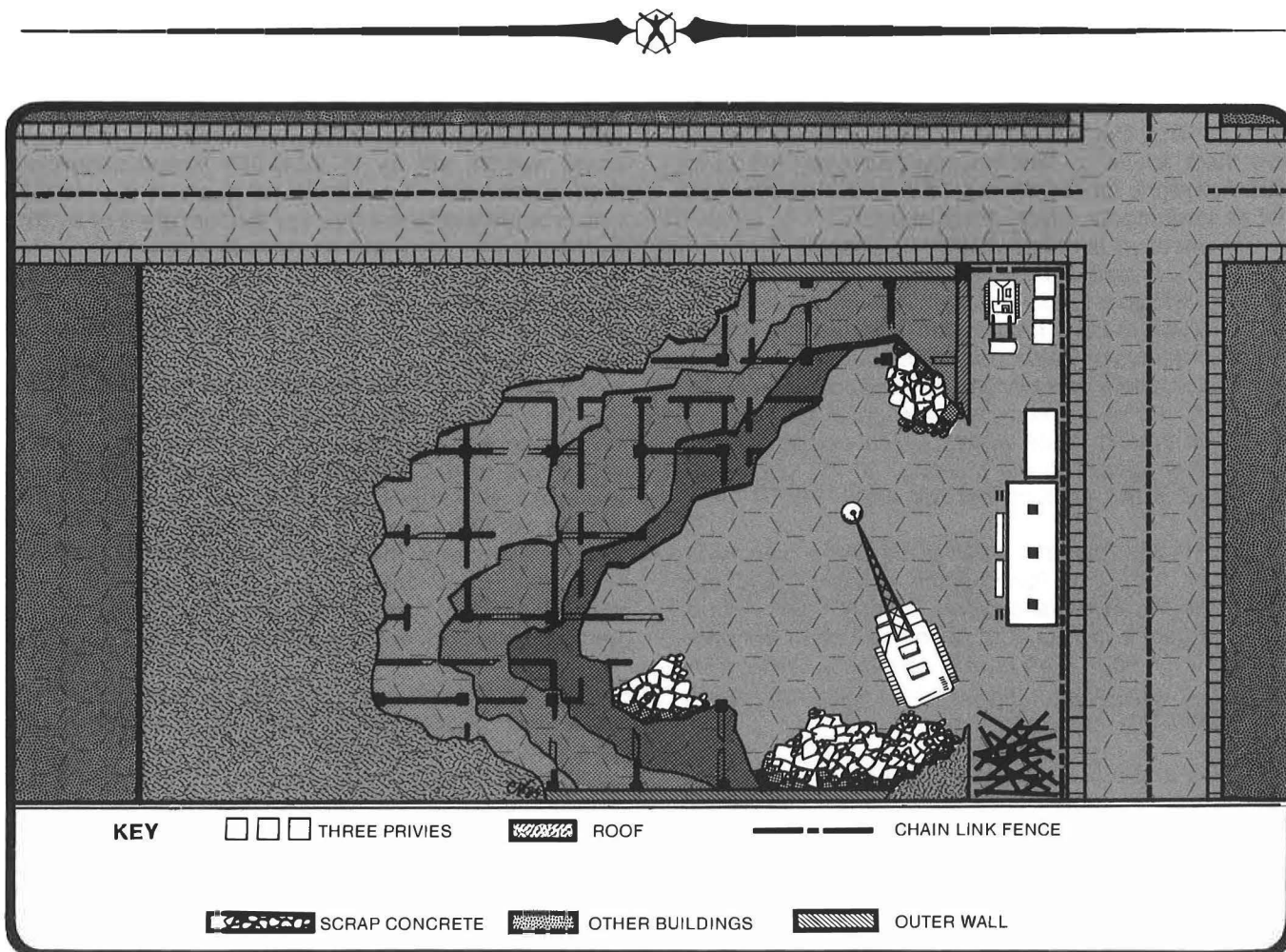
THE TANGHAL TOWER

The Tower is in a state of partial destruction. Most of the top stories have been razed to expose the inner floors. The exterior walls and floors of the Tower are concrete; the interior walls are heavy wood (pieces of interior walls are shown). The dotted lines show walls on lower floors. The interior walls exist on both floors, but not on the roof. The stairs each run up 1 level; it costs +1" of Running to climb the 2 hex stair. Each floor is 2' tall.

The corner of the lot is shown with a small portion of the street and a strip of sidewalk. A 1" tall heavy wood fence separates the sidewalk from the construction yard. There is a gate in one part of the fence where trucks and heavy equipment can be brought into the yard. The gate is locked with a steel chain.

Inside the fence there are several piles of debris that haven't been cleared out. One pile holds concrete and the other pile holds large bent steel I beams. Any character that's Knocked Back or falls into either uneven pile of debris takes +3D6 damage.

Also parked within the compound are two pieces of heavy equipment, a bulldozer and a crane. Both pieces of equipment can be started with their keys



(which are in the trailer on the wall) or by a hero who spends three Phases and makes his Security Systems Skill Roll.

The destruction of the Tower is being run from a trailer. The trailer is 2" tall and is mounted ½" off the ground. Stairs lead up ½" to the door. The walls of the trailer are sheet metal. The interior of the trailer is filled with light wood furniture; the furniture includes a table, several chairs, a desk, and a blue-print cabinet. A peg board on one wall contains the keys for the front gate, the bulldozer, the crane, and the porta-potties. The light wood porta-potties are next to the trailer.

EQUIPMENT

Item	Notes
Concrete chunks	200 to 800 kg
Steel I-beams	800 kg
Bulldozer	6.4 tons, Move 3" a Segment
Crane	12.8 tons, Move 2" a Segment, max lift 3.2 tons. Carries a 1.6 ton armored steel wrecking ball.

COMBAT IN CHRISTOPHER PARK



The following briefing is given to VIPER Undercover Agents before the Christopher Park mission. Once again, this will let you in on exactly what VIPER knows and plans to do.

"Gentlemen, we have a problem. An assault agent has gone AWOL. We think he's going to turn traitor and go to UNTIL. Our mission is to make sure he doesn't give them anything. The job won't be easy; it'll be in broad daylight. Operating in public places is never fun, but as undercover agents that's our job."

"The meeting is scheduled in Christopher Park today. UNTIL Investigator Robert Jensen is going to meet an ex-VIPER agent named James Allison. We think Allison is willing to trade the position of our VIPER's Nest and descriptions of VIPER operations for immunity from prosecution and a new identity. Allison knows that we're out to get him and asked the investigator for a secret meeting in a public place, with no UNTIL troops around. Jensen has agreed to the meeting. UNTIL obviously thinks this is the contact that will break VIPER wide open."

"Christopher Park is a small piece of the country in the center of the city. Paved paths wander through the grassy playing fields, and picnic tables cluster around stone barbecue pits. Lots of people will be in the park on their lunch hour. We'll have to be careful. We'll try for a snatch, if we can get it, but if not we'll eliminate Jensen and Allison."

Jensen and Allison are going to meet under a tree, near the picnic tables in Christopher Park. VIPER's spies inside of UNTIL found out about the meeting. A 4 man VIPER undercover team is going to be at the meeting too. The VIPER team will sneak up on the meeting and attempt to capture both Allison and the UNTIL Investigator. After being captured and taken

away, Allison will get the third degree so that VIPER can discover how much information he has revealed. Jensen will be tortured to give up information about UNTIL operations. VIPER will send as much support, disguised in trenchcoats, as the situation dictates.

The VIPER plan is to drive up the access road in a nondescript van. Undercover agents will be milling around the bushes and the picnic tables. The undercover agents will try to look like businessmen on their lunch hour. Any additional support that VIPER has brought along will be near the tool shed or by the barbecue pit. They will be in hats and trenchcoats, with their helmets and guns under their coats. Any assault agents or cavalry troopers will be ill at ease in disguise, and may look uncomfortable hiding in civilian clothes.

When both targets are identified the undercover agents will try to capture them. If there's any special resistance, the support troops will shuck their coats and come to the rescue. Once Jensen and Allison are captured, they'll be put in the van and all the agents will drive away. If at any time the agents feel that they're losing, they'll try to grab Allison. They will then scatter and cause diversions so that the team with Allison can get away. If the undercover agents think that Allison will get away, they'll kill him with their autolasers.

The heroes can enter this engagement in several ways. Jensen could have contacted some heroes to give him cover during the meeting. He would only contact heroes that have good reputations and those who could blend well into the park background.

The heroes can also be in the park on their lunch hour, like the rest of the bystanders. A hero could have a meeting with someone in the park in his Secret Identity. (Heroes run into trouble accidentally all the time.)

If a hero shows up in superhero identity, all hell will probably break loose. Anyone in hero identity would scare Allison off. If a hero does show up in his supersuit before VIPER attacks, Allison will break off any meeting and try to make a break for it. Jensen will try to stop him any way short of violence. Any VIPER agents would certainly attack at such a point to make sure that Allison doesn't get away.



CHRISTOPHER PARK

Christopher Park is a mostly grass area that's good for running. The play area near the swing set is covered in sand, which makes ground movement difficult. It costs 2" of Running to move 1" in the sand and all Acrobatics Skill Rolls made there are at -2. A paved access road and riding path have a raised concrete edges and cross near the bottom of the map.

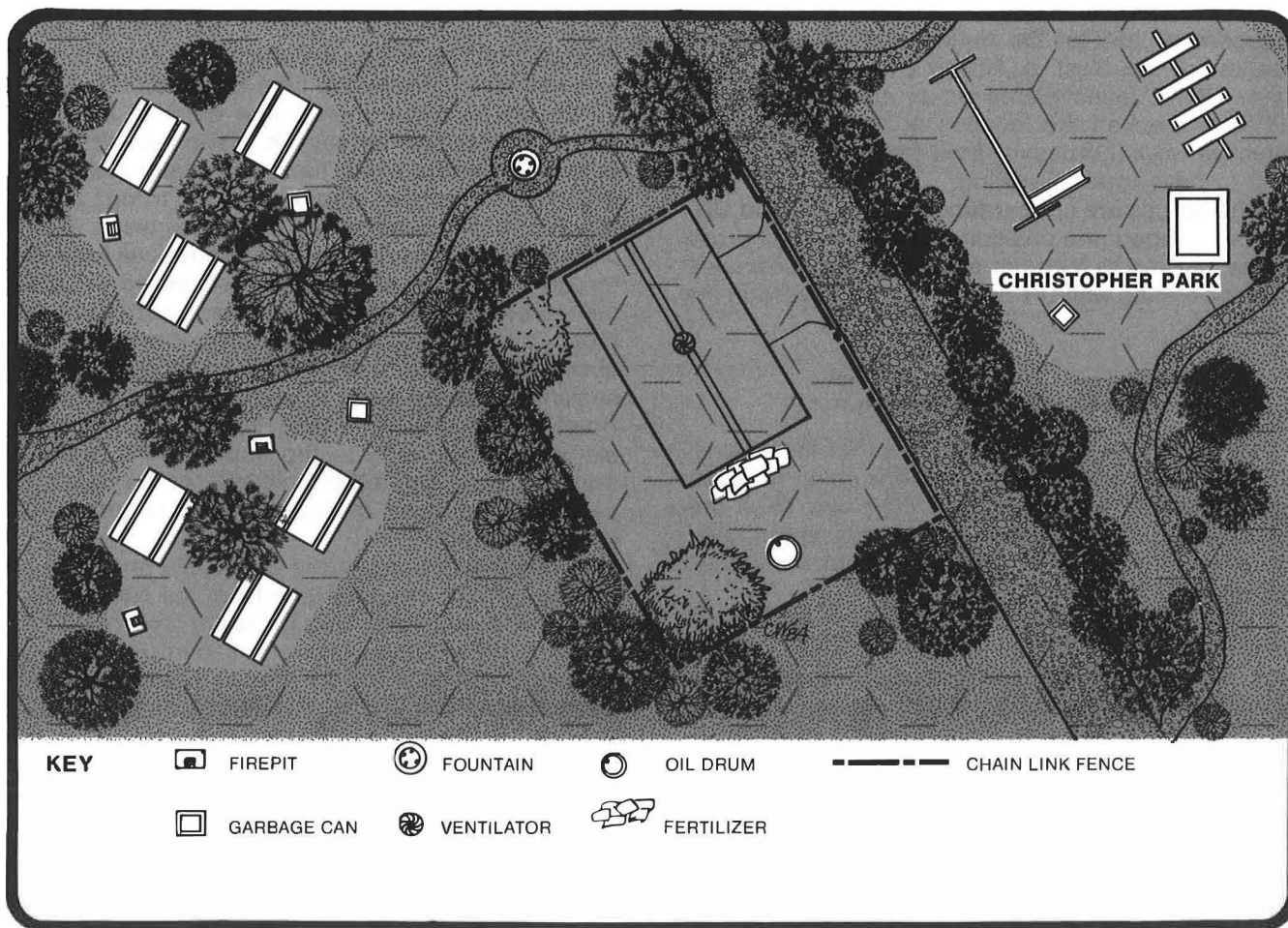
A concrete tool shed on the left hand side of the map is surrounded by a chain link fence that is 1" tall. The shed holds gardening tools, a power mower, and 50 kg bags of cement. Inside the fence there are 25 kg bags of fertilizer, a compost heap, and an old oil drum. If the oil drum is hit by any kind of heat or electricity of 4 Body or more it will break and ignite. The oil fire will spread 1 hex per Segment. Any

character moving through the fire will take ½D6 Killing Energy damage per hex he moves through.

Separating the access road from the play area are high bushes. These bushes are 1" tall and block line of sight. It takes a half Phase to move through 1 hex of bushes. Several small 3" trees dot the area and a large tree (the meeting place) sits on the side of the map. The large tree is 5" tall, with the first 1" being trunk. If any of the trees or bushes is hit by any kind of heat or electricity of 6 Body or more they will burn. Any character moving through a brush or tree fire will take 1 pip Killing Energy Damage per hex he moves through.

Scattered near the top of the map two 100 kg picnic tables are bolted to concrete pilings. A character must do 7 Body to rip the table out of the concrete. Near the picnic tables there is an empty stone barbecue pit. The pit is full of old ashes and litter. A trash barrel overflows with trash near the picnic tables. Included in the trash around the barrel is a broken bottle that can act as a ½D6 Killing Physical Attack for 1 hit.

Over on the left side of the map is the Play Area. A large steel swing set rises up out of the sand. The swings are held up by thin chains. Just across the access road from the play area is a stone drinking fountain. Only the top side side of the drinking fountain works and the drain is plugged up.



CLEANING OUT THE VIPER'S NEST



The center of all VIPER activity in the city is the underground VIPER's Nest. The Nest allows VIPER to keep men, illegal weapons, and supplies safely hidden; supervillains and agents use the Nest for training and as a safe haven between jobs; but the main function of the Nest is to provide secure communications for scattered VIPER forces. A special crystal communication link to VIPER's central Serpentine computer is the heart of the communications system. This supposedly unjammable, and untraceable communications net allows each Nest to be independent in case of disaster and coordinated during operations.

BACKGROUND

The characters have somehow found out the position of the VIPER's Nest. If the ex-VIPER agent James Allison was successfully rescued in the last engagement, he'll tell the Jensen and the heroes the location of the Nest. If Allison was silenced, then either UNTIL Investigators or an enterprising hero will have cracked the location of the Nest through detective work (heroes roll their Detective Work Skill at -2 to have found anything).

If the heroes are cooperating with UNTIL, and UNTIL knows about the position of the Nest, the heroes will be allowed to lead the assault. If the heroes are not cooperating with UNTIL they'll have to assault the Nest alone.

THE ASSAULT

There are several different ways that the assault can be conducted. If the heroes are going in alone they can try to sneak or blast their way in. If the heroes decide to blast their way in, they should rely on speed to get to their objectives before the Nest can come to a full alert.

If UNTIL is assaulting the Nest the heroes will be offered the chance to lead the charge. UNTIL will assault with approximately 100 agents, but only 10 or 20 will be around the heroes at any one time. An UNTIL assault will probably (14 or less) be detected in time for the Nest to be at full alert.

UNTIL wants several things in the Nest. Jensen would tell the heroes what UNTIL is interested in. If the heroes cooperate with the UNTIL investigation they would be given the following instructions.

The most important item in the Nest is the crystal that VIPER uses to communicate with Serpentine.

UNTIL scientists hope to be able to trace the VIPER main base using the crystal. The crystal has a self destruct system and is very fragile (DEF 1, BODY 1). The second most important target is the Nest Leader. The leader will be difficult to capture (he is a coward and will have the entire Nest between him and any attack), but would be a major prize. Third in importance are the supervillains; each is a known criminal and has information on how VIPER organizes and thinks.

The lowest priority targets are the VIPER agents themselves. Agents are told very little about overall policy and the heroes should spend as little time as necessary on them. If the heroes do ignore the agents, the agents will Brace and Set for a +2 on Attack Roll and x4 Range Mod. They should get in good shots against the heroes.

If the heroes go in on their own (just to beat up VIPER on general principles), they'll probably go after the supervillains first. If the VIPER leader decides that the villains are the object of the assault, he'll sacrifice them to buy time to evacuate the base. VIPER will try to get their leader out first, in the opposite direction of an assault. If the assault is from both sides at the same time, the leader will decide which side is weaker, deploy delaying troops against the strong side, and break out of the weak side.

The heroes have two possible entrances to assault through. If James Allison was rescued he would tell the heroes about both entrances. Characters who found the Nest through Detective Work will know about both entrances on 1-3 on 1D6. The main entrance into the Nest is a service elevator in the Hotel Claremont. A hidden set of buttons in the elevator allows entry to the underground Nest. An armored door cuts off the elevator at the basement garage of the hotel unless the entry sequence has been activated.

A secondary entrance is the Nest's underground vehicle garage one half mile from the Nest itself. A monorail shuttle runs from the lower level of the Nest to the garage. The garage empties into a little used alley through an armored door with a brick facade. All the doors are rigged, but can be defeated with a Security Systems Skill Roll. If the door or wall is damaged or unsuccessfully tampered with, a signal in the Nest goes off.



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THE SUPER ROLE-PLAYING GAME!™

PLAYER:

SKILL LEVELS	ADD
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CHARACTERISTICS COST:

CHARACTER DISADVANTAGES	100 + PTS.
-------------------------	------------

ECV:
(EGO/3)
LEVELS

TYPE	INCHES
------	--------

ATTACK	OCV	DCV	DAMAGE
PUNCH	+0	+0	x 1
HAYMAKER ¹	+0	-5	x 1½
KICK ¹	-2	-2	x 1½
BLOCK	+0	+0	—
DODGE	+0	+3	—
GRAB	-1	-2	—
MOVE BY ²	-2	—	x ½ + (v/5)
MOVE THROUGH ³	-v/5	-3	x 1 + (v/3)
OTHER ATTACKS	+0	+0	NORMAL
MARTIAL PUNCH	+0	+2	x 1½
MARTIAL KICK	-2	+1	x 2
MARTIAL BLOCK	+2	+2	—
MARTIAL DODGE	+0	+5	—
MARTIAL THROW	+v/5	+1	x 1 + (v/5)

¹Takes 1 extra segment ²Attacker takes 1/3 damage

³Attacker takes 1/2 damage

 $9 + (EGO/5)$

DISADVANTAGES TOTAL:

EXPERIENCE SPENT +

TOTAL POINTS =

PTS.	EFFECT	POWERS	END
------	--------	--------	-----



POWERS COST + _____ CHARACTERISTICS COST = _____ TOTAL COST

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CHAMPIONS

THE **SUPER** ROLE-PLAYING GAME! TM

NAME: _____

SECRET ID: _____

PLAYER: _____

CV:
(DEX/3)

SKILL LEVELS ADD

ECV:
(EGO/3)
LEVELS

VALUE	CHARACTERISTICS	COST	BASE	PTS.
_____	STR	x 1	10	_____
_____	DEX	x 3	10	_____
_____	CON	x 2	10	_____
_____	BODY	x 2	10	_____
_____	INT	x 1	10	_____
_____	EGO	x 2	10	_____
_____	PRE	x 1	10	_____
_____	COM	x 1/2	10	_____
_____	PD (STR/5)	x 1	—	_____
_____	ED (CON/5)	x 1	—	_____
_____	SPD 1+(DEX/10)	x 10	—	_____
_____	REC (STR/5)+(CON/5)	x 2	—	_____
_____	END (CON x 2)	x 1/2	—	_____
_____	STUN (BODY)+(STR/2) + (CON/2)	x 1	—	_____

CHARACTERISTICS COST:

PHASES: 1 2 3 4 5 6 7 8 9 10 11 12

PD: _____ ED: _____

rPD: _____ rED: _____

SPECIAL DEFENSES:

END: _____ STUN: _____ BODY: _____

MOVEMENT

TYPE INCHES

CHARACTER DISADVANTAGES 100 + PTS.

ATTACK	OCV	DCV	DAMAGE
PUNCH	+0	+0	x 1
HAYMAKER ¹	+0	-5	x 1 1/2
KICK ¹	-2	-2	x 1 1/2
BLOCK	+0	+0	—
DODGE	+0	+3	—
GRAB	-1	-2	—
MOVE BY ?	-2	-2	x 1/2 + (v/5)
MOVE THROUGH ³	-v/5	-3	x 1 + (v/3)
OTHER ATTACKS	+0	+0	NORMAL
MARTIAL PUNCH	+0	+2	x 1 1/2
MARTIAL KICK	-2	+1	x 2
MARTIAL BLOCK	+2	+2	—
MARTIAL DODGE	+0	+5	—
MARTIAL THROW	+v/5	+1	x 1 + (v/5)

¹Takes 1 extra segment ²Attacker takes 1/3 damage

³Attacker takes 1/2 damage

PER ROLL

9+(INT/5)

DEX ROLL

9+(DEX/5)

INT ROLL

9+(INT/5)

EGO ROLL

9+(EGO/5)

EXPERIENCE POINTS:

DISADVANTAGES TOTAL:

EXPERIENCE SPENT +

TOTAL POINTS =

PTS. EFFECT POWERS END



POWERS COST + CHARACTERISTICS COST = TOTAL COST

CHAMPIONS

THE **SUPER** ROLE-PLAYING GAME! TM

NAME: _____

SECRET ID: _____

PLAYER: _____

CV:
(DEX/3)

SKILL LEVELS ADD

ECV:
(EGO/3)
LEVELS

VALUE	CHARACTERISTICS	COST	BASE	PTS.
_____	STR	x 1	10	_____
_____	DEX	x 3	10	_____
_____	CON	x 2	10	_____
_____	BODY	x 2	10	_____
_____	INT	x 1	10	_____
_____	EGO	x 2	10	_____
_____	PRE	x 1	10	_____
_____	COM	x 1/2	10	_____
_____	PD (STR/5)	x 1	—	_____
_____	ED (CON/5)	x 1	—	_____
_____	SPD 1+(DEX/10)	x 10	—	_____
_____	REC (STR/5)+(CON/5)	x 2	—	_____
_____	END (CON x 2)	x 1/2	—	_____
_____	STUN (BODY)+(STR/2) + (CON/2)	x 1	—	_____

CHARACTERISTICS COST: _____

PHASES: 1 2 3 4 5 6 7 8 9 10 11 12

PD: _____ ED: _____

rPD: _____ rED: _____

SPECIAL DEFENSES:

END: _____ STUN: _____ BODY: _____

MOVEMENT

TYPE INCHES

CHARACTER DISADVANTAGES 100 + PTS.

ATTACK	OCV	DCV	DAMAGE
PUNCH	+0	+0	x 1
HAYMAKER ¹	+0	-5	x 1 1/2
KICK ¹	-2	-2	x 1 1/2
BLOCK	+0	+0	—
DODGE	+0	+3	—
GRAB	-1	-2	—
MOVE BY ?	-2	-2	x 1/2 + (v/5)
MOVE THROUGH ³	-v/5	-3	x 1 + (v/3)
OTHER ATTACKS	+0	+0	NORMAL
MARTIAL PUNCH	+0	+2	x 1 1/2
MARTIAL KICK	-2	+1	x 2
MARTIAL BLOCK	+2	+2	—
MARTIAL DODGE	+0	+5	—
MARTIAL THROW	+v/5	+1	x 1 + (v/5)

¹Takes 1 extra segment ²Attacker takes 1/3 damage

³Attacker takes 1/2 damage

PER ROLL

9+(INT/5) _____

DEX ROLL

9+(DEX/5) _____

INT ROLL

9+(INT/5) _____

EGO ROLL

9+(EGO/5) _____

EXPERIENCE POINTS:

DISADVANTAGES TOTAL: _____

EXPERIENCE SPENT + _____

TOTAL POINTS = _____

PTS. EFFECT POWERS END



POWERS COST + CHARACTERISTICS COST = TOTAL COST

THE NEST ALL LEVELS

The Nest is an underground base carved out of the bedrock of the city. The interior walls are all reinforced concrete and the doors are all heavy wood. All levels in the Nest are connected by stairs and a large elevator. The doors to the stairs and to the elevator are rigged, so when they are opened a signal goes off on the security desk in the main computer room. If a character makes a Security Systems Skill Roll he spots the signalling devices. A second roll will defuse the system.

ELEVATOR

There are two high speed elevators, one a 6" x 8" box and one a 12" x 8" box with controls for sending the elevator to other floors. It takes 3 segments to move 1 floor.

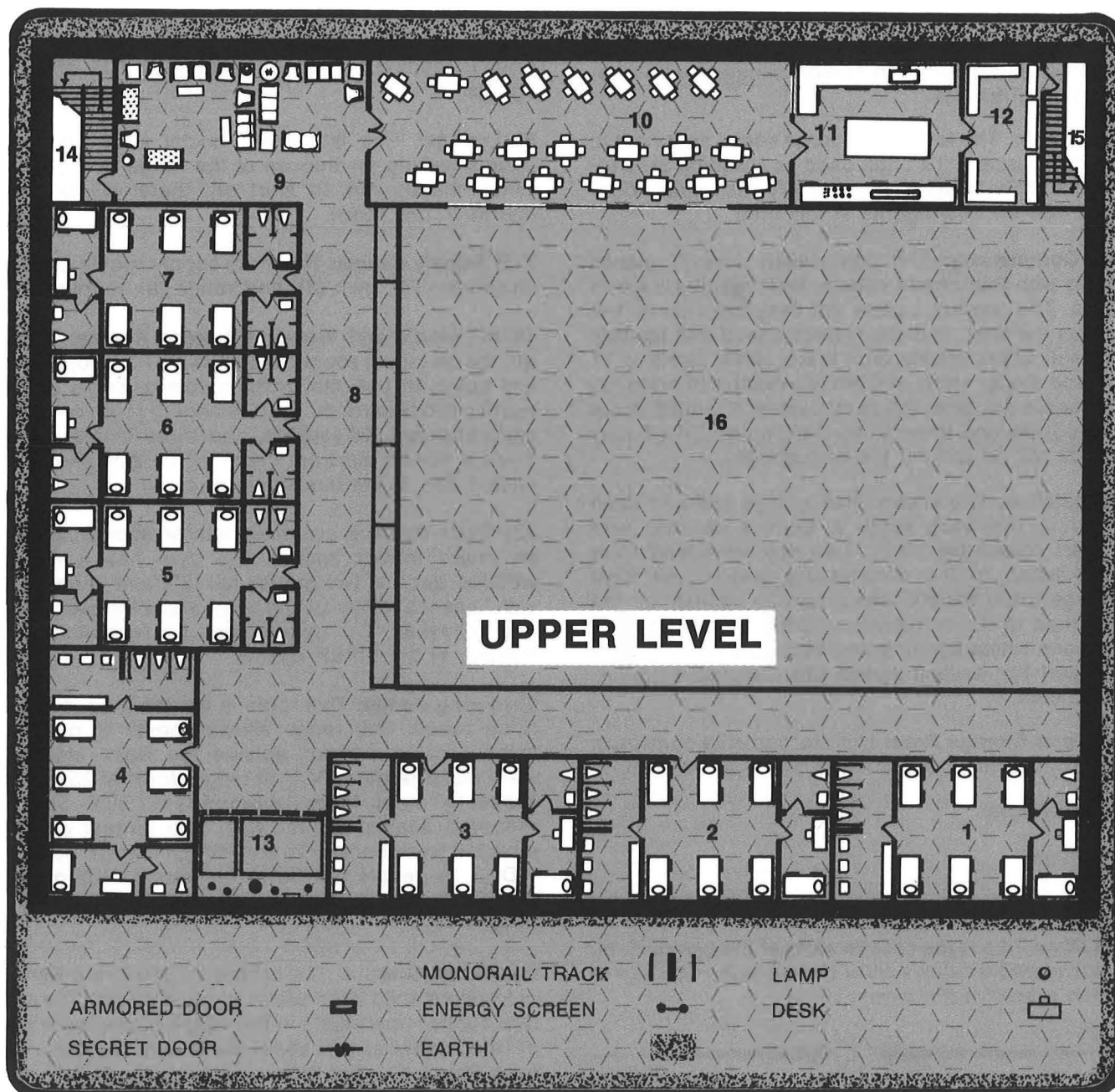
STAIRS

A stair case behind a fire door runs between levels. Running down one level takes 3" of Running, up one level takes 6" of Running. Flying heroes must gain 2" in height to climb the stairs and may not fly through the stairs at a speed that would give them a Turn Mode of greater than 1".

UPPER LEVEL

The upper level is the living level where the troops and sergeants are housed in barracks. Their weapons are kept in lockers near a large opening in the hall. The commissary, kitchen, and a storage room are also on this level.

1-7) Barracks & Tac Rooms: These barracks are outfitted for the troopers and technicians of the Nest. Each barracks contains 6 steel frame bunk beds with



22 Champions

a chest of drawers (four drawers per bed) underneath. These bunks are used by two shifts. When there is no alert, there will be 2D6 troops or technicians in each barracks. Each barracks contains a platoon of troops led by a sergeant. Each sergeant lives in a tac room containing a chest bed, desk, and chair, with a private bath. When there is no alert, a sergeant will be in his tac room on a 1-2 on 1D6.

Each barracks contains troops of a different type. Barracks 1-3 have assault agents, barracks 4 has heavy weapons agents, barracks 5 has aerial cavalry agents, barracks 6 has undercover agents, and barracks 7 has technicians.

8) Weapons Lockers: A row of 6 sheet steel lockers is filled with VIPER weapons. Each platoon sergeant has the keys for his platoon's weapons locker. When the Nest is not at alert, eight men in each platoon will have their weapons. A full locker normally contains 24 weapons and 24 flash grenades. Agents keep their helmets, visors, and reinforced costumes with them at all times. Each locker is rigged with anti-tampering devices.

9) Lounge: The lounge is a large social area next to the commissary; it's often used as a waiting area for the cafeteria. It has seating for 27, and usually contains 4D6 off duty agents at any time.

10) Commissary: The commissary has 21 plastic tables with four chairs apiece. Nest members eat in shifts. The assault troops eat first, the rest of the agents eat next, and the technical staff and leaders eat last. Breakfast starts at 6 am, lunch starts at 11 am and dinner starts at 5 pm. If a meal is in progress 75 people will be in the commissary. If a meal is not in progress and there is no alert, then 4D6 off-duty agents will be around the commissary.

11) Kitchen: The kitchen has a large grill and oven covering one wall, while a formica counter with snacks covers the other. Two doorways lead from the kitchen to the commissary and to the food storage area; there's also a service counter on the wall next to the commissary. Eight men from each platoons rotate cooking and serving the meal. During alert two assault agents are assigned to guard the kitchen.

12) Food Storage Area: This storage area contains a large deep freeze, and shelves full of canned goods.

13) Elevators

14) Stairs

15) Secret Stairway

16) Gym: This is the second story of the gymnasium. Thick plastic windows allow people in the corridor to watch events in the gym.

MIDDLE LEVEL

The middle level has a gymnasium, class rooms, a library and study, a firing range, changing rooms, and storerooms. It would be lightly defended by VIPER agents.

1) Library: This room contains three to six bookshelves with material on tactics, weapons use, issues of *Superhype* magazine, and some light fiction.

2-4) Classrooms 1, 2 & 3: These rooms are used in instructing VIPER agents in tactics and strategy. Each classroom has 9 tables with three chairs at each, and a desk near the door. When there is no alert, there will be (5D6 - 3) agents in each classroom.

5) Study: This room has a large number of tables and chairs; it's used for out of class studying or private reading. It generally contains 1D6 off duty agents.

6) Lounge: This is another social area, used by agents waiting for the use of the range or the gym. When there's not an alert on, there will be 2D6 agents in this room.

7-9) Supply Rooms: The three supply rooms contain classroom (7), gym (8), and range (9) supplies.

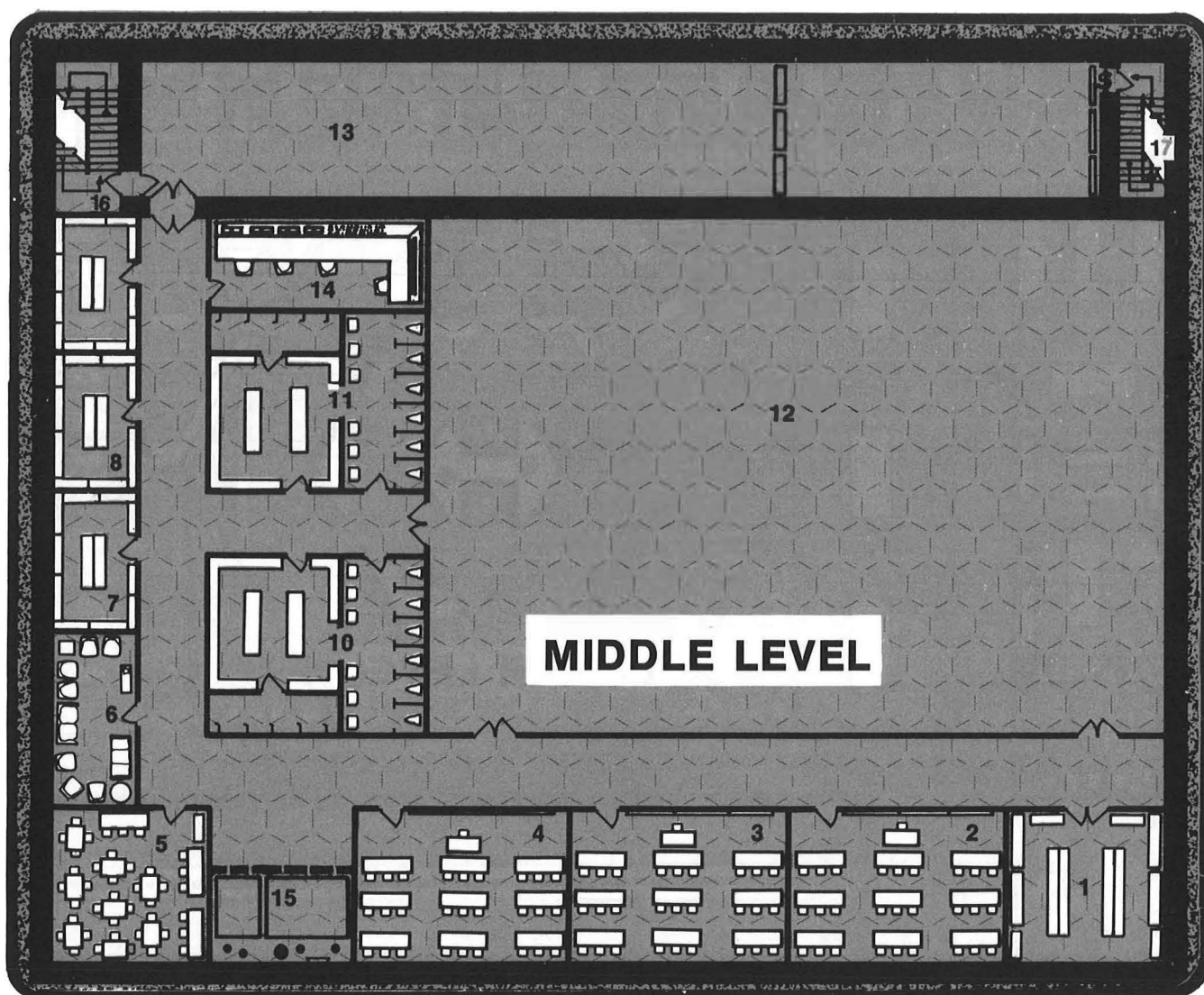
10-11) Men's and Women's Locker Rooms: These are the changing rooms and showers for people who are going to use the gym; there's a men's and a women's locker room. Each changing room contains eight showers, 26 lockers, and three toilets. When there is not an alert on, there will be 2D6 people in each room, in various states of dress.

12) Gym: This is a gymnasium large enough to play all major indoor sports. The gym has a waxed wooden floor, is two stories tall (5") and is covered with lines that describe the court areas for basketball and volleyball. The gym is used for recreation and training of the VIPER agents.

13) Firing Range: This room is a three man, 44 yard firing range. The range allows agents to practice without being noticed outside the Nest. Movable steel pistol targets (DCV 5) hinge down at 25 yards. Movable steel target silhouettes (DCV 5) are mounted against the far wall. The targets can be directed from Range Control. When there is no alert (1D6 - 3) people will be in the range. Roll on the VIPER Forces chart to see who is practicing in the range.

14) Range Control: The callers for the Firing Range are behind solid concrete in Range Control. The callers control operations in the range through the use of video cameras and speakers. A communicator allows Range Control to call the security desk in the





computer room. Range Control will be occupied any time there are people in the Firing Range.

15) Elevators

16) Stairs

17) Secret Stairs

BOTTOM LEVEL

The bottom level is the headquarters of the Nest. This level includes the computer room, meeting and maintenance rooms, and the quarters for the Nest's officers.

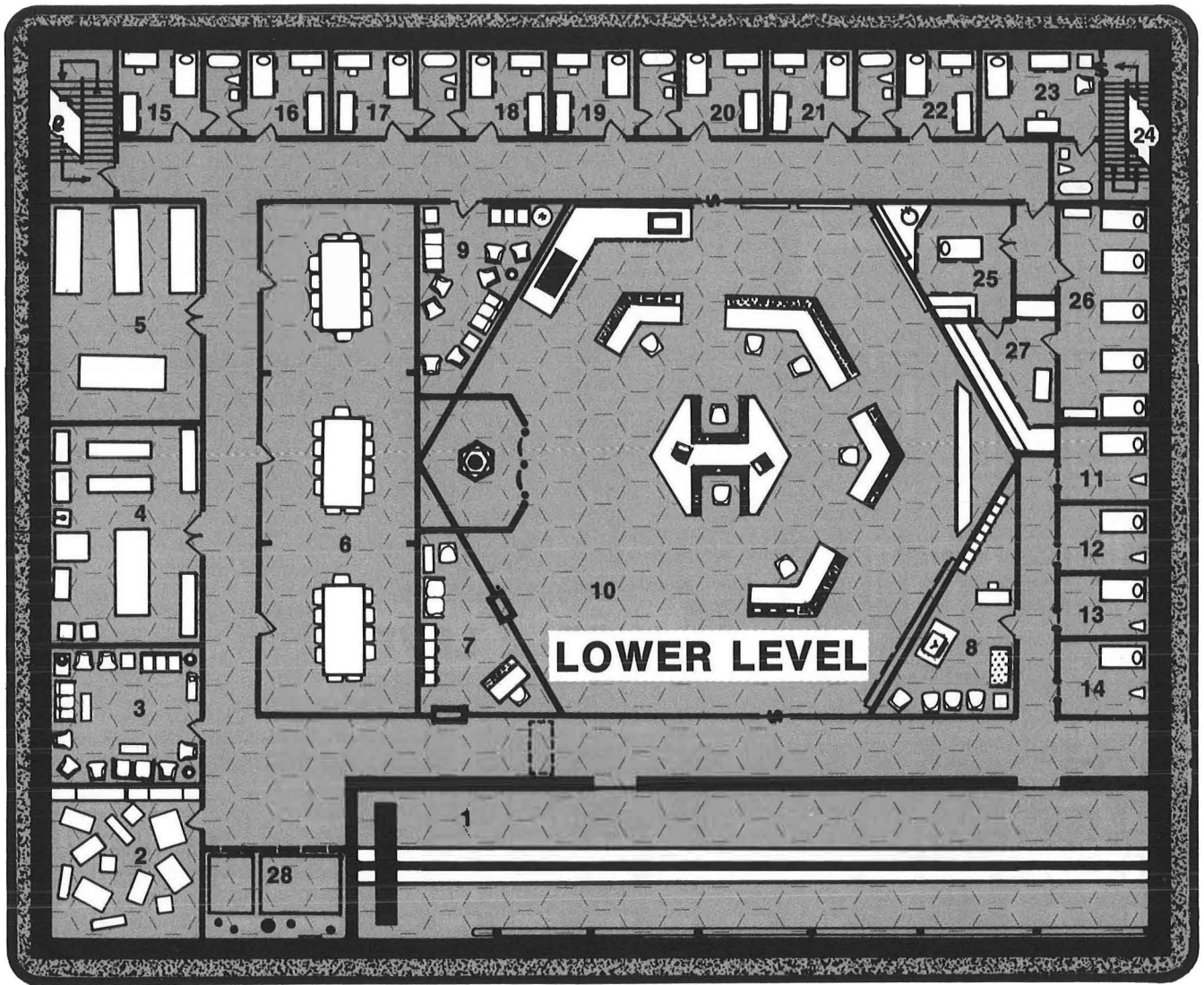
1) Monorail Shuttle: The monorail stretches from the Nest to the Nest garage, one half mile (400") away. The shuttle makes the trip in 3 Turns moving at 11" a

Segment. The rail is heavy cast steel and the car is sheet steel.

2) Storage Room: This room is where all of the spare parts for the Serpentine communications link, weapons, and equipment are kept. Several dozen boxes of various sizes and weights litter the room. Because of a mistake, there's an unguarded spare communications crystal in a 2 kg box marked "Communications Parts". If the heroes do not find the crystal during a search, any agents left will find it and destroy it.

3) Lounge: This is a lounge where off-duty agents can relax and watch TV. There are normally 1D6 agents here when there's no alert.

4) Armory: Weapons and equipment is repaired in the armory. The room has several 200 kg machines,



tools, and 5 benches. If there is not an alert on there will 1D6 technicians and 1D6 weapons scattered about the armory.

5) Computer Shop: Technicians in this room do periodic maintenance on the Serpentine computer link. One technician is on duty here at all times. The shop has oscilloscopes and digital meters on four 100 kg steel benches. When there is no alert, there will be 1D6 technicians in the computer shop.

6) Meeting Rooms 1-3: This is actually one long room with flexible partitions. Each room division contains a long table and eleven chairs. If an alert is not on there will be 3D6-8 people in each room.

7) Computer Security Room: This room controls access to the computer room. Two steel vault doors run to the corridor and to the computer. Six guards are always on duty in this room. All visitors must stop at the outside door and be identified by TV scanner and cleared by a palm print analysis. The security

desk inside the computer room then checks the visitor over TV and opens the inner door.

8-9) Ready Rooms 1 & 2: These are where agents wait for an alert. The rooms are triangular, and contain a table, chairs, and two couches. A TV and playing cards are on the table. If an alert has not been called there will be 1D6 agents in each room.

10) Computer Room: The Nest Leader will direct the Nest defenses, communications, and operations from the computer room until he feels that he's in danger of capture from an assault. Then he'll run. The main objects of the assault (the Communications Crystal, the Nest Leader, and at least one supervillain) will probably be in the computer room if the heroes get here before the Nest Leader can leave.

The computer room is hexagonal, about 24 meters across. Clockwise from the door is a DEF 12 shielded compartment that holds the Communications Crystal. The crystal can be destroyed from the

center console or by the Nest Leader with a remote control device.

Next along the wall is the Nest computer memory. A technician monitors the computer controls on a console just in front of the memory. The computer communicates with Serpentine through the crystal link. Clockwise from the computer is the massive two man communications console. Giant wall mounted screens in front of this console show security maps of the Nest. Then comes the operations desk; this desk shows information during VIPER operations. The console normally shows a map of the operation in progress. The Nest Leader will get any information about an assault from this desk.

Finally, in the center of the computer room is a double console with one chair for the Nest Leader and one for the current console controller. This desk can access and override any of the other functions; it also contains special command circuits and the destruct key for the communications circuit. Any security alarm that goes off is relayed to this double console. The security desk monitors TV cameras hidden in the walls that will spot suspicious activity in the Nest on an 11 or less each Turn.

When there is no alert, there will be six technicians, two guards, and a team leader in the computer room. During an alert the Nest Leader and five additional guards will enter the room. In an emergency the room can be evacuated through a secret door (Perception Roll at -5 to spot) behind the operations desk. When the door is opened a secret steel vault bulkhead will close off the corridor outside from the rest of the Nest. There is another secret door on the opposite side of the computer which is known only to the Nest Leader. This door opens onto the corridor near his quarters.

11-14) Cells 1-4: The Nest has four specially reinforced cells for holding special prisoners. These cells have DEF 16 walls and a DEF 16 Force Wall for a door. The cells each contain a bed and a toilet; a guard is permanently posted outside of any cell containing a prisoner. The cell doors are operated by pushing a button outside the cell and one on the security desk. The locks are unpickable from the inside and a Security Systems Skill Roll at -5 is necessary to pick a lock from outside.

15-22) VIPER Team Leader's Quarters: These rooms are used by the team leaders that report to the Nest Leader; they're also used by any supervillains in the Nest. The occupants of the rooms are: undercover team leader in room 22; assault team leader, room 21; heavy weapons team leader, room 20; aerial cavalry team leader, room 19; rooms 18, 17, 16 and 15 are for visiting supervillains.

23) VIPER Nest Leader's Quarters: This is the room where the Leader of the Nest sleeps. A communications panel allows the VIPER Leader to instantly communicate with any part of the Nest. There is a secret exit behind the chair and table into a secret staircase.

24) Secret Stairs: A private staircase which also exits onto the firing range and the kitchen storeroom through secret doors (-5 Perception Roll to spot if you're looking for the secret doors).

25) Examining Room: This is part of the infirmary. This room includes an examining table, medicine chest, and sink. A doctor and four medical technicians run the infirmary.

26) Infirmary: This room has five beds where wounded men can recover. There will be 1D6-1 wounded men in the infirmary after any operation.

27) Medical Storage: This is where bandages, medicines, and drugs are stored. Only the doctor and the ranking VIPER officers have keys to this room.

28) Elevators

29) Stairs

NEST GARAGE

The garage is a huge room, filled with vehicles and repair facilities. (No map is shown for the garage; use your imagination if it's necessary to map it out.) Twelve vans, each with a capacity of twelve troopers and a driver, allow VIPER to evacuate the entire complex. Six sports cars (with room for four) are reserved for the officers, or the undercover agents. In the case of an evacuation the vans would drive to safe houses around the city.

The shop area has four lifts and is completely equipped. Engine hoists hang from the two story (5") ceiling and a long bench runs down one wall, around, and out into the shop. Two technicians and two guards are on duty in the garage when there's no alert. During alert, eight guards take up positions around the vehicles. Six technicians run around and warm up the vans for the fastest possible getaway.

The monorail shuttle runs from here to the third level of the Nest. Sensors every 100" along the tube will spot activity on an 11 or less each Turn. Due to Infrared sensors, Stealth Skill modifiers don't apply. The Nest Leader can attempt to send units to defeat any intruders or blow up the tube. Destruction of the tube will collapse a section 50" long. If heroes are within 50" of either end, they'll be trapped on that end. If they're inside the tube three things can happen. Roll 1D6; on a 1-2, the hero is free to go to the end of the tube, the far end is blocked; on a 3-4, the hero is trapped in a cave-in, with DEF 5 and 20D6 BODY of rock between the hero and either end; on a 5-6, the roof collapses on the hero, and he takes 20D6 physical damage and is trapped as in 3-4.

If a hero is trapped, he may suffocate. There will be a combined total of 2D6 recoveries of oxygen in

the remaining space. Thus, if there are seven Recoveries available, seven heroes could each Recover once, or one hero could Recover seven times (or other combinations). Once the Recoveries are gone, the heroes will take damage as if they were drowning (see *Recovery in the Rule Book*).

OPTIONS

The final defeat of VIPER should be a climactic event. The heroes will be on the offensive, and must stay on the move to keep from being overwhelmed by sheer numbers. The forces that they meet, and the friendly forces that they depend on, are based mostly on the circumstances of the assault.

If the heroes assault in concert with UNTIL forces they may be required to work under the leadership of the UNTIL commander. If the commander is Investigator Jensen the heroes should have no problem. If Jensen was incapacitated in the last adventure, an officer named Ricardo Vasquez will lead the troops. He hates superheroes. He will allow them along on the assault because the UNTIL

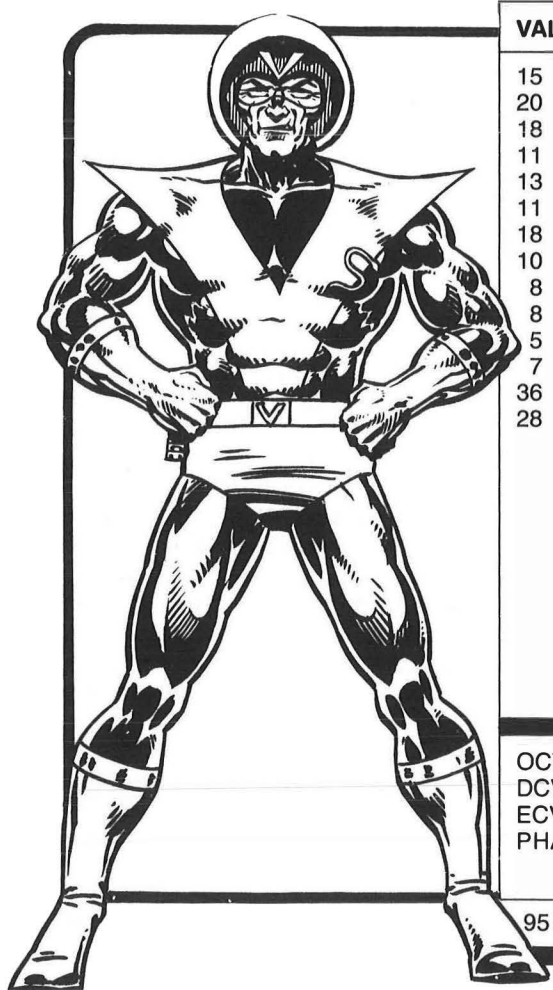
leadership wants them along. Troops under his command will be ordered to provide only minimal support for superheroes.

If the heroes decide to sneak into the base they could disguise themselves as VIPER agents. Behind the helmets it would be difficult to tell a hero from a normal agent. Heroes who sneak in would have the best chance to get the communication crystal or capture the Nest Leader. Jensen is willing to help the heroes if they want to sneak in. If none of the heroes have Security Systems, then Jensen will use his skill to help get the heroes in.

During the final assault the Nest Leader may decide that there's no way the Nest will survive. Then he might pull out his hidden self-destruct device. If the heroes and the Nest Leader meet, he can threaten to blow up the entire nest. Anyone trapped in the Nest when it is destroyed acts as if they were caught in the tube shuttle tunnel when it is destroyed. The self-destruct device may also be a fake, a way for the Nest Leader to bluff his way out of a tight spot.



VIPER LEADER



VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
15	STR	5	20	1 Multipower, 2 charges	30	Hunted by UNTIL
20	DEX	30	2	u 7d6 Flash 7" radius	8 or less	
18	CON	16	2	u 9d6 Explosion	20	Hunted by
11	BODY	2	2	u 4 1/2 d6 NND area	Starburst 8 or less	
13	INT	3		effect radius DEF -	20	Psych Lim:
11	EGO	2		10 pts Life Support	Paranoia	
18	PRE	8		or Holding Breath	15	Psych Lim:
10	COM	0	11	2 4d6 DEF 4	Cowardice	
8	PD	5		Entangle, 2 charges	15	Secret ID
8	ED	4	12	3 +7 PD, +7 ED		
5	SPD	20		Hardened Force		
7	REC	0		Field, act. 14 or		
36	END	0		less.		
28	STUN	0	7	3 15 pts. Life Support		
				act. 14 or less		
			5	4 7 pts. Flash		
				Defense		
			3	4 IR Vision		
			15	Martial Arts		
			5	Security Systems		
				12 or less		
			5	Stealth 13 or less		
			10	+1 overall		
			6	+3" Running		
				1 OAF — Grenades		
				2 OAF — Magnetic		
				bolos		
				3 OAF — Reinforced		
				costume		
				4 OIF — Helmet visor		

OCV: 7
DCV: 7
ECV: 4
PHA: 3, 5, 8,
10, 12

95 (CHA Cost) + 105 (Power Cost) = (Total Cost) 200 = Disadvantage Total

UNTIL AGENT



VAL	CHA	Cost	Cost	Powers	END
13	STR	3	13	Martial Arts (4d6 Punch, 6d6 Kick, 6d6 Punch w/billy club)	
15	DEX	15			
13	CON	6	4	1 1" radius Darkness, Impervious to normal sight, 2 charges	
10	BODY	0			
13	INT	3	4	2 + 2d6 in HTH combat, not useable with Kick	2
10	EGO	0	10	3 + 6 PD + 6 ED Armor ACT 14 or less	
11	PRE	1	2	4 5 pts. Flash Defense, 8 charges	
10	COM	0	3	+ 1 w/Blaster	
4	PD	1	30	Weapon/Skill Combination by Agent Type	
4	ED	1		A) Auto Blaster Rifle, 6d6 EB selective fire; 30 charges, -1/5", -1/3" auto fire or	
3	SPD	5		B) Auto Blaster Pistol, 6d6 selective fire, 12 charges, -1/3", -1/2" autofire	
5	REC	-2		Detective Work on 12 or less	
26	END	0		Security Systems on 12 or less	
25	STUN	1			
OCV: 5				1 OAF Grenades	
DCV: 5				2 OAF billy club	
ECV: 3				3 OIF Helmet	
PHA: 4, 8, 12				4 OIF Reinforced Costume	
34 (CHA Cost) + 66 (Power Cost) = (Total Cost) 100 = Disadvantage Total					

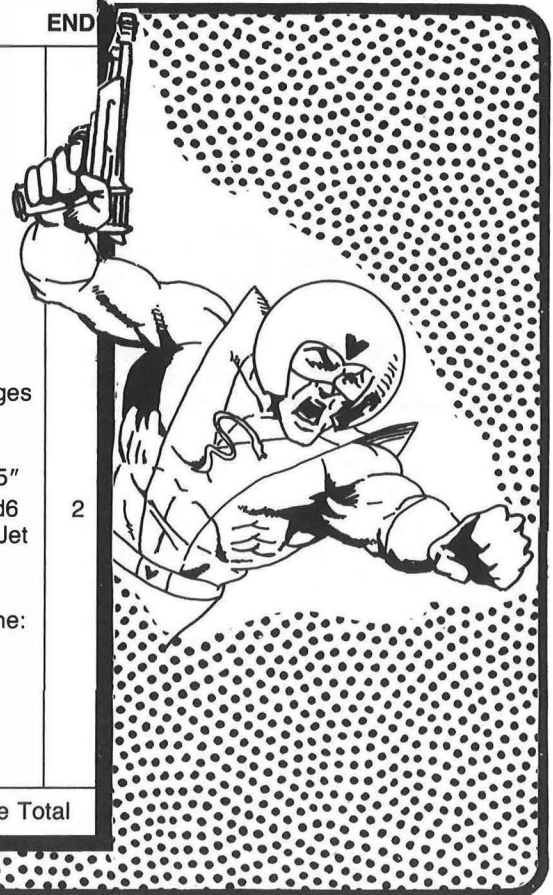
Origin: Do unto others before they do unto you! That's the way to get ahead in VIPER. To become Nest Leader you have to lie, cheat, and steal your way past hundreds of other hardened criminals. It took a bribe to become a sergeant, a lie to discredit others on the way to team leader, and a shot in the

dark to open the position of Nest Leader.

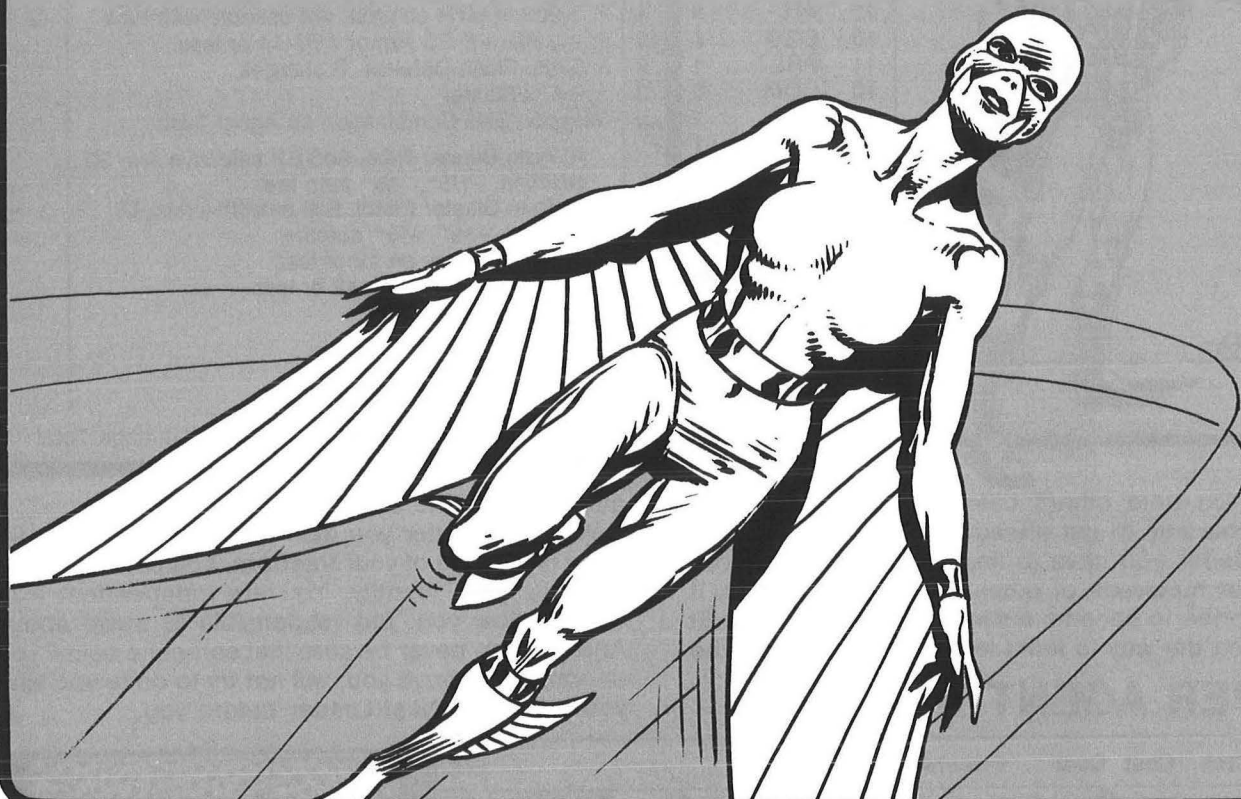
As Nest Leader you gain tremendous power; the price is the loss of your freedom. You control a Nest, but lose your identity. You are independent from those below you, but responsible to those above. And you can never be sure that someone below you, or someone above you, will not try to do to you what you did to the Nest Leader before you.

VIPER AGENT

VAL	CHA	Cost	Cost	Powers	END
15	STR	5		SKILLS OF ALL AGENTS	
14	DEX	12	10	Find Weakness 11 or less w/gun	
13	CON	6	5	+ 1 w/all guns	
10	BODY	0		GADGETS OF ALL AGENTS	
11	INT	1	2	1 5 pts. Flash Defense, 8 charges	
10	EGO	0	10	2 + 7 PD + 7 ED Force Field at 0 END, 14 or less	
15	PRE	5		3 2d6 Flash in 2" radius, 2 charges	
10	COM	0	8	WEAPONS FOR AGENTS	
3	PD	0		Combinations by agent type	
3	ED	0	30	Assault Agent: 2d6 RKA selective fire -1/4" -1/2" autofire, 16 charges; 1d6 HKA 4 charges	
3	SPD	6		Energy Bayonet	
6	REC	0		Heavy Weapons Agent: Heavy shoulder blaster, 12d6 energy blast, 12 charges, -1/5"	
26	END	0		Flying Cavalry Agent: Auto blaster pistol, 2d6 RKA selective fire, 12 charges, -1/3", -1/2" Jet Pack — 8" flight	2
25	STUN	0		Undercover Agent: 2d6 RKA selective fire blaster, 16 charges, -1/4" (-1/2"). Choose one: Stealth 12 or less; Security Systems 11 or less; Disguise 11 or less	
OCV:				1 OIF Helmet	
DCV:				2 OIF Reinforced Costume	
ECV:				3 OAF Flash Grenades	
PHA:					
35 (CHA Cost) + 65 (Power Cost) = (Total Cost) 100 = Disadvantage Total					



CHARACTERS



INTRODUCTION



The characters in this section can be used as villains for your campaign or as heroes if you don't want to take the time to build your own. Each character has both a Hero and a Villain option to their origin, so they can become either own. The only exception to this is Mechanon; he's a villain of such magnitude that he was given a point bonus to show his awesome power, and therefore can't be played as a character. Such a Villain Bonus is often given to those villains that you want to be exceptionally powerful, capable of fighting several heroes at own time. You should still try to give the villain as many Disadvantages as he should have, and make sure that there's some weakness for the heroes to exploit.

After all, the heroes should win in the end.

The characters are all presented in a condensed format. Some abbreviations are used; their meaning is listed below.

KEY TO ABBREVIATIONS

DNPC: Dependent Non-Player Character
Phys Lim: Physical Limitation
Psych Lim: Psychological Limitation
Public ID: Public Identity
Secret ID: Secret Identity
Susc: Susceptibility
UL: Unusual Looks
Vuln: Vulnerability

CRUSADER

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
20	STR	10	20	Martial Arts	10	B: When people are killed, 8 or less to go, 11 or less to recover
26	DEX	48	10	¹ Missile Deflection to all ranged attacks on 14 or less		1d6 Unluck
20	CON	20			5	Psych Lim: Code vs. Killing
12	BODY	4	6	² 10" Flight — 2 charges, useable only for gaining altitude	20	Psych Lim: Hatred of Killing Attacks
18	INT	8			8	Psych Lim: Distrustful of governments
11	EGO	2	7	³ 8" Gliding	30	Hunted by VIPER, 8 or less
18	PRE	8	5	Detective Work on 13 or less	25	Hunted by CIA, 11 or less
12	COM	1	10	Acrobatics 14 or less	15	DNPC: Normal (girlfriend) on 11 or less
15	PD	11	5	Stealth on 14 or less	15	Secret ID
11	ED	7		Find Weakness on 11 or less		
6	SPD	24	5	1d6 Luck		
12	REC	8	10	2 levels w/Martial Arts		
40	END	0	3	1 level w/Missile Deflection		
33	STUN	1				
OCV: 9 DCV: 9 ECV: 4 PHA: 2, 4, 6, 8, 10, 12				¹ OAF — Shield ² IIF — Jet boots ³ OIF — Glider wings under arms		
152 (CHA Cost) + 91 (Power Cost) = (Total Cost) 243 = Disadvantage Total						

Origin: Sam Saunders was trained by the CIA and assigned by them to infiltrate VIPER. The organization found out he was a CIA agent, so they brainwashed him into becoming an assassin for them. They also provided him with additional training and some gimmicks from their technical division. His code name was Crusader.

Hero Option: Crusader killed one victim for VIPER, but the psychological strain broke the conditioning. He left after demolishing the better part of a Nest. Long anguish over the killing convinced him to use his abilities to fight for justice, and he swore never to cause another death. His girlfriend Sally doesn't know of his past. He works normally as a security guard part-time; he's wary of full time employment, since the CIA might find him.

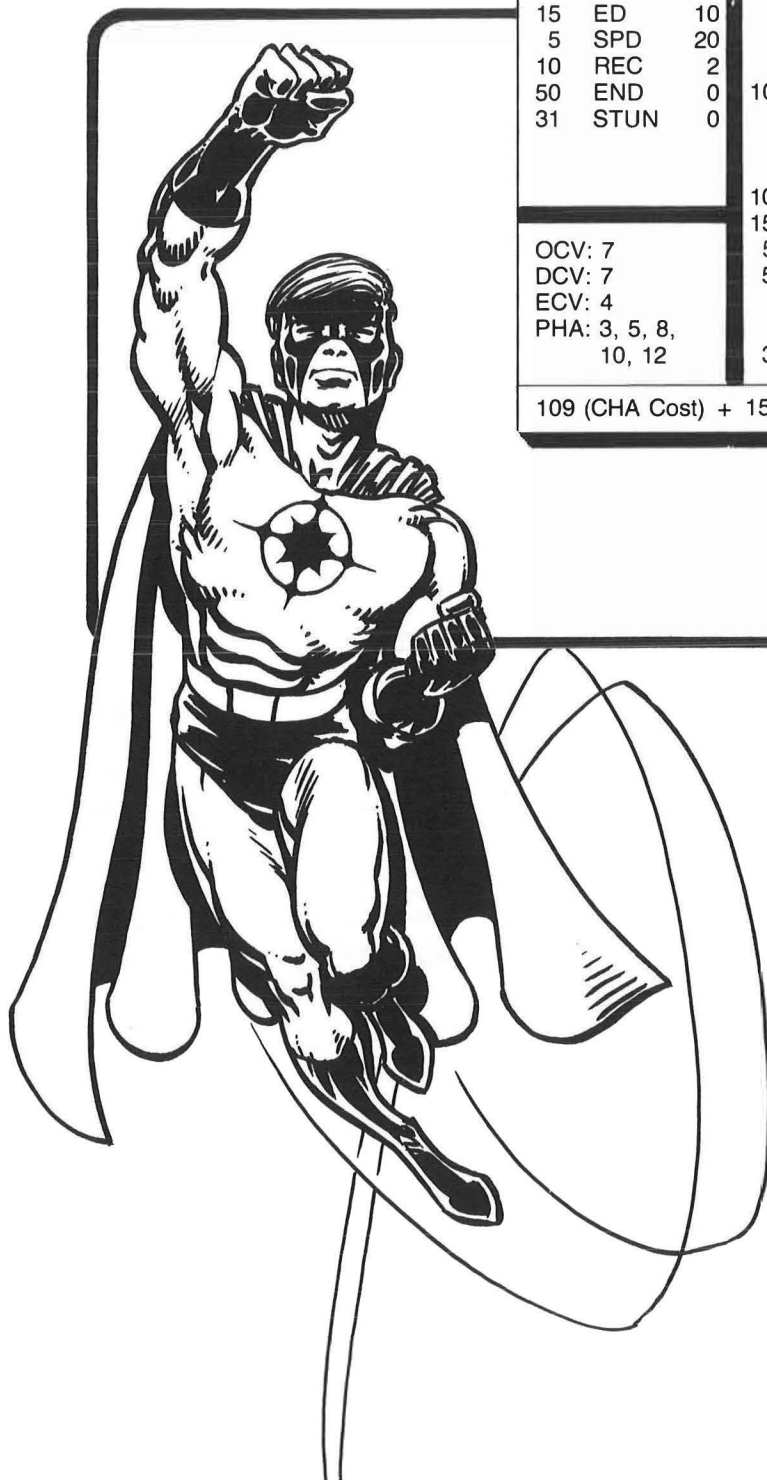
Villain Option: Crusader killed his first victim for VIPER, but the strain nearly broke his conditioning. VIPER recovered him and gave him more brainwashing; their doctors decided that he must be reoriented towards theft, since killing was likely to cause intense trauma. Tired of his treatment at their hands, Crusader left to become a freelance thief, though he still does work for VIPER on occasion.



DENIS LOUBET '89

STARBURST

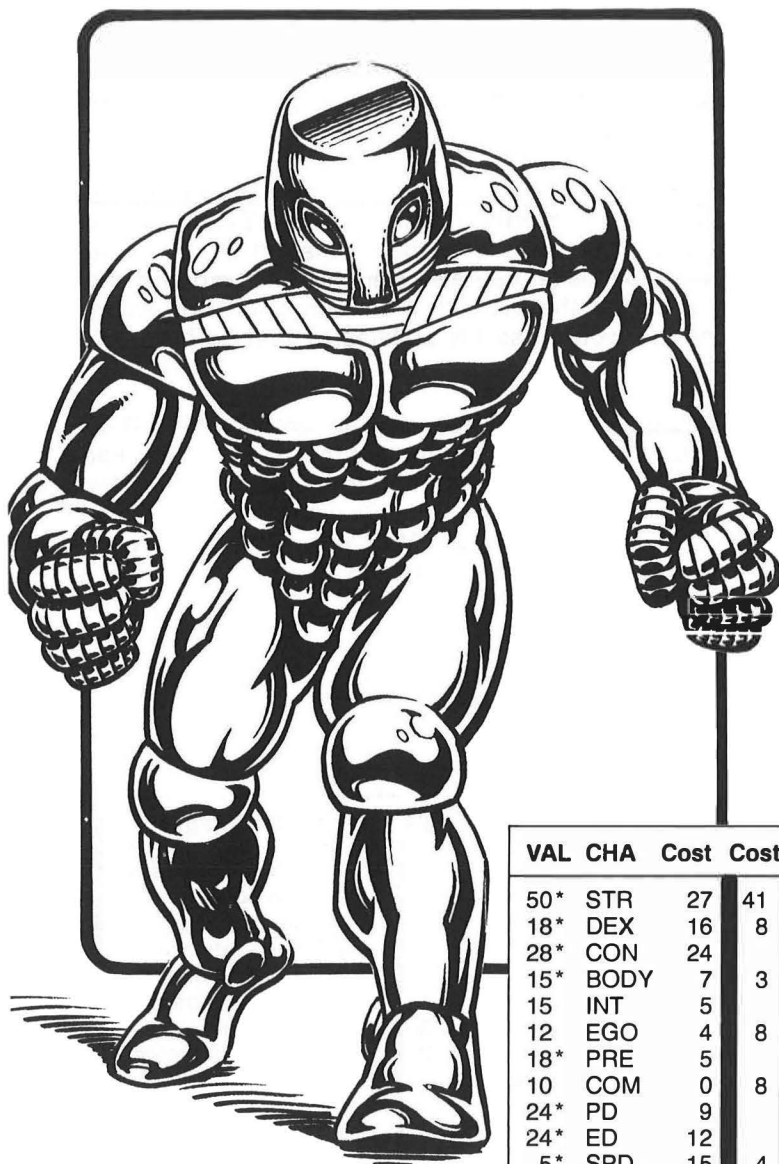
VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
15	STR	5	62	Multipower		20
20	DEX	30	12	m 10d6 EB at ½ END	5	10
25	CON	30		cost Light/Heat		
10	BODY	0	12	m 25" Flight at ½	5	10
10	INT	0		END cost		
11	EGO	2	12	m + 25 PD + 25 ED		15
10	PRE	0		Force Field at ½		
16	COM	3		END		
10	PD	7	5	m Starburst 8d6	36	10
15	ED	10		explosion, 2 ×		
5	SPD	20		END, act. 14 or		15
10	REC	2		less		
50	END	0	10	Flash — 3d6 3"		25
31	STUN	0		radius, act. 14 or		
				less, 2 × END,		
				linked to Starburst		
			10	Power Defense		30
			15	Telescopic Vision		
			5	IR Vision		10
			5	Computer		
				Programming on		15
				11 or less		
			3	1 level w/EB		
OCV: 7						
DCV: 7						
ECV: 4						
PHA: 3, 5, 8,						
10, 12						
109 (CHA Cost) + 151 (Power Cost) = (Total Cost) 260 = Disadvantage Total						



Origin: A physicist named Dr. Tom Adams was experimenting with fusion power at a government laboratory. One night when he was working by himself in his lab, Pulsar broke in looking for expensive equipment to steal. Unfortunately for Pulsar, he broke into the lab during a high-energy fusion experiment. Blundering into the apparatus, Pulsar caused an explosion which bathed Dr. Adams in strange radiation. Incredibly, he was not vaporized, but he acquired strange powers. When Pulsar turned away from the accident, the novice blasted him. Pulsar was captured, and has vowed revenge upon Starburst. VIPER was also upset, because the apparatus was destroyed, so now they seek Starburst to find the secret of his tremendous power.

Hero Option: Dr. Adams kept quiet about what exactly had happened to him. He still works as a physicist, but now uses his powers as Starburst to fight crime.

Villain Option: Dr. Adams took great joy in the use of his powers, especially when he destroyed things. Here was chance to make up for all those years of surviving on meager research grants, slaving over a hot particle accelerator with nothing to show for it. Well, Starburst will show them something now!



Origin: Randall Gordon was a junior design engineer working for a top-secret government organization on the Armadillo part of the Man Amplifier Program. He was working late with the project's chief scientist on the day when a VIPER assault squad burst into the secret base. Thinking fast, Randall quickly donned the armor and used it to defeat the agents. During the battle, the chief scientist was fatally wounded and all the plans for the armor were destroyed.

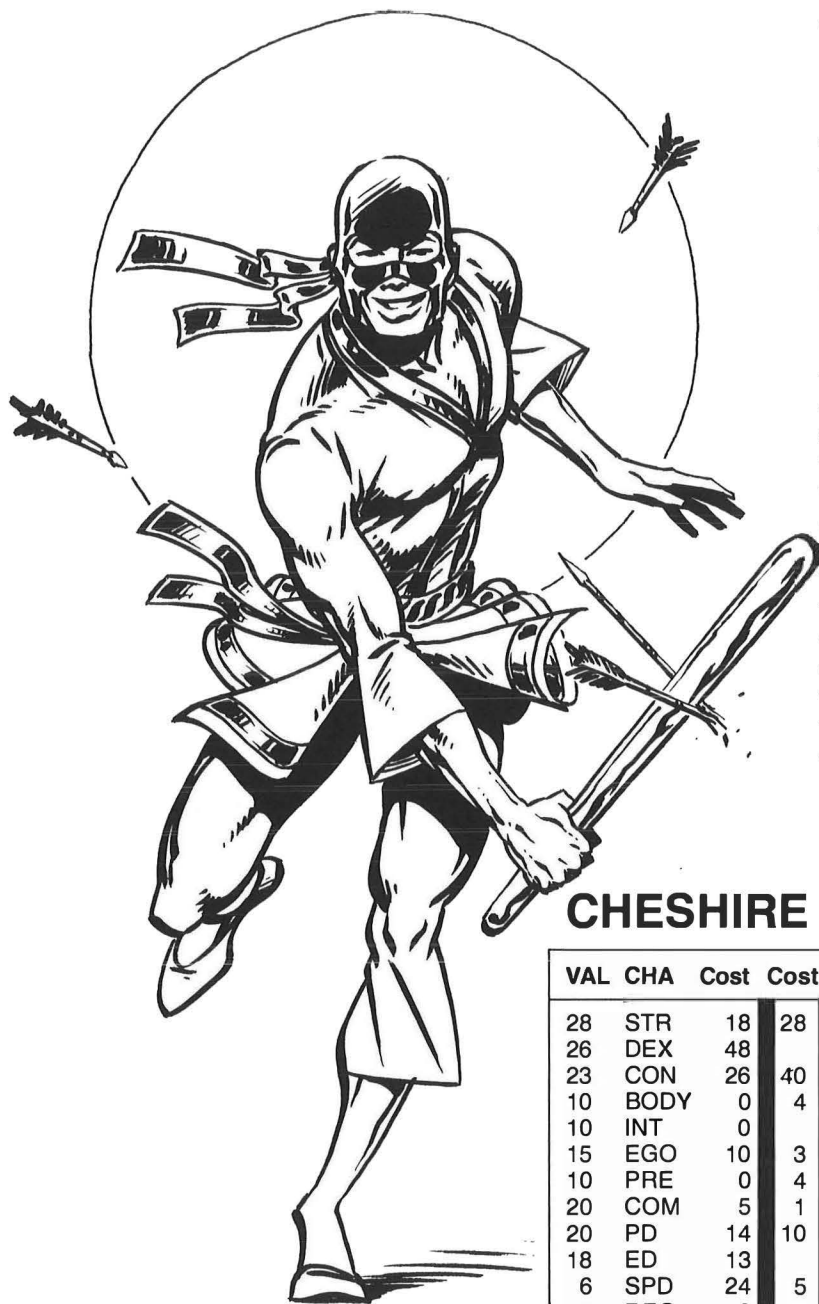
Hero Option: The scientist's dying words to Randall were to keep the armor and to use it to fight evil. Randall agreed and left with the Armadillo armor. He has seen action several times and enjoys using the suit. He thinks it is so neat that he wants everyone to know what it can do, which is why he broadcasts his intentions. He'll stop doing that with time (and Experience Points). Aside from that one little quirk, Armadillo is an effective character.

Villain Option: Randall saw this as his big break and made off with the suit. Randall now calls himself Armadillo; he sells his services to whoever will pay him.

Powers: You'll notice that Armadillo has bought almost everything through his Obvious Inaccessible Focus armor suit. This makes him very vulnerable as a hero, because his suit can easily be taken away and with it goes most of his abilities. This is fine for a villain, but a hero should be more capable on his own.

ARMADILLO

[illegible]



Origin: Bob Johnson, technician and jiu-jitsu expert, was working on a top secret fusion reactor project when VIPER attacked in an attempt to steal the technology. UNTIL staged a counter attack, having been tipped off to the assault. Unfortunately for Bob, he was in the reactor core when the first explosions went off. The massive electromagnets surrounding the core went wild. In a blue flash, Bob disappeared into another dimension. He's never talked about where he went or what happened there, but when he reappeared outside the building, it was obvious that he had changed.

Hero Option: He reappeared among the UNTIL troops, who informed him that the VIPER attack had caused the explosion that transported him. That same explosion had also slain his wife who had also worked on the project. Mad with grief, Bob swore that he would use his abilities to avenge his wife's death.

Villain Option: He reappeared among the VIPER troops, who informed him that the UNTIL attack had caused the explosion that transported him. That same explosion had also slain his wife who had also worked on the project. Mad with grief, Bob swore that he would use his abilities to avenge his wife's death.

CHESHIRE CAT

[illegible]

PULSAR

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages	
15	STR	5	75	Multipower		15	3d6 Unluck
23	DEX	39	7	u 6d6 NND — Force		30	Vuln: 2× Stun
23	CON	26		Field at ½ END			from physical
12	BODY	4		cost	6		killing attacks
10	INT	0	7	u 12d6 EB at ½ END		20	Psych Lim:
11	EGO	2		cost	6		Overconfident
15	PRE	5	15	Martial Arts		5	Psych Lim:
12	COM	1	5	Instant Change			Arrogant
16	PD	13	5	Security Systems		30	Hunted by
20	ED	15		on 11 or less			supergroup, 8 or
5	SPD	17					less
10	REC	4				30	Hunted by VIPER,
46	END	0					8 or less
32	STUN	0				15	Secret ID
OCV: 8							
DCV: 8							
ECV: 4							
PHA: 3, 5, 8, 10, 12							
131 (CHA Cost) + 114 (Power Cost) = (Total Cost) 245 = Disadvantage Total							



Origin: Frank Costen was a down-on-his-luck army vet who was approached by some shady characters with a job for him. Frank had nothing else going for him and took the job sight unseen. Unfortunately for Frank, the job was with VIPER, working as a test subject for their new Man-Mutation Project. VIPER intended to create a whole squad of supertypes, and Frank had volunteered to test out the process for them. On T-Day a crack of lightning and the boom of exploding machinery announced the test hour. The Man-Mutation Project was ruined in that explosions, but Frank was transformed by it into something with power beyond VIPER's wildest dreams.

Hero Option: But Frank had other ideas than working for VIPER, and split at the first opportunity. He decided that it was better to be a good guy than a bad guy. After all, he'd fought a war on the side of good, and saw no reason for changing sides now. Donning the name Pulsar, Frank set out to stop villainy wherever it may strike.

Villain Option: But Frank had other ideas than working for VIPER; he decided that it was better to be an independent operator than enlisted in another army, so he ran away the first chance he got. Frank adopted the name Pulsar and set about making himself rich. But things didn't work out for Pulsar—as a freelance villain he was quite a failure. Pulsar is now trying to decide if he should stay independent or if he should go back to VIPER. Perhaps the actions of the heroes might influence his decision.

BLUEJAY

VAL	CHA	Cost	Cost	Powers	END	50 + Disadvantages	
30 ²	STR	13	50	² 75 pt. Multipower		20	Vuln: 2 x STUN
23	DEX	39	5	u 6d6 NND Sonic, 1/2	6		from poison and
28 ²	CON	24		END Defense 20			gas attacks
11	BODY	2		pts., Life Support,		20	Psych Lim: Will not
13	INT	3		Sonic Powers or			endanger
11	EGO	2		hard ear covers			innocents at all
20	PRE	10	5	u 12d6 Sonic EB, 1/2	6	25	H: UNTIL 8 or less
14	COM	2		END		30	H: Villain group 8
20 ²	PD	9	15	¹ 15" Flight			or less
20 ²	ED	9	10	Acrobatics 14 or		15	Secret Identity
5	SPD	17		less		40	Villain Bonus
12	REC	0	10	² Telescopic Vision			
60 ²	END	1	13	² Active Sonar			
40	STUN	0	8	1 level w/Battlesuit			
			3	1 level w/ Sonic			
				NND			
OCV: 8							
DCV: 8							
ECV: 4							
PHA: 3, 5, 8, 10, 12				¹ OAF — Wings			
				² OIF — Battlesuit			
131 (CHA Cost) + 119 (Power Cost) = (Total Cost) 250 = Disadvantage Total							

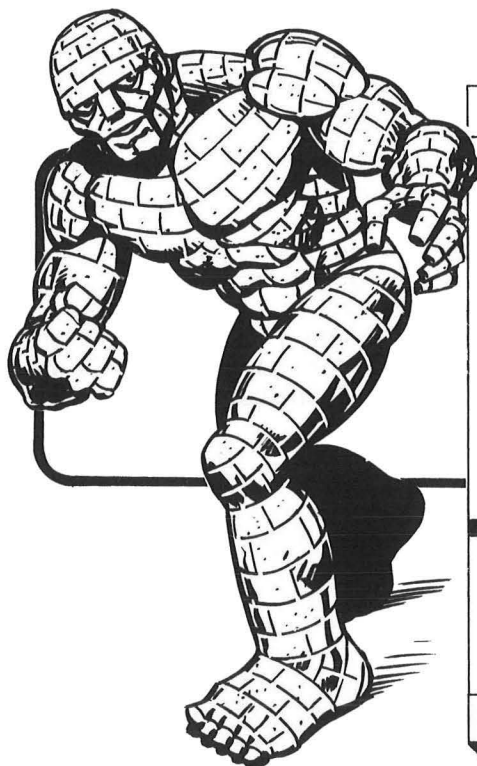


Origin: Lisa Avalon was a high strung lady with a master's degree in flight engineering who worked for McNeil Aviation. McNeil had a project to build a battle suit for UNTIL. The battle suit was padded and allowed the wearer to fly using built-in hypercritical wings. Lisa was a junior engineer on the project; she'd had been doing most of the test fittings and feedback testing with the suit.

Hero Option: During a massive fire at McNeil, the only way Lisa could save herself and her coworkers was to use the suit. With the destruction of McNeil's laboratories, funding for the suit project was dropped, and the prototype ordered destroyed. Lisa had become too attached to the suit to allow it to be

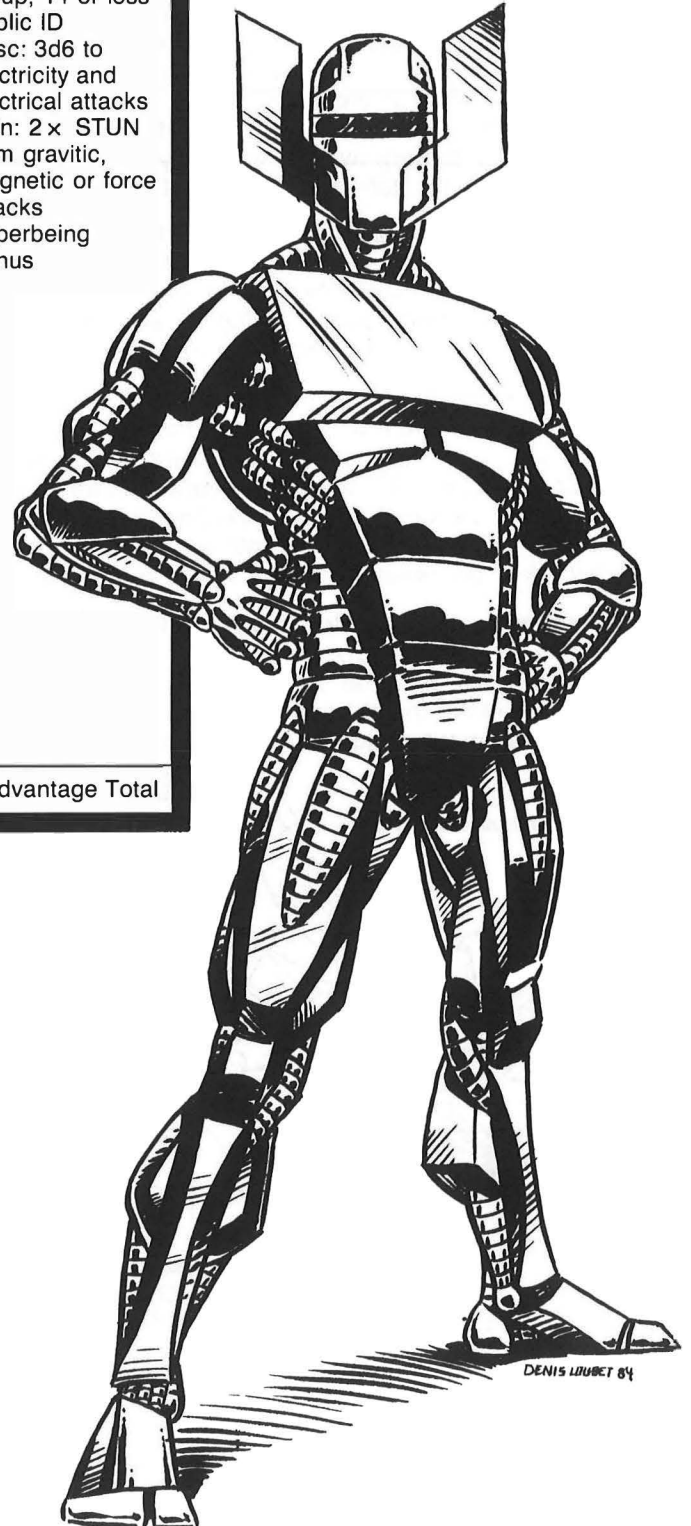
BRICK

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
55	STR	30*	28	2 levels Density	20	Berserk 11 or less
20	DEX	30		Increase, always on		when taunted or
38	CON	36*	12	1 level Growth,		reminded he's not
14	BODY	0*		always on		normal, recover 11
13	INT	3	30	Full Damage		or less
9	EGO	-2		Resistance	25	Berserk 8 or less
25	PRE	10*	5	Life Support		in combat, recover
4	COM	-3	7	Hardened PD		8 or less
30	PD	15*	20	+ 4 w/HTH combat	10	Phys Lim: Brick
20	ED	7*	2	+ 1" Running		fingers, can't do
5	SPD	20				fine work
14	REC	0			15	Unusual looks
56	END	0			20	Psych Lim:
44	STUN	0				Paranoid about
				-3" Knockback, 8 x		unusual looks
				mass	10	Public ID
				* Additions for	30	Hunted by VIPER,
				Growth and Density		8 or less
				Increase figured in	20	Hunted by Ogre, 8
						or less
OCV: 7						
DCV: 7						
ECV: 3						
PHA: 3, 5, 8,						
10, 12						
146 (CHA Cost) + 104 (Power Cost) = (Total Cost) 250 = Disadvantage Total						



MECHANON

VAL	CHA	Cost	Cost	Powers	END	100 + Disadvantages
60	STR	50	75	Multipower		20
23	DEX	39	7	u 12d6 EB Laser ½ END	6	Psych Lim: Overconfident
40	CON	60	7	u 10d6 EB affects	15	Psych Lim: Megalomania
15	BODY	10		Desolid — Plasma		Hunted by
25	INT	15		Field		UNTIL, 14 or less
15	EGO	10	7	u 10d6 EB AP	15	Hunted by hero
40	PRE	30		Physical —		group, 14 or less
2	COM	-4		Micro Rockets		Public ID
30	PD	18	7	u 3d6 + 1 RKA	15	Susc: 3d6 to
30	ED	22		explosion — Mega		electricity and
7	SPD	37		Bombs		electrical attacks
20	REC	0	7	u Entangle 6d6, DEF	6	Vuln: 2 x STUN
90	END	5		6 — Nuclear		from gravitic,
90	STUN	25		Bonder ½ END		magnetic or force
			7	u Power Transfer 5d6	15	attacks
				STR to END —		Superbeing
				Enlivener Field		Bonus
			7	u Power Drain 6d6	12	
				END explosion at		
				range — Bio-		
			30	Dissipator Field		
				Full Damage		
				Resistance		
			30	Full Life Support		
			30	N-Ray Vision		
			20	10" Flight		
			10	Flash Defense		
			10	Lack of Weakness		
			15	Ego Defense		
			10	Power Defense		
			15	½ END Cost —		
				STR		
OCV: 8				360° vision		
DCV: 8			20	2 overall levels		
ECV: 5			20	2 levels		
PHA: 2, 4, 6, 7, 9, 11, 12			10	w/Multipower		
317 (CHA Cost) + 344 (Power Cost) = (Total Cost) 661 = Disadvantage Total						



MECHANON

Origin: Mechanon was a nearly unstoppable robot invented by a superhero group to protect their headquarters against super foes. Unfortunately, a flaw in Mechanon's micronic computer brain made him pledge himself to the painful death of all organic life. Mechanon's megalomania will not allow him to accomplish this quietly; he must attempt grand scheme after grand scheme. To guard against the unlikely event of his own demise, robotic factories have been planted around the world. They are programmed to rebuild Mechanon with any improvement necessary to stop the effect that caused his last defeat. Mechanon's point totals are not balanced, for he is a villain of epic scale. The GM should normally only use Mechanon singly against several heroes. Other versions should be constructed as he is defeated, putting in new powers and defenses.

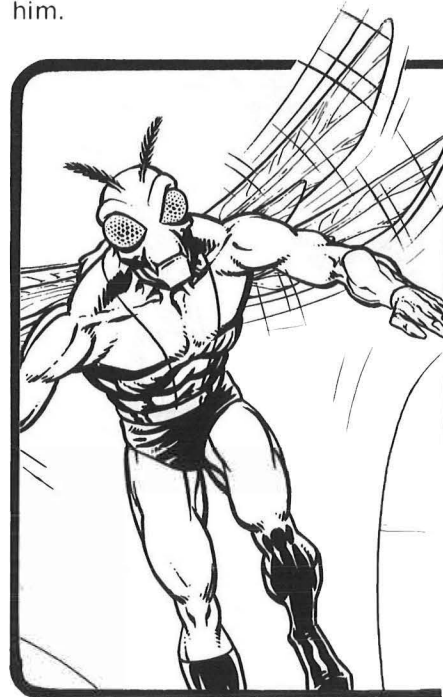
Origin: James MacDonald was a geneticist working along with several entomologists on recombinant DNA experiments using insect genes; the experiments were being performed in an UNTIL laboratory. MacDonald and his team were very close to their final goal of optimizing some human abilities when disaster struck. Unknown to Macdonald, one of his fellow scientists was an agent planted by VIPER with orders to make sure that UNTIL's attempt at superhero creation did not succeed.

MacDonald surprised the traitor in the midst of his sabotage. There was a brief fight, but the traitor was a trained VIPER agent and easily defeated MacDonald, who was thrown back into a machine containing samples of the DNA. There was a flash of sparks, and from the wreckage of the machine emerged a superpowered and physically altered MacDonald who defeated the VIPER agent.

Hero Option: MacDonald now fights as the superhero Dragonfly, working to defeat VIPER and other super-powered threats to peace whenever possible. Dragonfly is also trying to recreate his experiment, in hopes of curing his condition.

Villain Option: After his change MacDonald hysterically blasted his way out of the lab in a daze, and went flying off at random. Several days later, a villain calling himself Dragonfly robbed a bank. Thus began MacDonald's reign of vengeance. Angry at a world that had turned him into a freak, Dragonfly now takes his revenge on the whole human race.

Personality: MacDonald is very bitter about the change in his appearance; he's working to try to change back to what he used to be. He hasn't learned to take the change with good grace yet, and gets very upset about any comments made about him.



DRAGONFLY

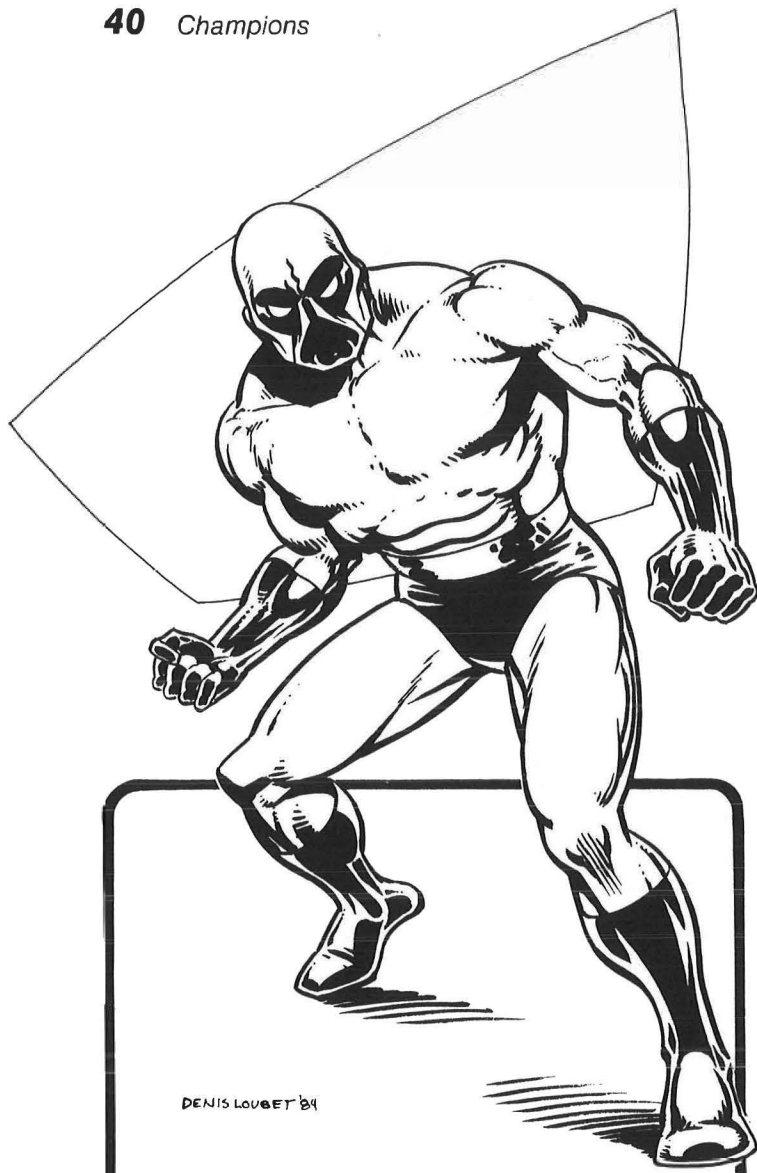
VAL	CHA	Cost	Cost	Powers	END 100 + Disadvantages		
10	STR	0	62	10d6 EB at ½ END	5	5	1d6 Unluck
26	DEX	48	22	1 18" Flight at ½	2	15	Vuln: 1½ × STUN
25	CON	30		END			from physical
9	BODY	-2	20	360° vision		20	attacks
13	INT	3	12	2 Passive Sonar			Susc: Insecticide
8	EGO	-4	15	3 levels w/Flight			— 3d6
10	PRE	0	6	2 levels w/EB		20	Warped sense of
2	COM	-4					justice
9	PD	7				5	Very sensitive
14	ED	9					about appearance
6	SPD	24				30	Hunted by VIPER,
8	REC	2					8 or less
50	END	0				30	Hunted by
27	STUN	0					supergroup, 8 or
							less
						15	UL: 14 or less
						10	Public Identity
OCV: 9							
DCV: 9							
ECV: 3							
PHA: 2, 4, 6, 8, 10, 12				1 OAF — Wings			
				2 OAF — Antennae			
113 (CHA Cost) + 137 (Power Cost) = (Total Cost) 250 = Disadvantage Total							



Origin: Diana Whitmore was working as a biochemist at Bio-Investigations, looking into the growth mechanisms of various animals. A practical joker by nature, Diana caused her transformation while joking about in the lab; the accident put her into the hospital for several months. When Diana was released, she found she had the power to shrink down to less than 4" tall, fly, and project energy blasts from her hands. She became Shrinker and joined a New York superhero group, but left after a traumatic incident where she was nearly killed.

Hero Option: Diana decided to continue to use her powers for good, despite how she felt about the superhero group. Shrinker was defeated in her first solo encounter, and she vowed revenge against the villain who beat her. But Diana isn't really a violent person, so she settled for embarrassing him in public. Shrinker found that this was so much fun that she now goes out of her way to embarrass supervillains.

Villain Option: Diana decided to use her powers for personal gain since so-called heroes had treated her so badly. Shrinker was defeated by a hero in her first robbery attempt, and she vowed revenge. However, Shrinker isn't really a violent person, so she settled for embarrassing him in public. She found that this was so much fun that she now goes out of her way to embarrass superheroes (and other villains for that matter). Shrinker will take any job that will pay her well and doesn't involve hurting people.



Origin: Aaron Chow was the product of an oriental father and an occidental mother. When Aaron was living in Hong Kong his parents were killed in a massive explosion engineered by the evil Dr. Lirby Koo. Koo found Aaron's body at the site of the explosion; realizing the potential of his extraordinary metabolism, Koo began an intensive training program.

Hero Option: Koo's training and brainwashing proceeded very well for many years, until the fateful day when Aaron discovered the truth about his parent's death. His rage overcame his brainwashing, and his rampage through Koo's castle resulted in the explosive destruction of the entire island. Aaron escaped unharmed; Koo was presumed killed. Since that day, Aaron has used his abilities as Green Dragon to prevent evil and injustice (though the aftereffects of the brainwashing still make him distrust occidentals).

Villain Option: Koo raised Aaron as his own son, transforming him into a tool for his evil plans. Koo was unfortunately reported killed during an UNTIL raid on his castle. Since his father's death, Aaron Chow as the Green Dragon has sold his skills to anyone who will use him against an accidental foe.

THE GREEN DRAGON

[illegible]

CHAMPIONS

THE **SUPER** ROLE-PLAYING GAME! TM

NAME: _____

SECRET ID: _____

PLAYER: _____

CV:
(DEX/3)

SKILL LEVELS ADD

ECV:
(EGO/3)
LEVELS

VALUE	CHARACTERISTICS	COST	BASE	PTS.
_____	STR	x 1	10	_____
_____	DEX	x 3	10	_____
_____	CON	x 2	10	_____
_____	BODY	x 2	10	_____
_____	INT	x 1	10	_____
_____	EGO	x 2	10	_____
_____	PRE	x 1	10	_____
_____	COM	x 1/2	10	_____
_____	PD (STR/5)	x 1	—	_____
_____	ED (CON/5)	x 1	—	_____
_____	SPD 1+(DEX/10)	x 10	—	_____
_____	REC (STR/5)+(CON/5)	x 2	—	_____
_____	END (CON x 2)	x 1/2	—	_____
_____	STUN (BODY)+(STR/2) + (CON/2)	x 1	—	_____

CHARACTERISTICS COST:

PHASES: 1 2 3 4 5 6 7 8 9 10 11 12

PD: _____ ED: _____

rPD: _____ rED: _____

SPECIAL DEFENSES:

END: _____ STUN: _____ BODY: _____

MOVEMENT

TYPE INCHES

CHARACTER DISADVANTAGES 100 + PTS.

COMBAT MANEUVERS			
ATTACK	OCV	DCV	DAMAGE
PUNCH	+0	+0	x 1
HAYMAKER ¹	+0	-5	x 1 1/2
KICK ¹	-2	-2	x 1 1/2
BLOCK	+0	+0	—
DODGE	+0	+3	—
GRAB	-1	-2	—
MOVE BY ?	-2	-2	x 1/2 + (v/5)
MOVE THROUGH ³	-v/5	-3	x 1 + (v/3)
OTHER ATTACKS	+0	+0	NORMAL
MARTIAL PUNCH	+0	+2	x 1 1/2
MARTIAL KICK	-2	+1	x 2
MARTIAL BLOCK	+2	+2	—
MARTIAL DODGE	+0	+5	—
MARTIAL THROW	+v/5	+1	x 1 + (v/5)

¹Takes 1 extra segment ²Attacker takes 1/3 damage

³Attacker takes 1/2 damage

PER ROLL

9+(INT/5) _____

DEX ROLL

9+(DEX/5) _____

INT ROLL

9+(INT/5) _____

EGO ROLL

9+(EGO/5) _____

EXPERIENCE POINTS:

DISADVANTAGES TOTAL: _____

EXPERIENCE SPENT + _____

TOTAL POINTS = _____

PTS. EFFECT POWERS END

_____ POWERS COST + _____ CHARACTERISTICS COST = _____ TOTAL COST