

CHAMPIONS[™] UNIVERSE



by Monte Cook, et al.

CHAMPIONS UNIVERSE™

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The following is a list of books used as reference in "creating" *Champions Universe*, a job that was actually done when these books were written. You will notice that in some cases, a note is included that a more recent publication supersedes an older one. This is only in the case of reprinted or rewritten material. This merely indicates that the Champions Universe is and always has been a vibrant, changing place that never remains static.

Also included with each product is an abbreviation used throughout this product to reference the earlier work.

Product Name	Abbr.
Enemies 1 (Classic Enemies supersedes)	E1
Enemies 2 (Classic Enemies supersedes)	E2
Enemies 3 (Classic Enemies supersedes)	E3
The Blood and Dr. McQuark	BM
Super Agents (Champs rulebook supersedes)	SA
Deathstroke	DS
Robot Warriors	RW
Enemies International	EI
PRIMUS & DEMON (Classic Orgs supersedes) ..	PD
Wrath of the Seven Horsemen	WS
Target Hero	TH
Villainy Unbound	VU
VOICE of Doom	VD
Red Doom (Classic Orgs supersedes)	RD
Serve and Protect	SP
Atlas Unleashed	AU
Scourge of the Deep	SD
CLOWN (Classic Orgs supersedes)	C
Neutral Ground (Classic Orgs supersedes)	NG
Champions Fourth Edition Rulesbook	C4
Mind Games	MG
Classic Enemies	CE
Ninja Hero	NH
Challenges For Champions	CC
Mystic Masters	MM
Zodiac Conspiracy	ZC
Invaders from Below	IFB
Day of the Destroyer	DD
Invasions Target Earth	ITE
Kingdom of Champions	KC
Champions in 3-D	C3D
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Olympians	O
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INTRODUCTION

The book that you have just picked up, even if it is brand new off of a store shelf, is over a decade old. Impossible you say?

Eleven years ago, a roleplaying game called **Champions** was introduced. It developed quite a following, and a number of support products followed over the years. Characters were presented, places were detailed, and events were chronicled. Soon we began to see, in these products, the characters interacted. Dr. Destroyer was indeed a resident of the same world as Mechanon and Firewing. A consistent (well, mostly consistent) universe had been formed, and no one had really been trying. A Champions Universe came into being when no one was looking, and has existed now for years.

So, you ask, why do you need to buy this book? The Champions Universe has been there all along. Well, presented here, for the first time, is how it all fits together. It is a world book—a sourcebook detailing an entire universe. It explains how the Masque and the Revered Elder fought the Japanese Tong, a group that was led by the Master, who later went on to form the Circle who fought Earthmaster and Dark Seraph, who can trace his ancestry to Aquarius of the Zodiac and even back to Black Paladin who rose Sir Gawaine from the dead and... well, you get the picture. It all fits together now. The characters, the organizations, the alien races—they all interact because they all exist in the same universe.

There's new material here as well. You'll find new characters, new plot threads, even a new scenario that can fit just about any campaign and incorporates most of the characters published so far!

You won't find the identity of the Supreme Serpent of VIPER (that comes in a later book), but you *do* find out the

real relationship between VIPER and Raven, as well as PSI, and a number of other groups. What does Dr. Destroyer think of Eurostar? Of Mechanon? What sorts of superheroes do they have in Australia? You'll find out in the *Champions Universe*.

The *Champions Universe* was written by compiling the information from a decade's worth of products and *Adventurer's Club* articles. Every effort was made to make sure that all the characters, groups, organizations, corporations, events, artifacts, and other important things in the Champions Universe were included—at least in the Glossary, if not in some of the other sections such as the timeline. Some things had to be left out, and others might have been overlooked, but hopefully you'll find that just about everything is here.

Even if you don't use much of the existing supplements in your own campaign, the *Champions Universe* is filled with ideas, places and adventures that you *can* use. There is literally something for everyone here.

The best news is, this is only the first volume to the *Champions Universe*. As the universe grows with new supplements and support, look for further updates to the *Champions Universe*, with new material, characters, and information on how any new products might fit into the universe as a whole.

There are probably two sorts of **Champions** players that are going to use this product. It has been designed for both types. The first sort is the brand new Champions player that would like to start a campaign. Well, you have in your hands the basis for a campaign world that has no equal. It is filled with characters and organizations to battle against as well as ally with. Alien races, other dimensions, high technology, government agencies—they're all here.



When you pick up a supplement and find a reference to a character that you do not know, the Glossary should be able to help you. The timeline will allow you to present a ready-made world to your players that they can fit right into. They can get a feel that things have been happening before they showed up—a feeling that they are in a realistic world, with a past, present and future. Lastly, the book is filled with ideas for character origins, unresolved plot lines, and settings to use in your game.

The second sort of *Champions* player reading this has been playing for a while. You've established your game, and you know who the major players in the world are. Well, aside from being filled with interesting *Champions* trivia that you may or may not already know, a new scenario and some new characters, *the Champions Universe* offers you the ways to integrate various *Champions* products into your game, whether you wish to use them, or just present them as history or flavor. It offers help when your players travel to other lands, or encounter strange aliens. This isn't

just the material that you've already read in previous products rehashed, but a huge sourcebook taking what came before and expanding upon it all. You can of course feel free to change whatever you would like. Alter the timeline to reflect your own adventures, change the characters to match the power levels of the campaign, or substitute your own characters for any presented here—its your world. Everybody's *Champions Universe* is going to be at least a little different.

Note: The existence of this *Champions Universe* does not preclude other Universes as well. Hero Games has already published Aaron Allston's *STRIKE FORCE* universe, and other such universes are always a possibility as future products. Licensed products, unique worlds, universes for other genres, and even alternate *Champions* Universes are all candidates for future projects and supplements.

CHAMPIONS UNIVERSE OVERVIEW

The *Champions Universe* is a parallel universe, similar to our own in many ways — yet very different in others. The geography of this world is almost exactly the same. Life developed very similarly on Earth in the *Champions Universe*. Humanity rose as the dominant species, and became civilized. Wars were fought, nations rose and fell, all as they did on our Earth.

However, on present day Super Earth (the Earth of the *Champions Universe*), there exists a phenomenon which separates it greatly from the "normal Earth." Numerous

people are imbued with super-powers from accidents or from birth. Aliens, though rare, walk the streets. Magicians use their powers for good or ill.

The *Champions Universe* is based on comics. Much of what has happened and happens is derived from the spirit and the genre of superhero comic books. If you are not a reader of superhero comic books, and you wish to use the *Champions Universe* as a campaign setting, its highly recommended that you go out and read some comics.



MUTANTS, ALIENS, AND HIGH TECHNOLOGY

In the Champions Universe, super-powered beings have come about in various ways. A number were created by accidents dealing with experimental chemicals, radiation, and various energy forms. Others were created intentionally for one reason or another, often by a government research project to create a super-powered soldier. This began during WW II, but continues to this day. Such U.S. projects include Project Sunburst, Man Amplifier Program, and others (see the Government Projects section).

In addition, the Super Earth has somehow drawn the attention of extra-terrestrial life that our Earth has not. Alien beings have arrived to investigate and to conquer. Others have simply crashed there, becoming stranded. These aliens often have what normal humans would consider superpowers. Obsidian of the Champions is an example of such an alien. Other times, they bring with them high technology which, when used, places them on the level with Earth supers. Sometimes alien technology falls into the hands of an Earthling who uses it to simulate paranormal powers. Examples of such people would be Esper, the European thieves known as Triad, and Dot of CLOWN.

Perhaps it is because of this influx of alien technology, or perhaps it is because of super-enhanced geniuses (or both), but technology exists on the Super Earth that is not available in "normal" 20th Century Earth society. The various governments of the world experiment with powered armor, various energy weapons, forcefields, jetpacks, etc. that would be considered science fiction on our Earth. While the average citizen of the Super Earth does not have such technology available to him (making him identical in that respect to someone on our world), government agencies such as PRIMUS and UNTIL use them regularly, particularly to combat super-powered menaces. Various superbeings have an even greater amount of high technology at their disposal, whether it is created by them or experimental stolen devices.

Perhaps the most alarming (in the public's eye) way superpowered abilities are gained is to discover that they were created by an accident at birth. These mutants find that they are genetically altered by what appears to be natural forces (i.e., evolution) so that they possess natural abilities far beyond those of normal humans. These powers are sometimes obvious at birth, while others remain dormant until a period of great stress exposes them. Such outbursts of mutant abilities are often violent, and greatly feared by the public. The cause of these very bizarre mutations is unknown, but various geneticists have their own theories.

Lastly, some of the superpowered humans in the Champions Universe get their powers from magical or mystical sources. Magical items or the casting of spells serve these beings as do the superpowers of others. However, the general public does not accept that these powers are actually derived from magic, and believe they are the result of mutant abilities or high technology. These paranormals sometimes have found magical items from long ago or from another world which confer on them various abilities. Others know incantations and rituals which allow them to

harness magic as a force to accomplish various ends. These people often have contact or dealings with such supernatural occurrences as ghosts, werewolves, vampires, other planes and dimensions, gods, and demons (all of which exist in fact rather than myth in the Champions Universe).

WITH GREAT POWER...

Beings with superpowers are almost always (and often erroneously) placed into two groups: heroes and villains. Taking the example of the heroes from World War II (i.e., the Liberty League), many individuals who have found themselves blessed or cursed with powers beyond the norm have chosen to use those abilities for the common good. These beings have become known as superheroes, although they are also referred to as costumed heroes, costumed vigilantes, etc. Normally these heroes are average civilians who fight crime and commit heroic acts, rarely being official policemen or sanctioned defenders of the public.

The U.S. government has its own superheroes, as do other nations such as Bulgaria, Czechoslovakia, Japan, and others. Oftentimes, these government sponsored heroes fought other heroes of "enemy" lands. This was particularly true during the Cold War period, when the Soviet Union, East Germany and other communist powers had paranormals who fought against Western heroes. This sort of occurrence happens less frequently now, but it seems that heroes are always strangely willing to fight other heroes.

Superheroes of all nationalities are also usually willing to lay down their lives for the common good. The destructive impact of many natural disasters, fires, riots and other calamities have been averted or lessened by superheroes in the Champions Universe. Though there are usually too few paranormals to make a huge difference every time, their courage and determination have saved many countless lives.

Other beings with superpowers choose a different path. They use their abilities for their own ends, which inevitably leads to their being branded as villains. Their powers are used to steal, kill, intimidate or to alter what they do not like. Some go so far as to attempt to use their power towards world domination, although in the past, these megalomaniacs have always been thwarted, most often by superheroes.

Perhaps then, it was inevitable that the world would become nothing but an arena in which these superbeings would square off and combat each other. The heroes quickly found that more and more of the time they devoted towards the public good was filled by stopping the villainous schemes of costumed criminals and evil doers. The villains found more and more of their plots and crimes prevented by super-powered vigilantes.

SOCIETY AND THE SUPERHERO

Certain changes occurred in normal society as beings with superpowers began to become more common. Since World War II, society's heroes have been superheroes. Movie stars, musicians, politicians and sports stars were not as impressive compared with people who could fly or lift semi trucks. A cult-like following quickly surrounded them upon their initial appearance and has been present in both the Western and Eastern cultures ever since.

Comic books in the Champions Universe do not publish fiction, but fact. Movies are constantly made about superheroes (often replacing the gritty cop movies of our Earth), often with superpowered stunt men to do real special effects. Superhero tabloids frequent grocery store shelves (chief among them being *Superhype*), while fact books and biographies about heroes and villains fill the bookstores. There is little need for science fiction in a world of superheroes.

Strangely enough, superpowered crimefighters have actually had very little deterrent effect overall on crime. In fact, crime is a slightly worse problem on Super Earth than normal. For every superhero which would discourage a criminal, there are numerous supervillains, whose existence not only encourages criminals, but often provides them with employment and the equipment necessary to combat superpowered foes. Heroes and crimefighters have a great challenge ahead of them in the Champions Universe.

As previously stated, beginning in World War II the militaries of most nations in the world have incorporated some paranormal agents or operatives. In many nations, particularly dictatorships or other oppressive states, mutants and other powered beings are automatically conscripted. World War II, the Korean War, Vietnam, the small African Wars, the Iran/Iraq War, the Falklands and Desert Storm all saw at least some superhumans in action. Their contributions were often cancelled out by each other, however, as the metahumans on one side usually spent most of their time worrying about and fighting their counterparts on the other side. The U.S., it is said, kept the Cold War from getting greatly out of hand by not bringing more of its great number of superhumans into government service. Super Soldier proliferation could have overshadowed even nuclear proliferation, if it had ever truly started — far worse than the few "hero vs. hero" battles that did take place.

Even in peacetime, great destruction is wrought upon cities by battles between superhumans. Superhero Insurance, as it is often called, is expensive but necessary if someone owns a great deal of property. This is particularly true if living in a city where a lot of superhuman activity takes place like New York or San Francisco. Health or life insurance for public superheroes is next to impossible to obtain for any price.

Superhero/villain battles are greatly feared by property owners, and eagerly anticipated by curiosity seekers and fans. Rarely do people realize that superhumans can and do get hurt and even die in these battles. Most, either consciously or unconsciously, see them as immortal, almost god-like beings. Hence their popularity, yet this opinion is also the source for great resentment. Both "hero envy" and "hero hatred" are common psychological conditions that mental health care professionals must deal with every day. Fear, mixed with resentment, adds fuel to the fire of anti-mutant and anti-vigilante campaigns, which are growing more and more common. Prejudice and hatred for paranormals is as common in some areas as bigotry against minorities. It is often as mindless and uninformed as well.

Both because some people think of superheroes as "bigger than life," and because others hate and resent them, when a hero fails, the public is quick to turn on him. If innocents are harmed or killed because of their activities, heroes find the press and the people to be greater adversaries than any supervillain.

Societal changes were particularly obvious in the United States, where more of the individuals have surfaced than any other nation. That strange fact alone deserves some attention. For a reason that is still not completely understood, the United States seems to have a disproportionately large number of superhumans (heroes, villains, and others). One theory is that American culture fosters the superhero. While in another culture someone who discovers that they can fly might keep it a secret, an American is much more likely to try to get on the evening news. In any event, the media-oriented West has been thriving on superhumans, and it is difficult to deny that the Western superhumans thrive on the media.

Also, supervillains from all over the world come to America, inflating the numbers of paranormals there artificially. Superhumans almost seem to draw towards each other like magnets. Perhaps something in the superhuman psyche craves the company of others with super powers — as allies and enemies both. Perhaps the United States is becoming a superhuman melting pot.

CHAMPIONS UNIVERSE TIMELINE

Warning: Reading this timeline may spoil the plot lines of many published *Champions* adventures and give details from characters and sourcebooks that players perhaps should not know.

This is the timeline for the Champions Universe. It details many of the significant events in the Universe that are different from normal Earth history. It also details some of the significant events of the characters which make up the universe. It should be noted, however, that while not every event has been included on the timeline, a great deal of care was taken so that most characters are mentioned at least once.

Events were drawn from the circumstances of the various adventure books and the scenarios included in other sourcebooks. Other events were drawn from the backgrounds of characters, both in the *Enemies* books and from adventures and sourcebooks. Many of these events are the result of extrapolation, and are meant to explain Huntreds, Hatreds, and other facts.

GMs should feel free to change whatever he would like, and especially whatever is not appropriate for his campaign. In particular, the player's hero group should be substituted for the NPC hero group mentioned in the timeline where appropriate. For example, if the players defeated Doctor Destroyer II in *Day of the Destroyer*, their hero group name should appear in the timeline at that point rather than the Champions. If nothing else, this timeline should present GMs who are unfamiliar with the genre how the events of an average superhero campaign might progress.

Lastly, it should be noted that since the majority of superheroic activity occurs in the United States, the timeline is biased toward that nation in respect to space.

500,000,000 BC

The living starship, the Zodiakos Kyklos (which would one day serve as the Zodiac's base) is created by an unknown, pre-Progenitor race.

50,000 BC

A starship carrying Servitors of the Ancient Ones comes to Earth to investigate its potential for conquest by their masters. Due to an on-board mutiny, the starship crashes in what is now Norway and is trapped in the ice.

30,000 BC

The Ancient Ones are all imprisoned or destroyed in a tremendous battle with the alien race known only as the Progenitors. The Progenitors then embark on a campaign to rid the universe of their servants and their influence.

18,000 BC

Progenitors or first arrive on Earth, looking for refugee Servitors of the Ancient Ones (while they discover some, the starship in Norway goes undetected). They set up permanent bases to monitor this world.

10,000 BC

Progenitors leave Earth.

9456 BC

The Champions are marooned in this time by Tempus, the Master of Time. They encounter the Servitors of the Ancient Ones and fend them off until they encounter some visiting aliens known as the Evaluators, who place them in suspended animation in a starship in hyperspace, rigged to awaken them in 1991 (AD).

8275 BC

One thousand sorcerers from various dimensions, led by one known as Tyrannon of Thulkas, battle and defeat the beings known then as gods. Each of the magicians merges with the power and essence of one of the gods. Tyrannon, however, subjugates and absorbs the power of most of the magicians, making him one of the most powerful beings of all of the universes. Those that Tyrannon did not subjugate he banished or imprisoned. He begins conquering all of the dimensions.

3050 BC

A portal to the Dimension of The One opens at the peak of Mount Olympus. The entity that comes through is Gaea, the Earth-Goddess, who in turn created Uranus, her husband. The two beings turned the dimension that they came from into a city for their offspring: Olympus.

2930 BC

By this time, the twelve Titans are all born of Uranus and Gaea. Uranus banishes them to Tartarus for fear they would overthrow him.

2565 BC

Gaea releases her son, Cronos, from Tartarus. He, in turn, releases his imprisoned siblings and overthrows Uranus. He marries his sister Rhea and assumes control of Olympus.

2430 BC

A neolithic shaman in Britain unites the earth spirit and the shipwrecked alien android to become Gog-Magog.

2100 BC

Celtic seafarers discover the islands south of Britain that were settled by the Progenitors. Many of the machines are activated (most by accident). Some of the Celts have their psychic potentials enhanced or actualized.

1910 BC

The Fomori, demons of winter, are accidentally unleashed upon Britain a portal created by the sorcerer-scientists of the southern islands (called the Fair West). Great wars and battles take place to defend the Earth against these demons, but the Fomori are more powerful than the humans.

1908 BC

The Progenitor robot starship Danu senses the appearance of the Fomori and the reactivation of the devices and travels to Earth. It closes the portals and grants various humans great power to fight the demons in exchange for the people's service and allegiance to Danu.

1905 BC

Danu dictates that the islands of the Fair West must be removed so that such an accident does not happen again. The islands of Avalon, Tiran Og and Hy Breasil and their civilizations were transferred to pocket dimensions while Lyonesse was sunk and its people transformed into water-breathing beings.

1903 BC

Danu becomes dormant in orbit beyond the moon, cloaked from detection.

1575 BC

Zeus, leader of the Greek gods, slays his father Cronus, banishing his soul to Tartarus. Thus begins the reign of the Olympian gods.

1383 BC

The Minotaur is born as a result of the mating between the god Zeus and the human Europa.

1163 BC

The Minotaur befriends Drynnan Illar, one of the satyrs of legend. They found the group the Zodiac.

234 BC

The Titans free Cronus from Tartarus and magically trap Zeus. The Olympians seal the portal between Earth and Olympus, to save the Earth from the Titans and so that the Titans could not use the Earth to gain more power. Zeus is eventually freed, and a great war ensues, resulting in the death of all of the Titans except Gaea, who had not participated in the revolt. The gods remain trapped in Olympus, however, because their power is so drained.

204 BC

The great civilization on the island of Atlantis is caught up in a great cataclysm. The island sinks, but the Atlanteans quickly adapt.

54 BC

Roman Conquest cuts off most all contact that the "lost lands" (Avalon, Lyonesse, etc.) have with Britain.

87

The alien entities known as the Pantheon, who had been posing as Roman gods, grow tired of Earth and leave it to find another world to exploit.

408

Nimue of Lyonesse (the Lady of the Lake) teaches the wizard Merlin.

413

Merlin helps Artorius (Arthur), a rising war chief, to become king of Britain with the aid of a sword, Excalibur, a Lyonesse technological artifact which was bound to Artorius psychically. He establishes Camelot.

420

Merlin, dying of radiation after working on Excalibur for long periods, has his mind transferred into a Lyonesse computer by Nimue.

421

Morganna, sister of Artorius, trained in Avalon, turns against Camelot. Morganna and her son Mordred fight many battles against Artorius, with Morganna finally emerging victorious, although Mordred was slain. Morganna exiled herself to Avalon. The forces of Mordred attacked Lyonesse, but were repelled at an extreme expenditure of the islands power source. Nimue telepathically asked the dying Artorius for Excalibur back to use as a power source, and he agreed.

438

Black Paladin is "killed" by Launcelot, formerly of Camelot, but is preserved in a sort of sleep by his lover, a witch.

1425

Drynnan Illar (now known as Capricorn) hears of a witch (a direct descendant of Black Paladin and his lover, a powerful witch) being tried in London. He travels there to learn more.

1437

Capricorn battles Stephen Masterson, the son of the witch. Capricorn defeats him after causing massive damage to the British countryside. Reluctantly, Stephen becomes Aquarius.

1608

The Minotaur (Taurus) contacts and befriends an intelligent being/ship/computer in the vicinity of Earth. This ship eventually becomes their orbital base, the Zodiakos Kyklos.

1743

The Undying Tulkus (Earth's Archmage) passes into senility and his apprentice, Ugyen, defeats the Oriental magicians known as the Tong as proof to the Council of Magi that he is worthy. Ugyen (later called the Revered Elder) becomes the new Archmage of Earth's dimension.

1872

Taurus recruits the demons Ahrgash and Lohwegg as Gemini for the Zodiac.

1889

The Revered Elder and Vincent Dimitrios defeat the Chernobog Demon in London, imprisoning it within a book.

1902

Lok-480 (who one day would be Cancer) crashes on Earth, and is immediately recruited into the Zodiac.

1916

Eric Wraith (who would one day be Dr. Wraith) is summoned by one of the Ancient Ones to its prison dimension, to become its apprentice (and one day allow it to escape).

1917

December 13 Albert Zerstoiten (Dr. Destroyer) is born.

1923

The Revered Elder and Vincent Dimitrios face Tyrannon the Conqueror as he attempts to invade Earth's dimension.

The magicians trick him into swearing that he will not attempt to invade again while they live.

1929

DEMON is formally created in Salem, Massachusetts as a satanic criminal organization and cult, made up of wealthy businessmen and hired thugs.

1935

The villain Edward Vandaleur lures Vincent Dimitrios to a sunken alien city off the eastern coast of the United States. There he shows him an ancient, mystical pendant that he has found that will unleash the race of the Elder Worm (also called the Ancient Ones) once again upon the Earth's dimension. He threatens to release the evil forces unless Dimitrios becomes his personal slave forever. Dimitrios agrees, but then tricks Vandaleur and causes his defeat, as well as the apparent destruction of the amulet.

1938

May 14 The Liberty League's first mission, in which they stop a ring of Nazi spies in Connecticut.

June 8 Black Fin is expelled from the Kingdom of Atlantis. She refuses an offer to join from the Zodiac.

1939

The Fire-Watcher becomes Britain's first superhero, battling spies and infiltrators on the home front.

October 29 The Champions, travelling back in time, search for the missing Dr. Timothy Temple, who is due to die on the next day, long before his birth, which they believe is causing a disruption in the Time Stream.

October 30 The Champions, trying to save Dr. Temple, encounter and join forces with the Crimestopper, and defeat a group of power armored Nazis who are holding Temple.

October 31 The Champions and Dr. Temple search for the Masque so that he could magically send them back to their proper time. Instead they are attacked by ghosts and sent to the 5th dimensional realm of the demon, Tsurigra. There the Masque and the heroes battle their way out. The Masque returns them to 1991.

1943

February 13 American Eagle I and Winger battle the Nazi villain Panzer.

August 21 The Masque battles the Japanese Tong, which is lead by the sorcerer known only as the Master. The battle takes place on an astral plane, and The Masque is defeated, only to be rescued by The Revered Elder, the Archmage of Earth's Dimension. Although not wanting to get involved in the political conflicts of WW II, The Revered Elder had faced the evil Tong before, and he knew of The Masque's good deeds and pure heart.

1945

April 10-15 Dr. Zerstoiten (Destroyer) attempts to escape to South America, but a British warship sinks the transport he is on. His face is badly burned in the fire, and is taken back to London.

May 8 Fire-Watcher retires.

June 24 Black Fin agrees to join the Zodiac if they can help repair her gills.

August 2 Atomic bomb dropped on Hiroshima. The Master is reported to be at ground zero, but is unscathed. The bomb explosion, and the one in Nagasaki days later are reportedly the source of many mutants being born in later generations.

1946

March 14 Zerstoiten arrives in the U.S.

June 12 Badlands Motor Company, Awad Oil International, Polytechnic Supply Inc., Worldwide Multinational Unlimited, Deutschland Aeronautics, Alliance Francais Shipping, Yorkshire Industries Ltd., Yamamoto Electrics, Duchess Industries and others meet secretly in Hiroshima. They form VIPER as an industrial espionage group.

July 8 UNTIL is formed by the United Nations.

1947

Raven is formed by a group of European Aristocrats.

1949

August 4 Zerstoiten leaves the U.S. in anger at his fellow scientists and moves to Central America, where he first is known as Dr. Destroyer.

October 25 Crimebuster gets married and settles down.

1950

UNTIL provides a great deal of help to UN forces in the Korean Conflict.

1954

Crimebuster and his wife have a son. After Howard Castleman vows revenge against the hero and his family, Crimebuster changes his name to Robert McQuark and moves to California.

1955

VIPER, now a criminal entity of its own, breaks away from its parent corporations.

1960

April 25 Robert McQuark, alias Crimebuster, dies of a heart attack.

1961

Sept 10 Sunwarrior battles Dreadnaught in New York. Tremendous property damage is caused, and bystanders, including the parents of the one day villainess Transmuter, are killed.

1962

May 10 Winger becomes American Eagle II.

August 28 General Mayhem is reported to have died of a heart attack.

Sept 6 Mark Nine battles VIPER agents in Bristol, England. Five are brought to justice, and their hijacking attempt is foiled.

September-December An internal war among two factions of VIPER is waged, weakening the organization so greatly that it will take years for them to fully recover. Howard Castleman dies in this war.

1963

February 4 The man who would become Dark Seraph (ironically, another descendant of Dark Paladin and his witch lover) gains the Iron Crown in a vile, demonic ritual outside of London. He kills his entire coven of fellow-witches and warlocks and goes forth into the night to cause evil and destruction.



1964

April 14 The government android creation facilities of the super-soldier program announce a great breakthrough with the new Mandroid model. However, at the demonstration for various government officials, the androids go amok and begin to attack bystanders. Sunwarrior, hearing about the attack, comes to the rescue and destroys the androids.

May 2 President Johnson gives his approval for the creation of PRIMUS.

June 17 The Swordfish is launched by UNTIL.

July 10 As fighting in Viet Nam intensifies, Sunwarrior leaves for Southeast Asia to help in the conflict.

June 5 The villain Mastermind attempts to use his mind control powers to take over and control the Democratic Convention. His plan is foiled by American Eagle II and Solarr.

1965

January 23 Nightwraith battles a demon summoned by evil sorcerers. He is rescued by his old enemy, The Master.

February 10 Congress forms Special American Tactics (SAT) to protect the U.S. while PRIMUS is being organized.

June 3 Sunwarrior returns to the US.

October 31 Nightwraith disappears.

November 4 The Minutemen form in Boston. The members are Lady Victory, Captain Star (known previously as the Star Spangled Hero), the aging Thunderbird and a fourteen-year-old mutant speedster called Fleetfoot. They promise to "be ready any minute that America needs us."

1966

July 18 Dark Seraph attempts to take over SAC in order to start a nuclear war between the US and the USSR. He is stopped by American Eagle II and the Minutemen. American Eagle II joins the Minutemen after the battle is over.

1967

February 10 The Circle forms, and goes on its first mission against Dark Seraph. They are beaten badly by the villain and only nearly escape death.

October 19 Black Phantom first appears to help stop a riot caused by racial unrest.

November 14 While recovering from a wound received from a battle with Dreadnaught, Thunderbird announces his retirement.

1968

March 30 The new government android program produces the Ultraman model. While they are more easily controlled than the Mandroids, they are also not as powerful or efficient.

June 6 Black Phantom captures criminal Sirhan Sirhan after he assassinates Senator Robert Kennedy. It is discovered that he has connections with VIPER.

1969

March 30 Newly-elected president Nixon cuts all funding from the android creation program.

1970

April 10 American Eagle leaves the Minutemen and goes to Chicago to start a new group.

August 29 Mark Nine's daughter (who would one day become Silver Shadow) is born.

Sept. 30 Mastermind erases Sniper's memory.

1971

May 14 Freedom Squad formed in Chicago by American Eagle II. Other members are Black Phantom, and Hardhat.

June 10 Dr. Sebastian Poe, the founder of PSI, publishes his findings on cerebellic mutations in a government report.

October 13 The Wealthy Medina family gives their two twin children, Isabella (Mentalla) and Alexandro (Menton) to the evil scientist known as Dr. Destroyer. Destroyer indoctrinates the children and bonds them with alien entities in his psionics program.

1972

May 1 The Transmuter kills Sunwarrior.

1973

April 4 The Parapsychological Studies Institute is founded by Dr. Poe.

June 17 The Transmuter joins the Zodiac as Libra

July-September Raven creates a number of oil crises throughout the world, in order to decrease political stability.

1974

March 4 L'Institut Thoth is inaugurated in Switzerland.

March 18 Eric Wraith escapes the Ancient One's dimension and arrives on Earth to one day become Dr. Wraith.

June 17 The Swordfish is sunk in the Marianas Trench in a battle with Professor Masterson and his phoney Atlantis. Masterson is defeated, however, and there are no casualties.

1975

- April 21** Crusader begins his crimefighting career by bringing in three known cop-killers.
- June 10** Peacemonger, a notorious terrorist, establishes the Atlas organization.
- July 18** Crusader stops the rampage of a government "Übermensch" subject (from the super-soldier program) who had gone insane. The soldier dies when he falls from the top of the Empire State Building.
- December 14** Thok crash lands on Earth, and is captured by NASA.

1976

- January 21** Fiacho recruits Durak as the first member of his new supervillain team Eurostar in East Germany.
- February 2** Thok escapes from the Department of Defense.
- June 19** Dr. J. A. Quest creates StarGuard International.
- October 13** Eurostar becomes a trio as Bora joins in Rome.
- October 14** Fiacho introduces Pantera, who he had encountered the night before, to the rest of Eurostar. She joins the team, and the villains leave Rome.
- November 21** Dr. Destroyer uses a satellite to attempt to mentally control the world. The Minutemen, Crusader, and the Freedom Squad work together to defeat him. The plot is foiled, but Destroyer escapes, announcing that it was all a part of a much larger plan.
- December 2** Eurostar breaks Le Sone out of prison to add him to the team as a gadgeteer.

1977

- February 17** Eurostar raids a Russian Gold Depository, soundly defeating the Russian hero Ivan.
- April 27** The detective who would be Sagittarius discovers the existence of the Zodiac and joins them.
- June 16** Eurostar attacks an UNTIL base in France, killing 36 agents and stealing vital computer codes.
- August 3** John and Margaret Harrington (Thunder and Lightning) gain their powers in a thunderstorm.
- September 14** Thok breaks into a government installation in Charlottesville, VA to steal some parts to rebuild his ship. He is stopped by Cavalier I.
- October 12** Hyperion opens Sanctuary

1978

- March 10** Eurostar finishes building its base in Switzerland.
- April 16** The Watchmaker begins operations in London.
- May 13** Dr. Lirby Koo befriends Ultraviolet in Texas.
- June 24** Ultraviolet is sent by Dr. Koo to raid a DEMON base. there, she encounters Dart, who was also attacking the base.
- July 13** Taurus recruits a rock musician to join the Zodiac as Leo.

- September 2** The Golden Avenger makes his first public appearance on television during a presidential press conference announcing his existence as America's foremost protector and hero.

1979

- April 29** VIPER agents, after attempting to track down Crimebuster, capture his son, Dr. Elias James McQuark. They attempt to get him to work for them, but he is rescued by the hero Radion just in time.
- May 3** PSI begins using its first psionic agent, Violet Lotus.
- July 14** While robbing a gold shipment, Ultraviolet and Dart encounter Diamond, who joins the two.
- October 4** The Soviet Union forms the Comintern, a group of Eastern Bloc paranormals, led by the Premier, a Politburo political officer. This group goes on to help the Soviet war in Afghanistan considerably.
- November 29** Blackstar battles Crusader. Due to the proximity of a TV station, the battle is televised. Blackstar escapes from police after thoroughly beating the vigilante.

1980

- January 13** The Minutemen break up officially. Lady Victory retires, Fleetfoot goes on to pursue a solo career, and Captain Star begins to work directly for the government.
- February 7** Quasar lands on Earth to warn its people of the coming of Firewing. PRIMUS forces, alerted by StarGuard International, arrive on the scene and attempt to capture him. Quasar spends the next few days on the run.
- February 12** Firewing comes to Earth. PRIMUS moves to intercept him, and 23 agents are killed.
- February 14** Valentines' Day Battle. Firewing makes it to San Francisco, where he is confronted by Dr. Wraith, Maelstrom, Helios, Silverfist and Quasar. A terrific battle ensues, and Firewing was defeated. The heroes decide to form the Protectors.
- March 13** Taurus and Leo of the Zodiac interrupt the ninja assassin Antares in mid-assignment. After a brief battle, the assassin is forced to join the group as Scorpio.
- March 17** Ultraviolet and Dart are married. Dr. Koo and the Geodesics finish their Mexican underground base.
- April 10** Quantum and Defender apprehend Thunder and Lightning. A judge sentences them to become public superheroes for one year.
- May 2** Sir John Aleister, a British noble and well-known mutant (who would one day become the villain White Flame), is imprisoned for the vigilante murder of his wife's killers.
- June 14** Charger battles American Eagle II in Chicago. Charger defeats the hero, but he is forced to leave because of the appearance of Captain Thunder.
- July 4** The Champions are formed. The founding members are Defender, Centurion, Quantum, Jaguar, Mecha and Peregrine.

August 3 Neutron attempts to create a mind-control device, but the experiment fails. However, the resulting accident gives Arc his powers, and he joins Neutron.

August 14 Damian Pomegranate is released while awaiting his second trial after the first resulted in a hung jury.

October 13 Dr. McQuark's Superhero Supply and Gymnasium officially opens for business.

November 17 Violet Lotus escapes from PSI and flees to Canada.

1981

January 10 UNTIL agents capture the villain Sapper in Canada.

January 24 Ultraviolet gives birth to twins.

January 26 UNTIL attacks and takes over the base of KRONOS, putting them out of "business." Mechassassin escapes with their new armored suit to begin his career of crime.

February 1 The Champions raid a VIPER nest and recover stolen vials of the Cyberline drug, which helped create the Golden Avenger and the Silver Avengers, before they can be analyzed by the villains.

February 2 Continuing a series of great victories, UNTIL agents raid the Geodesics' base, destroying and supposedly killing Dr. Lirby Koo. Ultraviolet, Dart and Diamond are not captured, however, as they are not present at the time.

February 10 In a fit of revenge, the Nest Leader sends VIPER agents to attack Homestead, the Champion's new base. Great damage is caused. The agents are defeated, but Defender decides to create a robot which will protect the base from any attacker.

February 25 The Geodesics raid an UNTIL base in retaliation for the destruction of their base. During the raid, they encounter Orb I, who was attempting to escape.

March 13 Violet Lotus is recruited by Capricorn to join the Zodiac as Virgo.

March 17 Mechanon, protector of Homestead, the Champions base, goes haywire due to faulty programming. He defeats the Champions, leaving them for dead, and escapes, seeking a way to destroy humanity. Defender, Mechanon's creator, goes into an uncharacteristic fit of depression that lasts for weeks.

April 10 Their year of serving as superheroes over, Thunder and Lightning become supervillains by attacking and robbing the headquarters of The Unicorn (not to be confused with the member of Atlas by the same name), a San Francisco crimelord.

April 29 The Capitol Patrol is formed in Washington DC. The founding members are Igneous, Voyager, Max Bowman, Revenant, Shadow Wolf and Fleetfoot.

May 1 Binder is freed from Stronghold when Dr. Destroyer demolishes it to free Grond to play a part in his plan. Grond refuses Destroyer's offer, but Binder tries to accept in his place. Destroyer laughs.

May 30 Neutron and Arc are captured and imprisoned by the Protectors.



June 5 The Project Sunburst experiment is conducted.

June 7 Sunburst kills all of the military personnel around him during his debriefing after Project Sunburst. He and the other survivors of the project go off to form the supervillain group of the same name.

June 10 The Whip battles Revenant and Shadow Wolf of the Capitol Patrol. He is captured, but escapes before imprisonment with the help of other KGB agents.

June 13 Neutron and Arc escape prison.

June 20 Northern Star battles High Voltage in Oslo, Norway when the villain attempts to break into a bank. He is vanquished and brought to justice by the Norwegian heroine.

July 27 Professor Muerte creates the villain Giganto. The two battle, and Muerte wins, subduing Giganto to psychologically condition him into serving the mastermind.

August 1 Mechanon and Firewing clash in Los Angeles. Great destruction is caused. Mechanon's form is destroyed, but not before his consciousness escapes into a nearby computer. From this point on, Mechanon always has at least one extra body to transfer into.

August 13 Mechassassin goes to work for Eurostar.

September 3 Peregrine leaves the Champions to give her a more "normal" life, although she remains a solo hero.

September 28 Soviet leader Brezhnev tells KGB-chief Andropov to develop the Supreme Soviet team, after a number of successes with the Comintern.

October 17 The Huntsman is recruited by the Protectors.

October 19 The Rainbow Archer tries to kill the Crusader for his use of violence. She is defeated and imprisoned.

October 25 The police attempt to gain entrance to Sanctuary to apprehend the vigilante Sniper, who was framed for murder by the villain Sharpes. Voyager, Quantum and Mind Titan stop them, enforcing the sanctuary of Sanctuary.

November 3 PSI superbeings, on their first group "mission," kill Salvador Luciano and a number of other mobsters who had been controlling the institute. This act firmly establishes their place in the criminal world.

November 10 Binder manages to establish a partnership with Plasmoid. Binder refers to them as the Ultimates.

November 13 The Conquerors are born as Anklyosaur and Wyvern join Neutron and Arc.

December 29 Black Paladin is awoken from his centuries long slumber.

1982

January 14 Psilad joins the Capitol Patrol.

February 10 Scorpia officially becomes a member of Terror, Inc.

February 22 Slick is caught and imprisoned while making a bank robbery.

February 24 The Clansman recruits the Consul for membership in the new group, The New Knights of the Round Table.

March 11 Panda, on a mission from PSI to hunt down the VIPER operative Raccoon in the Midwest, falls in love with her target and they join forces.

March 13 The Whip attacks Dimension Man I, and almost kills him.

March 14 VIPER finds Panda and Raccoon, and attempts to eliminate Panda. Numerous VIPER agents are slain by Raccoon as Panda makes her escape.

April 2 The Ultimates run into Black Star while robbing a shipment of gold. They join forces.

April 20 Ace joins the Protectors.

May 10 The Swordfish II, the first of a fleet of such crimefighting/exploratory craft, is launched by UNTIL.

May 17 The Gurkha joins the New Knights of the Round Table.

May 19 The Conquerors battle the Capitol Patrol on the Lincoln Memorial as the villains attempt to plant a bomb. The bomb is defused, but the Conquerors get away.

May 24 The Rangers are formed in the Southern U.S. Based in Austin, the members are the Green Avenger, Peacekeeper I, Ricochet, Mind Master, and Speedtrap.

June 3 Exo-Skeleton Man joins forces with Foxbat.

June 9 Obsidian lands on Earth and joins the Champions.

June 12 Panda and Raccoon are married.

June 30 The Ultimates attack Charger, and Charger ends up joining the group.

July 1 Albion is recruited into the New Knights of the Round Table in a Norfolk, England, hospital.

July 13 Eric Rahn finds the Earth Crown of Krim and becomes the Earthmaster.

July 17 STOP is formed in England in response to VIPER and supervillain activities.

August 4 Mechassassin kills Talon in Switzerland, as Talon tries to break into Eurostar's base.

September 9 PSI and VIPER clash in Detroit as they both attempt to apprehend Panda and Raccoon.

September 12 Bullet and Big John join forces.

October 14 Captain Star, backed by the government, attempts to apprehend Black Mamba within Sanctuary. He is stopped by the staff.

October 17 Oculon attempts to find the villain Powerhouse for VIPER in Baltimore. Instead, he encounters Icicle, and their battle draws much attention. Oculon is captured by Fleetfoot and Balefire in Baltimore as he tries to flee from his foe. Balefire joins the Capitol Patrol.

November 6 The mutant daughter of Mark Nine, Silver Shadow, joins the New Knights of the Round Table.

November 24 Genocide hunts down and kills the mutant, Multo.

December 17 Golden Marauder recruits Rakshasa in India to join his new supervillain group, Villains International.

December 20 Golden Marauder attempts to recruit Dervish, but the villain is already working for Raven. Rakshasa attempts to kill Dervish out of spite, and Dervish flees after a short scuffle.

1983

January 5 The Protectors battle the Ultimates in San Francisco. The Ultimates lose, but none are captured.

January 12 The Whip is sent by the KGB to eliminate the members of Eurostar individually. Bora, his first target, drops him from a high altitude, thinking him dead. He is greatly injured, but alive.

February 10 The Ultimates break Slick out of jail, and he gratefully joins their ranks.

February 15 Herculan lands on Earth.

February 29 Boa Constrictor is captured by Powershift in Central Park.

March 3 VOICE supervillains attack Bullet and Big John. Starseer becomes accidentally involved, and joins Bullet and Big John, forming the Raiders.

April 14 The London Watch is formed by the Watchmaker. The founding members are: Dr. Goldwing, Repulse, Swift Swallow, Mole and Yeoman.

June 12 A Soviet spacecraft is struck by a strange meteor. The three cosmonauts survive, and all gain paranormal powers as a result of the accident. They go on to become Sputnik, Soyuz and St. Peter's Star.

June 23 Captain Thunder dies, passing the power onto his son, who will eventually become Renegade.

July 4 All communications in the US are jammed to make way for a blackmail announcement from Deathstroke. Deathstroke threatens to cause a meltdown of all nuclear plants if the US does not surrender itself to the villains.

July 5 Renegade joins the Protectors.

July 6 The nuclear reactor at Three Mile Island experiences a sudden and inexplicable pre-meltdown condition. Deathstroke is blamed.

July 7 Deathstroke is defeated in their secret base by the Rangers, and the threat of nuclear accidents is alleviated.

July 10 Sea Change leaves Lyonesse.

July 15 Villains International goes to the Greece to recruit the mysterious Oracle as a member, but she is not to be found. Instead, Golden Marauder and Rakshasa encounter the German villain Master Stroke who is in Greece hiding from Euroguard, a European superhero group. The three villains team up to battle the heroes, but Master Stroke is captured, and the other two flee.

August 25 The Fox of Crime leads his group of hired villains: Shrinker, Armadillo, Bluejay, Brick, Ogre, Lightning and Thunder to make a raid on Fort Knox. The raid is stopped by the new superhero group, the Bayou Brigade.

September 21 The members of Deathstroke, disguised as the Rangers, break into a PRIMUS base and steal important government documents.

October 10 The Rangers catch up with Deathstroke in Dallas, as the villains continue their scheme to discredit the heroes. After a pitched battle, the members of Deathstroke flee to the midwest to sell various government secrets they have stolen (in the Rangers' guises) to the highest bidder.

October 15 Trailing their enemies Deathstroke, the Rangers encounter the Comintern in Lebanon. A battle ensues, and the vicious Green Avenger kills the Premier, Captain Communist, and the Polish Star in a fit of frustration. This results in an international incident, and the Rangers are forced to go underground as they become outlaw heroes in the U.S.

October 24 Sleeper recruits Terastar for his group Plunder.

November 2 Indigo marries the mutant girl Mara Jacobs. The two leave PSI.

November 19 Sea Change joins the London Watch.

December 14 Armadillo joins Project Sunburst.

December 18 Orrad and another, unknown alien stop a group of plane hijackers on their way to the Middle East. The alien accidentally kills some of the criminals, and then kills himself in remorse.

1984

January 5 Indigo's wife is killed by VIPER agents who attempt to kidnap the two mutants. Indigo rejoins PSI.

January 16 Soviet Chairman Andropov merges the Comintern with the Supreme Soviets under Colonel Vasalov.

January 23 The Conquerors, after committing a long series of terrorist acts in Saudi Arabia, are defeated by the Champions in Riyadh.

February 4 Avar-7 lands on Earth and decides to become a superhero.

February 11 Fear finishes creating the Seven Horsemen, and they attack a small town in Mexico, destroying it utterly.

March 19 Fleetfoot leaves the Capitol Patrol to go solo once again, vowing that he'd never join another team. There is bad blood between the hero and the rest of the team which continues into the present.

March 21 An unknown villain called Hexmaster, leading the villains Volcano, Sensor and Titaness, kidnaps the mayor of New York. The Champions defeat the villains, and rescue the mayor, but Hexmaster proves to simply be a decoy robot of the real villain.

April 10 A bill which would restrict the activities of superpowered individuals is defeated in the Senate due in part to the lobbying of Sanctuary representatives and the speeches given by Rep. Clayton Mansfield.

April 19 Genocide and PSI first battle each other, causing massive amounts of damage to the St. Louis area.

April 20 VIPER agents attack Sanctuary in retaliation for their influence on the Paranormal Restriction Bill. They are fended off by the Capitol Patrol and Project Sunburst, who happen to be at Sanctuary at the time.

April 29 Avar-7 is captured in a battle with Mechanon.

May 10 The Swordfish agents and the hero Seaspray stop an invasion of Bermuda by Atlantis before it gets a chance to start.

May 26 Black Claw, Gremlin and Black Diamond form GRAB.

June 17 PRIMUS agents apprehend Freon on one of his first robberies.

June 19 The Metropolitan Extraterrestrial Enclave (METE) is set up, financially backed by the Champions, and the Protectors. The alien hero Orrad is a major figure within the organization.

July 7 Warhawk joins the Champions as the Hero Hunt begins, and heroes are assaulted by villains all over the world. The battle begins when Vibron, Death Rider, Monopole, Ripper, Pulsar, Deathsinger, and Frost all attack the Champions in Central Park. The heroes barely manage to drive the villains away.

July 10 Avar-7, reprogrammed, escapes from Mechanon's control.

July 11 Black Diamond, Gremlin, Terastar, Bulldozer and Mentalax attack the Protectors as part of the Hero Hunt, but all are imprisoned.

July 14 Mechassassin, having left Eurostar, becomes head of security for DEMON.

July 16 Shrinker, Monopole, Powerhouse, Death Commando, Fusion, Black Raven, Thunderbolt, Oculon and Power Crusher attack the Capitol Patrol, beating them and earning a high ranking in the supervillain "context" known as the Hero Hunt.

July 18 Black Paladin and Firewing trash Warhawk and Obsidian outside of the Champion's base in the Hero Hunt.

July 19 Freon battles Powershift for the Hero Hunt, but is beaten and goes to jail.

July 20 The Ripper holds a number of businessmen hostage in the Sears Tower in Chicago, demanding that American Eagle show up so that he can defeat him for the Hero Hunt. The hero shows up, but is ambushed by Utility and Vibron. Ripper, angered that they have attempted to take away his points, trashes the villains instead.

July 25 Firewing draws Powershift into a battle in the middle of Yankee Stadium. Firewing wins, and flies away with more Hero Hunt Points.

July 27 Oculon ambushes the heroine Peregrine and actually beats her, earning Hero Hunt points.

August 3 The Geodesics attack Fleetfoot and defeat him, leaving him unconscious in the Lincoln Memorial in Washington DC for the Hero Hunt.

August 7 Ogre beats Crusader in a fight in Boston. Ogre leaves the hero after thrashing him, knowing that he has earned considerable Hero Hunt points.



August 10 Sledge and Piledriver team up to commit a large and showy bank robbery in Dallas, hoping to draw a superhero or two so that they can earn points in the Hero Hunt. None come, although VIPER finally catches up with the two villains, whom they have been looking for years (both are the results of VIPER experiments, but escaped). Sledge is killed, and Piledriver is captured. The VIPER agents remove the piston from his hand, and let him go, realizing that he has been rendered powerless.

August 12 Thunder and Lightning attack Quantum for the Hero Hunt, but she defeats them.

August 13 The first phase of the Hero Hunt is over. Black Paladin, Firewing, Oculon, Shriner, Powerhouse and Ogre advance to the second phase. In this phase, the villains must capture heroes and bring them to the mastermind behind the contest.

August 16 Oculon attempts to capture Powershift for the Hero Hunt and is easily defeated.

August 17 Firewing captures Warhawk for the Hero Hunt.

August 18 Angered, Powerhouse tries to stop Ogre from capturing Balefire for the Hero Hunt. Ogre beats Powerhouse, but the hero gets away.

August 19 Rainbow Archer escapes from prison and joins with GRAB for one robbery, and then leaves. Also, Black Paladin captures Defender for the Hero Hunt.

August 21 Shriner lures American Eagle into a trap, capturing him for the Hero Hunt.

August 22 Ogre captures Powershift. Phase Two of the Hero Hunt ends.

August 25 Phase Three of the Hero Hunt begins, in which all of the villains, Shriner, Ogre, Black Paladin and Firewing must all fight to the death to show who is the most powerful of all. All of the villains involved in the previous phases are there, watching. During the battle, Menton (who has been involved in all of this only as an agent for Dr. Destroyer and so has made no attempt to win) frees American Eagle, Powershift, Warhawk, and Defender. The heroes summon the members of their respective teams (the Champions and the Freedom Squad) as well as the Capitol Patrol and the Protectors to the location of the final battle of the supervillains. An epic battle takes place in which the mastermind behind the contest, Malachite, is revealed and beaten. Numerous villains are apprehended, while many others flee.

August 28 The PSI-KIN are first used by PSI to eliminate two anti-mutant senators. The senators are both killed.

September 3 Mongoose makes his first attack against Coil agents as they attempt to rob a bank in Chicago.

September 13 Mecha of the Champions is slain in an ambush by Mechanon. The villainous robot then poses as the armored hero to attack the other Champions.

September 14 Mechanon is destroyed in a battle with the Champions and Avar-7 (in which Avar-7 helped defeat the villain, and then turned on the heroes), but, as always, he manages to send a signal to one of his bases to create a new body for him. This time, however, there is a female intruder in the base, and she is used by the base to create a new Mechanon. The spirit of the dead hero Mecha attempts to interfere with this process but accidentally enters the woman. This fusion of spirit, programming and robotics disrupts the lab's attempts and creates a new, different being. Thus Engineer is born. Mechanon's consciousness, still in the base's computer, sends a building signal to another hidden lab to begin construction of a body for him. Engineer escapes with Mecha's contempt for Mechanon, but sharing the robot's contempt for all life.

September 18 Lyndon Johnson Kaufman, a Silver Avenger, defects to the Soviet Union in the Central American nation of Guamanga. He joins the Supreme Soviets and becomes Red Shield.

October 14 Terastar recruits Silver Dragon into Plunder after a battle with UNTIL agents in Alberta, Canada.

November 25 The Whip, after leaving the KGB, joins with Utility.

November 27 The Circle learns that the demonic entity Krim is to blame for the existence of Dark Seraph's Iron Crown, Earthmaster's Earth Crown, and Grandmaster's Stone Crown. The heroes are defeated by Dark Seraph when they attempt to confront him to tell him that he is being used by Krim. They retreat, but dedicate themselves in stopping Krim and his plans for the Earth.

December 1 Engineer, in the guise of Mechanon, hires Titaness, Brick, Vibron, and Fire and Ice to assassinate prominent UNTIL and SAT agents, proclaiming "The New Order." Three such agents are killed, but Fire and Ice and Brick are apprehended.

December 4 The Capitol Patrol, manipulated by faked messages sent by Engineer, discover Mechanon's whereabouts and attack him. After a long fight, Mechanon defeats the heroes, but during the battle, deduces that it was the Engineer who lead them to him. Rather than kill or capture the unconscious heroes, he flies off to find Engineer.

December 18 Doc Sonic joins the Protectors, just in time for her to help the group stop the murderous spree of the monster known as Leech. Leech is rescued by the sorcerer whom he serves.

1985

January 16 Terror, Inc. battles the South American team, the Victores, as they attempt to kidnap the President of Argentina. The villains are soundly defeated, but manage to escape capture.

January 19 Earthbrother and Aspen defeat the ReDirection Cartel's criminal operations in London.

February 1 Lady Blue breaks into a warehouse of the Briar Chemicals company in Los Angeles to expose illegal chemicals. The Protectors try to stop her, but in the ensuing battle, a worker is doused by the illegal chemicals and transformed into Hideous. Hideous knocks out Lady Blue and escapes with her into the woods.

February 2 Hideous is driven out of the woods by a battle between Slug and Thunderbolt, who had accidentally ran into each other. The other villains are also driven away when Lady Blue awakens, angry. She has hunted Hideous ever since.

February 10 After a long series of chases throughout Central America, UNTIL agents finally capture the Geodesics. Orb I is killed during the fight.

February 19 The Circle, continuing their campaign against the entity Krim, defeat Earthmaster and turn over the Earth Crown to PRIMUS for safekeeping.

February 28 Eurostar attacks Sanctuary to get at the alien Enon. They are forced to retreat by the staff, the Champions (who were there at the time), and Euroguard, who had followed the villains to the U.S.

March 13 Phobos and Deimos offer their services to Plunder.

March 30 Ladybug attacks Warhawk in Manhattan, and humiliates him.

April 4 Earth-Brother, Aspen, Starline, Wintershade and Weather-Ring form the Nightwatch.

April 17 Centurion leaves the Champions and retires from his superhero career to lead a normal life.

May 10 VIPER agents, with the help of Chameleon, trick PRIMUS agents (including the Golden Avenger) into attacking the Champions while they attack the New York PRIMUS base to steal the Earth Crown of Krim which is held there. The Champions manage to convince the PRIMUS forces that they have been tricked, and the VIPER agents stealing the crown are intercepted and stopped.

June 3 After leaving Utility as sworn enemies, the Whip joins with the members of GRAB for a major jewel heist in San Diego. The Protectors chase them down and imprison them all.

June 4 The Conquerors replace President Reagan with a mutant shapeshifter. Genocide detects the mutant in the White House, however, and their Minuteman Robots kill the mutant and severely wound Neutron, the group's leader.

July 14 Remover crashes on Earth and is taken to METE.

August 13 The Olympians are finally able to open the portal to Earth once again, but are astonished to see how much time has passed. They once again begin to interact with humans, although most people believe them only to be superbeings and not gods.

August 28 Brainstorm escapes from PSI, and becomes a crimefighter.

September 4 PRIMUS, lead by a Silver Avenger, attempt to gain entry to Sanctuary to apprehend Halfjack. They are stopped by the staff and the Protectors.

September 13 Mechanon opens a portal to Earth II (also known as Strike Force Earth), sending the unwitting Avar-7 there as a scout to discover if Mechanon has a counterpart on that alternate world, using one last ability he had programmed into him while in his possession. With this ability Mechanon was able to see through the other robot's eyes. Avar-7 battles Strike Force members one by one and defeats them.

September 14 The Champions come to Earth II and rescue Strike Force. Together the two groups send Avar-7 back to Earth I and defeat Mechanon.

October 12 In another senseless act of violence, the Seven Horsemen attack an Albanian city, causing great damage.

October 30 PSI battles the Genocide Minuteman Robots in Chicago. The battle attracts the attention of the Freedom Squad, who end up forcing both sides to retreat. SAT, as well as a number of super hero groups, begin to track PSI's activities, forcing them to become more covert.

November 1 Remover leaves METE, and encounters Powershift in the Bronx Zoo. The two battle, and though Powershift wins, Remover gets away by freeing the caged tigers to occupy the hero.

November 3 Feur joins Terror, Inc.

November 6 Raven tricks Firewing into attacking Sanctuary to kill the Rangers, who are staying there. He is defeated by the staff, the Rangers, Freon, and Mind Titan.

November 11 Mongoose and Black Mamba battle in Chicago when Mongoose attempts to stop Coil agents from stealing a priceless Egyptian statue of the god, Set.

December 24 Blowtorch sets the National Christmas Tree in Washington DC, ablaze. He is quickly defeated by the Capitol Patrol, and the fire is extinguished.

1986

January 13 Edward and Anais Vandaleur steal the last of four mystical scrolls, and in so doing discovers that the fifth is in the possession of the aged Masque.

February 2 Brainstorm joins the Protectors.

February 8 Crusader battles Snake and Deathblow when he tries to break up Sharpes' criminal operations in Boston. Crusader is overwhelmed, but the vigilante Sniper saves him.

February 13 Seaspray captures Barnacle and turns him over to the government, who places him in the Sealife Project installation.

February 16 The Champions hear of Sharpes' operations in Boston and go to apprehend the supervillains. Many of the Blackguard agents that Sharpes employed are captured, but all of the villains escape.

February 21 Earthmaster escapes from prison and steals back the Earth Crown of Krim from PRIMUS.

March 15 Eurostar sneaks into an American prison to kill the Whip for his attacks on them long ago. He convinces them to let him join them instead, and they free him from prison.

March 17 Seeker joins the Champions.

March 27 Mole marries and retires from superheroing, leaving the London Watch.

April 10 Edward and Anais Vandaleur attack the home of The Masque, stealing the final magical scroll that they need. Vincent Dimitrios, the apprentice of the Revered Elder, learns of the event and summons the Liberty League (The Masque's old friends and allies) from the past to stop the villains.

April 14 The Liberty League and The Masque attack the Vandaleurs' lair in the Paris. They are defeated by the villains and their servant Leech (who's mystical master is actually a servant of the Vandaleurs) and the Black Paladin, whom they had temporarily mind controlled. The heroes are mystically imprisoned within their lair.

April 15 Edward and Anais Vandaleur use five mystical scrolls that they had stolen to give them ultimate power. The Liberty League and The Masque break free from their bonds, just in time to battle and defeat the villains and their servants. The Masque dies soon after, the strain of using his magical spells after so long taking its toll. The Liberty League disappears back into the past, just as the surviving, present-day League members show up (their memories were erased by Dimitrios until hours before hand) to bury their old friend, finally remembering everything.

April 26 The Conquerors break their leader, recovered from his injuries, out of prison.

May 7 The New Knights of the Round Table catch up with Shamrock in Philadelphia. The villain escapes, but only after the Hand, hired by Raven to kill the Champions, intervened by mistake (how *lucky* for Shamrock).

May 18 Ironside is captured by agents of the ReDirection cartel, but is rescued by Nuada of the Silver Hand. Together, they apprehend a number of the criminals.

June 14 An accident at a Pennsylvania nuclear power plant (caused by Ringer) gives superpowers to Flower and supposedly to the other members of Mass Reaction.

July 10 Timemaster organizes the Alliance of Supervillains: Firewing, Lazer, Ogre, Grond, Bulldozer, Griffin, Esper, Beamline, Shrinker, Pulsar, Oculon, Blowtorch and Dragonfly.

July 22 The Alliance of Supervillains attacks the Champions base, Homestead, and takes control of it, capturing Quantum, Jaguar, and Seeker.

July 23 The remaining Champions, Warhawk, and Powershift all attempt to liberate Homestead. They fail, and all are captured.

July 25 The Golden Avenger and 25 PRIMUS agents attack Homestead, only to find the heroes unconscious in their own vault. The villains are gone, but a note is left stating "We have won. We can do whatever we want now. The world shall never be the same."

July 27 Power Crusher battles VIPER agents and Mechassassin (who is now in VIPER's employ) in Seattle. VIPER is attempting to kill him for escaping from their service. Power Crusher barely escapes by leaping off of a high building onto the Protector's skycruiser. The

Protectors are in Seattle after being called in to avert the destruction caused by the Ripper, who was seen in the area. The Protectors capture Power Crusher (who escapes before he can be put in prison), thirteen VIPER agents, and the Ripper (who showed up during the battle).

July 30 The Alliance of Supervillains moves to Washington DC, and attacks the Capitol Patrol. The Heroes are defeated, but the villains are forced to leave when Dr. Destroyer and a number of his agents show up. Destroyer tells the villains that such an alliance is against his will, and so is doomed to failure. The villains leave, shouting that the Protectors are next on their list.

August 3 Menton, under the direction of Dr. Destroyer, mentally influences Firewing to break up the Alliance of Supervillains. After a large argument and battle, the villains all go their separate ways.

August 12 Mass Reaction, posing as legitimate superheroes, battle Plunder. They turn over Terastar and Silver Dragon to the Champions.

September 4 Destroyer has Mentalla infiltrate Eurostar.

September 8 Blazon joins the London Watch.

September 15 Beamline battles Starburst in New York. Beamline is captured and imprisoned.

October 10 German terrorists blow up a Canadian military plane over Germany. Later that day, Borealis finds the terrorists and kills them.

October 13 Seaspray is killed by Eurostar on the coast of Spain as they attempt to hijack an UNTIL ship.

October 23 The Champions learn of Mass Reaction's true aims when they are seen breaking into a US military installation. The resulting battle is swift, but Mass Reaction manages to escape and go into hiding.

November 28 King Cobra and Coil, including Black Mamba try to capture the Champions. They take Quantum and infect her with the Coil gene.

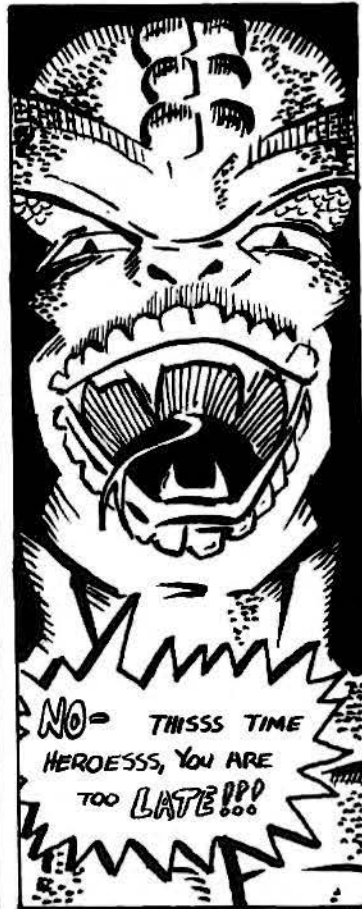
December 3 The Champions rescue Quantum from King Cobra and she is cured. Many Coil members are captured, but others, including King Cobra and Black Mamba, escape to another base.

1987

January 14 Mechanon and Halfjack attempt to capture Grond to make him a cyborg slave. The battle alerts the Champions and culminates in a huge conflict in a snowy Central Park. Grond escapes, and Mechanon self destructs, apparently killing Halfjack, though his body is not found.

February 17 The Shark Squad steals the Powerstone of Lyonesse (formerly the weapon Excalibur).

February 20 A scientist steals the Powerstone from the Shark Squad and uses it to turn himself and three assistants into the Four Winds.



March 1 VOICE attacks Sanctuary in order to kill Powershift. They are defeated by the staff, Powershift, Sparkler, and the Vincent Dimitrios.

March 15 The London Watch tracks down the stone, defeats the Four Winds, and returns the object to Lyonesse.

March 23 Protectors raid PSI, capturing most of the villains, who are imprisoned. The students are displaced to other institutions. Dr. Poe is put in the Stronghold Asylum for the Criminally Insane.

March 30 Villains International goes to Japan and recruit Tsunami, defeating the hero Aslan who had been pursuing her.

May 13 Solitaire joins the Champions, fleeing from the sorcerous cabal that trained her.

June 12 Obsidian stops Bulldozer from robbing a Manhattan Bank. Great destruction is caused by the battle.

July 6 DEMON forces attempt to capture Powershift to use as an energy source in the mysterious X-Device so that they can summon a powerful Nether Lord. The hero escapes their trap in Manhattan.

July 10 DEMONFLUX agents again attempt to capture Powershift, this time on Long Island, but the hero is saved by the intervention of Mind Titan.

July 14 The Champions, responding to a report of a large battle, arrive at the Appleton Mall in Manhattan only to find DEMONFLUX agents and the villains Daigon, Silvar, Volcanon, and Scarab kidnapping Powershift. The villains escape with their target.

July 16 The Champions travel to an underwater DEMON lair to free Powershift, only to discover that it is a trap for them, and the base is set to self destruct. The heroes barely escape in time.

July 18 On an uncharted Atlantic island, the Champions encounter a large force of DEMON servants and the Morbane, Hieronomous. They destroy the X-Device that Powershift has been placed into and free him. Silvar, Daigon, Orb II, and Scarab are apprehended, although the Morbane escapes. Volcanon is destroyed when he is thrown into deep water by Obsidian.

July 19 Dr. Destroyer recovers Volcanon's amulet from the sea floor, and takes it to a remote area in the Philippines.

August 13 Freedom Squad is decimated by VOICE. Hardhat, and Dimension Man I are both slain, while the Black Phantom is put into a coma. Although the remaining members and the Champions join forces to defeat the villains, the Freedom Squad falls apart.

August 15 A landslide accident in the Philippines causes a young man working with a geological survey team to be buried by tons of rock. Under all of this rock, he finds the Amulet of Volcannon left by Dr. Destroyer and manages to put it on. Before anything else can happen, he is engulfed by lava. The man and amulet are forever fused, and the man is turned into a being of living fire and magma, known as Lava.

September 12 Borealis attempts to begin a coup in Canada. He has surprising popular support.

September 16 The Canadian superteam, the Pacific Sentinels, battles Borealis in Ottawa. Borealis is forced to flee, swearing that he will return.

September 25 Slug attempts to break into a Demonlair to force the Morbanes to cast a spell to find the ancient amulet which will summon the Elder Worms. He is driven off.

October 4 The Circle defeats (and inadvertently kills) the villain Grandmaster. From him, they take the Stone Crown of Krim which they turn over to PRIMUS (even though PRIMUS had let Earthmaster get the Earth Crown of Krim back).

October 18 The Seven Horsemen attack the PRIMUS base in New York where the Stone Crown is being kept. They steal the Crown.

November 6 Eurostar encounters and battles the Monster in Paris. They attempt to capture him, to make him a member or a servant, but he escapes, only after severely wounding Fiacho.

November 15 Imperial Lion defeats VIPER agents including Breaking Glass as they attempt to kidnap three wealthy businessmen in Liverpool.

November 17 The Seven Horsemen, drawn to Norway by the Stone Crown, attack the Oslo airport, causing mass destruction. North Star attempts to stop them, but is quickly vanquished.

November 18 Members of the Circle, complemented by the sorcerer Vincent Dimitrios go to Norway to battle the Seven Horsemen. They discover the Horsemen at a glacier, around a saucer craft of the Ancient Ones. The heroes battle the Horsemen, and Dimitrios finally manages to take away the powers given to them by the Worm Scepter. But before the heroes rest, the Servants of the Ancient Ones come forth from the saucer and attack. The heroes eventually manage to defeat them as well, and then destroy the craft. The Worm Scepter disappears mysteriously during the battle and is thought to be lost in the ice.

December 12 Reports of The Shape in the Outback of Australia attract Captain Australia's attention. He intends to investigate the next day.

December 13 Dr. Destroyer takes the Philippine monster Lava to Sidney, Australia. Captain Australia prevents the monster from causing much damage, but is forced to finally call the Protectors for help. Golden Marauder finds The Shape and recruits her for Villains International.

December 14 The Protectors arrive in Sidney and help Captain Australia subdue Lava. Meanwhile, the Conquerors break into the Protector's base and make duplicates of all of their files for Dr. Destroyer.

December 24 Crusader stops Night Shade's attempt to cause a blackout in New York City on Christmas Eve. Night Shade is apprehended and sent to Stronghold.

1988

January 14 Borealis sinks a US icebreaker that challenges Canadian sovereignty in the Northwest Passage.

February 1 White Flame joins Eurostar.

February 4 The Bayou Brigade finally locates Sparkler in Atlanta. A short battle ends with Sparkler's capture.

February 10 Grond attacks Sanctuary to kill Bulldozer, but is stopped by the staff, Bulldozer, Defender, and Ladybug.

March 19 Halfjack (who was not killed the previous year, but has returned, a little psychotic) battles Blue Jay as she tries to stop him from randomly killing innocents in a Baltimore shopping center. Halfjack escapes. Influenced by what Blue Jay said, Halfjack develops a hatred of killing.

March 23 Dr. McQuark's Superhero Supply and Gymnasium closes its doors due to lack of financial support. The bankrupt doctor disappears.

April 10 The London Watch battle Eurostar to a standstill in Trefalgar Square. The villains are forced to retreat.

April 12 The powerful horror known as Crypt emerges from an indian burial mound in Indiana. The sorceress Shiela Bane, Solitaire of the Champions, and Vincent Dimitrios defeat the creature and magically imprison him.

April 23 Eurostar attacks Destroyer's installation in Portugal, where Menton is attacking Mentalla. The installation is destroyed in the battle which ensues between the group and Destroyer, Menton, and the destroids. Mentalla is rescued and joins Eurostar.

April 28 Karl "the Killer" Knudsen, a professional wrestler, is discovered to be a mutant and goes on a rampage in New York. The Zodiac shows up before the Champions and recruits him as Aries.

May 8 The Rangers battle Firewing as he attempts to kill the Green Avenger. After a long battle, Firewing is subdued, but then escapes.

May 10 Villains International arrives in Uganda to recruit Deathmask, but he refuses.

May 11 While in Uganda, Villains International hears about The Mountain who is hiding in Kenya. The villains go to that nation, kill two African super heroes who are attempting to capture The Mountain, and convince him to join. The hunter known as Bwana also attempts to stop them (The Mountain has a huge price on his head in that nation), but the villains dispatch him easily.

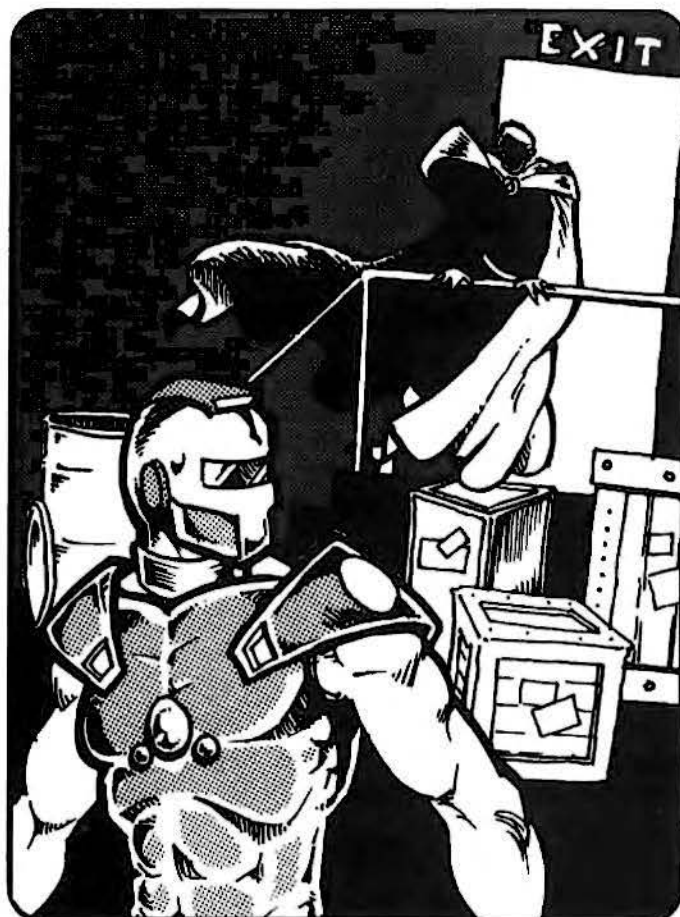
May 12 The Protectors begin a spree of violent vigilante killings of thugs and criminals.

May 14 Utility and Crusader fight in Coney Island. Utility beats the vigilante, and publicly humiliates him.

May 24 Soulfire and Mind Killer of PSI (under the employ of Raven) assassinate three international ambassadors under UNTIL's protection.

June 2 The Protectors kill the Underworld crime lord Unicorn I in a vigilante-style raid.

June 12 The Champions, after Solitaire's senses alert her that something was magically wrong in San Francisco, battle the Protectors as they attempt to steal an Aztec statue from the Metropolitan Galleries. The Protectors escape.



June 15 The Red Baron and his henchmen, the Flying Circus, are apprehended in East Germany by Das Wall while raiding a military armory. The Red Baron and his men are all violently beaten, but live.

June 28 The Purifier begins her violent attack against the forces of evil in the U.S.

July 10 Quasar and Maelstrom kidnap a number of top scientists to build The Armageddon Device.

July 15 The Champions stop the Purifier and the controlled Protectors with their scheme to destroy the world in an epic battle in a Columbian Jungle.

July 18 On the way back to the US from Columbia, the Champions intercept a distress call from a Nicaraguan UNTIL team being menaced by Riplash, a powerful Raven agent. The Champions save the UNTIL agents, but the Raven agents Divine Wind, Granite, and Powerhouse prevent them from apprehending Riplash..

August 3 Crusader and Sniper hunt down Utility and his temporary partners Shrinker and Frizbe, who are all employed by VIPER (at the time). The vigilantes are successful in capturing Shrinker, but Frisbee is killed in the battle.

August 13 Fleetfoot participates a race for charity in New York. Death Rider attacks him, however, in the middle of the race. The villain is captured and imprisoned.

August 26 Borealis forms Destiny, with his agents Ladybug, Jackknife and Silhouette.

October 2 The Shapeshifters battle the Nightwatch in London when the villains attempt to steal jewels from a museum.

September 8 Grond is persuaded by GRAB to destroy (or at least distract) the Capitol Patrol while they steal the Hope Diamond. The heroes defeat Grond on the lawn of the Capitol Building, while the GRAB members are foiled by the police and some PRIMUS agents. Black Diamond is captured and sent to Stronghold.

September 6 Chime begins operations as a superheroine in London.

September 13 Black Paladin and a coven of witches summon up the spirit of Sir Gawaine to be the first of a new order of evil knights. The resurrected Sir Gawaine will have none of this and barely defeated the villain in a closely-fought battle, escaping into the strange world of the twentieth century.

October 12 Plague and Dragonfly, hired to supplement the Black Chimera Tong of San Francisco, hunt down Firefist in Chinatown. The resulting battle draws the attention of the Protectors, but the villains all escape.

November 14 Lionslayer joins VOICE as they attempt to rebuild their ranks after their defeat by the Champions.

November 17 PSI agents Psymon, Impulse and the Inquisitor convince Floater to join them.

1989

January 10 The Champions, reclining within their base, are attacked by the Starspawn who had long been trapped in a strange orb that they had been given by the Minutemen. The Minutemen had taken it from the island of Dr. Destroyer after their battle with him in 1976. The Starspawn causes an incredible amount of damage to Homestead and the surrounding areas of Manhattan before it is defeated by the heroes. Unknown to the heroes, Dr. Destroyer had found the orb (called a Starcrystal) when it originally landed on Earth, learned of its power, and saved it for just such a situation. During the battle with the Starspawn, the villainous group known as the Hand was able to sneak into Homestead, past the damaged defences, and copy some valuable computer files and steal some other items.

January 13 PSI abducts Violet Wilson (Flashback) from her housing project in Chicago.

February 2 The Protectors rescue an orphanage from a group of heavily armed terrorists supporting the American Free Army, who have ironically hired a number of foreign super-powered mercenaries (Jackknife, High Voltage and Pumpkin Jack) for muscle. All of the villains and terrorists are captured.

February 8 Jarth, Vincent Dimitrios' alien disciple, betrays him and gives him over to the evil Tyrannon. Tyrannon places him within the Thanic Rod.

February 9 Doppleganger and Midnight Sun raid a high tech laboratory in West Germany, encountering and battling Das Wall in one of his last missions as a government "hero." Das Wall apprehends Doppleganger, but she escapes imprisonment in a few months.

February 10 The Circle defeats the wizard Morjok and his servocorpses as the villain attempts to alter Earth into one more suited to the use of magic.

February 19 Dr. Megaton, Fusion and the mercenary group known as the Hand attempt to steal nuclear fuel rods from a California nuclear plant by duping the Protectors into thinking there is a terrorist attack (hired terrorists, also duped by Megaton) and getting them to remove the rods from the plant. Doc Sonic sees through the scheme just in time and the Hand members Lucifer, Boomerang, The Puppeteer, Starhand and Scrambler are all apprehended. However, Megaton gets away with the fuel rods. Unknown to everyone, including the Hand and Fusion Lad, and Dr. Megaton himself, Megaton is actually an intricately programmed android serving the villain Malachite, who needed the fusion rods for himself.

March 1 Blue Phantom (Dark Prowler's heroic persona) battles Night Shade in Los Angeles. Night Shade is rescued by the Conquerors, who want to recruit him.

March 8 The Capitol Patrol intervenes in a battle between Auto-Gunner and Krystal Blue at the First Unified National Bank in Washington. The Autogunner and his henchmen are rounded up, but Krystal Blue disappears during the battle.

April 10 VIPER agents and the supervillains Rajah, Citadel, and Icicle battle PRIMUS agents, the Golden Avenger and three Silver Avengers when the villains attempt to hijack a space shuttle in Cape Canaveral.

May 6 Seeker, Obsidian and Quantum of the Champions are kidnapped by Atlas and taken to *The Hope of the Future*, a base on the moon for examination and experimentation regarding the Q'rrm Effect, an alien energy source that gives humans superpowers.

May 7 Within *The Hope of the Future*, Seeker, Obsidian and Quantum encounter Genetic Deviant X and the Atlassupervillains, including their leader, Peacemonger, who is grievously wounded in the battle. The heroes escape to Earth in a damaged space shuttle, encountering the strange Q'rrm Effect.

May 15 The Conquerors are apprehended by UNTIL in France, and turned over to that nation's government to be tried for a crime spree that they have committed in that country in the last two months.

June 14 Fleetfoot dies of a heart attack in his Manhattan townhouse.

June 15 Hurricane Zelma threatens Sealife Project, and the Protectors attempt to save it and its personnel. Supervillains created and/or detained there (Nereid, Moray, Killer Whale, Anemone, Barnacle, Coral, Man Of War, Shark, and Porpoise) escape, after a major power outage of the project facility and a brief battle with the heroes. The escaped villains join together and form the Aquans.

July 20 The Aquans kidnap Dr. Kepler from a Worldview News studio to interpret an old alchemical scroll.

July 23 The Aquans break into Sealife Project to steal an alchemical information on the creation of an incredibly powerful nerve gas. At the same time, the Project is raided by OCEANUS. The protectors come to the installation's rescue again, but Nereid, Porpoise, Anemone, Barnacle and Coral escape with the scroll's information.

July 25 Doppleganger and Mechassassin assassinate the French ambassador to Libya in order to intimidate France into freeing the Conquerors, who had been allies of Doppleganger in the past.

July 26 The Protector's trace the Aquans back to Aqua Industries, defeat them in battle, and retrieve the nerve gas information.

August 13 STOP forces are attacked by MACE in Birmingham, England. Geomancer is apprehended after the fight, but the entire battle is a diversion for a larger Project: Armor operation.

September 24 The Revered Elder becoming decrepit and Vincent Dimitrios imprisoned, Tyrannon begins to once again set his sights on Earth's dimension. The Champions manage to defeat the Avatar that he sends on a probing mission, but worry what will happen when he attacks in strength.

October 3 Eurostar goes to Iceland to attempt to convince Mammoth to join their ranks. When he refuses, a huge battle ensues, from which Mammoth just barely escapes alive.

October 10 Dr. Destroyer and Terror, Inc. kill the members of the South American superteam, the Victores.

October 13 Black Druid and Floodgate team up to destroy a Duchess Industries plant that disposed of toxic waste in the North Sea.

November 26 The Champions save New York from nuclear destruction by Atlas. Seeker is captured by the villains, and mind controlled into thinking he is Armadillo (and is disguised as such). The Champions defeat Atlas and "Armadillo" in battle.

November 28 The first meeting of the Warsaw Pact team. Things do not go well, and it is questionable whether they will meet again. (The only other meeting is in Dec. 1990 when they are forced to help Col. Vasalov attack Sanctuary. It is doubtful that, after these two debacles, the team will ever be a "team" again.)

December 3 Timemaster, along with hired mercenaries including Mechassassin, Powerhouse and Vibron, attempts to capture the members of Eurostar to take with him to the future. The battle is huge, and ends when UNTIL shows up, with all of the villains fleeing.

December 15 The Champions accompany Prometheus agents with food shipments to Ethiopia to protect them from Atlas agents. The Atlas agents, however, are specifically after the heroes, not the shipment. The Champions are captured and put into a series of death-traps. They escape, and chose not to expose the fact that Prometheus is a part of the Atlas organization.

1990

January 29 The Day of the Destroyer. Dr. Destroyer announces that he will kill nine tenths of the world's population for the good of mankind.

January 30 The Night of Villainy. Terror, Inc. makes a random attack upon New York City. The Champions battle them, and lose. The New York Thunder team of super athletes comes to their aid. Firewing attacks the Worldview News building in downtown Manhattan. Mechanon attacks the United Nations building. The Ultimates attack Los Angeles, battling Mind Titan and Peregrine. The Asesinos attack San Francisco, but are defeated soundly by the Protectors. Project Sunburst destroys two buildings in downtown Chicago. Villains International kidnaps a number of businessmen in the City Bank of Industry in downtown Washington DC, but are defeated by the Capitol Patrol. Moscow is attacked by Eurostar, and several members of the Supreme Soviet superteam are injured. Eurostar also coordinates attacks with other European supervillains on various cities in Europe.

Eight superheroes die during all of the battles, including Captain Star in Washington and Quarterback of New York Thunder.

January 31 The Champions, their ranks supplemented by Quasar and Helios of the Protectors, infiltrate and attack the Island of Dr. Destroyer. The heroes are victorious, but reveal that it is actually another man posing as Dr. Destroyer who has carried out the horrible scheme. The whereabouts of Dr. Destroyer I are unknown.

February 10 While investigating a series of super-powered thefts, the trail leads the Champions to Paris, where they battle and apprehend the supervillain mercenaries known as Triad.

April 9 Mentalax is apprehended by Laser Lad while trying rob a bank.

April 24 The demonic Huntsman encounters a battle between German soldiers and the villain Darkwing. Huntsman kills Darkwing and disappears.

May 10-14 An invasion from the underworld kingdom of Subterra is stopped by the combined forces of the Champions, the Capitol Patrol and various independent super heroes. PRIMUS and the marines also play vital roles.

May 17 The Huntsman kills Defenseur, a brand new French hero, and again mysteriously disappears.

June 15 The Ruler of Crime is elected chairman of the criminal organization known as the Cartel.

July 17 White Gemini joins GRAB, but when the other members learn of Black Gemini, he is forced out of the group.

July 24 The European superteam Euroguard apprehends the superthief Blackjack. He later escapes from the authorities. His easy escape prompts European leaders to discuss building a joint "super-prison" similar to Stronghold in the US.

August 8 The Champions battle the Zodiac atop the Statue of Liberty where the villains have set up energy draining equipment for a scheme of theirs. The heroes destroy the equipment, and the Zodiac flee.

September 15 Cavalier I retires from superheroing, and instead attempts to go into politics. Cavalier II takes his place.

October 24 PAGAN first uses their Superpowered Resistance Team (later known as Eclipse). Nether, Marauder, Midnight Sun, Thespian and Facet are the first members. Their mission to free political prisoners is a great success, although their attack is bloody and brutal.

November 13 Dimension Man II appears accidentally in the Protector's base and subsequently leads them on a series of interdimensional chases and adventures, finally returning them the exact moment that they left.

December 7 Assault on Sanctuary. The Supreme Soviets, the Comintern, the Warsaw Pact, MACE, the Raiders, Road Kill and the Ultimates attack Sanctuary to kill Tokamak and the Scarlet Sentinel for crimes against the Supreme Soviets. Defending Sanctuary are the Champions, the Protectors, Strike Force, and Terror Inc. Eurostar fought both sides. Unfortunately for everyone involved, CLOWN and Foxbat are also present. The huge battle destroys most of Sanctuary, and the casualties include Tokamak, Rush and Waxman. Sanctuary was also evicted from U.S. Soil.

December 12 The Comintern and the Supreme Soviets disintegrate, with various members of both groups forming Red Doom and the New Guard.

December 14 The British punk rock/supervillain group Argent Anarchy makes their first appearance by attacking a parade in London. The London Watch and STOP show up much too late to prevent either the damage that the villains cause or the group's escape.

December 16 Malachite sends agents to hire a number of criminals from the Glasgow underground, but The Laird, a local crimefighter, puts an end to the whole operation.

December 21 The Pantheon returns to Earth, and wishes to claim it once again, but they are defeated upon their arrival in New York (as they approached the UN building) by the Champions.

December 26 Vincent Dimitrios is freed from his prison within Tyrannon's Thanic Rod by the Circle.

December 30 The New Guard encounters the entity known as the Despoiler in Sophia, Bulgaria. Untold damage is wrought during the battle, but the heroes are victorious. Cosmo uses his cosmic powers to put the Despoiler in orbit (since there is clearly no way to imprison him).

1991

January 13 Eclipse attacks and destroys the main french headquarters of Duchess Industries.

January 27 The Zodiac attacks a football player (for personal reasons of one of the members) during the Super Bowl. The Champions save the player and manage to capture Leo, Scorpio and Leo, but they escape by being teleported away by other members.

February 15 Night Shade leaves the Conquerors, sick of Neutron's arrogance.

February 16 Godfather is recruited into Eclipse. Midnight Sun quits immediately.

April 3 Mandelbrot is recruited into Eclipse.

April 27 The super-powered heavy metal band Road Kill kidnaps the Virile Young Teens (another band) for their "crimes against music."

May 5 Facet and Thespian leave Eclipse.

May 14 Enigma first appears as Eclipse attack a Portuguese government installation.

May 30 The new Sanctuary, now a small island resort, opens its doors to paranormals everywhere.

June 2 Argent Anarchy is attacked by Dr. Destroyer's Destroid robots as they deface Trafalgar Square in London. Only the intervention by STOP agents allows the band to escape from the robots, who were sent by Destroyer to retrieve the cybernetic parts that they have (which were made by his scientists).

June 15 Shrike joins Eclipse.

July 10 The Capitol Patrol battle the villain Prism and his new villainous group Spectrum as the villains kidnap Senator Clayton Mansfield. What the heroes don't know is that Sen. Mansfield was kidnapped long ago and replaced by Prism, disguised by sophisticated holograms.

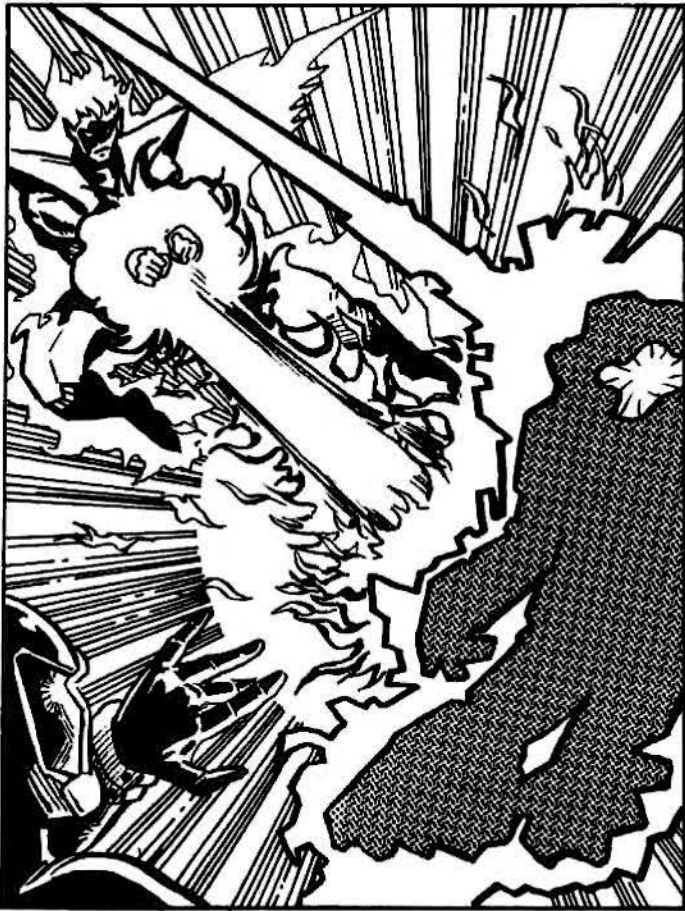
July 11 Following a trail left by Spectrum, the Capitol Patrol rescues Sen. Mansfield (actually a disguised villain, Prism).

July 15 Prism, disguised as Sen. Mansfield, announces that his recent kidnapping has swayed him to vote in favor of the Paranormal Registration Act.

July 28 The Capitol Patrol frees the real Senator Mansfield and captures Prism and the rest of Spectrum after a pitched battle in and around the Capitol Building.

August 1 Members of the New Guard and the New Knights (who make a number of quips about the similarity of their two groups' names) battle the strange entity known as Glacier in Norway in order to stop its reign of destruction. Just before they could defeat the monster, Dr. Destroyer and Menton appear and teleport the creature away for purposes unknown.

August 8 The Ultimates and the Griffin (whom they had tricked into helping them) battle Firewing over a misunderstanding in Milwaukee. The battle spreads to a major roleplaying game convention. Cavalier II is present, but is unable to stop the battle and spends most of his time protecting innocents. Firewing has an upper hand until Plasmoid almost kills him with an energy blast. Firewing leaves, swearing that he'll get revenge.



August 15 European Terrorists known as Eclipse attack an UNTIL base in Paris. They steal numerous files pertaining to European villains.

September 2 While receiving an award from the city of New York for stopping the villainous Zodiac from destroying most of the city (more than a year earlier), the Champions are attacked by a number of dinosaurs appearing out of nowhere. After dealing with the dinosaurs and saving the crowds of people there for the ceremony, the Champions are attacked again, this time by a woman from the future called Cybercop. After apprehending her, the Champions discover that these attacks have something to do with the disappearance of Dr. Timothy Temple who apparently died in 1939—many years before he was born.

September 3 While investigating Timothy Temple's lab, the Champions are attacked by the Norse God of Thunder, Thor. After driving him off, they use Temple's time machine to travel back to 1939.

September 4 The Champions return from the past with Dr. Temple only to discover that Mrs. Temple died in a power surge. Dr. Temple blames the heroes for her death.

September 6 Crusader teams up with Starburst to stop Pulsar and Armadillo from breaking into a high tech lab and stealing a prototype energy weapon.

September 10 Dr. Timothy Temple (now the villain Tempus) travels back in time to Sept. 2 to attack the Champions with menaces from other times in order to stop them from using the time machine which leads to his wife's death.

September 15 The Champions and Ice Shadow battle the demonic Frostbite and his frost demons. After a lengthy battle, the heroes are victorious.

September 29 Tempus kidnaps the Champions and sends them back to the ice age.

October 3 The Champions once again return from the past and defeat Tempus in his base.

October 13 Spandau prison is completely renovated to be a "super-prison" in Europe, similar to Stronghold in the US. It is run by UNTIL agents and a multi-national European staff. Facet is its first inmate.

November 1 Ice Shadow and the Champions go to the Spirit World to battle the Evil Spirit Sedna, who was behind a plot to take over the Earth (a plan of which earlier, Frostbite was a part).

November 14 The Despoiler, after being put into orbit by the New Guard, returns to Earth, crashing into the Mediterranean.

November 30 Director Oliver Stone's new movie, *JFK*, proposes the idea that the Military-Industrial Complex, in league with VIPER, was behind the assassination of President Kennedy.

1992

February 10 Lord Dread launches a plan of conquest throughout Canada, using magic gained from an ancient indian artifact. It takes all three Sentinel teams to stop him.

May 29 King Cobra and a number of snake-like mutants (created through use of his Coil Gene) battle the London Watch as they try to steal a number of treasures from a museum's Arthurian exhibit.

July 14 Monopole and Foxbat team up to humiliate the Champions once and for all. They hire the Geodesics and Blowtorch to set fire to and burn down Homestead, the Champion's base, while the heroes are all away. Powershift singlehandedly apprehends all of the villains (except Monopole and Foxbat). Powershift applies for membership in the Champions.

July 27 The Champions agree to make Powershift a provisional member.

August 13 Powershift mysteriously disappears.

ORGANIZATIONS

For purposes of this section, an organization is a large group of individuals that deals with paranormals in one way or another. All of these organizations are highly significant in their effect on the rest of the world due to their scope, numbers, and power. Superhero or villain groups will *not* be dealt with here.

UNTIL

UNTIL has been described as "the only organized defense against world conquest," "a threat to any nation's constitutional integrity," and "a typical UN fix-up."

All of which is true. UNTIL is a law-enforcement body that exists outside national legal arrangements; as a result, it does a much good, and is often a useful ally to superheroes. At heart, however, it is actually an intelligence organization.



HISTORY

The United Nations Tribunal on International Law was founded in 1946, while the UN was debating the status of nuclear weapons. The US had a monopoly of these, and wanted to control the technology internationally; the USSR, hard at work developing its own bombs, naturally disagreed. At one point, the Russians argued that the UN had no way of enforcing any restraints, and the US proposed the creation of a tribunal to study the problem. UNTIL thus came into being, and interpreted its brief to require the creation of an enforcement arm.

The announcement of the first Russian A-bomb test, in late '48, should logically have ended the story. However, a UN resolution was needed to close the Tribunal down, and it remained in place while debates dragged on. Meanwhile, it continued to produce reports for general UN consumption, and these came to be regarded by many smaller UN members as useful and impartial. With the Korean War in 1950, UNTIL's place was assured.

This soon involved the study of international terrorist activity, and here, UNTIL's paramilitary status became increasingly important. With the growth of VIPER and the resurgence of the "supervillain problem" in the '60's, UNTIL moved into a new role.

Part of this process was the appointment, in the early '60's, of Major Juan Martinez, of Paraguay, to lead the agency. Martinez proved an excellent, versatile leader, and remains in place to this day. With the creation of a highly advanced computerized data-analysis system in the late '60's and early '70's, UNTIL was able to preserve its lead in intelligence work, and to deal with sophisticated opposition.

However, many countries, including the US, disliked the idea of armed foreign agents running around their cities, and in 1980, the American government declared that UNTIL agents could only enter the USA by specific invitation. This limits the agency, but not as completely as at first appears. For one thing, many supervillain or criminal-agency problems (such as VIPER actions, or the plots of villains such as Dr Destroyer) have "international" aspects, encouraging sensible authorities to request the aid of UNTIL's massive resources as soon as they are identified; for another, UNTIL's prime HQ remains in New York, close to the UN building, and UNTIL operates in the NY metropolitan area with considerable freedom.

In short, UNTIL has become the prime international body dedicated to law enforcement, providing both intelligence and the firepower of its 35,000 or so agents.

FUNCTIONS

This leaves one important question; Whose Law? UNTIL always has to tread carefully round certain areas. It's simplistic cynicism to say that "one man's terrorist is another man's freedom fighter," but UNTIL has to think that way. The unstated policy is to keep out of any situation where the potential opposition has the backing of a UN member country; even if UNTIL can be sure of the support of every other UN member, it could not survive with enemies in the General Assembly. UNTIL may bend this rule when innocent lives are at stake and no nation has openly backed the villains of the piece, as in some hi-jack/hostage situations, but always with care. This limits its effectiveness

against some terrorists, but fortunately, opponents such as VIPER and Eurostar actually boast of their criminal, outlaw status, for which some UNTIL officers give quiet thanks.

Uniformed, combat-agent work is UNTIL's most visible function, but in fact, its intelligence and coordination role is probably as important. It is explicitly a multi-national force, and it demands that all agents give their first loyalty to the agency. Needless to say, this demand isn't always met; information frequently "leaks" back from agents to their own governments. However, many UNTIL agents are fiercely loyal internationalists, and all identified spies receive automatic dishonorable discharges from UNTIL.

STRUCTURE

UNTIL consists of a headquarters staff in New York, and six regional divisions—North America (with its HQ in Toronto), South America (based in Rio de Janeiro), Europe (Paris), and so on. Each region operates a number of local offices. In addition, UNTIL has four high-technology patrol and research submarines, which are rated equivalent to local offices, and one of these, the Swordfish, reports directly to the overall HQ in New York.

The prime UNTIL agent unit is the 105-man company, with one commanding officer and eight other officers, each controlling a twelve-man squad, and with each squad divided into two six-man teams. Squads may be of regular "Defenders", "Light Horse" troops on flying Jet-Cycles, or specialist "Technical Services" experts. "Investigators", and sometimes Technical Services agents, may be attached to other squads—usually Defenders. Defender squads often deploy from vans or flying Grav-Sleds.

Although every base has its own civilian management staff, UNTIL administration is highly centralized, being run by a small but efficient bureaucracy from the Budget Office in New York.

RELATIONS WITH OTHER ORGANIZATIONS

In theory, UNTIL has a simple relationship with the world; it is responsible to the UN, it co-operates with UN member's own law enforcement forces, it opposes criminals, and it says polite "thank-you's" for any help received.

In the real world, UNTIL has succeeded in keeping on good terms with most UN member states; France is often seen as its foremost supporter. (UNTIL agents are recruited from every UN member country; most come from the US, UK, and what was once the USSR. Somehow, French diplomats always give the impression that this makes French verbal support for UNTIL morally superior.) Agents on UNTIL business can get in to most countries with varying degrees of difficulty; the US, and autocratic states ranging from the paranoid communist to the corrupt banana-republican, present most obstructions.

"Ordinary" police forces usually have the sense to know when they are out-matched and in need of UNTIL assistance, but there are always some fools and paranoids. In general, UNTIL gets called in less by countries who have created their own local counterparts, such as PRIMUS and SAT in the US or STOP or the New Knights in the UK, but that doesn't always mean that UNTIL and these others get

on badly; for example, UNTIL assisted considerably in the creation of STOP, and declares itself glad to have its burden shared. However, SAT and PRIMUS were created largely to enable UNTIL to be kept out of the United States, and their agents were deliberately recruited from the most gung-ho, patriotic members of the armed services, with no detectable internationalists. As a result, relations between UNTIL and the American organizations are barely polite.

One long-running problem is that, when UNTIL began to work in international law-enforcement, its intelligence role inevitably overlapped with Interpol's international police coordination work. Despite the best efforts of many diplomats, there is considerable friction between UNTIL and Interpol staff.

One of Martinez's ideas that has born fruit was heavy cooperation with superheroes. Obviously, details vary from hero to hero, but most such relationships are cordial. UNTIL even has a few lesser "uniques" on its payroll (buried in the science budget). As international organizations with common interests, UNTIL and L'Institut Thoth get on reasonably well.

UNTIL isn't supposed to play un-favorites among criminals, but it does attach priorities, and staff have their own feelings. Somehow, UNTIL seems to end up confronting VIPER even more often than anyone might expect, and a weird rivalry seems to underlie the simpler mutual hatred. DEMON and RAVEN are simply despised, but the former tends to be confronted most by superheroes, and the latter by national intelligence organizations. UNTIL may also "target" individual villains, ranging from the world-threatening Dr Destroyer, who UNTIL fears most, to much lesser problems who just happen to operate across borders, or to have injured UNTIL agents in the past.

PRIMUS

Many people contend that the Primary Response and Interdiction Military Unified Service is the United States way of saying to UNTIL, "stay out, we can handle our own problems." Other believe that it was the smartest and most efficient response to a real problem that the government ever devised. The truth is probably somewhere in between, but there is no debating that PRIMUS is the United States' primary defense against the growing supermenaces that plague the nation.

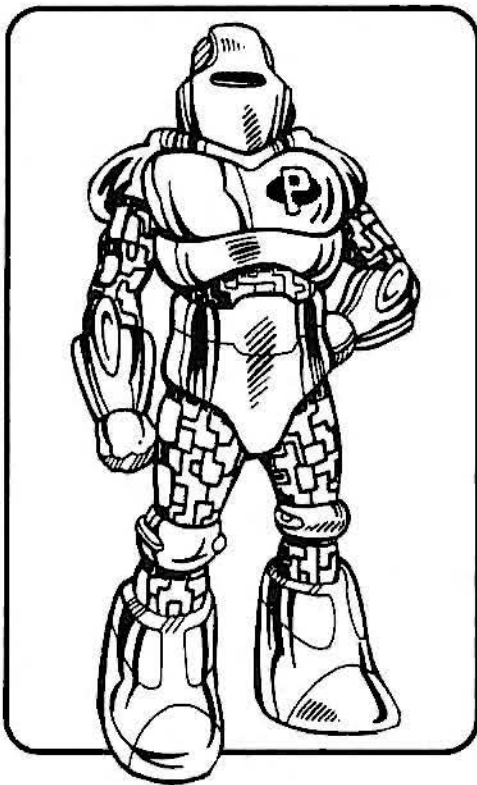
HISTORY

In 1964 the Johnson administration placed General Jonathon Hawkins (the government's leading expert in paranormal relations) in charge of PRIMUS, a new agency of crack troops armed with high-tech weapons and equipment to deal with supervillains. It got off to a slow start, however. The conflict in Vietnam made recruitment of quality military personnel difficult. Anti-war sentiments made the government leery of placing military units in or near cities (it was an election year). For years, PRIMUS existed only on paper.

Eventually it was decided to make PRIMUS a civilian agency under the Justice Department. With the war winding down, recruitment became easier. PRIMUS finally got on its feet. Of course, the agency really began to make impressions in the mid-1970's with the creation of the Golden Avenger, PRIMUS' Chief Field Agent and second-in-command. The Golden Avenger, a super-powered soldier resulting in the use of the new Cyberline drug was followed a few years later by the force of Silver Avengers, soldiers created by the government (also using Cyberline), deemed too expensive for mass production but suitable for supplement PRIMUS' ranks.

Although tensions with both SAT, a similar government agency (see below), UNTIL and various superheroes grew, the truth is that PRIMUS showed itself to be quite effective in handling both investigations and combat situations dealing with superpowered foes. The PRIMUS Iron Guard, agents in sophisticated powered armor, proved to be able to hold their own against most villains if present in large enough numbers.

Through the years, PRIMUS and the Golden Avenger have both gained the reputation for being ultraconservative and rather "hard-nosed" in their treatment of supervillains and even superheroes. It is no secret that many in the ranks of PRIMUS consider superheroes to be loose cannons who have no business in interfering with PRIMUS duties. Most, however, appreciate the help of heroes, and realize that alone, PRIMUS probably could not handle all the threats that exist.



FUNCTIONS

PRIMUS serves two basic functions, both previously mentioned. The first is the inobvious, more subtle function: to take away any reason for UNTIL to operate on American soil. The second function is far more obvious: to protect the public from criminals and terrorists beyond the scope of normal law enforcement agencies. PRIMUS battles and subdues supervillains and either holds them in their own temporary facilities or escorts them to jail or, if necessary Stronghold (see below).

STRUCTURE

Even though PRIMUS is a civilian agency, it has a simple military-style structure with General Hawkins at the top, with the following ranks below him in descending order: Colonel, Major, Captain, Lieutenant, Sergeant-Major, Sergeant, Corporal, Private, and Cadet.

PRIMUS is separated into four branches. These are the Investigative, Assault, Iron Guard and Avengers branches. The Avengers, led by the Golden Avenger—who is also second in command of all of PRIMUS—also operate as field commanders over the other units on missions. The Assault branch is made up of some of the best soldiers in the US (transferred to PRIMUS since it is the only military-style unit that deals with combat situations on a day to day basis), and the investigative branch is made up of crack FBI and CIA agents. They are especially adept at infiltrating organizations like VIPER or DEMON.

RELATIONS WITH OTHER ORGANIZATIONS

PRIMUS of course is the enemy of every villain group or organization within the US. They have a "special hatred" for DEMON, but tend to spend most of their time battling various supervillains. Of course there are the occasional conflicts with VIPER, but nothing near the UNTIL-VIPER war.

There is a great deal of tension between UNTIL and PRIMUS, but it only arises when UNTIL agents operate on US soil (which they still occasionally do, see previous). Competition with SAT, on the other hand, is a daily occurrence as their duties overlap considerably. Because of these conflicts, the organizations rarely assist one another or share information—something that, in the long run, helps VIPER and other criminals prosper, unfortunately.

SAT

Special American Tactics was created to deal with superpowered threats in the intervening years while PRIMUS was being formed. Due to its similar nature, there is a competitive tension between the two agencies, both, however, do their job well.

HISTORY

In 1974, Congress announced that UNTIL was no longer needed in the US. Rather than rush the development of PRIMUS to deal with supervillain threats, they decided instead to create an interim agency. When PRIMUS was on its feet, the interim agency, SAT, would be integrated into the new organization. Things didn't work that way, however, for when it came time to do away with SAT, several conservative factions in Congress voted to keep it active and separate from PRIMUS—they liked the idea of the ultra-right wing group and having it under their control.

FUNCTIONS

The differences in duties of SAT and PRIMUS are quite blurred, and as mentioned above, this has caused major tensions between the two groups. SAT specializes more in anti-terrorism work than PRIMUS, and operates far more covertly. Its secretive nature is helped by the fact that it answers directly to the president rather than to the more public Justice Department.

While UNTIL is constantly trying to develop the perfect battlesuit and other high-tech devices, and PRIMUS concentrates on the creation of low-powered paranormals (i.e., the Avengers), SAT deals little with research and development. It is primarily a covert assault agency. It is much less likely to be involved with investigations and infiltration of other agencies. It is more apt to use its agents to make commando-style raids and assassinations against its adversaries.

STRUCTURE

SAT was developed under the conservative Ford Administration, and its members were hand-picked by right-wing politicians for their patriotism and reactionary ideals. Unlike PRIMUS, SAT is a military organization, and its activities are much more covert. Major Brad Barrington is the current commander of SAT. Below him are the thirty five captains, each commanding a unit of thirty men. It should be noted that SAT is many times smaller than its "rival" PRIMUS.

RELATIONS WITH OTHER ORGANIZATIONS

Although PRIMUS and SAT do not get along, relations between the Golden Avenger and the ultra-conservative organization are very good. In fact, it was the Avenger's verbal support for the "noble organization" that helped SAT to far outlast its temporary charter.

SAT actually deals very little with criminal organizations like VIPER and DEMON, handling terrorist and political groups like the Conquerors or Deathstroke.

THE F.B.I.

The Federal Bureau of Investigation (FBI) is the investigative branch of the US Department of Justice. The FBI is in charge of investigating violations of all federal laws except postal offenses (which are the jurisdiction of the Chief Postal Inspector), counterfeiting and customs violations (which are the jurisdiction of the Treasury Department). The results of FBI investigations are reported to the US Attorney General who decides what legal actions to take. The FBI investigates such crimes as espionage, sabotage, violations of internal security, kidnapping, bank robbery, fraud against the government, theft of government property, crimes aboard aircraft or on the high seas, crimes on government or Indian reservations, and the assault of federal officials.

The FBI currently has its headquarters in Washington DC, field offices in 54 major cities, and 526 resident offices in the US and Puerto Rico. They also have liaison offices in 11 foreign cities. FBI staff includes over 7,200 special agents and over 9,100 clerical and technical personnel.

HISTORY

The FBI was established in 1908 to satisfy President Theodore Roosevelt's need for an investigation agency to handle "land thieves" and big business "trusts". In 1924 J. Edgar Hoover was appointed director of the FBI and established new standards for special agents and specialized training systems for all personnel. In 1965, with the proliferation of superpowered activities, specifically criminal activities, the FBI founded the Department of Paranormal Resources. DPR specializes in research, development and deployment of specific technologies capable of counteracting supervillain activities within the scope of established FBI operations.

STRUCTURE

There are four main departments within the FBI: the Identification Division, the Trained Special Agents Team, the FBI Laboratory and its sub-department, the Department of Paranormal Resources.

The Identification Division is a vast library of criminal records containing records of evidence of all FBI cases and fingerprints from over 83 million persons. These records are available to all law enforcement agencies from the smallest local police department to licensed superhero groups.

The Trained Special Agents Team consists of a classified number of extensively trained individuals of high moral character and excellent physical condition. Special Agent training consists of classroom work encompassing such things as investigative techniques, federal procedures, fingerprinting, laboratory work, and firearms and self defense training. This training is followed by a period of work with a more experienced agent in the field. Some persons displaying paranormal abilities have been inducted into the Special Agents Team but after training are commonly assigned to work with the DPR.

The FBI Laboratory uses such sophisticated equipment as X-ray diffractors, differential thermal analyzers, and infrared and ultraviolet spectrometers to examine evidence from FBI cases. Examinations are made of materials varying from hair to metal fragments to handwriting specimens. An extensive collection of cataloged evidence is also kept on file including explosives components, paper watermarks, automobile paints, typewriter standards, tire treads, and many others. All legitimate sciences and some questionable sciences such as alchemy and precognition are also employed by the lab.

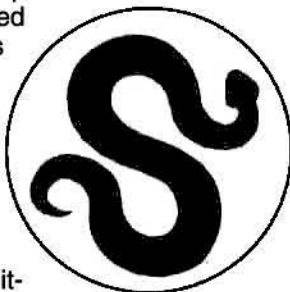
The Department of Paranormal Resources works within the jurisdiction of the FBI Laboratory. The function of the DPR is to analyze and understand superhuman abilities so that appropriate countermeasures can be devised. Most of the FBI Laboratory's pseudo-sciences are now housed in this division. The FBI employs hundreds of specialists in many fields to devise superhuman countermeasures at a moment's notice for deployment to field operatives. The DPR is also adept at the quick deployment of these countermeasures to anywhere in the world and with appropriate guidance as to their use such as audio or video recorded instructions or field instructors. The DPR does not usually do ongoing research on various powers but is trained to respond quickly to specific needs.

RELATIONS WITH OTHER ORGANIZATIONS

Only rarely does the FBI come into contact with the other organizations mentioned here, and then it is usually the DPR interfacing with PRIMUS or SAT. If FBI agents come across information regarding VIPER, Raven or other such groups, they have orders to immediately turn it over to PRIMUS and/or SAT (which organization depends on the political atmosphere in the bureau at the time).

VIPER

VIPER is so often seen in the press being defeated by law enforcement agencies and superheroes that it is often laughed off as a group of incompetent, outdated, costumed thugs. In truth, however, VIPER is no laughing matter. No greater threat exists in the world. VIPER is everywhere. The mere fact that so many VIPER cells are defeated, and so many plans foiled, yet the organization as a whole is unaffected should show that they are huge with near limitless resources. In short, they can afford to fail. And they *don't* always fail. VIPER is successful in far too many of its plans, according to organizations like PRIMUS and UNTIL, and according to all observations, the organization is growing—as is its success rate.



HISTORY

VIPER was formed after WWII by a group of international industrialists as a group of corporate spies and hit men. It eventually grew into much more than that—a sophisticated criminal organization equipped with an arsenal of high tech weapons and devices.

In the 1960's VIPER even began to create/hire its own force of superpowered agents to help against the growing number of superheroes. They were not as successful at creating and using supervillains as they needed to be, however, and in the 70's and early 80's superheroes and agencies like PRIMUS and UNTIL threw the organization into disarray. Only the appearance of the Supreme Serpent in 1984 saved VIPER from extinction. Through his leadership, VIPER quickly became the most powerful criminal organization in the world.

In 1987, VIPER completely took over their "rival" organization Raven (see below). Through their use of Raven and their other fund-raising arm, the ReDirection Cartel, they have been able to fund a force of agents larger than most armies. There is probably no nation on Earth that does not somehow fall under VIPER's shadow.

STRUCTURE

The structure of VIPER is incredibly simplistic—and brilliant in its simplicity. VIPER Central Command is a organizational structure headed by the Supreme Serpent. Through a computer system called the Serpentine Network, Central Command is able to send and receive information from all VIPER field centers, called Nests.

The Supreme Serpent has divided the world into zones, and into each was placed a VIPER Nest, commanded by a Nest Leader. In return for a share of each Nest's profits and all important information garnered, the Central Command supplies basic equipment, contacts and a recruitment base, as well as a vague promise that no other Nest Leader will interfere in that zone. Beyond that, each Nest is fairly autonomous. This insures that the number of Nests turning rogue (a major problem in Raven) is kept low.

VIPER uses supertechnology—blasters, jet packs, etc. so that it does not only have an advantage against normal law enforcement agencies, but it can hold its own against PRIMUS, UNTIL and even superheroes. It also employs a large number of supervillains—freelance independents as well as its own private villains, including the notorious VIPER Force-1.

To make sure that VIPER Central Command is well-funded without asking too high a percentage from the Nests, VIPER created the ReDirection Cartel (not to be confused with the Cartel, see below) and took over Raven, using both to get money to channel directly into Central Command's hands. Both Raven and the ReDirection Cartel have aims at political as well as economic conquests, but that does not bother VIPER—in fact, it just simply insures that the flow of cash will be steady.

RELATIONS WITH OTHER ORGANIZATIONS

VIPER hates UNTIL, superheroes, Coil, PSI, DEMON, PRIMUS and SAT, in that order. To the outside world, VIPER and Raven appear to be in a constant state of war. VIPER Central Command has also issued an order to all Nests (something it almost never does) that all superpowered individuals that were given their power by VIPER experiment and then subsequently escaped, such as Power Crusher, Pulsar, Crusader, etc. should be apprehended or killed. The embarrassment of these "failures" will no longer be tolerated. VIPER has been so persistent that many of these paranormals have banded together for defense.

DEMON

Unlike VIPER, the organizational structure of DEMON is extremely complicated and hard to trace. This was done purposely, as a diversion. So complete and successful is this "diversion" that the organization that most people (including most governments and law enforcement agencies) know as DEMON isn't really DEMON at all.

The whole thing is a sham.

HISTORY

DEMON supposedly began in the 1920's as a secretive cult-like society. Actually, its origins are ancient. It has existed in the background of human society for centuries, dealing in black magic and consorting with foul beings from beyond this plane.

It was in the 1960's that DEMON apparently changed. It had taken on the semblance of VIPER or Raven, with high-tech agents and outlandish plans to be foiled by superheroes and government agents. But that wasn't really DEMON at all. It was a decoy. The true DEMON remained what it always was—a group of evil sorcerers consorting with dark and elder gods. But no one even knows they exist. No one is there to stop them. If someone does discover their actions, the decoy DEMON is blamed. The Inner Circle of the true DEMON presented to the world something they could believe in: a high-tech criminal agency with a "black magic" motif. They gave UNTIL, PRIMUS and the heroes of the world something to fight, while all the while their true plans—the acquisition of vast magical power and world domination in the name of their dark gods—go unopposed.



STRUCTURE

At the top of DEMON's hierarchy is the Inner Circle of Morbanes. Led by a powerful sorcerer named Damon Harrington, these powerful practitioners of black magic direct and control the "real" DEMON. Below them are lesser Morbanes who administrate DEMON's daily activities—including the actions of the decoy agents.

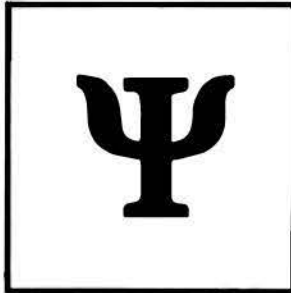
DEMON Agents are classified into three types. The Demonflux agents are the deep cover operatives, planted in other organizations, governments, corporations, etc. Demon-Warriors are the main force of DEMON, carrying out various espionage and combative duties. Demonspawn agents make up the bulk of the decoy DEMON, and it should be mentioned that these agents do not realize their true purpose. The "fake" DEMON has recently come under the control of a sorcerer known as Lord Thorne (see *Demons Rule*). Of course, to most observers, he is the controlling figure behind all of DEMON.

RELATIONS WITH OTHER ORGANIZATIONS

Since DEMON's goals and methods are quite different from other organizations, they really have very little contact with them. They consider VIPER to be fools and PRIMUS to be but an annoyance, although magically-based heroes such as the Circle or Vincent Dimitrios are bitter enemies and perceived as true threats.

PSI

The Parapsychological Studies Institute, or "PSI", is a complex criminal organization specializing in various mental powers and disciplines. Its members are all somewhat psychologically unbalanced, and participate in PSI to serve their own warped purposes. PSI is constantly seeking to expand its membership and power through the abduction and brainwashing of innocents demonstrating the potential for mental powers.



HISTORY

In 1967, the National Institute of Health approached a brilliant research scientist named Dr. Sebastian Poe and asked him to head up a task force to investigate the phenomena of superpowers. Dr. Poe was well-known for his expertise in genetics and physics, and he seemed to be the ideal choice. By 1969, Poe published his first report discussing the nature of benevolent genetic mutations, and how they explained at least some of the superpowers manifested since World War II. His findings were the cause of tremendous controversy in the scientific community.

Though Dr. Poe's reports were very thorough, the government never really learned the full truth behind Poe's discoveries or the nature of his research. In reality, Dr. Poe had stumbled upon what he referred to as "the cerebellic genetic deviations"—psionic and psychokinetic mutations. He had learned that in some individuals a genetic mutation had taken place which allowed the mutant to tap into the unused potential of the human mind and use that energy to influence his surrounding environment. What's more, Dr. Poe discovered that this mutation had the potential for being reproduced in other individuals in a controlled environment, and that those with the mutation could learn to use their abilities more efficiently, hence becoming more "powerful." All this sounded very tempting to Dr. Poe; he quickly became obsessed with unlocking the secrets of these mental powers and developing them to their fullest in other individuals. His obsession was extreme, and his curiosity was pushing him to explore this phenomena more fully outside the government's control.

In the early 70's, Dr. Poe terminated his relationship with the United States government and established a research facility for those with these unique mutations; thus, the Parapsychological Studies Institute was born. At first, the Institute struggled to gain financial support and proper equipment, and this has remained a constant struggle throughout PSI's history. But the real problem was in locating subjects for study; despite his enthusiasm for the project, Dr. Poe found it almost impossible to find volunteers who would subject themselves to his bizarre brain research. At last Dr. Poe came up with a solution: he arranged for children who were demonstrating psionic or psychokinetic tendencies to study at the Institute under the guidance of private tutors while he conducted his research.

Over the years, Dr. Poe's enthusiasm for his research grew to the point of obsession, and the children given to his care took on the role of prisoners and experimental projects rather than students. As parents withdrew their children and financial support, Poe turned to underworld criminal sources to continue his funding and work. A power struggle between Poe and a powerful criminal boss began as the two wrestled for control of the Institute. All the while, the Institute plunged deeper into criminal and abusive pursuits, and quickly became a terrible, secret organization for the subjugation and brainwashing of young mutants.

Eventually, Poe discovered the secret of reproducing his mental mutation and administered the treatment to himself. He also persuaded his wife, Madeline, to undergo the process, and even secretly tested the procedure out on their small son, Simon. All three developed mental powers to varying degrees, though Madeline would never forgive Dr. Poe for risking their child with the mutation process.

By the early 80's, PSI had become a powerful force in the criminal world under mob influence. They had begun to rise up and develop their own superpowered villains, and were certainly a force to be reckoned with. Poe managed to wrest control of the Institute from outside criminal influence, and added trained agents to their ranks. But within the organization itself, a number of complications began to arise. One of their pupils, Ginger ("Panda") Bosworth, had managed to escape PSI and run off with a VIPER operative named "Raccoon" (see *Classic Enemies*). This led to undesirable attention from VIPER as the two organizations hunted down the couple. The rivalry between PSI and VIPER consequently drew the attention of the Special American Tactics division of the United States military, forcing PSI to become more covert in its operations. Trouble was also brewing within the Institute's leadership. Dr. Poe's personal advisor, Counselor Darke, had begun to romance Poe's wife. Darke also gained the confidence of Poe's son. From this, a subtle unrest began to weave through the ranks of PSI. Many of the supervillains operating with PSI, including the powerful Kage family (known as the Psi-Kin; see *Enemies: Villainy Unbound*), began to peel away from the Institute and its unstable leadership. In Darke's eyes, this was a sign that PSI was vulnerable to a take-over. Darke arranged for Dr. Poe and his loyal followers in the Institute to be captured by the Protectors, a California-based superhero team. When it was all over, Darke began building a new PSI with Dr. Poe's son, Simon, as the new puppet leader under Darke's control.

Today, PSI has been reborn in a new, more secretive and evil incarnation. Rather than establishing a permanent base of operations, the Institute travels in secret throughout the United States and Canada, pursuing its twisted wicked goals and adding unwilling young mutants to its ranks through kidnapping and brainwashing.

MEMBERSHIP

PSI's current membership consists of Counselor Darke, Psymon, Mother Medusa, Mind Slayer, Deuce, Soulfire, Lady Mirage, Revelation, Torment, Omen, Inquisitor, and Impulse. Joshua ("Omega") Barclay serves as the security enforcer of the organization. The organization is also training/brainwashing several young "recruits," including

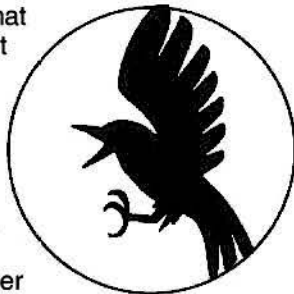
Force, Blackout, Displacer, Floater, and Flashback. Furthermore, PSI is served by the PSI Guard, a team of agents specially equipped to hunt down and capture mentally-powered mutants. All of these characters are described fully in the HERO Organizations book *Mind Games*.

RELATIONSHIPS WITH OTHER ORGANIZATIONS

Like all criminal organizations, PSI is bitter enemies with UNTIL, SAT and PRIMUS, although it seems that SAT actually has had the most encounters with the villainous group. VIPER still hates PSI (and visa versa) from their previous conflicts regarding Panda and Racoon. No group is more hated by the Institute than Genocide. The two groups are in a state of constant warfare, and great destruction has been wrought by their battles.

RAVEN

As stated previously, Raven (note that they have gone back to not putting their name in all-capital letters—they determined that it was passe, particularly when it is not an acronym) is for all intents and purposes a “wholly owned subsidiary of VIPER.” This however, is not known to everyone—even many Raven and VIPER operatives) and has not always been true.



Raven was founded shortly after WW II by an elitist group of European aristocrats with the sole purpose of taking over the world. For the next three decades, they secretly supported coup d'etat and revolutions everywhere. They undermined Russian-Chinese relations. They helped fuel the cold war. The more chaotic and disorganized the world's governments were, the easier their conquest would eventually be. Every plot for domination was thwarted, however, by agencies such as UNTIL and, less frequently, SAT. Superheroes also discovered Raven's existence and battled them early on. In fact, it is the South American superhero group (recently diseased) the Victores, that has given Raven the most trouble.

The VIPER “hostile takeover” began in the late seventies. Key Raven leaders were bribed or blackmailed into joining VIPER or they were replaced by VIPER operatives. To cover up what was going on (from the eyes of most VIPER and Raven members as well as the rest of the world), a phoney Raven-VIPER war was started. The takeover was not finished until 1987. It was at that time that the titles Supreme Raven and Supreme Serpent were held by the same person. Raven's focus became slightly different. All Raven bases have been given strict orders to come up with a set amount of money each month through whatever devious means necessary. This money is to go to fund a “Master Secret Plan.” Actually, the money is channeled directly in VIPER's coffers. Raven has become nothing but a VIPER funding mechanism.

To the rest of the world, Raven has not changed. They still remain insular, almost to the point of paranoia (and, it would seem, rightly so). They rarely use mercenary support, superpowered or otherwise, but retain a small army of agents organized into “Secret Plan bases” located all over the world, concentrating in the Southern hemisphere. Raven is only slightly active in the US, as they are simply afraid of the number of superheroes there. They use the cutting edge of technology to aid them, but do not have access to great amounts of supertechnology like PRIMUS or VIPER does. Rarely are they able to stand up against a superpowered assault, so they simply avoid superheroes—and battles in general, for that matter. Raven is much less a military-style organization than groups like VIPER. Raven's successes come from deception, trickery and subterfuge. How ironic that it is by those means then, that VIPER, a “brute-force” organization, acquired control over Raven.

Those Raven Commanders that do employ superpowered help are rogue and not under the control of the Supreme Raven (and, therefore, not under the control of VIPER, either). These Raven bases, and others that have broken away from the organization as a whole are rarely distinguishable as such by the untrained eye. These groups are perhaps more dangerous than the main organization, for they are still interested in the original goal of world domination rather than just acquiring money. As of yet, none of these rogue groups have discovered the true nature of the main body of Raven. VIPER is doing what it can to eliminate these rogue bases—making it appear as though the Raven-VIPER war is still on.

VOICE

VOICE is a criminal organization with the ultimate goal of establishing a sovereign nation completely under their control. They are completely ruthless, and their supervillain branch, known as the Jaws, are some of the most blood-thirsty paranormals known. They have killed superheroes before, and they will do so in the future.

HISTORY

Beginning in the 18th Century, the Chinese mandarin, Lung Hung, who was also a mutant with vampire-like abilities, organized an intelligence network across the world. He used this organization to destabilize world politics in order for him to conquer and control a fief of his own. Lung Hung named the organization the Vanguard Organization for International Crime and Espionage (VOICE). He used his own disguise skills and the best available technology of the time to keep his position as the leader of the organization a secret. When he began to recruit supervillains to support his endeavors, Lung Hung made it appear as if he was just another villain on VOICE's payroll, known as Red Dragon.

In the late 1980's, Lung Hung wanted to demonstrate the power of his supervillain group, and chose the Freedom Squad's total elimination as a suitable show of force. Although they did kill two of the groups members and inflicted serious other losses, they were eventually defeated. VOICE and its supervillains have fully recovered from that defeat now, though, and are ready to resume their war upon the world.

STRUCTURE

Lung Hung, a man with a very secret past is the leader of VOICE, although the illusion of a Supreme Council is maintained for the sake of both members and the rest of the world. The organization below him is separated into three parts: the Throat, which contains the scientists, suppliers, spies and informants essential to the group's day to day operations; the Tongue, which is comprised of field agents which carry out assassinations, assaults, etc.; and the Jaws, which are the supervillain members of the group.

RELATIONS WITH OTHER ORGANIZATIONS

While VOICE has allied itself with Dragon Master, Terror, Inc., and the Slug, helping each of their allies with various plots, they have no long term allies. UNTIL is the law enforcement organization that they primarily deal with, although while in the US, SAT is their greatest enemy. In Europe, their greatest enemy is Eurostar, who hates VOICE for a number of reasons. VOICE still attacks the members of the now defunct Freedom Squad occasionally.

GENOCIDE

Genocide humbly began as a government research group known as Project Salvation. This project was to study the emergence of mutants across the globe and analyze their threat/benefit to the US. What it has become is a perversion of those goals, as it seeks to eradicate all mutants from the Earth.

HISTORY

Project Salvation began in 1977 and worked for three years. In 1980, after the project had given its final reports, Dr. William Andevers, Assistant Project Director used the leftover government funding and all of Project Salvation's original supplies, equipment, and much of its manpower to start the organization known as Genocide, with the goal of exterminating the "mutant menace."

Dr. Andevers used the technology available to him (from the government project known as Project Safeguard) to create the infamous Minuteman robots, which he named after the Minutemen, a famous non-mutant hero group of the seventies (an honor the Minutemen are not proud of). Using a veritable army of small-minded bigots, Andevers began the building of numerous bases and the testing of the robots on selected targets. Although it is not known for sure, sometime in 1982 William Andevers was reported killed in a battle with a mysterious group of mutants known as IMAGE. In any event it is known for certain that his son, Dr. Jeffery Andevers.

All of Genocide's activities up to this point have been merely test runs of their agents, their mutant detection and nullification equipment, and especially the Minutemen robots. Soon, however, Genocide hopes to launch their all-out attack against mutantkind and all that would stand with them. This attack is known as Phase Alpha. Reportedly, Genocide hopes to have at least one Minuteman Mark VII robot for every ten mutants that they have detected. If this figure is correct, Genocide probably has a good chance at success, should they launch Phase Alpha.

RELATIONS WITH OTHER ORGANIZATIONS

Genocide has no allies, nor do they attempt to make any. Although they must commit crimes (bank robberies, transport hijackings, etc.) in order to fund their operations, they do not consider themselves criminals like VIPER or DEMON. On the other hand, although they would like to see organizations like PRIMUS on their side (they have, in the past, come to the aid of PRIMUS in battles against mutant villains), they realize that law enforcement agencies must enforce the laws made by the "naive" and/or "mutant sympathizing" politicians who don't realize that mutants are the "greatest threat the world faces," so they don't expect any assistance from that side either. It should be noted that Genocide will kill anyone that stands in the way of their goal—mutant or not. They just "feel bad" when they have to kill non-mutants. PSI is one of Genocide's greatest enemies, being made up entirely of mutants, and the Conquerors would do almost anything to see Genocide's operations shut down permanently.

Basically, no one likes them. Genocide is completely insular, totally paranoid, and perhaps one of the largest groups of organized lunatics on the planet.

OTHER ORGANIZATIONS

There are a number of other organizations in the Champions Universe that deserve to be mentioned. Project: Stronghold is a government agency that collects subdued supervillains that are too powerful to be placed in a normal holding facility and places them in the country's superprison, Stronghold.

METE (Metropolitan Extra Terrestrial Enclave) is a privately funded institute dedicated to helping aliens who have come to Earth. METE acts as a shelter for these aliens as well as a research group.

StarGuard International is a group of troubleshooters, security agents and super agents that often come into conflict with supervillains and extraterrestrial threats. They are led by Dr. J.A. Quest.

Near Space Defense is an agency dedicated to protecting the Earth from alien influences, abductions and invasions. It is an extremely secret organization, and even the government is only generally aware of its existence.

STOP is an organization based in Great Britain to deal with superhuman threats in that country. It is extremely efficient and works well with the superheroes there.

L'Institut Thoth is a Swiss-based project that is dedicated to the study of superhuman powers. They are extremely friendly with a paranormals, and often help them if they have problems with their abilities, or simply don't know how to properly control them.

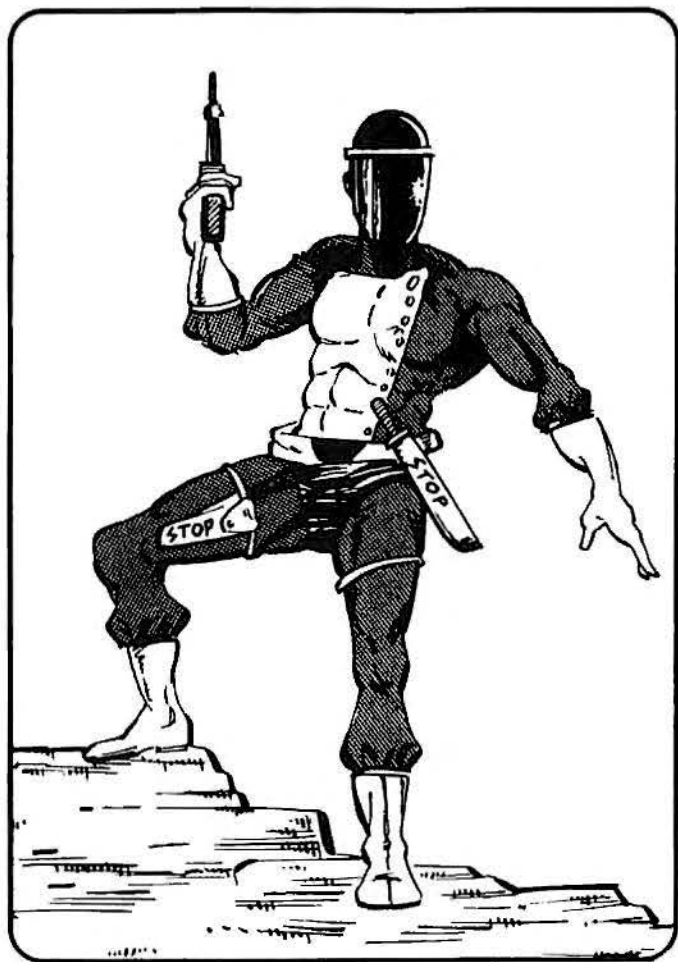
PAGAN is a terrorist organization, based mainly in Europe that is feminist (but not feminine) in nature. Their targets consist of corporations and government, and their goal is to wipe out corruption. Their supervillain team is known as Eclipse.

WITCH, unlike PAGAN, is an organization made up entirely of women. It is terrorist in nature and quite ruthless.

The Cartel is a support group for supervillains. Members receive medical, legal and informational assistance for a fee. Many high-powered and influential villains are members.

The World Wide League of Crime is a huge organization of criminals. Many of these criminals have supervillain support. Each crime lord controls an area which is not infringed upon by other League members.

Project: Armor is a villainous organization based in Great Britain, led by Ironmaster. It has a superhero enforcement/protection team called MACE.



Atlas is a terrorist organization led by Peacemaker, a fanatical supercriminal. Atlas also secretly controls Project Prometheus, a world-wide hunger relief charity organization.

KRONOS is a group of European criminal arms manufacturers that was put out of business long ago. The organization has resurfaced and is beginning to once again do business selling hardware to criminals, supervillains, etc. The International Scientific Elite (ISE) is KRONOS' Japanese-based competition.

Other organizations, such as Terror, Inc., Villains International, Eurostar, etc., are primarily just supervillain groups with a handful of members (although some use agents as back-up) and are too numerous and/or insignificant to deal with here. See their separate entries in other products for information.

THE GOVERNMENT

In the Champions Universe, the US Government has experienced a number of changes due to the appearance of paranormals and related activity.

Rather than just inflation, the budget deficit, and dealing with foreign powers, the US Government in the Champions Universe is forced to deal with rampaging deities, extraterrestrial invasions, power-mad sorcerers and evil mutants. To cope, the government has formed agencies like PRIMUS and SAT. When it became obvious that conventional prisons could not hold many supercriminals, it funded Project Stronghold to build an escape-proof "super-prison." While Stronghold has experienced escapes, it has done its job fairly well.

The government works with independent organizations like METE and StarGuard International to help cope with paranormal problem of various types. It even works with superhero teams like the Protectors and the Champions—although it remains leery of civilian vigilantes possessed of so much power.

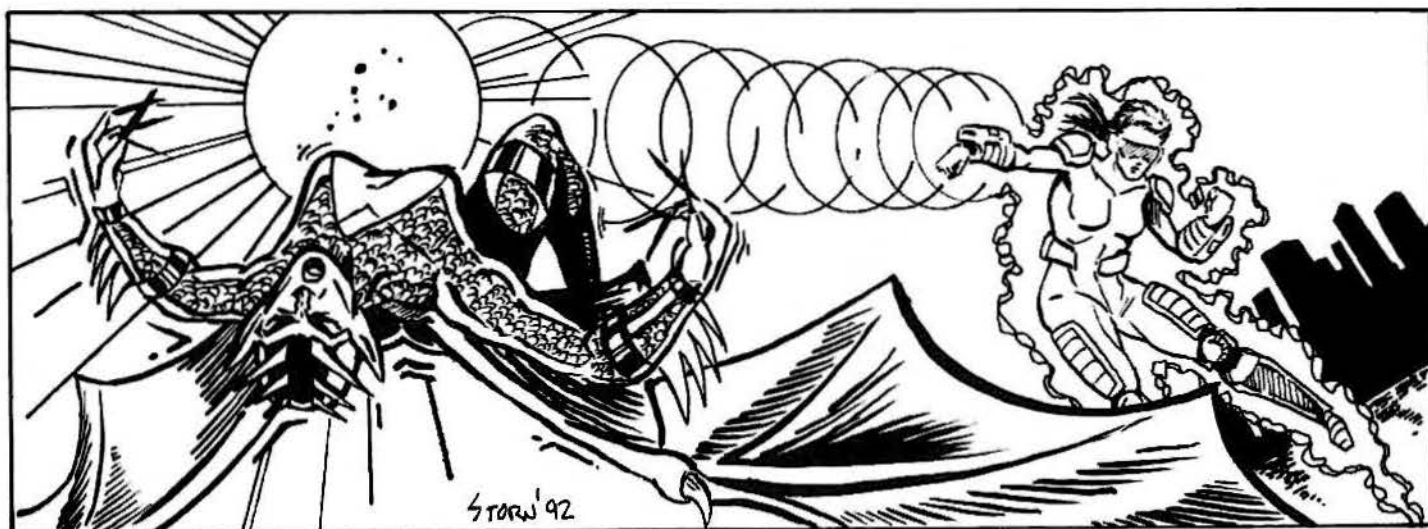
PARANORMAL REGISTRATION ACT

The problem of superhumans with destructive powers dealing death and damage wantonly—even supposed "heroes," led to the proposed Paranormal Registration Act. A bill that went before Congress stating that all persons possessed of any sort of superpower must register with the government. The bill has been before Congress twice now, and both times it has been defeated. The first time the Golden Avenger of PRIMUS spoke before the Congressmen in support of the bill. A number of superheroes debated him and convinced the lawmakers to vote the bill down. The second time, a villain named Prism attempted to use his illusionary powers and other deceptions to help influence Congress to vote for the bill. The bill was voted down and the Champions fought and captured Prism in the Capitol Building itself.

SUPERVILLAIN DEFENSE SURVEY

The government has field agents (a special division of the Census Bureau) collecting information that makes up the annual Department of Defense Supervillain Survey. This report details the powers, activities and general information about all known supervillains. It also rates the potential threat of each villain and villain group. According to the Survey, the single villain that represents the greatest threat is Firewing, who closely beat out Mechanon (Doctor Destroyer's rating is lower than both of these villains only because of his lower-level of destructive, overt activity). The greatest threat from a group of supervillains is still considered to be Eurostar, impressive because they are not as active in the US as Spectrum or PSI's supervillains, who also all rated high on the threat list. This information is used by PRIMUS, SAT, and even some government-friendly superheroes.





THE SUPER SOLDIER PROGRAM

The government has its own sanctioned superhero team, or teams, but little is known of the fledgling group(s). It is well documented, however, that the government has been attempting to perfect a process which will allow it to mass-produce superpowered agents and soldiers. It has had extremely little success.

It all began during WWII, when the US saw that the Nazis were using their formidable knowledge of genetics and biology to create *ubermench* (supermen). In response, part of the American war effort was directed toward creating a "super-soldier." Perhaps it was a fluke, or the desperation of the times, but two low-powered paranormal heroes, Lady Victory and the Star Spangled Hero (who later changed his name to Captain Star), emerged from a secret scientific lab forever to be known as the Super Soldier Project. The process has never been able to be completely reproduced. The two heroes, although dedicating their lives to fighting for freedom and doing good (both were members of the Liberty Legion and later, the Minutemen), refused to become government "agents" after the war, and due to their popularity and public image, the government had its hands tied. They didn't give up on the idea of an army of super-soldiers, though.

A permanent program, established under the wing of the newly-formed DARPA agency, was created to carry out research and tests. In the 1950's, its first "successes" came in the form of martial artists trained by experts all over the world and physically conditioned in the best ways known to science at the time. The Chiefs of Staff rejected the successes, as the process took ten years to complete and the resulting martial artists were still no match for the supervillains that were already in existence or rumored to be (like the Soviet General Mayhem).

In the 1960's, the project concentrated on a new field: robotics. Two forms of androids were constructed, the Mandroids and the Ultramen. the Mandroids were impressively powerful, but at the government demonstration of them, they went out of control and attacked officials and bystanders. The Ultramen were much more reliable, but were so low powered compared to their high cost that they were rejected.

In the next decade, the project worked on a process that was far more complex and dangerous than any of the others tried before. Dubbed the *Ubermench Process*, it involved a variety of experimental machines which exposed the subjects to various types of radiation and previously known energies. This process went through a number of different phases, most of them completely ineffectual. Of the rest, most horribly mutated or killed the subject.

In the mid seventies, the Cyberline drug was discovered. Using this drug, along with various equipment and biofeedback techniques, the Golden Avenger was given his powers. Although this was obviously the project's greatest success, the Chiefs of Staff decided the process was too expensive for mass production. The Project didn't give up, though. Almost ten years later, the process was made much more cost-efficient, although there was also a decrease in the power level of the subjects. These new Silver Avengers impressed the Government enough for them to fund the creation of a number of these superpowered agents to be used to supplement the ranks of PRIMUS, although the process is still considered too expensive to produce an army of super-soldiers.

In 1981 the government attempted to test the survivability of troops near a nuclear explosion in Project Sunburst. Most of the subjects were killed, but at least five survived with mutations giving them great powers. Although each of these villains are at large, the Super Soldier Project is now concentrating on reproducing these mutations (without the high casualty rate).

Also in the 1980's, the government began the Man Amplifier Program, which concentrated on powered suits of armor and cybernetics to create a superhuman. The villain Armadillo was this project's only "success," and that may be because of his exposure to Project Sunburst in addition to the armor he wears. The program's technology has not worked well for anyone else.

THE MEDIA

Like everything in the Champions Universe, the media has been altered by the presence of superpowered beings.

News reporting in the Champions Universe is relatively similar to the news of our world. The leader in television news is Worldview News, a 24-hour cable news network. A major, ever-producing source of news is of course superheroes and villains, their battles, and their activities.

A more sensationalized view of superhero news occurs in the tabloids. While all of the various checkout lane periodicals have articles about superhumans, at least one tabloid/magazine, *Superhype*, is devoted solely to news, information, facts, interviews and gossip regarding superheroes.

BOOKS

Without a doubt, popular culture has been greatly influenced by superhumans. Nonfiction books about the nature of superpowers, the possibilities of high technology and alien cultures, and are only outsold by the authorized and unauthorized biographies of the heroes and villains themselves. *Earthmaster: A Slave to the Crown* is one of the few autobiographies of the major villains (he wrote it while in Stronghold), although Foxbat has published his memoirs, *The Master Plan*, through a vanity press.

TELEVISION

Aside from appearing on just about every nightly newscast (particularly on NBS's *Herowatch* segment which airs each night), superhumans have had a significant effect on television. Daytime, weekend and nighttime talk shows try to have heroes on whenever possible, and most of the Champions, the Protectors, and other heroes have either appeared on such programs. Someheroes (and villains) have appeared on various daytime talk shows to discuss the problems and scandals involved with having superpowers.

Chuck's Angels was a show in the seventies about three beautiful superheroines, and the popular police drama *Main Street Blues* often had the police team encountering

supervillains and heroes. Current television programs, like *Chicago Law*, *Major Hospital*, and *Tough Cops* often deal with superpowered issues. *The Wonderful Years* is a current show about a young mutant boy growing up in America. A new daytime soap opera called *Spider Guy* is about a fictional superhero and the trials and tribulations in his life while trying to keep his identity secret.

ART AND MUSIC

Art is probably not as influenced by the existence of superpowered people as other media. In New York, the Champions Monument of Central Park depicts the Champions (all members, past and present) and is dedicated to them and the numerous times that they saved that city. Other heroes have figured prominently into various works of art, but very few of note.

Popular music and superheroes seem to be more closely related. It is often said that people follow superheroes and their exploits much in the same way that they follow the antics and careers of their favorite music group. There are many similarities. Both sorts of groups take on group names as well as personal false identities (musicians like Madonna, Prince, Ice T, Sting, Bono, Baby Face, the Edge, etc. are joined by even more musicians with superhero-



style names in the Champions Universe, such as Ironfire, Crushrock, The Voice, etc.). Both groups dress in outlandish costumes (again, Champions Universe rock stars often dress more like superheroes than on Normal Earth). Both groups are often compared to their competition by their fans. The only major difference is that musicians rarely tear up the downtown in a superbattle.

But even that is changing. At least two known musical groups have superpowers as well. Road Kill, a heavy metal band in the US, and Argent Anarchy, a British punk group. The Swedish villain Midnight Sun and the Zodiac member Leo were also once rock stars, while The Piper was once a concert flutist.

MOVIES

Superhumans are quite common on the big screen as well. One of the first big superhero movies was *The Champions* in 1983, which portrayed the origin of that group (quite inaccurately — setting a trend for all superhero movies to be focused more on action and audience appeal than portraying history). Other, completely fictional movies about superhumans have also been made. The best known are, of course, *Beverly Hills Hero* 1 and 2, in which a local Detroit superhero ends up fighting crime and supervillains in Los Angeles. *Godzilla meets Grond* was a low-budget attempt to capitalize on the paranormal craze while *Batguy* was a very expensive flop in 1989. Both seemed to prove that at least an attempt at realism was important to the audience. The big summer movie of 1991 was *Day of the Destroyer* (a highly modified adaptation of the real events surrounding January of 1990). It is said to have been the most expensive movie of all time, although the upcoming *Assault on Sanctuary* movie is reportedly going to be even more expensive. As long as people continue to pay to see them in droves, these “true-to-life” movies will continue to be produced, despite any expense.

MAGAZINES

While magazines such as *Time*, *Newsweek*, and *US News and World Report* often contain stories about heroes, villains, superbattles and the nature of superpowers, there are a few publications which deal only with such issues. *Herotalk* and *Superhype* are two monthly magazines which deal with superheroes and their exploits, powers, relationships, etc. A favorite topic of discussion is the comings and goings at Sanctuary.

Villainy Unbound and the no longer published *Crimes of the Heartless*, both started by the villain Monopole, contain stories and articles exclusively about villains — particularly the more “approachable” villains such as Bulldozer (who loves to be interviewed), Shriner, Lady Blue (who also has

appeared in *Superhype*), etc., as opposed to Dr. Destroyer or Timemaster. A now rare and extremely collectible early issue of *Villainy Unbound* actually contained an interview with Grond. Although there are questions of its validity, Monopole swears that he actually got the behemoth to sit down and talk to him for a short time. While the article is not extremely in-depth or even interesting (readers will discover that “Grond like to smash and squish puny things!” — there’s a news flash), it is the only one of its kind.

It should be noted that it is difficult to pick up a major newspaper in the Champions Universe without there being some sort of article about a superpowered battle or somesuch. People are used to this, and treat it as any other news story. Tabloids also like to run stories about superheroes, and particularly like to uncover secret identities (although they are almost always fictionalized) and discover personal relationships among paranormals. The Champions, for example, are so used to stories pairing them up (Seeker and Quantum, Defender and Solitaire, Seeker and Solitaire, etc.) that they take it all as a big joke now. The rash of stories behind the short-lived relationship between Lady Blue and Jaguar are based, at least somewhat, in truth.

COMIC BOOKS

Comic books are a very popular medium to portray superheroic stories. Large comic companies have given up producing fictional stories, and have all bought licenses to print stories about real heroes and hero teams. It is said that the Champions and the Protectors have a friendly rivalry going on about whose comic book is more popular. About half of the stories in these comics are completely fictional, but comic book fans don’t seem to mind — and they often don’t know the difference.

PROFESSIONAL SPORTS

For both fairness and safety’s sake, all professional athletes must undergo strict tests to determine if they have paranormal powers. Most sports have maximum top speeds, strength and endurance limits, and other guides which determine whether a person is “normal” enough to play the sport. Of course anyone displaying the ability to fly, turn invisible, etc. is immediately disqualified.

Though this hasn’t yet been a widespread problem, enough paranormals have cheated their way through these tests and got into professional sports that many people are saying that their should be a electronic or chemical test to determine if a player has “superpowers.” Not only does this bring to bear the problem of determining what a superpower is, exactly (see the section on the Guinness Book, below), but the American Civil Liberties Union is calling such a test unconstitutional (especially after the debacle surrounding the Paranormal Registration Act).

THE BAXTER BOOK OF WORLD RECORDS

Due to the increasing number of paranormal mutations, the Baxter Book of World Records is considering printing a super and non-super version of the book. This would require some sort of paranormal detection test for all who would be named in the non-super version of the book, and also raises the question of what a "superpower" really is. For example, the hero Seeker cannot fly or throw cars around, but he is a member of the world's foremost super-hero team. Until a real definition of "superpower" is made, the Baxter organization, as well as encyclopedias and other reference works, will have to judge for themselves what constitutes a superhuman.

MARKETING

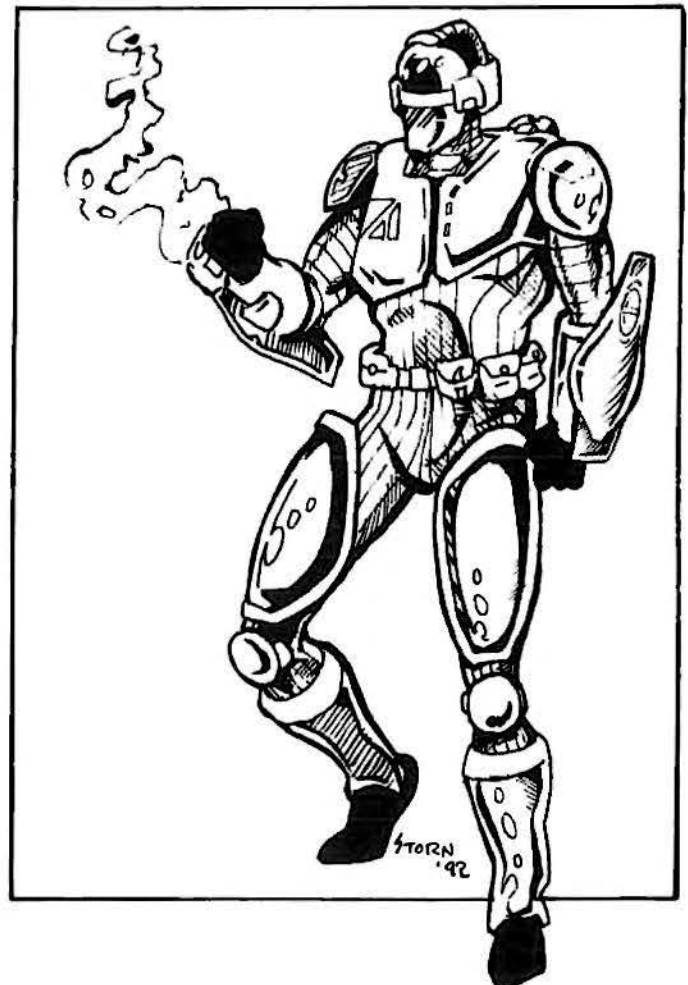
Lastly, superhumans have had a huge effect upon marketing and commercials. Certain superhumans have sold the rights to various companies to use their name and likeness to sell products. Thus, in the Champions Universe, popular products include Quasar Hair Gel™, Seeker Sneakers™ ("You'll run like a real ace, mate!"), and Obsidian's Down Home Chilli™. Many paranormals have their own products, making Champions actions figures, lunch boxes, T-shirts, and related products quite common. Lady Blue even has an underground fashion line for superhuman females, and women who just want to look like one.

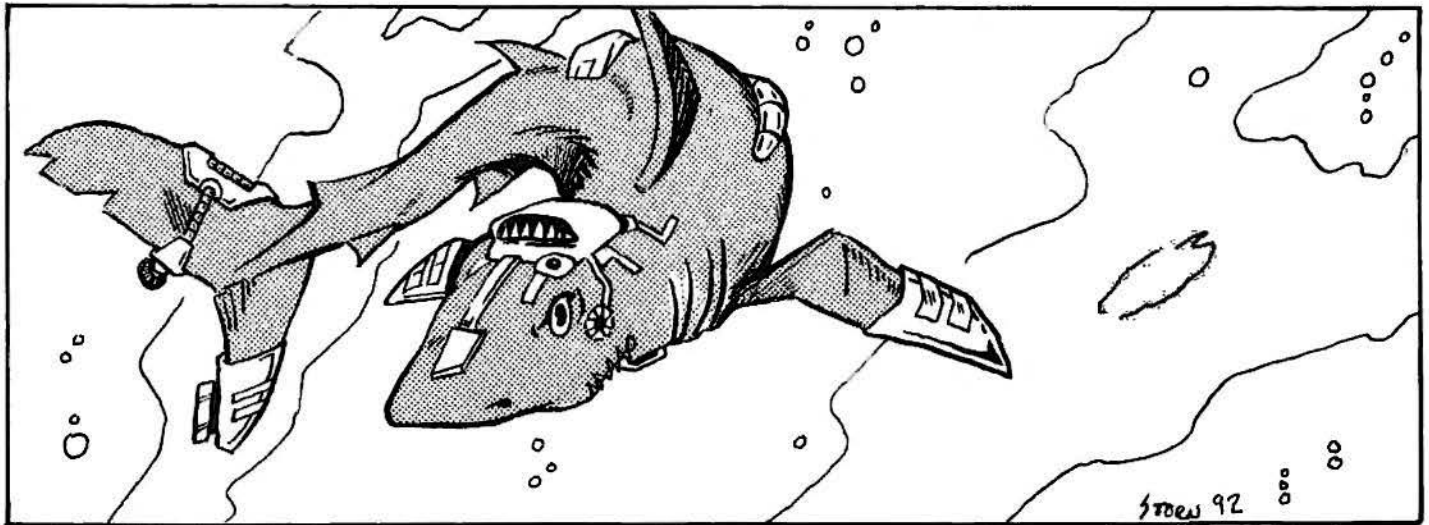
TECHNOLOGY

One of the greatest changes in the Champions Universe, setting it apart from our universe, is the greater level of technology on twentieth century Earth.

There are many reasons why the Super Earth has more advanced technology than our Earth. Alien spacecraft, which have either landed or crashed on Earth, have provided scientists with a number of new advancements and ideas. Much has been learned from these vehicles, and sometimes from their crews, particularly through METE, the Metropolitan Extraterrestrial Enclave (see *Alien Enemies*).

In addition to alien advancements, there are a number of super-geniuses in the Champions Universe that are far beyond most, if not all, of the inventors and developers on our world. Doctor Destroyer, Defender, Professor Muerte, Malachite, Dr. Samuel Levy, and Doctor McQuark are only a few of these geniuses, and each has contributed much to the advancements of many sciences, although some of them (the villains) do not usually openly share these advancements with the rest of the world. However, when they or their followers are captured, or when their bases or vehicles are confiscated, they are interrogated or their equipment is studied by top scientists who gain a great deal of information from them.





Lastly, the high levels of technology in the Champions Universe come from necessity. In a world where children are born with the ability to move mountains, and the victims of industrial accidents are given the power to destroy cities, the development of high technology to combat or at least counteract such "natural" power is required for the survival of governments, law and order. This cycle of necessity is never-ending, however, because as the new technology is developed, it inevitably falls into the wrong hands, which then requires an advancement to counteract the old technology.

THE U.S. GOVERNMENT

In the Champions Universe, the United States government has access to a vast array of high tech devices and applications. Secret government research projects delve into such areas as beam weapon technology, force fields, sonic energy, interstellar drives (which has not yet been developed), teleportation, and others. Most of the new advancements are in areas which can only be considered military or espionage.

These devices or applications are often turned over to PRIMUS or Project: Stronghold in order to combat super-powered menaces, although the CIA and other government agencies often employ them as well. The Capitol Building, the White House, and other important government buildings are protected now by concealed laser weaponry and other advanced security measures. Government agents sometimes use energy weapons, robots and protective armor, while PRIMUS agents are given even greater amounts of high technology (see below) in order to combat super-menaces.

Another field of technology that the government is experimenting with superpowers and the processes which can give them to normal humans (see *The Super Soldier Program* section).

Most particularly high tech advancements, such as teleporters, desolidification devices, ultra-powerful sonic weapons, battlesuits, etc. are only in the experimental stages, and few are mass-produced. In times of war, such

as Desert Storm, the US military has been able to utilize very few of these new developments, which raises the question of their worth in comparison to the incredibly high percentage of the military budget that Research and Development consumes.

Another problem is the number of thefts that occur at facilities which experiment with or develop the high tech devices. These thefts are generally either made by supervillains, criminal organizations like VIPER, or a would-be villain who believes that a new experimental advancement will give him the power to do whatever he wants. Some of the villains who have made their start by stealing government technology are Lazer, Blowtorch and Armadillo.

Despite its detractors, United States R & D has had its share of successes. Through METE and other sources, the US Government has been able to gain a great deal of information from alien beings and vehicles. It has been more successful in this area than any other government.

The government has also been assisted in the past by such geniuses as Defender and Doc Sonic, but usually these are only emergency situations, such as when the villainous robot Mechanon attempted to wipe out all life by means of a bio-engineered disease, and Doc Sonic was able to help government scientists quickly develop a remedy.

OTHER GOVERNMENTS

Governments other than the United States also have made great advancements in technology, but generally not as great as those made by the US. This is perhaps due, at least in part, to the greater amount of paranormal activity that occurs in that nation.

Leaders in scientific advancements are Great Britain, Japan, and the Soviet Union. These nations, as well as a few others, have access to energy weapon and battlesuit technology, as well as some of the processes which can give a human superpowers.



PRIMUS, VIPER, UNTIL AND SAT

These organizations seem to have stabilized at similar technological levels. Each uses energy weapons, ultralight armor, battlesuits, etc. Although the sort of devices that these groups use are found beyond that of normal law enforcement agencies and criminal groups (even organized crime such as the mafia or the yakuza in Japan does not have the technological might of VIPER), they are still far behind that of various individual superheroes and villains such as Silverfist, Binder, or Utility.

Of all of these groups, VIPER has been the most successful in creating paranormals. Many well-known villains, such as Brick, Wyvern, Gremlin and Power Crusher, were all given their powers (either by accident or on purpose) by VIPER technologies. Although PRIMUS was able to create the Cyberline drug which augments the Golden and Silver Avengers, they have had little success after that. UNTIL concentrates mostly on improving its powered armor, and SAT actually has done little research and development in the past few years.

SECRET PROJECTS AND EXPERIMENTAL TECHNOLOGY

Throughout the Champions Universe, there are individuals and small groups that possess far greater levels of technology than the general public, or even than government agencies such as PRIMUS or UNTIL. Some of these individuals have already been mentioned (Defender, Utility, etc.) but there are people with technology beyond even the capabilities of these remarkable gadgeteers.

Teleportation, desolidification and dimensional transport devices, faster-than-light drives, and time machines are just some of the experimental technologies that exist in the hands of geniuses like the Clockmaker, Taurus of the Zodiac, and others.

In the field of "superhuman creation," there are also some astounding, isolated breakthroughs. Prism, a particularly evil villain, created his entire group of followers, known as

Spectrum, via a device of his own design. Peacemonger gave powers to his henchmen by harnessing the Q'rrm effect, an alien power source. Other sophisticated androids and robots have been produced with incredible powers (Mechanon and Dr. Megaton being good examples).

DOCTOR DESTROYER

No discussion of high technology would be complete without mentioning Dr. Destroyer. One of the greatest scientific minds of our time, Dr. Destroyer has independently developed sophisticated androids, energy weapons, powered armor, space vehicles, force fields, teleporters, cybernetics, and other devices.

He is responsible for the creation of Menton and Mentalla (fusing them with alien beings), two of the most powerful telepaths in the world. His cybernetic devices (albeit stolen ones) gave Argent Anarchy their formidable powers, and he personally created the Destroids, androids composed of pure energy.

He has also been known to take the work of others and alter or even improve on it. He is one of the few individuals known to have reprogrammed a Mechaon robot (see Peacekeeper in *Classic Organizations*). Technologically, Destroyer does not seem to have limits.

THE GENERAL PUBLIC

While most people certainly do not have access to teleporters or blasters, certain breakthroughs have benefitted the general public. Genetic engineering techniques have allowed food production to increase to levels that have greatly reduced world hunger. Developments in material integrity have produced safer automobiles, bridges, and other structures. Various technologies have produced more efficient (and smaller) computers, have solved many of the toxic waste problems, and have increased the life expectancy of humans through better drugs and medical techniques. Having aliens, mad scientists, and crazed villains around obviously (in an indirect way, at least) has its good points.

MAGIC

For some reason, in a world where aliens are a reality, and flying mutants lifting automobiles is commonplace, most people cannot believe in magic. For most, it is "where I draw the line." Perhaps it is because science can at least try to explain most mutations and other paranormal sources of power, but is completely lost when it comes to magic. Even Defender, a well-known superhero who has battled Dark Seraph, the forces of DEMON, and even avatars of Tyrannon—and is a teammate of Solitaire, a powerful sorceress, refuses to except the validity of magic and attempts to explain it away.

Believed or not, magic is real in the Champions Universe. Spells learned from ancient tomes or eccentric masters, magical artifacts and weapons, and demonic powers are all used by well-known heroes and villains all over the world. Oftentimes, the sources for ancient myths and superstitions are the sources for superpowers in the modern world. In fact, many of the creatures of ancient myths, such as the Minotaur, the Satyr, the Nereids, Wind Sprites, and others have returned to today's world as superpowered beings (Taurus, Capricorn, Nereid, and Zephyr, respectively). Even the Greek gods have returned and are active in modern society. (The Roman gods have also returned, but they are actually aliens, not magical beings).

The twentieth century is indeed a magical renaissance.

THE ARCHMAGE

At the forefront of magical power of the world is the Archmage. This title is held by the most powerful magician on the Earth (some say in the universe—for there are alien races that use magic like the Thanos and the Arcane), who also acts as its protector from magical threats of all kinds. These threats usually are invaders from other dimensions, like Tyrannon the Conqueror, who is one of the most powerful beings in existence and conquers dimensions as Earthly warlords conquered lands long ago. Therefore, the responsibilities of the Archmage are great.

Currently, the Archmage of the Earth is Vincent Dimitrios, the former student of he who is known as the Revered Elder, the previous Archmage. Both have performed incredible deeds as the Archmage, and both deserve(d) the title. At least two of the other men who held the title still live, the Undying Tulkus, and Master Jomo, both of whom (in the tradition of former Archmages) are quite mad.

OTHER GREAT MAGICIANS

In the past, a group of oriental mages known as the Tong could claim to be the world's most powerful magical group. They were defeated by the Revered Elder long ago, but rose once again to power shortly before WWII. They used their powers to aid the Japanese war effort, and were led by a man simply known as the Master. These new magicians were the foes of the Masque, a young mage fighting for the allies, who eventually was rescued from destruction by the Tong by the Revered Elder. The Tong was eventually disbanded, and the Master (who reportedly survived ground zero at Hiroshima) came to the United States. For reasons of his own, the Master turned from his evil ways and formed the Circle, a group of good magicians and mystical heroes.



The Circle is now probably the strongest force of good magic aside from the Archmage. Its membership has varied a little during its existence, but its commitment to defeating the forces of black magic has never faltered. The master rarely goes on missions any longer due to his failing health, but continues to act as advisor and mentor to the group.

The greatest foe of the Circle has probably been the extradimensional entity known as Krim (related in some way to the alien Ancient Ones, who may have also been extradimensional in nature originally), who constructed a number of foul artifacts to be used by humans to wreak evil upon the Earth. Primary among these is the Iron Crown, worn by Dark Seraph, a powerful force of demonic magic. The Earth Crown, worn by Earthmaster was also constructed by Krim, as was the Stone Crown, worn by the now-dead mentalist Mastermind.

Solitaire of the Champions, Shiela Bane, Mother Janet, and Dr. Wraith of the Protectors are all powerful forces of good magic in the world. Unfortunately, the forces of evil are much more numerous. They include the Inner Circle of DEMON, The Cabal (Solitaire's former teachers), Master Thorne, Madame Zhalla of the Darklings, Gemini of the Zodiac, Jarth (former disciple of Vincent Dimitrios), Phobos and Deimos, Nether of Eclipse, Black Druid, the Huntsman of the Black Forest, Leech, the Vandaleur Family, and Black Paladin, to name only a few.

FAERIE

Long ago, magical creatures such as dragons, faeries, elves and dwarves dwelled upon our world, always in a shaky coexistence with humans. Eventually as man's numbers and power grew, the magical creatures decided to leave before they were destroyed, and so many of them left this plane to a parallel world now known as Faerie (also sometimes called Fantasy World). With them went those humans who longed to live in a world of magic, rather than in one of human technology.

A few inhabitants of this world have gone to Faerie. The Champions had a long adventure there, and the Archmage and the Circle certainly know of its existence. Master Stroke received his powers and magic items there. More of Faerie's inhabitants have returned to their homeworld, though. Capricorn of the Zodiac and Zephyr the Wind Sprite are two examples. Leprechaun is another. Taurus and Nereid, while magical creatures, never went to Faerie for reasons of their own.

THE GODS

Olympus is an other dimensional realm that serves as home for the Greek gods, who have recently returned to realm of their worshippers (long gone now). These gods have vast magical powers, but do not, as of yet, use them necessarily for good or evil (at least not as a group).

Other gods are also known to exist. Thor, a Norse war god, was brought to the present by the time-travelling villain Tempus. Odin and other Norse gods are supposedly dead after the battle of Ragnarok. Sedna and other Inuit gods have shown that they are still a threat to the well being of the world. Yama, a Hindu god of death, has been encountered by the villain Dervish a number of times. The Inner Circle of DEMON hopes to summon forth a number of evil, Elder gods. There are claims of the existence of still more magical beings referring to themselves as deities, but they are unsubstantiated at this time.

OTHER DIMENSIONAL THREATS

There have been and still are a number of threats to Earth from other planes of existence. The ancient demons of winter, the Fomori, invaded the world long ago, and chances are good that they may someday return. They are exceptionally powerful.

Demonicus Rex is a powerful demon lord that recently attempted to invade the Earth with armies of Ratzen and demons. The invasion was thwarted, but Demonicus' threat remains.

The demon lord Tsurlgra is also a constant threat to Earth as it is trying to gain access to a gateway by subtle, devious means.

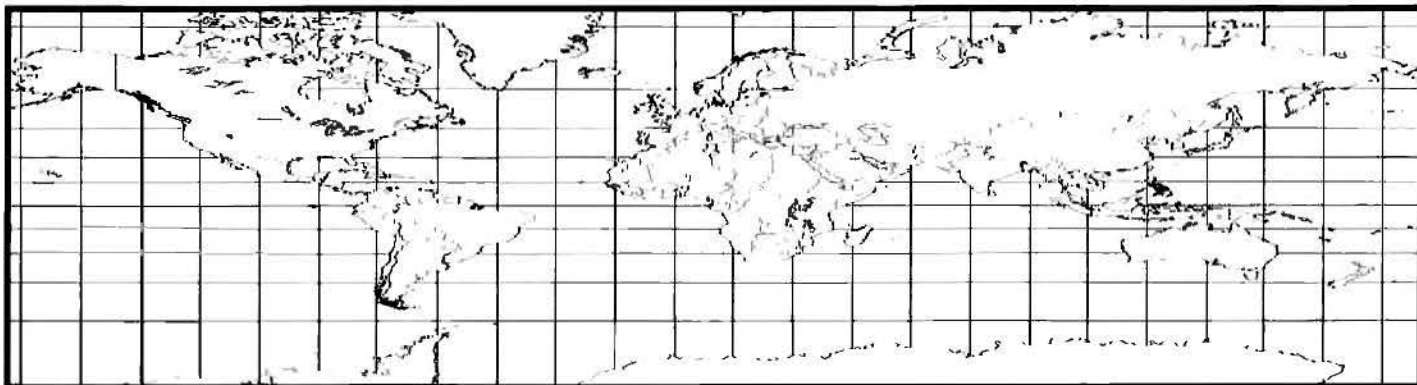
Tyrannon the Conqueror has already been mentioned, but is worth mentioning again due to his tremendous power. He is certainly the most threatening magical foe that exists (although DEMON is probably the most common).

MAGIC VERSUS TECHNOLOGY

While it is true that the principals governing magic and technology are quite different (one uses physics, one distorts physics), the two are not necessarily incompatible. Though rarely, there are those geniuses who are able to master both "sciences." Those people are powerful indeed, as a result.

It should also be noted that some technology is so advanced that it appears to be magic—but it's not. A good example of this is the artifacts left behind by the Progenitors.

WORLD OVERVIEW



The following section discusses various places in the Champions Universe and their significant differences with "Normal Earth." It should be noted that some areas, such as Great Britain, receive a great deal more detail than other areas. This is mainly because these areas currently have supplements published from which to draw pages and pages of information from. On the other hand, areas such as Africa or Australia have not yet been detailed in a sourcebook. North America has had so many products about it that only a very brief summary is given.

causing these to sink beneath the sea, but, incredibly, they failed; after they left, the islands remained above water. In 2100 BC, the old base was discovered by pre-Celtic seafarers, who used the super-technology they found there to create a new culture—"The Western Isles".

THE UNITED KINGDOM

Note: *The situation in the UK in the Champions Universe is covered in detail in Kingdom of Champions. That supplement is designed for normal, beginning-level campaigns; GMs may wish to adapt the information it includes for higher-power games.*

The United Kingdom of Great Britain and Northern Ireland may be long past its imperial heyday, but it remains a significant nation-state. Its varied industries, its position as a nuclear-armed military power, its role in Europe, its long and complex history, and the fact that the main language of the country is English, all make it an interesting place for superhero PCs (and their GMs).

PAST TIMES

The first important event in the history of the Champions Universe that can be located in this area came at the end of the last Ice Age, about 18,000 BC, when the enigmatic and ultra-powerful alien "Progenitors" were closing down a major base on a chain of islands just west of the British Isles. They chose to hide the evidence of their visit by



For two centuries, the psionic scientists of the Isles were a great power, opposed only by the mystics of the old druidic priesthood. However, in 1900 BC, a disastrous Western dimensional experiment opened the way to an invasion of our universe by the ice-cold, demonic Fomori. This threat in turn drew the attention of the Progenitors, who sent a robot starship, known as Danu, to deal with it.

Danu turned a battered, dying Irish tribe into a force of super-powered servant-warriors, the "Tuatha De Danaan", and along with the Isles and the druids, these defeated the Fomori. Afterwards, Danu insisted that the Isles had to disappear from Earth, but it permitted them to achieve this by going into hiding. Most (such as Avalon, Tir nan Og, and Hy Breasil) shifted to "pocket dimensions". These preserved a few links with the British Isles until Roman times (and even later), but are nowadays almost completely sealed off. One Western community, Lyonesse, genetically engineered its members for life underwater, and became a paranoically secretive undersea civilization.

Danu retired to a secret orbit beyond the moon, and the Tuatha De Danaan went into suspended animation beneath the Atlantic. However, their first king, Nuada of the Silver Hand, was given a special duty; very rarely, computers wake him, and he teleports out to fight new Fomori invasions or similar world-threatening menaces of sufficient scale.

The Arthurian Age

In about 410 AD, the Roman Empire withdrew from Britain, and the Western Isles took the ensuing period of confusion as a chance to re-establish contact with the surface world. A Lyonessean named Nimue, "the Lady of the Lake" taught a brilliant surface-dweller named Merlin a wide range of strange skills, a war chief named Artorius (Arthur) fought off Saxon invasion with his aid, and Artorius' sister Morgana became a student in Avalon. Merlin adapted a Lyonessean power-source into a super-weapon for Artorius, calling it Excalibur.

(Centuries later, legends of this time were known in medieval France, where a band of devout knights, including one named Lancelot, modelled themselves on the myth of "Arthur's Knights". However, there was no direct connection between the two groups.)

Tragically, the experiment failed. Merlin died of radiation poisoning; Nimue transferred his mind and memories to Lyonesse's central computer system, the "Oracle", and retired. Then Morgana turned against Artorius for some reason. The war was a bloody draw; Morgana accepted captivity in Avalon, her son Mordred and Artorius killed each other in battle, and Nimue reclaimed Excalibur from Artorius after all Lyonesse's other power sources were destroyed.

Swords and Spells

In subsequent centuries, Britain's heroes weren't supermen. Half of them were sword-bearing warriors—knights and cavaliers, puritans and pirates, soldiers and explorers.

The other half fought more secret battles. In a land where power and strangeness had dwelt for millennia, covens of black and white spell-crafters (and some mid-way between) matched their skills, and many times, mystic guardians and insane forces duelled in the shadows of an evolving nation.

The Twentieth Century

The first great wave of costumed heroes in the Champions Universe in the modern era arose in the 'twenties and 'thirties, but at this time, British adventurers, although brave, skilled, and effective, avoided bizarre dress or strange code-names. One such quiet hero of the pre-war period was James ("Jimmy") Tompion, a brilliant engineer; another was Dr Julius Wing, "the last of the Empire's great explorers". When the Second World War broke out in 1939, these and others offered their services to the government. Tompion especially thought that Britain, initially standing alone against the might of Nazi Germany, deserved symbolic champions, as had recently emerged in the USA. With government help, he became Fire Watcher, fighting Nazi spies and infiltrators. Meanwhile, his lover Janet Misperton had been recruited to one of the few remaining white covens, who were fighting the Nazis' more obscure allies; the two heroes drifted apart on different paths.

After the war, an age of heroes seemed to have ended; Tompion, like many others, retired. Only in the 1960's did a few, relatively low-powered British "supers" emerge (such as Mark Nine, who had limited super-strength, bullet-proof skin, flight, and enhanced intelligence). This period also produced several "design fluke" self-aware robots, who worked alongside the superhumans against villains who were mostly brilliant but twisted engineers. The contribution of James Tompion to this distorted flowering of bizarre technology was quiet but incalculable. Even these faded, however; in the seventies, they and their enemies both seemed to be on the way out.

RECENTLY...

The current British super-being situation developed through the 1980's. At the start of the decade, VIPER and a number of supervillains (British and foreign) had caused considerable problems, forcing major responses from the British army and UNTIL, while the few remaining "old" heroes were over-stretched, and international menaces such as Dr Destroyer were sometimes only seen off with the aid of foreign forces. The UK government responded by creating, first a specialist police unit called STOP (Special Tactical Operations Personnel), and later an official super-team called the New Knights of the Round Table. Meanwhile, James Tompion (now known as The Watchmaker), using advanced computers and surveillance techniques, had located a number of new British heroes; he gathered these together to form the nucleus of the London Watch.

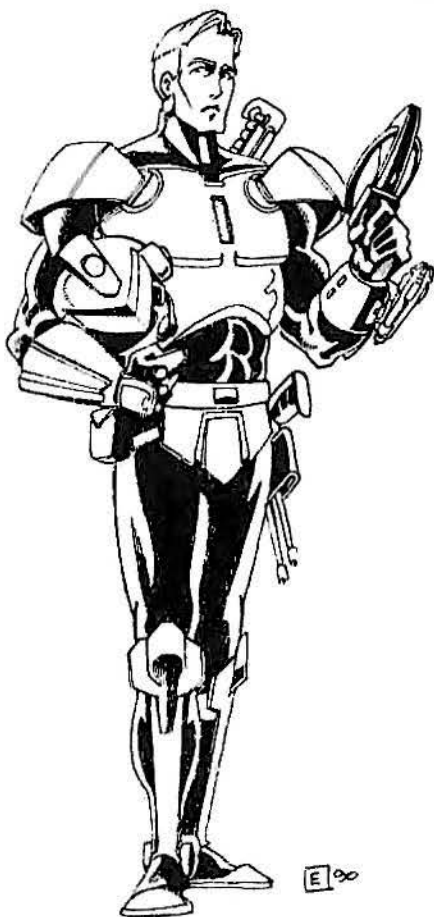
The New Knights

This government-controlled group, based just south of London, consists of The Clansman, a highly-experienced Scottish soldier with military skills and an array of experimental equipment; Albion, the "ghostly" spirit of a medieval alchemist who can possess both living opponents and the very recently dead, granting the latter the ability to transmute metals by touch; The Consul, an android diplomat created by the alien Pho'Rarrtha'Kp race, with super-strength, rugged construction, and pseudo-telekinetic powers; The Gurkha, an Asian soldier who served in the British army before learning kung fu skills in Hong Kong; and Silver Shadow, teenage daughter of the man who was once Mark Nine, whose mutant power is an energy-reflecting force-

field giving her flight and near-immunity to harm. They are very much an official group; the Clansman, their leader, is especially dedicated to "the book".

The London Watch

A much less formal team, whose base west of London is financed by their leader, Dr GoldWing, son (secretly, clone) of Julius Wing; like his father, the doctor is a brilliant medical scientist and explorer. The team includes his lover Sea Change, a exiled Lyonessean with the power to generate dazzling or hypnotic light effects (as well as sub-aquatic powers); Blazon, a scholarly historian who wears a mysterious suit of medieval armour which gives him super-strength and the ability to summons a powerful flying horse; Yeoman, an expert archer and staff-fighter whose "medieval" costume and weapons are actually high-tech; Repulse, a mutant mistress of telekinesis; and Swift Swallow, a cockney private detective who carries Progenitor artifacts giving him supersonic flight and appropriately enhanced resilience, recovery, and eyesight to go with it. The team also sometimes works with Partisan, an ex-SAS soldier who is now fighting a ruthless private war against all terrorist groups. One other team member was Mole, a Welsh miner who was blinded in a mysterious explosion, but who gained tunneling and vibration powers at the same time; he retired, but may still return to assist his old friends.



The Nightwatch

A team that mostly fights black magic, loosely associated with the London Watch but not widely known to the public or fully trusted by the authorities, the Nightwatch include Aspen (the leader) and Earth-Brother, a husband-and-wife team who can, when together, transform into a pair of "defenders of the wild" with enhanced physical abilities and wilderness-related powers; Starline, whose immense dowsing ability allows her to draw energy from ley lines, teleport, and use telekinesis and mental blasts; Wintershade, who can transform himself into a Fomori demon (while retaining his human personality!), and Weathering, a young doctor whose ancient Lyonessean-made ring gives him mystical weather powers.

S.T.O.P.

The UK police counter-supervillain force is a small group of well-trained agents armed with high-tech equipment such as blasters and flying "jet bikes". It also acts as a coordinating body between police, UNTIL, respected superheroes, and so on. Its leader is Chief Superintendent Ian Hetherington, a middle-aged ex-soldier with an unconventional streak.

The UNTIL Presence

As an international agency, UNTIL has an interest in Britain (as everywhere), and the UK government, while often careful, is not as hostile to it as are the Americans. However, UNTIL's European HQ is in Paris, France, and the policy decision has been that resources should not be over-stretched round the continent—especially as forces from Paris can reach much of southern Britain (the most populous part of the country) very quickly from Paris. Hence UNTIL has only one medium-to-large base in the UK, outside Edinburgh (giving fast access to the north of England as well as Scotland), plus small offices or liaison officers in each city with a STOP "field division" HQ—London, Birmingham, Leeds, Bristol, and Stirling. Officers may also be temporarily assigned to work with "allies" such as the New Knights.

UNTIL also has submarines that act as "mobile bases"; both the Swordfish and the Sabatini may work in British waters. These vessels and their crews sometimes clash with the Shark Squad, inconclusively as yet; the Sabatini has once or twice picked up clues to the existence of the undersea realm of Lyonesse, but so far, no-one has put them together (Chief Superintendent Hetherington, of STOP, knows a little more, but for various reasons, hasn't passed such information on to UNTIL.)

British heroes feel able to call on UNTIL if they have need, but mostly regard STOP as the first line of contact; relations are mostly cordial but distant. (The Clansman has infected the New Knights with an amiable disdain for foreign allies.) UNTIL in turn respects the British heroes, and regards villains such as MACE and Breaking Glass as potential threats that it hopes can be kept in hand by local forces. Harry Mortimer, of the UK Foreign Office, is well-known as something of a joke figure around UNTIL operations, although he keeps out of the way during fights (if he can).

Other Outsiders

"Purely" American agencies, such as PRIMUS and SAT, are not supposed to operate in friendly countries such as the UK, but in the age of Oliver North, such rules are sometimes broken; the result has come close to a diplomatic incident at times. If ordered to work with them legally, UK leaders such as Hetherington, Dr GoldWing, and the Clansman, tend to regard the Americans as contemptibly trigger-happy and often naive, if well equipped. In turn, the Americans see the British crime-fighters as stiff-necked and pompous. Both attitudes are often modified by experience; PRIMUS agents have come to respect the Clansman's military efficiency.

Other Heroes

Chime is the Watchmaker's granddaughter; she uses high-tech battle armour to fight crime in London. Imperial Lion, the resident defender of Birmingham and the West Midlands, is an unaging Sikh warrior swordsman; Ironside, the champion of North-East England, is an engineer in battle-armour modelled on English Civil War era dress. The Laird, from Scotland, is almost unknown to the public, but very effective; actually, he is Angus McVarran, laird of the clan McVarran. An experimental medical treatment gave him enhanced dexterity and speed, and access to skills from his partial genetic memory, and he uses this, and a loyal band of clan members scattered round the world, to defend justice.

In the world at large, British interests are served by Harry Mortimer, a shrewd practical expert on the super-power scene, and MI5 Special Circumstances Agents, trained spies whose equipment and skills make them a match for many supervillains.

THE BAD LOT

Britain has produced a number of super-villains. Those based or mostly working abroad include White Flame (of Eurostar), Big John (of the Raiders), Scorpio (of Terror Incorporated), Panda, Dark Seraph (actually a baronet—not a knight, as sometimes reported), Shamrock, and PSI's Inquisitor. All of these either stay out of Britain, or treat it as a quiet "safe haven". However, there are also some formidable resident forces.

M.A.C.E.

The Major Actions Cadre & Executive is the supervillain arm of Project: Armour, a criminal conspiracy. It is led by Battleaxe, an engineer and tactician who wears battle armour to function as a supervillain, and includes Geomancer, a minor aristocrat who inherited a suit of armour giving him power over earth and rock; The Charmer, a mutant with energy damping and enhancement powers; The Grenadier, a martial artist and combat freak with ambitions; Aggro, a street punk with strength enhanced by an accident with cosmic energy, and Sidestep, whose armour incorporates a teleport device and "power staves".

Project: Armour was created by industrialist Herbert Marston, code-named Ironmaster, who doesn't enter combat himself (but who wears a hidden weapons system in case of emergencies). It has a secretive cell structure, and incorporates CUIRASS, a well-equipped agent force.

Argent Anarchy

This punk band acquired superpowers from stolen cybernetics. They use their abilities to perform small acts of terrorism and large acts of vandalism. They are petty, crass, and vulgar.

The Shapeshifters

This is a devious and secretive Scottish villain trio. It consists of Hag, a witch with the ability to change into any small animal (and other spells); Nightmask, a clever and efficient professional criminal with the magically-granted power to change his appearance at will; and Wolfbairn, a Glaswegian junior street thug and were-wolf.

The Four Winds

This group was formed when the Shark Squad (see below) stole the nuclear-psionic "Powerstone" of Lyonesse. The scientist they hired to study it, Dr Brian Lazenby-King, stole it from them, and used it to give himself and three allies powers. When the London Watch recovered the Powerstone, the four had their powers reduced but not removed. They are Blizzard King (Lazenby-King himself), who has cold, fog, and teleportation powers; Gale Force, who has telekinetically-enhanced strength and high-speed flight; Monsoon, with water-control and flight powers and scientific skills; and Sandstorm, who can fly and throw "sand-blast" attacks. Their main objective today is to regain the Powerstone or some other suitable high-power psionic source.

The Shark Squad

This is a criminal agent group that uses very sophisticated marine craft. It is based on the Basking Shark, a giant, fully self-sufficient, nuclear-powered submarine; this serves as "mothership" to transport "mini-sub" and combat vessels disguised as sea monsters (and so known as "monstersubs"). The group was created by its leader, Captain Shark.

The ReDirection Cartel

This is an international group of manipulative businessmen, operating as a special, secretive arm of VIPER. It is not based in the UK; rather, it is multi-national, and has worked a number of plots in Britain. It sometimes employs supervillains and high-tech mercenary agents, and has often been opposed by UK super-heroes.

Other Super-Criminals

Freelancers based in the UK include Dr Samaine, a renegade Lyonessean sorcerer (actually Sea Change's uncle), with a wide range of powers and skills (including magical disguise); Breaking Glass, VIPER's chief resident enforcer, an aristocratic young woman who enjoys her ability to make things shatter; The Sacrifice, a resurrected ancient druid who seeks to destroy what he sees as a corrupted and deformed society; Mystery and Brown Fox, highly skilled (but not actually "super-powered") rivals for control of the London underworld; Dr Mantis, an insect-obsessed technologist; Dr Brutallus, an amoral expert on creating cloned monsters; Black Druid, a sorcerous pro-ecology terrorist; Death Knell, a mercenary with magical sonic powers; and Playtime, another mechanical expert with a fondness for gadgets in the form of toys. Gog and Magog are two gigantic humanoid beings who can combine to form one even more powerful entity, the product of a weird accident in prehistory; much more confused than evil, they are nonetheless dangerous. Malachite is a dictator/evil genius who controls a sovereign nation consisting of a few islands off the coast of Great Britain. DarkWing is Dr GoldWing's clone-twin, brought up by South American Nazis; he isn't based in the UK, but frequently attacks British interests.

International Agencies

VIPER, internationalist by nature, has been known to establish nests in the UK: these have been located in London, Birmingham, Glasgow, and Liverpool, and there is evidence of activity in other UK cities. Research or "special" bases have also been identified in rural areas of the UK at times. Mostly, superhero, STOP, and UNTIL actions have served to suppress these; a new London base was recently destroyed by the London Watch. VIPER sometimes allies with the ReDirection Cartel. It has never fought any of the major UK criminal groupings, but the peace is uneasy; VIPER and Project: Armour fully expect to go to war with each other eventually, and VIPER moves to take control of the London underworld have been defeated at least once because Mystery identified them, and betrayed them to STOP.

DEMON also has an interest in the UK, which has a vast number of "mystical" sites and some odd moments to its history. DEMON lairs have been identified in London (a world center for many things), Liverpool (a major port with many ethnic minority communities), and Aberdeen (apparently monitoring the Scottish Highlands). Smaller installations monitor a number of ancient sites in Wiltshire and the Highlands and Islands, mostly from country houses owned by "front" companies. (Similar set-ups are sometimes used for research.) Paranoid as ever, DEMON has never been able to cooperate with native British villains; it has a deadly rivalry with Dr Samaine, whereas it regards heroes (even those whose foci it wants) as too foolish to worry about.

AN UNUSUAL INSTITUTION

One other body is important to the UK "super-scene"; L'Institut Thoth. This is a Swiss-based international organization, dedicated to the training of unusual and extreme abilities, with a major branch in the UK (and not in the USA). More a school than anything else, it has some brilliant staff members and a number of powerful but uncontrolled pupils. PSI, DEMON, and GENOCIDE all take unhealthy interests in Thoth, and the latter has fixed emergency "hotlines" to STOP and London Watch headquarters.

STATUS QUO

British superheroes can hold their own, though they sometimes have a tough time (but doesn't everyone?). The various native criminal groups are a definite threat, but so far they have been kept under control; the same goes for local branches of international conspiracies such as VIPER. As so often, the "high profile" super-forces just about cancel each other out, while quieter crime-bosses (such as Mystery and Brown Fox) continue running profitable "routine" crime, albeit with occasional severe set-backs from heroes (and each other).

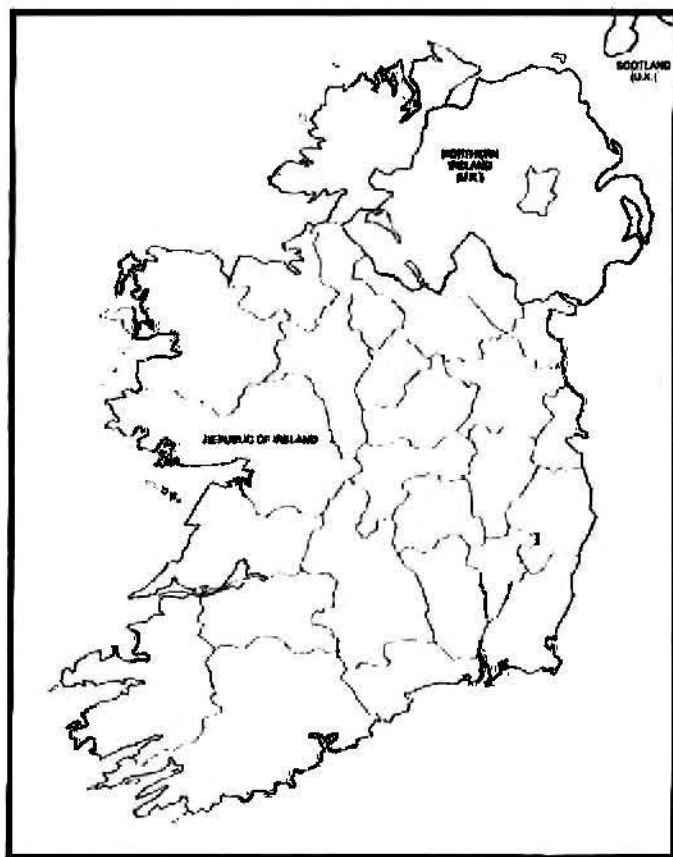
On occasion, American super-criminals have decided that Britain's unarmed police, convenient language, and lack of "gung ho" bodies such as PRIMUS, makes for a tempting target. Their success rates have varied, but they have taken some severe beatings; not only are Britain's super-heroes competent, but the explicitly "international" aspect to these attacks allows STOP to call for assistance from UNTIL, and if large UNTIL forces can scramble in from European HQ in Paris or their base in Edinburgh, the combined force formed can be devastating. Like much British "super activity", most of these battles have taken place in or around London, the capital, largest city, and financial center.

The most dangerous incidents, from Britain's point of view, have come when powerful "international" groups have focussed on the UK. Some of these are especially strong, and UNTIL and other assistance has often been essential. Dr Destroyer has a known grudge against Britain, and has tried to destroy London at least once; Eurostar has ambitions that encompass all of Europe, including the UK; other "terrorist" super-groups, such as Terror Incorporated, have their own malicious ideas. So far, the UK has escaped serious damage—just. Fortunately, such attacks are rare; for example, Eurostar despises "petty feuds", and only strikes when a target looks worth the effort.

One curious point; "super-powered" activity is noticeably rarer in Northern Ireland than in most of the UK. "International" villains such as Scorpio and Shamrock have emerged from the province, but even they have chosen to leave. The reason seems to be that, although this is a place with a lower murder rate than New York City, high-power crime there can be dangerous. The police are armed; much law enforcement is in the hands of the army; and well-armed paramilitary groups have their own interest in the local underworld, and resent intrusion. To avoid controversy, STOP and UNTIL both keep out of Northern Ireland unless given a specific reason to send units there; the same goes for the New Knights, although if foreign "supers" were found to be taking an interest in Ulster affairs, they would be sent in with orders to damp the problem down as quickly as possible.

THE REPUBLIC OF IRELAND

This nation, also known as Eire, occupies most of Britain's second largest island. It is a small, largely rural country; although it is a member of the EC, it is often seen—perhaps unfairly—as sleepy and even backward. It has a few local super-beings, including a mysterious flying mutant heroine named Emerald Dream (with something of a “Robin Hood” reputation), a small, semi-official hero team, and a very loosely organized villain group led by a weapons expert known as The Red Gallowglass. A strange magical being known as Leprechaun commits crimes and other foul acts in Ireland. Nuada of the Silver Hand is as likely to appear in Ireland as the UK, if he is awake; he was, after all, born in this land. The local police, the Gardai, have a high-tech squad modelled on UNTIL doctrine; UNTIL themselves have a liaison office in Dublin. VIPER have a couple of small bases in Eire, and DEMON keep a strong agent force in the country, controlled by a Morbane, to monitor the many local ancient sites. The ReDirection Cartel has a number of small but profitable schemes running here, taking advantage of local attempts to encourage industrial development.



MAINLAND EUROPE

Only recently has Europe seen a great deal of superhuman activity, ironic perhaps because the first modern appearance of superheroes took place there during World War II. At that time it was mostly British and American superpowered agents battling the Third Reich's Übermensch, yet that was the spark which set the whole world ablaze as far as superhumans were concerned. After WW II, superheroes and villains began to appear rapidly—but not in Europe.

The first paranormals to make any significant news were the original members of Eurostar, a group of extremely powerful criminals and terrorists. In response, the few European superheroes banded together to combat them. Calling themselves Euroguard, this on-again, off-again team was really no match for the villains and were continually trounced by them whenever they would meet.

As the years passed, the number of paranormals (mostly villains) grew in Europe, but as they used to say, “You can take any one of the dozens of supergroups in the states and it probably has more superhumans in it than most European countries.” Superheroes were not as popular in the European community as in the US. It was all just too *American*, they would say. Many European born supers left Europe to go to the US, where it seemed their powers could be put to good use, and would be better excepted as well.

Recently, the rash of supervillains escaping from conventional prisons has convinced the European community that a Stronghold-like prison should be constructed. Spandau Prison, formerly the prison used to house Nazi war criminals, has been transformed into a high-tech superprison. It is for use by any of the members of the European Economic Community, and it is staffed by UNTIL agents and members of the various member nations of the EEC (who funded its construction).

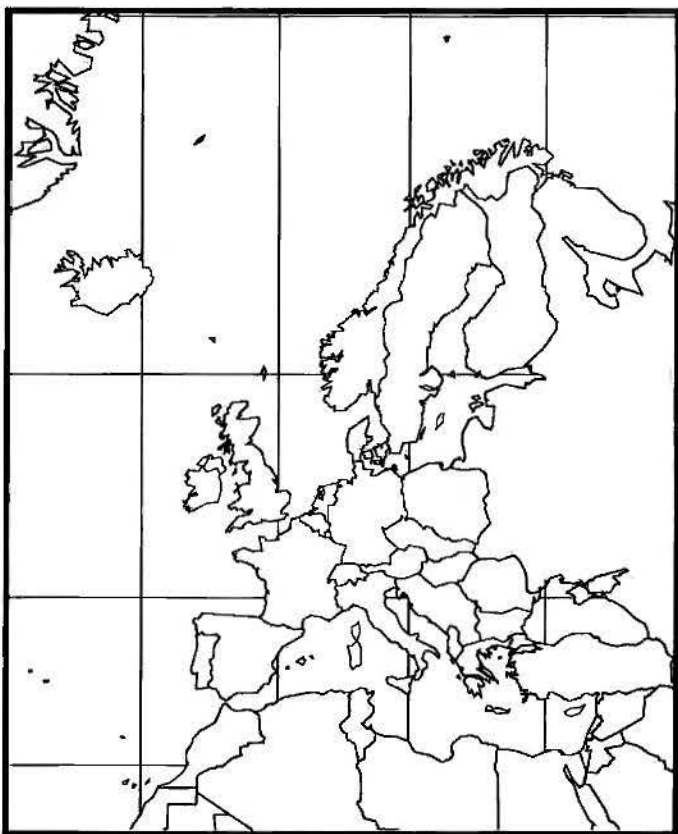
It should be noted that European villains tend not to stay only in their country of origin, but commit crimes throughout the continent.

EUROPEAN SUPERHUMANS

Eurostar remains the premier villain group. Its leader, Fiacho, continues to recruit new members for the group, making them larger and more powerful all the time. Eurostar continues to make as many enemies as allies among paranormals, however. There are rumors that a group of diverse villains, from Europe, Britain and the US, are discussing teaming up and wiping out Eurostar once and for all—but its all just rumors at this point.

Triad, a group of superpowered thieves and mercenaries, has also made a name for itself, but it is not entirely a European group. Eclipse is an active super-powered terrorist group working for the PAGAN organization.

The Warsaw Pact is a group of East European superheroes and government sponsored super agents that has met only a few times. There is little or no chance that it will ever be a true superhero team, and even if that happens, they will certainly pick a new name. Members include Bastion, Cavalry, White Rose, and Carpathia, all of whom work as independents most of the time.



The New Guard is a team of former Soviet and Western Block supers that have become independent. They are based in Poland and operate all through Europe and Asia.

The Huntsman of the Black Forest is a threat to paranormals all over Europe, as this otherdimensional demon stalks superhumans and kills them just for the thrill of the hunt.

In Germany, a number of villains such as the Piper, Master Stroke and Doppelganger have emerged and have established reputations for themselves. Das Wall, a former East German operative, is now a wanted fugitive.

In France, Madame Guillotine and the Napoleon of Crime remain that countries two most troublesome villains. Defenseur, a powerful new hero, showed promise in apprehending these villains, but was slain by the Huntsman of the Black Forest.

Scandinavian villains include High Voltage, Midnight Sun, and Hoarfrost. Northern Star is the areas only super-heroine at this time, and she has fought all three villains on at least one occasion.

Southern Europe's major supervillain threats consist of the Despoiler, Vlad the Impaler, and Spector. Belgium's Facet, Monaco's Blackjack, Switzerland's Clockmaker, Austria's Pretty Poison, and Greece's Oracle are all dangerous villains as well. Without a great many heroes to deal with these threats, the only major force keeping the peace is UNTIL.

UNTIL

UNTIL has a number of bases throughout Europe, although their main center of operations for the continent is in Paris. UNTIL's presence is very common throughout all the countries of Europe, as none have special law enforcement agencies like PRIMUS or STOP of their own—but then, that's what UNTIL is for.

UNTIL has a very good relationship with the EEC and its member nations, as well as the rest of Europe. Recent political developments in Eastern Europe even make them a welcome sight in those countries which were cold and unhelpful in investigations before (most Eastern Block countries, as well as the Soviet Union, were afraid that UNTIL agents operating in their respective countries were actually Western spies). Public support for UNTIL is strong in Europe as well, as people's fear of paranormals is growing steadily.

OTHER ORGANIZATIONS

Genocide is taking advantage of public fears to bolster an anti-mutant campaign in Europe. Originally, the organization's Phase Alpha was intended to deal only with American mutants, but now they have seen the opportunity to spread their message, and their devious plans, throughout the world.

VIPER is quite active in Europe, as is their adversary, the World Wide League of Crime. UNTIL does its best to stop these organizations, as does Interpol. It should be noted that Interpol is developing a department that focuses solely on superpowered crime and related cases.

DEMON is probably more active in Europe than anywhere else, due to the number of old magical books and artifacts can be found there. DEMON is particularly keeping an eye on a spot in Austria that the locals call "Darkling Gorge." It is here that the nether demon Tennigrath first came to Earth. His lair there has long been destroyed (by the Undying Tulkus when he was the Archmage), but there is said to be a residual evil power there. The Circle as well as the Champions have both followed the "DEMON trail," as it were, to Europe, although neither group has been able to find the Inner Circle.

L'Institut Thoth is based in Switzerland and conducts research on superhuman abilities. It is attracting more and more attention, much of it unwanted, as of late. Eurostar, in particular is interesting in much of the work done there.

VOICE is not active in Europe due to the fact that Eurostar has vowed to destroy any VOICE cell that it discovers. VOICE retains a small presence in France, Germany, and Italy, but almost nowhere else on the continent.

PAGAN is based primarily in Europe, and its supervillain strike team operates almost solely on the continent. KRONOS is based in Germany and is becoming more and more active once again.

PSI agents have been seen in Switzerland and Austria, evidently gathering new recruits. UNTIL intends to stamp out any presence the group has there before it can really get settled.

AFRICA

Africa is a continent of great diversity and history. There are few known superhumans, but the numbers (like everywhere else, it would seem) are increasing. Note that in the Champions Universe, there is a small, central African nation called Lurranga. It is extremely impoverished and war-torn.

AFRICAN SUPERHUMANS

The paranormal with the most infamous reputation is Deathmask, originally from Rhodesia, but currently living in Uganda. He is a former enforcer of Idi Amin, a terrorist, and a fomenter of violent uprisings. There is a high bounty on his head which has attracted the attention of another (albeit low-powered) paranormal, Bwana. Bwana is a hunter of big game—including humans. King Chaos is a British superhuman with drug-related abilities that has been quite active in Algeria and South Africa.

It is known that the evil dictator, Idi Amin had a love of paranormals and wanted some to have as servants to insure his power. He hired Deathmask as an enforcer, but he wanted more. His scientists killed hundreds experimenting, and produced only a few successes, such as the Mountain (currently a member of Villains International).

Africa has a superhero team, the Right Hand, which is unique in that all of the members are devout Muslims and the team acts more like a religious order than an American superteam. They are, nonetheless, quite effective.

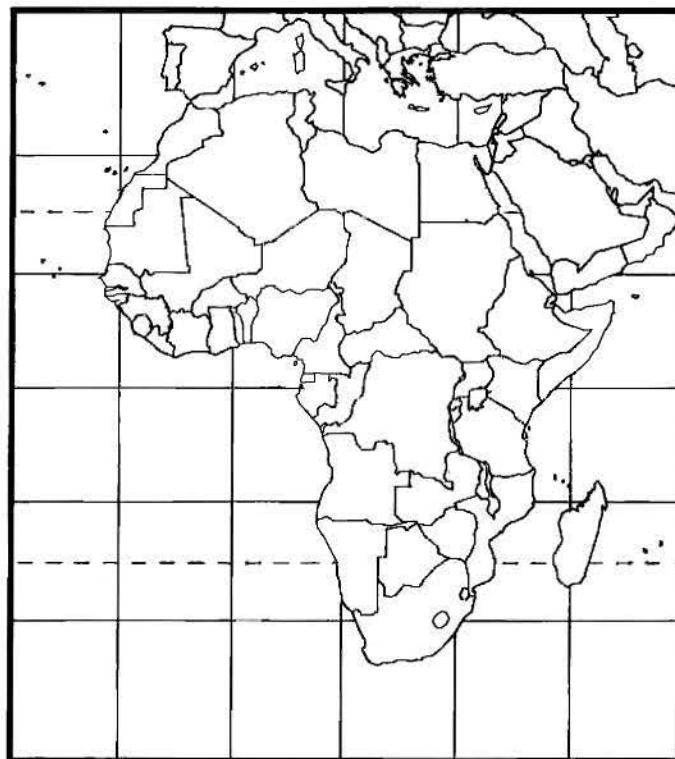
South Africa had a team of ruthless superpowered enforcers, including the cosmically powered Powerstar, but they were all reportedly killed or injured in a violent anti-Apartheid demonstration in 1989.

Other paranormals, such as Lionslayer, were born in Africa but have since joined the more active paranormal community in the United States (and elsewhere).

INTERESTING LOCATIONS

Unbeknownst to most of the world there is a hidden base in Zimbabwe of explorers from the *far* future (tens of thousands of years from now). These individuals all possess paranormal powers. The least of them is super strong and fast. Their leader's power far surpasses that of Dr. Destroyer or Firewing. Most fall somewhere in between. They possess fantastic technology (including, of course, time machines) and are well-acquainted with magic. They are here studying the origins of "superhumans," although at least one of their number, Belragor, has plans to try to change the future by manipulating the past (our present). They have only been here for a year or so, and still know little of the time in which they have arrived. Should Belragor attempt to carry out his foul plan, he will certainly enlist the aid of some unwitting but powerful mercenaries. The other explorers may try to contact some heroes for help, or heroes might just be attracted by encountering a battle involving some supers they've never encountered before.

In Egypt there is an ancient ruin that is hidden from normal sight. It is the ancient fortress of Xortec, one of the Forgotten Gods. Much of Xortec's essence was stolen by Lord Thorne, and the rest of it fled here, where the god is resting in order to marshall his remaining energies. Even DEMON does not know about this temple, but it has, strangely enough attracted the attention of the alien Thanes, who plan to come to Earth to steal the remaining energies for themselves. If they do this, they will certainly enlist the aid of those Earthlings who have connections to them (see the section on alien races).



Lastly there is an extradimensional nexus point in an extremely remote part of Zaire known only to some of the local mystics and the Circle. Various interdimensional creatures and monsters sometimes come through the portal. It can also be used to gain access to just about any desired dimension.

INTERNATIONAL ORGANIZATIONS

As in Europe and Asia, UNTIL remains the primary law enforcement agency equipped to deal with supervillains. Its presence in Africa is not as pronounced as elsewhere, but they do have a large base in Cairo, and a number of field bases throughout the continent.

VIPER has cells in South Africa, Libya, Egypt and Tunis, but compared to most areas of the world, its activity is light in Africa. The rest of the world should be so lucky.

DEMON remains a presence in Africa as it has been for years. They hunt, opposed only by UNTIL forces and local police, for various tribal relics and other magical items lost among the ruins of Egypt and the pre-human cities lost deep within the jungles of Central Africa.

ASIA

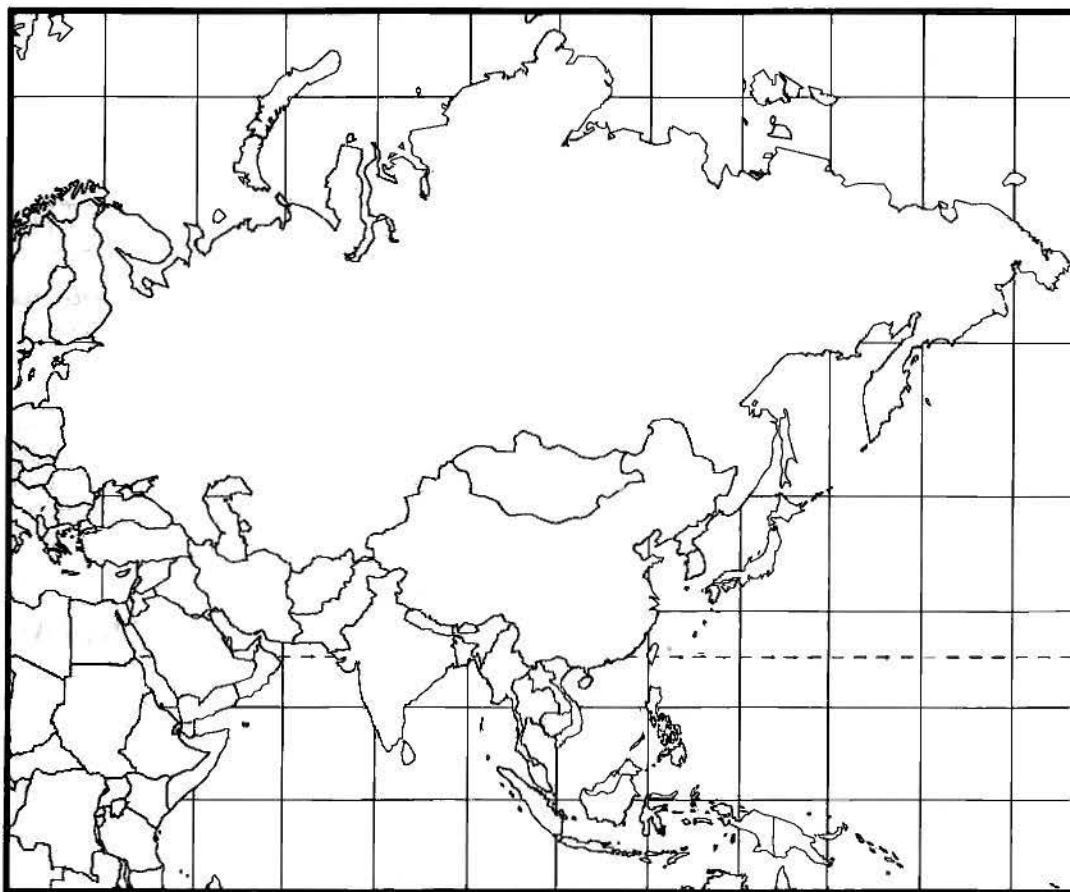
Asia is the largest continent and is filled with divergent cultures and peoples. A great deal of superhuman activity takes place there, so this overview will only be able to generally cover all of the information.

ASIAN SUPERHUMANS

It would be difficult to pin down the most dangerous group of supervillains in Asia. It could be Red Doom, a group of extremely evil Russian villains (former "heroes" of the state) led by the power-mad Vasalov who is still trying to figure out a way to use the breakup of the Soviet Union to his best advantage. Perhaps it is the Japanese Tong, a powerful group of sorcerers who have existed for centuries. Maybe it is the forces of the nefarious Dr. Lirby Koo, who has seemingly an army of superpowered agents and followers throughout the orient and the world. Lastly, it could be VOICE's Jaws, for although they are actually active world wide, Lung Hung's true goals of conquest deal specifically with China.

The Japanese yakuza is reported hiring more and more supervillain enforcers and mercenaries. Although the majority of their activities are in Japan, this organized crime group is spreading throughout Asia and into Australia and North America. It may not be long before it reaches VIPER or Raven threat status.

The New Guard are a new, an extremely powerful team of heroes that are based in Poland, but often work in the Commonwealth of Independent States, the Middle East, and even venture into southern Asia at times. Cold Warrior, an occasional foe of the New Guard, is a fanatic anti-nuclear terrorist operating world-wide, but based in the former Soviet Union.



The Pacific Lords are a group of superheroes from China, Japan, and southeast Asia that battle criminals and supervillains throughout all of Asia. They also assist civilians during and after natural disasters such as monsoons, tidal waves, floods, earthquakes, etc. and man-made disasters such as boat and airplane wrecks, wars, and others. The large (15+ member group) is extremely popular among the public and is known for their self-sacrificing benevolence. They are now starting to even operate in the former Soviet Union when needed, and have met the New Guard (political differences had kept them off of Soviet soil for many years).

Aslan and Rising Son are solo Japanese heroes, while Hitsusatsu and Kawaii are Japanese mercenaries (Kawaii is half-American). Banzai is also a well-known Japanese villain, but the group known as Yooso (the Elements) is perhaps some of the most feared villains in the country. Divine Wind is a mutant villainess operating in and around Korea.

Snapdragon is a deadly martial artist with a trail committing crimes in China. Dragon Master is also a martial artist who has a vendetta against the Chinese government. Green Dragon is a villainous Chinese mercenary. Fosfiend is a strange energy-entity that operates in southeast Asia.

Supposedly the Chinese government has a secret team of "heroes" that carry out missions and battle superpowered enemies of the Party, but their existence is thought to be only rumor (it's not, as Dragon Master can attest to).



In the Philippines, Dr. Destroyer's servant Lava commits various acts of destruction, but apparently he is only doing so to practice his new abilities.

Southern Asia has its share of paranormals. Dervish is an Indian villain, while Rajah is a Pakistani shapeshifter. Yama, the Hindu god of Death, occasionally carries out schemes with the goal of causing mass death among mortals. Thankfully, he has been stopped each time.

IMPORTANT LOCATIONS

Three different Mi'Lee Experiencers (see Starseer) have been spotted in Mongolia. Apparently they have set up a base there, and are not keeping it much of a secret. Whether they are here to observe, and are ignorant of Starseer's presence, or whether they are looking for the rogue Galactic Unit, is unknown.

An isolated civilization of winged humans lives on an island south of Japan. These bird-like people do not wish any outside contact, and will become quite violent (they are peaceful otherwise) if discovered.

In northern Siberia there is a secret valley that is quite magical, being warm (temperate climate) and forested all year long. Perhaps the creation of Baba Yaga or a similar user of sorcery (there were many powerful Russian sorcerers long ago), it is now ruled by a secret sect of monks who offer sanctuary to any who seek peace. Grand has stayed there for a time, as has General Mayhem (who may still be there...).

Another South Sea isle, this one near Indonesia, is filled with dinosaurs, prehistoric mammals and birds that have never died out. A strange mixture of species from different paleological times, these dinosaurs are not a fluke, but were brought there and protected by a powerful entity known as the Preserver. His origins are not terrestrial, and his presence is unknown to anyone at this time (he is a 1000+ point character).

NORTH AMERICA

Note: As the vast majority of **Champions** sourcebooks, and most of this book detail characters and events in North America, this section will be extremely brief.

North America (the "New World") is diverse in culture as it is in terrain. Young by "Old World" standards, the United States has attained a position of "superpower" in the world. North America also has by far the most superhuman activity in the world. There are more paranormals in New York City alone than in most countries. They are an important part of the culture and politics of the nations there.

NORTH AMERICAN PARANORMALS

Boasting the most superheroes, North America has the Champions, the Protectors, the Capitol Patrol, the Bayou Brigade, three teams of Sentinels from Canada, and an incredible number of other groups, not to mention solo heroes such as Mind Titan, Crusader, Starburst, Powershift, and many others.

Unfortunately, there are even more villains to deal with, like the Conquerors, the Ultimates, the Hand, Spectrum, Road Kill, Destiny, Raid, the Infiltrators, and, um, CLOWN, to name just a few groups. Almost all international groups, such as Terror, Inc, Villains International, the Zodiac, and even Eurostar frequent North American locales.

CANADA

As previously mentioned, the majority of Canada's heroes are in three government supported groups called the Sentinels. One team is located on each coast, and one is in the central part of the nation. These teams, so far, have proven to be extremely effective in battling crime and superpowered foes, and are quite popular with the public.

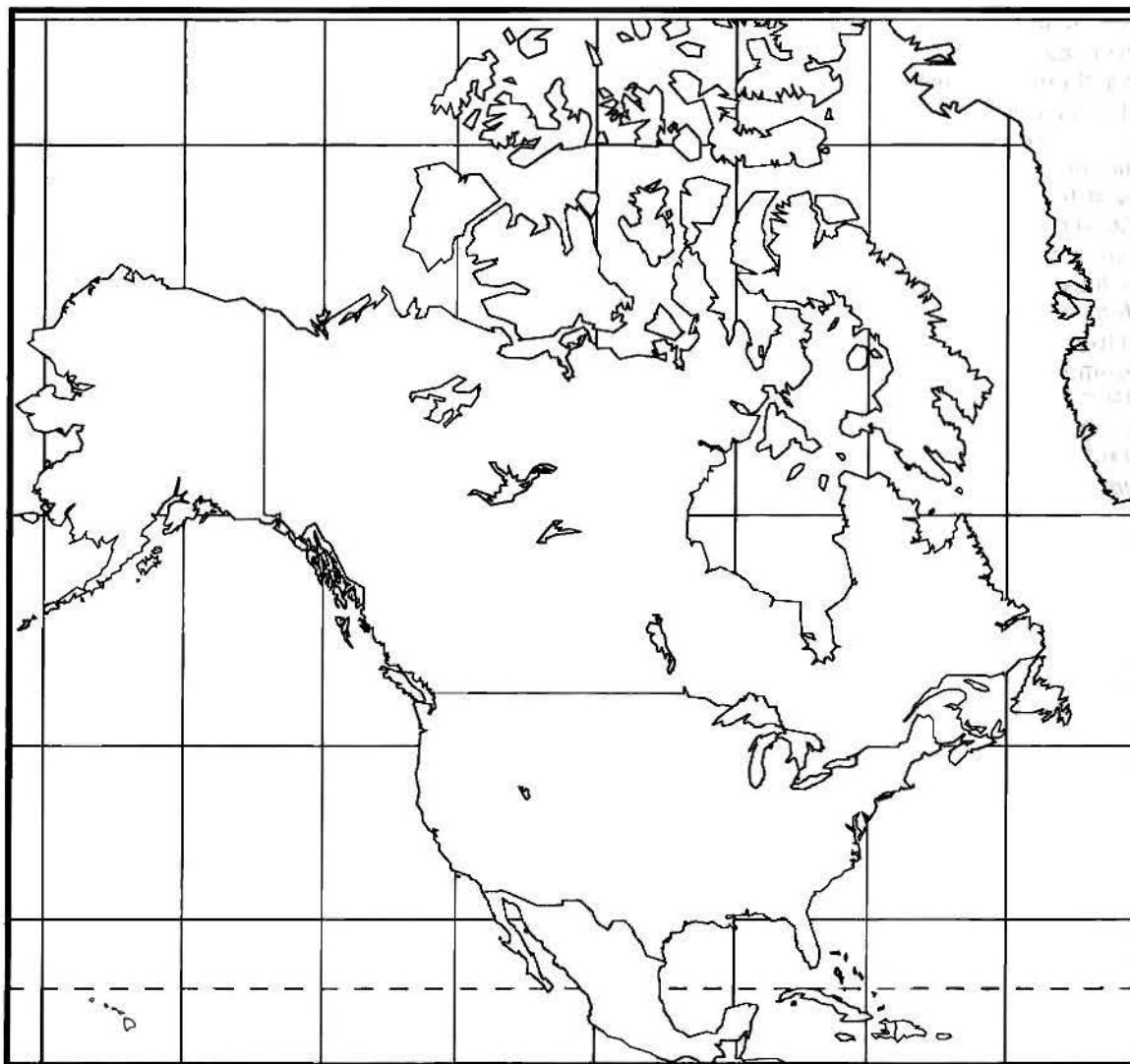
Canada has two foremost villains. The first, Borealis, has been around for some time now. He specializes in political terrorism in Canada's name, as he believes that Canada should be a major world power (under his rule). He occasionally works with other villains (Jackknife, Ladybug and Silhouette I) under the name of Destiny. The other villain that has recently made a great deal of news is Lord Dire, a powerful would-be conqueror. Other villains, such as Nycademos, the members of Raid, etc., are also numerous, although not as worrisome as in the US.

Canada does not have any organization like PRIMUS or SAT of its own, so it relies on UNTIL for its services. The RCMP of Canada is well accustomed to dealing with paranormals, however, and UNTIL is only called in if the job is too difficult for normal police and the Sentinels cannot make it—all in all, a fairly rare situation. VIPER, Genocide, PSI, VOICE and other criminal organizations are all active within Canada.

THE UNITED STATES

The hotbed of paranormal activity. From New York to Los Angeles, superhumans have made their mark in every major city, and in every state of the union. Far more supervillains operate in the United States than can be listed here.

PRIMUS and SAT are the primary superpowered law enforcement agencies, keeping UNTIL activity to a minimum. VIPER is extremely active here, as is the World Wide League of Crime. Genocide, Atlas, WITCH and PSI are based in the United States. VOICE and DEMON have bases in the US, but are less active here than in other parts of the world.



MEXICO

Mexico has not seen a lot of paranormal activity. The Geodesics, in their prime, operated in Texas and in Mexico. The bizarre alien villain Chemichameleon also operates in Mexico.

IMPORTANT LOCATIONS

In the swamps of southern Mississippi and Louisiana, there is a hidden race of lizard-like humanoids. These lizardmen are a product of a completely different evolution than mankind's, and it was not nearly as successful. The lizardmen are brutish and cannibalistic, yet they are smart enough to hide their presence from humans. Lizardmen are stronger and faster than normal humans, although they are not a match for your average superhero. The Bayou Brigade have encountered them, and after a number of battles, set up an at least somewhat friendly relationship with them. The heroes promised the lizardmen that they would not reveal their presence to the rest of the world.

In southern Mexico there is an ancient Temple that actually contains a hidden, magical/technological portal to an alternate Earth where the Aztecs rule most of the world (see Aztec World in *Champions in 3D*). At least some of the Aztecs from our world used this portal to escape the genocidal Spanish conquistadors that invaded Mexico hundreds of years ago.

Three alien bases in North America deserve mention: In central Alaska there is a still undiscovered Progenitor stronghold. It is filled with fantastic artifacts and amazing devices. There is a secret base of the Tressilaine Empire in (or actually under) the small town of Watertown, South Dakota. Many of its residents are actually alien "guards" of the base. The aliens primary function is to monitor the increasing number of superhumans on the planet, and to try to learn how they derived their power. The aliens are currently performing a number of experiments to develop a device similar to the Ubermachine to create superpowered agents for the empire. The other known alien base is in the Rocky Mountains, near Boulder, Colorado. It is an E'Crotian base, but it is only occasionally manned. It is thousands of years old, established as an observation post during a war long since over. Normally it is run by computers and robot guards designed only to keep out intruders. Once in a while a team of E'Crotians will come to inspect the base or to use its long-range scanners to examine something in this sector of the galaxy.

CENTRAL AND SOUTH AMERICA

South America has seen its share of superhuman activity, although not nearly as much as its northern neighbor. Central America, the isthmus joining the two, has produced a few paranormals, but most of them have died in the wars that have plagued that area.

Note that in the Champions Universe, there are some countries that do not exist in the Normal World. Guamanga is a Central American country. Its capital is Wocara, and the country has been experiencing a long and bloody revolution fueled by the superpowers. Chiquador is a South American country ruled by a vicious dictator that wishes to create an army of superhumans.

LATIN AMERICAN SUPERHUMANS

The Victores were South America's greatest hero team before they were killed by Terror, Inc. and Dr. Destroyer. Since then, the area is sorely lacking heroes.

Terror, Inc. is based on a small island off the western coast of South America. The team of assassins, the Asesinos, often stays there as well. Smuggler Blue operates in Bolivia.

Sparkler is originally from Central America, but long ago left to live in the US. The Ruler of Crime is Brazilian, but operates world wide. Corona is from Chiquador, but works for Sanctuary currently.

Rashindra Etien is a voodoo priestess and a member of DEMON's Inner Circle. She is from Haiti.

ORGANIZATIONS

UNTIL is extremely active in South and Central America. There they oppose Raven and many of the new-Nazi groups as well as those villains related to various terrorist and/or drug smuggling groups. PRIMUS and SAT have also been involved covertly in various Central American countries, attempting to help the CIA support American-backed interests. This is not common knowledge.



South America is the only place where Raven is more prominent than VIPER. DEMON has a few bases in or near some of the major cities as well as one deep in the Amazon.

Brazil has its own powerful underworld, like the mafia. A number of neo-Nazis also have bases throughout South America. Villains such as Poinsettia are connected with them.

IMPORTANT LOCATIONS

Deep in the Amazon, there is a colony founded by Greeks that left the Mediterranean area in ancient times. Their descendents still live much as the Greeks did long ago, and have been in complete seclusion. They have developed some interesting, alternate technologies in the intervening centuries.

AUSTRALIA

Australia, once part of the British Empire, is a continent as well as a country. Much of the flora and fauna found there is unique in all the world.

AUSTRALIAN SUPERHUMANS

Captain Australia is a powerful and well-known superhero, based in Sydney, but operating throughout the country. Two superhero groups, the Outriders and Phase II, as do their share to keep law and order in Australia. Phase II is a government sponsored group operating out of Melbourne. (Phase I was the government's attempt at creating an effective PRIMUS or STOP-like agency. It failed.). The Outriders are a loosely organized group of mostly low-powered heroes that patrol the country, fighting crime in the Outback as well as in the cities.

Australia has a number of local villains as well, but the most infamous is the Dark Brotherhood, a group of despicably evil mutants and other paranormals who simply take what they want and do what they want—which is usually vile and corrupt, not to mention illegal. Unfortunately, their membership is quite large, and a few of them are tremendously powerful (most of them, thankfully, are not).

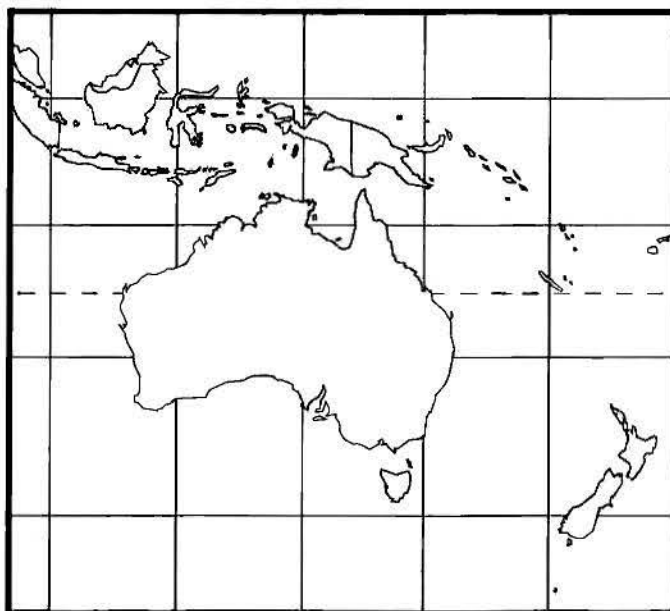
Entropi is an Australian man changed into an incredibly powerful entity by an alien artifact (belonging to the Prince of the Universe known as Entropy, the now-deceased Lord of Order). Entropi's goals are no less than destruction of the universe by obtaining the Initial Prime, a cosmic item that is literally the cornerstone of reality. If it is destroyed, everything will cease to be—all will be orderly and uniform, because it will not exist. IT should be noted that this item is

also known as the Keystone of Reality, which the Despoiler is also seeking (see European Enemies). The two entities would probably aid each other, if they knew of each other's existence—spelling deep trouble for the world and perhaps the universe. It took all of Australia's heroes to stop Entropi as he attempted to use the power within Cosmic Locus (see below).

The Shape, currently a member of Villains International, is originally from Australia, as is the hero, Seeker.

ORGANIZATIONS

UNTIL is fairly active in Australia, particularly against many of the lower-powered paranormal crooks. That operate in the larger cities. The Dark Brotherhood and Entropi are monitored, if possible, but actual confrontation is left up to the superheroes. VIPER, DEMON, and similar organizations are just starting to take an interest in the affairs and economy of Australia.



IMPORTANT LOCATIONS

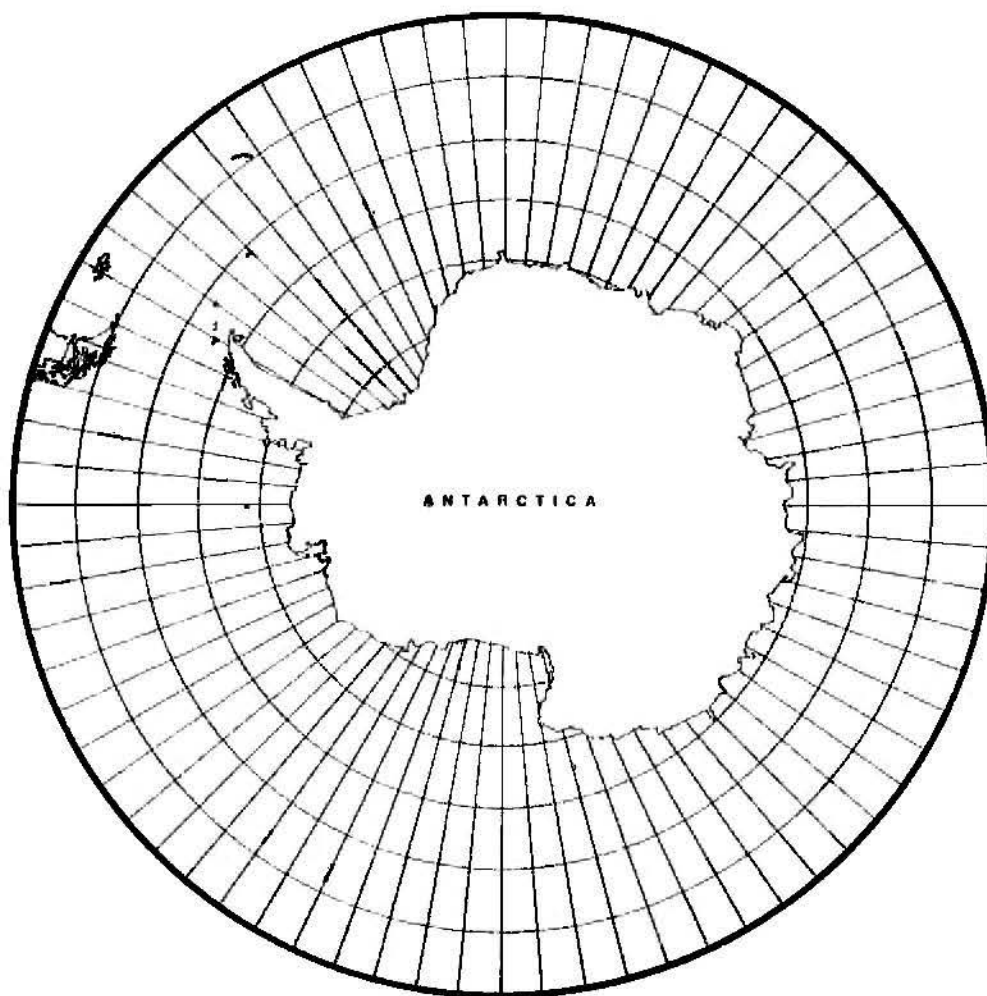
The most notable location in Australia is deep within the Outback. There, a strange crystal shard, 20' tall, known as the Cosmic Locus apparently absorbs power. The energy that it absorbs is on a tremendous, universal scale—it soaks up power from everything in the universe. It occasionally releases the stored energy in a strange way. It uses it to create a strange mental plane of existence called the Dreamtime.

ANTARCTICA

The continent of Antarctica, isolated, inhospitable and inhabited by little other than native wildlife, makes an ideal hideout for super criminals or staging ground for would-be world conquerors, and has been used for both in the past. There are no native cultures in Antarctica, so it is the climate and terrain that make it interesting instead. Average temperatures range from an mind-numbing -94° (1d6/Turn NND) in the inland mountains to a merely bone-chilling -32° (1d6/minute NND) on the coast. Without some sort of resistance or immunity to the cold, survival for more than a few minutes is simply impossible. For those with a susceptibility to intense magnetic fields or who employ magnetic equipment or directional abilities, the Earth's south magnetic pole is located several miles off the Adelie Coast. The Transantarctic Mountains which pass across the continent are some of the highest in the world. Most of this height is composed, not of frozen earth and stone, but of Antarctic icecap, some nearly 16,000 feet deep! It is at this point of greatest icecap depth, nearly 500 miles inland of the Adelie Coast, that the most interesting paranormal activities on the continent are taking place. Two unrelated circumstances may soon become intertwined—with potentially devastating effects.

THE FROST GIANT YMIR

Thousands of years ago the forbearers of the Norse gods, Odin, Vili, and Ve, killed the great frost giant Ymir in a spectacular battle. It was said that the gods themselves had sprung from Ymir's living body. Scandinavian legend told that Ymir's body was dropped into a great crevasse but what it does not tell is that the battle was carried across much of the globe and that the great crevasse, Ymir's final resting place, was at the southernmost tip of the world, within the Antarctic icecap. Here, now deeply buried in the icecap, it has lain forgotten or undiscovered by god and man. The gods didn't know, however, that Ymir was truly immortal and incapable of death (in the normal sense) at even the hands of gods. Yet he was critically injured in the battle and has lain there all these centuries in a comatose state. His sleeping body also continued to produce immortal beings. Thousands of meters below the surface, deep in the ice, Ymir's vast form is now completely hidden by a layer of huge ice nodules or crystals which have sprung from his body. Within each of these crystals, barely discernable, is a sleeping humanoid form. Undoubtedly a new generation of gods waiting to be born.



DR. DESTROYER

Mere miles away, agents of Dr. Destroyer are overseeing the construction of an underground (underice?) facility complete with multiple missile silos and an electromagnetic generating facility capable of distorting Earth's magnetic field. As this construction is in its early stages, and Dr. Destroyer himself is keeping busy in other parts of the world, these facilities are low on the Doctor's list of priorities. But what will happen when the construction team reaches Ymir's nodule-encased form?

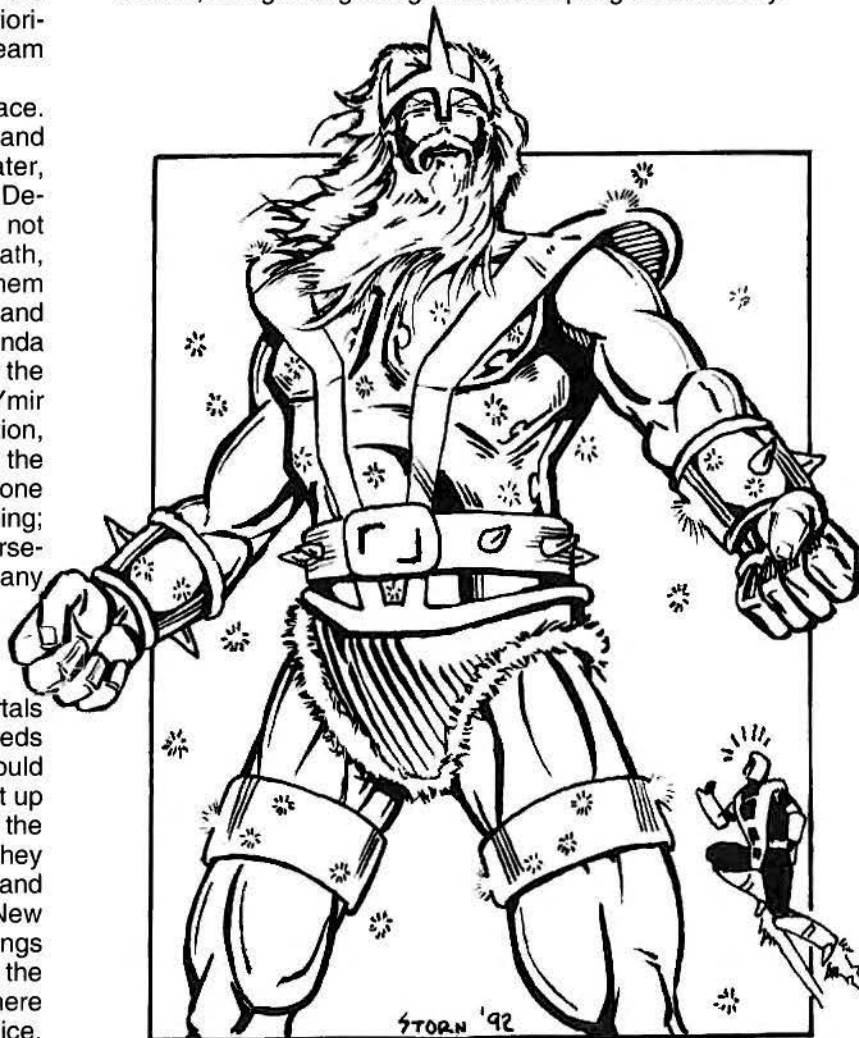
There are several possible events that could take place. The Antarctic Destroyer facility might be completed and made operational without Ymir being discovered until later, during an adventure or whenever the GM is ready. Destroyer might discover the ice-entombed godlings, not knowing (until later perhaps) that Ymir's body lies beneath, and spend his efforts reviving them and turning them towards his evil purposes. Once Ymir himself is found and perhaps revived, he will certainly determine his own agenda and will not be easily controlled by Destroyer, though the quick thinking villain might strike up an alliance. Ymir could revive on his own, without outside intervention, awakened by the increased radiation which reaches the Antarctic area through the depletion in the Earth's ozone layer there. The godlings themselves might be anything; from dead bodies to immortal infants to full fledged Norse-style gods to some other race from the Norse myths, or any combination conceivable.

THE GODLINGS

Statistics and writeups for the ice-entombed immortals are not presented here. For one thing there are hundreds of them and the space required to deal with them all would be enormous. Also we would like to leave this element up to the individual GM to flesh out. These beings provide the GM with a number of adventures and plot elements. They could be systematically thawed by Dr. Destroyer and released into the campaign as new super-villains. New player characters could find their origins here. The godlings could all unite and seek to determine their own place in the campaign world, be it beneficial or malevolent. Or there could be different factions of creatures hidden in the ice, some friendly, some not so. Anything is possible. When creating the godlings, an average individual should be a 400-600 point character with 100-150 Base points plus Disadvantages (with perhaps a Villain or "Godling" Bonus).

YMIR

The great frost giant himself is a being of incredible power and should probably only be used in high power level campaigns. He is an evil, magical being capable of causing devastation across a huge area. In lower level campaigns, Ymir could truly be dead or at least unrevivable by modern means, though the godlings could still spring from his body.



YMIR			
Val	Char	Cost	Combat Stats
95*	STR	25	OCV: 9 DCV: 1* ECV: 10 Phases: 3, 5, 8, 10, 12 Costs Char: 414 Base: 150 + + Powers: 1392 Disads: 1656 = = Totals: 1806 1806
26	DEX	48	
60	CON	100	
40*	BOD	36	
23	INT	13	
30	EGO	40	
65	PRE	55	
2	COM	-4	
50	PD	43	
30	ED	18	
5	SPD	14	
26	REC	14	
120	END	0	
110*	STUN	12	
Cost	Abilities		END
113	Elemental Control- Ice		
a-137	25d6 Energy Blast, 1 Hex Area, 0 END		0
b-112	15d6 Energy Blast, Area Effect (15" radius), Armor Piercing, 0 END		0
c-112	6d6 RKA, 1 Hex Area, Armor Piercing, 0 END		0
d-137	8d6 Entangle (8 DEF), Impervious to Hearing, Smell & Taste Groups, Area Effect (15" radius), 0 END		0
e-127	Darkness to Sight & Hearing Groups, 15" radius, 0 END		0
f-149	5d6 Major Transform (create any ice object), Area Effect (12" radius), 0 END		0
47	Change Environment (cold & snow) 64" Radius, Persistent, Always On, No Range		
50	Damage Resistance (full PD & ED), Hardened		
56	Armor +20 rPD/+10 rED, Hardened		
34	75% Resistant Energy Damage Reduction, only vs cold attacks (-3/4)		
33	Regeneration (5 BODY/Turn), only in -32° cold (-1/2)		
20	+15 Recovery, only in -32° cold (-1/2)		
22	Life Support (Doesn't Breathe, Immune to Vacuum, High Pressure, Intense Cold, Disease & Aging)		
10	Lack of Weakness (10 pts)		
10	Flash Defense (10 pts)		
31	Mental Defense (25 pts), Hardened		
25	Power Defense (20 pts), Hardened		
80	Growth (60 pts), Persistent, Always On (16" tall, 8" wide, +8" reach, -12" KB, -8 DCV, +8 to others' PER)		
48	+24" Running (30" total)		
29	10" Tunnelling, only through ice & snow (-3/4)		
5	Infrared Vision		
5	KS: Ancient Nordic Times 17-		
150+	Disadvantages		
5	1 1/2x STUN from heat (Uncommon)		
25	Distinctive Features (Not Concealable, Extreme Reaction)		
15	Psych. Limitation: Humans are insignificant (Very Common)		
15	Psych. Limitation: Egomaniac (Very Common)		
15	Reputation (Extreme) 11-		
1581	Villain Bonus		
*Characteristics from growth already added in.			

Background: Norse legend says that in the dawn of time there were but the realms of fire and of ice. In the place where the warm winds from Muspell, the realm of fire, drifted north to the edge of Niflheim, the realm of ice, is where life began, in the form of the great frost giant Ymir. From Ymir's body sprang all other life; giants, goblins, dwarves, trolls and gods. The first of these gods was Buri. Buri eventually married Bestla, the daughter of a frost giant, and they had three sons, Odin, Vili, and Ve.

In the meantime, Ymir was leading the frost giants in committing all manner of evils across the world. When Odin, Vili and Ve grew to adulthood, they defeated the mighty Ymir in a spectacular battle and dumped his lifeless body in a great crevasse at the bottom of the world. Ymir was not dead, however, but so severe were his injuries that he lapsed into a death-like coma from which he has never awakened.

Personality: Ymir is the creator of the Norse mythos. Even the gods pale before him, and mere humans are almost beneath his notice. His only use for all other things is as the recipients of his torments and destruction. He is evil and crafty, lying and trusting no one. Ymir would force the world to hail him as their ruler and submit their existence to his destructive pleasures.

Powers/Tactics: The simplest methods first, intimidation and destruction. If these tactics do not work at first, Ymir will apply more subtlety and guile. All that is cold and frozen is his to control. He can fire a wide range of frosty blasts, can entomb foes in ice, or batter and blind them with blowing snow. Ymir's mere presence causes temperatures to plummet and snow to swirl about. He can create objects of ice such as clubs or thrones and is resistant to any cold based attack.

Appearance: Ymir is a huge creature standing nearly 100 feet tall. His knotted, muscular body is pale as death and he wears armor and raiments of enchanted ice which shimmer like crystal.

THE GRAND GALACTIC SURVEY

GALACTIC EMPIRES

THE FASSAI

The Fassai are a collection of worlds from several systems in the Milky Way galaxy. Each world is considered to be a "House" or "Household." Centuries ago the Fassai was a great galactic empire but has fragmented and fallen to petty internal squabbles over position and prestige and its Houses have begun to war with each other.

Known Member Races: The Hzeel, Togarihmites.

References: *Classic Enemies* (pg. 70)

THE HIGH COUNCIL

AKA: The Grrr-y'p has proposed that the High Council be renamed the Federation in its attempts to reduce the Council's malevolent nature.

The High Council (until recently) was a pseudo-republic of several xenophobic species. These races banded together in an uneasy alliance with the mutual belief that each could better watch the other if they were allied. With this established they set themselves up as something of a galactic review board, examining the "viability" of a race to enter the Council. They then establish proof that the race is too weak or unstable and eliminate it — to spare it an agonizing self destruction. Recently the Grrr-y'p were "reviewed" and tricked the Council into accepting them. The Grrr-y'p are now participating very actively in the examination process, hoping to save more races.

Known Member Races: Argh'ers, Dree A-Noying, Gnorns, Grrr-y'p, Mi'Leeans, Saw'hoo'ug'in, Taslans.

THE THALOKIAN SYSTEM

Several planets of the vast Thalokian star system are habitable (see also Thalokites, Intessians, Ssynstrans and the Masq). Thalok Prime, Intessa and Ssynstra were previously occupied when the Thalokites began colonization of their system. The Intessians were dealt with with diplomatic care since the Thalokites assumed that the Intessians would have superior weaponry. When the Thalokites encountered the barbaric Ssynstrans they underestimated both the Ssynstrans and their planet, sending insufficient ground forces to conquer the lizardmen and accidentally detonating vast, explosive mineral deposits deep within the planet, destroying it. Ebys IX was (incorrectly) thought to be uninhabited and too inhospitable to colonize. Bandoq II and IV were habitable and colonized by the Thalokites. These colonies are now expressing dissent over their unfair governance by the Thalokites and war may be coming.

Known Member Races: Bandoqians, Intessians, Ssynstrans, Thalokites.

References: *Alien Enemies* (pg. 18-24)

THE TRESSILAINE EMPIRE

AKA: The Interstellar Empire.

The Tressilaine Empire is a vast alliance of several star systems, all held in check by the intimidating power of the Emperor. The Emperor is an immortal, near-omnipotent being who lives in the galactic core. His power is capable of reaching nearly to the edge of his Empire. Being immortal, the Emperor is less interested in quick expansion than in securing his hold on the existing Principalities. The Emperor is, however, unable to travel from his "throne" and regularly has curiosities and objects that he has personal plans for brought to him. The Empire often employs genetically altered creatures from within the Empire against opposing cultures.

Known Member Races: The Howar, The Vyrrm.

Agents of the Empire: Starspawn (*Challenges for Champions*, pg. 46), Alien Breeders (*Invasions: Target Earth*, pg. 40), The monster (*Robot Warriors*, pg. 130), Lok-480K (*The Zodiac Conspiracy*, pg. 9)

References: *The Zodiac Conspiracy* (pg. 9 & 41), *Robot Warriors* (pg. 130, as the Interstellar Empire)

ALIEN RACES

THE ALPHA

The Alpha: The Alpha are a race of near invisible energy beings who roam the universe in search of excitement. They tend to run in small packs consisting of Alphas with similar preferences and motivations. When the Alpha find a race with the potential to "entertain" them, they move into a host body, establishing a twisted symbiotic relationship with it.

Homeworld: None. The Alpha are a vagabond spacefaring race.

Relations: The Alpha prefer to manipulate other races rather than "relate" to them.

Level of Technology: None. The Alpha have no technology of their own preferring to utilize the technology of others through their host bodies.

Background: The Alpha may be responsible for the mythological beings of many races. Since their host bodies often acquire superhuman abilities they prefer to appear as gods to backward races. With this unquestionable status they enjoy whatever experiences they wish.

References: *Alien Enemies* (pg. 31)

AQUARIANS

Aquarians: The Aquarians are a race of aquatic humanoids with shiny, pale green skin and gills. Their eyes are luminous yellow and they have webbing between their fingers and toes. Aquarians often adorn themselves with shells as part of their war dress.

Homeworld: Fsesca. Fsesca is a watery world of relatively shallow ocean depths. The waters are heavily populated by a variety of fish and dense aquatic forests.

Relations: The Aquarians maintain infrequent, peaceful relations with the Soolurlin.

Level of Technology: Low. The Aquarians have limited natural technology. All of their advanced technology was obtained from the Soolurlin. Hence they have sufficient advanced equipment to colonize other planets and some rudimentary repair technology but little ability to create it from scratch.

Background: The Aquarians had a comfortable tribal society with well defined nations and little warfare when the Soolurlin arrived to make peaceful relations with the people of Fsesca. The Soolurlin offered them advanced technology and help in solving one of their growing problems, overpopulation. With their newly acquired stardrive technology, the Aquarians have begun to colonize other watery worlds.

References: *Alien Enemies* (pg. 6)

THE ARCANE

The Arcane: The Arcane are a race of evil sorcerers. Relatively human sized, their skin is brownish-pink with mauve splotches. Orange, multifaceted eyes stare coldly above short, dripping tendrils where their noses and mouths should be. They usually wear flowing, hooded robes. The Arcane are darkly selfish, caring only for themselves and perhaps the advancement of their race.

Homeworld: Unknown. No other races are known to have encountered the Arcane's homeworld and the Arcane themselves are very secretive of its location. It is rumored to be a dark, steamy world far from its sun. Dim shapes pass overhead and scuttle in the shadows.

Relations: The Arcane have remained a secluded race until now. Now they seek to conquer and colonize Earth.

Level of Technology: Technologically Primitive. Their magical abilities easily compensate for their lack of technology. Capable of interdimensional travel and genetic manipulation.

Background: The Arcane have spent thousands of years learning to manipulate the magical forces of their world. This manipulation became so efficient that they felt no need to pursue manual achievements of technology. Eventually their world's magical energies became depleted. The Arcane began searching for another world capable of supplying the necessary energy. They have since discovered Earth and are beginning to infiltrate our world in preparation for invasion.

References: *Alien Enemies* (pg. 28)

ARGH'ERS

AKA: Called the Rogues by the Grrr-y'p and "Dog-boys" in the High Council Military.

Argh'ers: Argh'ers are a humanoid canine race. Though they are humanoid their canine aspects make some visible differences in their form such as short, nailed fingers and unique leg musculature. Psychologically, they are status seekers and territorial to the point of xenophobia.

Homeworld: Pounod V. Pounod V is a large, somewhat dirty world approximately two-thirds covered by oceans. Many small animals abound in the grain forests which dominate the land.

Relations: Argh'ers are a member of the High Council.

Level of Technology: Very High. Capable of intergalactic travel and plasma energy weapons.

Background: Argh'ers have spent their entire history as the hunters. Their intelligence and aggressiveness have motivated them to ally with the Saw'hoo'ug'in to form the High Council. Once a prospective world is declared unacceptable and is to be destroyed, Argh'er squads raid the doomed world of its wealth and store it in the treasure mines of Pounod's two moons.

References: *Alien Enemies* (pg. 45)

BANDOQIANS

Bandoqians: The inhabitants of Bandoq II & IV are descendents of the Thalokites (see Thalokites). They have yellowish skin ranging from pale yellow to deep bronze and yellow eyes. Some evolutionary changes due to their environment have taken place over the years. Those from Bandoq IV are nearly identical to Thalokites, though more rugged. Inhabitants of Bandoq II have gone through considerable change. Their proximity to the sun has caused their evolved bodies to retain huge amounts of fat and grow a tough leathery skin. Due to some unknown environmental characteristic their tongues have slowly evolved to a length of up to six feet.

Homeworlds: Both Bandoq II and Bandoq IV are Earth-like and virtually identical though Bandoq II is mostly tropical due to its nearer proximity to the sun.

Relations: Bandoq II & IV are united parts of the Thalokian system. The worlds also enjoy good trade relations with many other races including the Grrr-y'p, the K'Pok, the Togarihnites and of course the other races within the Thalokian System.

Level of Technology: Advanced. Capable of fast interplanetary travel and space-warp gates. All technology of the Bandoqians (like the rest of the Thalokian System) is designed to fit the stylish appearance of the system (similar to 16th Century England).

Background: Bandoq II and IV were colonized centuries ago by the Thalokites and became principalities of Thalok Prime. After much taxation and oppression the principalities are secretly planning independence and are about to make a stand against Thalok Prime.

References: *Alien Enemies* (pg. 20 & 22)

THE BA' N'GII

AKA: Called the Malites by the Malvans.

The Ba' N'gii: The Ba' N'gii are a peace loving people originally descended from the Malvans. Their centuries old separation from their ancestors has caused the race to evolve differently however. Because of Malva II's totally mountainous terrain, the Ba' N'gii have altered their genetic structure to provide fully functional wings. A racial quality still shared with the Malvans is the occasional birth of individuals who can manipulate elemental forces.

Homeworld: Malva II. Malva II is a giant planet totally covered by high mountainous terrain. Heavy, toxic gasses cover the planet's surface but the planet's mountains rise high above the gasses into the breathable atmosphere above.

Relations: Malva II has been conquered by her sister-planet Malva I (see Malvans) and the Ba' N'gii are now all slaves.

Level of Technology: High. The Ba' N'gii are highly intelligent and their technology very sophisticated. However, since the majority of the race is not ambitious, a limited variety of devices (mostly practical) have been constructed. They have no space flight capability.

Background: Many centuries ago the citizens of Malva I were at war. During that time a more technologically oriented faction discovered the existence of a habitable world nearby. Seeking peaceful escape from the wars, the faction gathered together and, in a magical ritual which completely removed their mystical abilities, transported themselves to Malva II. Here they totally disassociated themselves from the Malvans and began a peaceful existence of study and the improvement of life. Centuries later, after the Ba' N'gii had been discovered, they surrendered to the superior ferocity and destructive capability of the Malvans. To escape the annihilation of their race, they surrendered themselves into slavery.

References: *To Serve and Protect* (pg. 27, Quasar's race)

COLADS

Colads: Colads are intelligent, near amorphous beings. Their central cylindrical body is approximately 15 feet long with 16 long, cartilaged legs spreading from its center. Eight eyes encircle the front head portion of the body above a gaping, sharp toothed maw.

Homeworld: None known. Colads travel through space in interdependent colonies. It is rumored that the Colads have colonized a huge asteroid belt somewhere in the galaxy.

Relations: Colads recognize the right for all other species to exist but wish no formal relations.

Level of Technology: None. Colads are completely self-sufficient and have no want for technology.

Background: The Colads developed an advanced civilization on a small, inhospitable world which died out centuries ago. Due to the small size of the planet and the large size of the Colads the world soon became overpopulated. They manipulated their genepool to create superior Colads that could survive in space. In the centuries since then they have lived in relative peace.

References: *Alien Enemies* (pg. 57, Case 39's race)

THE CRRREECH

The Crrreech: The Crrreech are a race of small, hermaphroditic insectoids which resemble preying mantises. They once lived on a planet with almost no atmosphere. This has caused the Crrreech to develop an immunity to harsh environments and space. The Crrreech language consists of radiant light patterns from the eyes though they are able to learn verbal languages. They are curious and pacifistic.

Homeworld: Cht'k'k'k'kt. The Crrreech homeworld is no longer inhabited. Since the planet has little atmosphere it is now a burial shrine for the Crrreech.

Relations: The Crrreech are attempting to establish relations with the Kites, but the vast differences in social structure is causing problems.

Level of Technology: High though not used. The Crrreech understand technology and teach it to their young but since they are capable of surviving in space and are content with their lives, they seldom employ any.

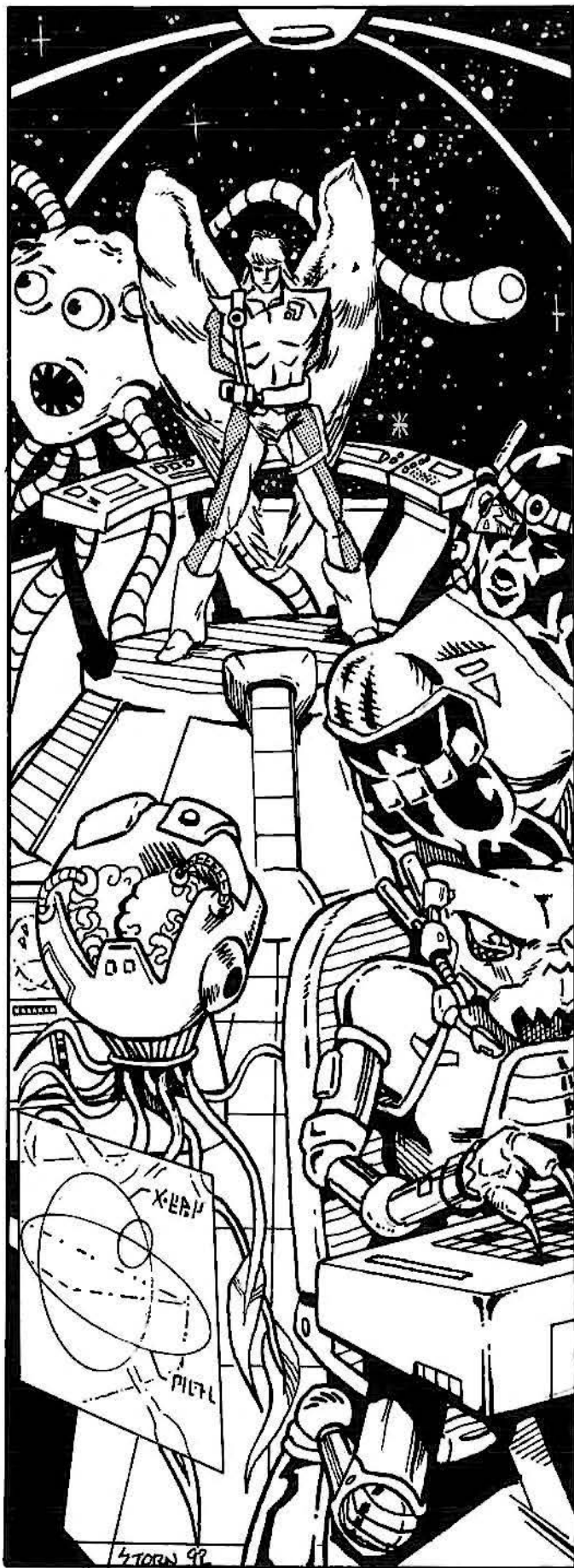
Background: The Crrreech had developed a thriving civilization on their homeworld centuries ago but as their atmosphere deteriorated they evolved the ability to survive in progressively lessening atmosphere and finally in space. They now dart about the galaxy curiously exploring other planets and races.

References: *The Circle and M.E.T.E.* (pg. 24, Elt's race)

THE DELARR

The Delarr: The Delarr are enormous and beautiful creatures. Resembling jellyfish, their shimmering, opalescent bulbs are 40 miles across and their thousands of glistening, ribbon-like tendrils hang for nearly 15 miles beneath their bodies. They live as mated pairs, at peace with the universe, travelling leisurely through the infinite void appreciating the beauties of space.

Homeworld: None. The Delarr roam the vastness of space.



Relations: The Delarr see no need for formal relations with any other race.

Level of Technology: Nonexistent. The Delarr are completely self-sufficient and have no need or want for technology.

Background: Virtually nothing is known about the Delarr. They are rumored to be one of the universes' most ancient races. They have been encountered only rarely by other races throughout recorded history.

References: *Alien Enemies* (pg. 58)

DREE A-NOYING

AKA: Called "Bug-boys" in the High Council military.

Dree A-Noying: The Dree A-Noying are humanoids with the heads and chitinous skin of locusts. They are the greatest of hypocrites, showing nothing but disdain for other races except when at a disadvantage or in need something from another race. Then they are quite friendly and cooperative.

Homeworld: The Dree A-Noying homeworld was destroyed by geological stresses. The Dree now live on the inhabitable moon revolving around Horais'sho (see Saw'hoo'ug'in).

Relations: The Dree A-Noying are a member race of the High Council and are bound by treaty to side with the Saw'hoo'ug'in in all council votes.

Background: Just fifty years ago, after the Saw'hoo'ug'in established initial relations with the Dree, the Dree launched an enormous number of warships and populace ships to take over the foolish fish-men. However just after the force left the Dree homeworld, their planet exploded behind them. The vast missile armament the fleet carried was used to destroy huge chunks of the planet that hurtled towards the fleet. Drained of destructive power, the Dree A-Noying fleet proceeded to Horais'sho, the only inhabited planet they knew of, to beg for permission to colonize a section of their world. The smug Saw'hoo'ug'in allowed the Dree to settle on their moon, less hospitable though inhabitable. In exchange the Dree were forced to ally with the Saw'hoo'ug'in in every endeavor.

References: *Invasions: Target Earth* (pg. 45)

E'CROTIAN

E'Crotians: E'Crotians appear as tall, humans with red hair, reddish complexion, and green eyes. The E'Crotians medicines and training techniques make them superhuman by our standards, giving them heightened strength, agility, constitution and greatly enhanced senses. They are capable of making instinctive, subconscious range calculations giving them exceptional ability with ranged weapons. Emotionally, the E'Crotians as a race are highly conceited and bigoted. They like to think of themselves as the most advanced race in the galaxy. They are abusive towards less advanced humanoid races and all non-humanoids are viewed merely as animals to be exploited.

Homeworld: E'Crotia. E'Crotia is a binary world, two small planets in stable orbit around each other and around their sun. The climate of both worlds is Earth-like except that the tides and waves reach much farther inland and the wind blows strongly at all times.

Relations: The E'Crotians have formal relations with only a few other races, all of them humanoid. Among these are the the Midha People and the Malvans. Due to their arrogance they are shunned by most races. The E'Crotians are currently at war with the T'yak race whom they believe to be nothing more than slaves and meat source.

Level of Technology: Very High. Capable of fusion power and FTL travel.

Background: The E'Crotian "Empire" (actually a small cluster of planets in the E'Crotian star system) is over 10,000 years old and has survived dozens of wars and catastrophes. Though warlike, they do not use weapons of mass destruction and are unified under one government which provides education and other benefits for its citizens. 400 years ago the E'Crotians discovered and domesticated the bestial inhabitants of T'yakis, an isolated planet in their system. 80 years ago the T'yaks, believed to have only rudimentary intelligence, revolted and decimated the E'Crotians. A state of war now exists between the two races. The E'Crotians were nearly wiped out before they gathered their wits but are now beginning to overcome the T'yaks.

References: *Alien Enemies* (pg. 42)

GAELEANS

Gaeleans: Gaeleans are a race possessed of tall, sinewy bodies with bluish-violet skin and bulbous yellow eyes. They are hairless and covered only by a few silvery armor plates and a scattering of implanted cable connections which help maintain bodily functions. The Gaeleans commonly sort out their most intelligent scholars for induction into a group known as the Cerebraeum who lead the planet's quest for knowledge and technology.

Homeworld: Gael. The planet Gael is a lush, thriving world of moderate size and hospitable climate.

Relations: The Gaeleans have deduced the certainty of other sentient races in the universe but have not been contacted and have not initiated contact. The only world which they have made any contact with is Earth. This was made by a few of the Cerebraeum and hardly in an official capacity.

Level of Technology: Advanced. With the efforts of the Cerebraeum the Gaeleans are capable of a vast technology. This technology is tempered, however, by a lack of ambition beyond the betterment of personal life. Capable of space-warp ships and physical refinement.

Background: The inhabitants of Gael spent thousands of years in relative peace. They became technologically advanced early in their racial history due to the efforts of the Cerebraeum. Their world became a Utopia. However the world started to become overpopulated due to their immunities to disease and aging. The Cerebraeum sought out another world for them to colonize and discovered Earth. Five Cerebraeum were sent to Earth to scout and make contact but something went wrong, and no message has returned from them. The Cerebraeum are now deciding how to proceed.

References: *Alien Enemies* (pg. 7)

GNORNS

AKA: The Gnorns are called "Toad-boys" in the High Council military.

Gnorns: Gnorns are toad-like humanoids with dense, spiny hides and bulbous frog-like eyes near the top of their heads. Though extremely slow moving they are highly ambitious, scheming and far sighted.

Homeworld: Flyp't. Flyp't is a beautiful, swampy world with shimmering moss hanging from the tall, thorny trees.

Relations: Gnorns are a member race of the High Council.

Level of Technology: Very High. Capable of basic genetic engineering and advanced defensive technology.

Background: The Gnorns are the meek. Hundreds of centuries ago a highly advanced civilization destroyed itself with biological weapons. Nothing higher on the evolutionary scale than reptiles survived. The residual biological weapons mutated the remaining wildlife and the Gnom race was born. They slowly evolved into the superior species they are now.

References: *Invasions: Target Earth* (pg. 45)

GOBYLITES (DESTROYED)

Gobylites: The Gobylite race was composed of stunted humanoids with rippling, leathery skin and single eyes.

Homeworld: Gobyl (assumed desolate). Before the conflict with the Vyrrm, Gobyl was a hospitable world with rocky soil and vast plains of tall, waving grasses. Since the conflict, no one has visited Gobyl to assess its current condition.

Relations: The Gobylites were at war with the Vyrrm when they were destroyed.

Level of Technology: Unknown (substantial mental advancements).

Background: Little is known of the Gobylite civilization. Long ago the Gobylites were crushed by the Vyrrm after a short and bloody onslaught. The race was destroyed at its most vulnerable moment, when ten billion Gobylites combined their life energy into one devastating mass of energy known as the Q'rrm. When the Gobylites were destroyed the Q'rrm was release at hyperspeed through space and time where, from place to place, it occasionally accumulates and is harnessable.

References: *Atlas Unleashed* (pg. 3)

THE GRRR-Y'P ("THE PEOPLE")

The Grrr-y'p: Evolved from semi-aquatic mammals, The Grrr-y'p appear to be man sized bipedal otters. Their long sinewy bodies are covered with dense fur (the color of which varies with each individual) and their hands have opposable thumbs. "The People" do not wear clothing but do utilize belts, packs and pouches to carry items and equipment.

Homeworld: Gyrr-y'rr. The Grrr-y'p homeworld is a watery planet with many large, rocky islands. Climate ranges from tropical near the equator to near-arctic at the poles.

Relations: The Grrr-y'p are one of the races of The High Council. Their greatest adversary in the Council are the races they call the Rogues (see Argh'ers and Saw'hoo'ug'in).

Level of Technology: Highly sophisticated. Capable of interstellar travel and teleportation.

Background: The Grrr-y'p are a playful, peace-loving race interested in the technological betterment of all life. Due to the elitist, subversive attitude which dominates most of The High Council races, the Grrr-y'p have taken it upon themselves to help determine if a world is worthy of being brought into The High Council.

References: *Scourge from the Deep* (pg. 47)

THE HOWAR

The Howar: The typical Howar is relatively humanoid with pale, waxy, green skin; a long neck; short, pointy chin; and large eyes with huge pupils. The Howar are blood-thirsty and highly feared due to their ancient custom of eating their enemies to obtain their spiritual energy. Through the centuries the interpretation of this custom has become looser and looser, making them even more disgusting and fearsome.

Homeworld: Xandan IV. Xandan is a world in its declining years. Its resources, having been fully squandered by the Howar, are almost depleted. The sun is hot, and little vegetation still grows. Incredibly vast canyons, the result of extensive mining, stretch to the horizon.

Relations: The Howar are an uneasy member of the Tressilaine Empire but otherwise have few established relations with other races. Due to their gastronomic traditions they are something of outcasts of the galactic community.

Level of Technology: Advanced. Capable of intergalactic travel and excelling in robotic technology.

Background: The Howar are intensely interested in expansion. The efforts of their civilization consist mostly of quietly scouting worlds that have no galactic supervision, infiltrating major diplomatic positions, and subtly disabling planetary defenses. They also assess the edibility of the dominant race as a potential food source. A mother ship will later return to the planet and, if the planet is a viable food/colonization world, they will call for sufficient forces to take control.

References: *Super Agents* (pg. 97), *Alien Enemies* (pg. 11, diseased alien's race)

THE HZEEL

The Hzeel: The Hzeel are descended from amphibious eels. They stand (slouch) nearly five foot tall, have glowing eyes and a ridge of webbed spines along their upper back. Their bodies build up vast amounts of static and store it in the cells of their bodies. They are obsessively curious and consider any knowledge to be a most valuable commodity.

Homeworld: Zelos. Zelos is a world situated much closer to its sun than Earth is to its sun. The world itself is mostly land with arid conditions predominate and small

oceans at the poles.

Relations: The Hzeel are one of several races whom the Thane have declared war on and are a fringe "Household" in the Fassai. They have established stable relations with the V't'm.

Level of Technology: High. Capable of interplanetary travel. The peak of current technology is the surprise discovery of warp-door capability which is beginning to be used to scout areas in advance of conventional travel.

Background: The Hzeel are a people of intense curiosity. They travel and explore for the sake of acquiring more knowledge. The rate that this knowledge is being acquired far exceeds their ability to comprehend and utilize it, so it is being stored in huge memory banks until it is needed. These vast banks of knowledge are now highly craved by the Thanes who have decided to take it by force.

References: *Classic Enemies* (pg. 81)

INTESSIONS

Intessionians: Intessionians are somewhat short humanoids with deep bluish skin. Eye color varies from black to gray to green and hair color from white to varying degrees of blue. Many Intessionians are some of the finest scientists in the known galaxy.

Homeworld: Intessa. Intessa is a lush, green world dominated by a number of enormous, man-made domes. Within the domes climate and ecology are strictly regulated. This provides an ideal environment for the local flora and fauna and hospitable climate for the Intessionian cities.

Relations: The Intessionians are a member of the Thalokian System.

Level of Technology: Advanced. Though to what extent is not fully known.

Background: The Intessionians are a peace loving yet somewhat smug people. A general xenophobia pervades the culture, and planetary law prohibits the Intessionians from dealing with other races on a political or cultural level beyond minor commerce, such as the export of wines.

References: *Alien Enemies* (pg. 23)

THE KAARG

The Kaarg: The Kaarg appear as humanoid frogs about five foot tall (if stood upright). They have slimy pinkish skin, yellow eyes, and webbing between their fingers and toes. Their jaws are detachable providing them with a gaping maw capable of swallowing a large dog whole. They have a harsh defensive mechanism which sprays a stinging, vision obscuring mist at opponents. Though low in intelligence, the Kaarg are quite friendly and wish harm to no one. However they have a driving instinct to multiply and eat... everything.

Homeworld: None. The Kaarg ate it centuries ago.

Relations: Though the Kaarg's low intelligence prevents them from maintaining any kind of relations, they have encountered many other races (most of them now extinct).

Level of Technology: Primitive. The Kaarg do not have the intellect to produce anything more than simple, hand held tools.

Background: Any worlds which might have known where the Kaarg came from have long since died (probably of starvation). The Kaarg may themselves be a genetic experiment of another race gone awry. Kaarg eggs, highly resistant to the rigors of space, travel throughout the galaxy until they land on an inhabitable world. Here they hatch and quickly begin to eat and procreate until they are millions in number and have eaten everything in sight. At this time specially bred "cows", able to fly and survive in space, spew their eggs back into space to travel to other planets.

References: *Alien Enemies* (pg. 17)

KITES

Kites: Kites are a race of 5' tall, bipedal insectoids. Their bodies are covered by a white chitinous exoskeleton, their hands and feet end in long, dangerous claws and their eyes are multi-faceted and yellow. They do not wear clothing in most normal situations.

Homeworld: Hivia. Hivia is a large, ringed world covered primarily by land. An intricate network of underground caverns and passages; cut by powerful, underground freshwater rivers; lace the entire planet. The world's inhabitants have utilized these caverns to build vast underground pueblo cities.

Relations: The Kites are a species of the Hivian Civilization.

Level of Technology: Highly advanced. Capable of advanced space/time warp travel.

Background: Millions of years ago the Kites were all part of a single civilization, the Hivians, with a single mind working together in productivity and harmony. Then some unknown cataclysm shattered their "groupmind" and the species of the Hivians evolved independent cultures, minds and personalities. These individuals soon split into two factions; those who wanted to bring the race back together as it was in the groupmind, the Together; and those who wanted to retain their separate unique personalities, the Aparts. It is not known if, today, the races have come to an agreement or if they are at war with each other.

References: *Classic Enemies* (pg. 89), *Stronghold* (pg. 23, Insectoid's race), *Champions Presents* (pg 112, an ancient, now died-out mutant offshoot)

KKKRRYSTK

Kkkrrystk: (The sound of two stones being rubbed together) Kkkrrystk are a bi-racial people. Those of the Earth, or Rocky People and Those of the Air, or Squishy People. It is not known how the race developed such differences but they are believed to have evolved from the same ancestors. The People are separate cultures but capable of cross-breeding, which produces offspring of the same race as the father. The two races live in harmony and cooperation with each other. The Squishy People being quicker thinking and more intellectually ambitious are the better scientists; the Rocky People, having a natural understanding of the earth, make fine engineers and, being rather tough and long lived, take care to protect the Squishy People.

Homeworld: Klyc. The environment of Klyc is the result of centuries of volcanic activity. Huge, craggy mountain ranges and vast, rolling plains dominate the terrain. Other than these harsh geographic features Klyc is hospitable and Earth-like.

Relations: Kkkrrystk maintain relations with many other races. Their own well-colonized system is thought of among the Kkkrrystk as an Empire, and it is indeed vast in size.

Level of Technology: Very High. Capable of advanced medicine and space warp crafts.

Background: Kkkrrystk ancient history is generally kept a religious secret from the rest of the universe. Their technology advanced quickly but, being somewhat socially cautious, their social culture evolved more slowly. Hence the current state of sociological advancement is similar to Renaissance Italy of Earth.

References: *Champions Rulesbook* (pg. C4, Obsidian's race), *Alien Enemies* (pg 30)

THE K'POK

The K'Pok: The K'Pok are a race similar to humans. The only difference is in the race's goal towards physical and mental perfection. Their more advanced technology allows them to accomplish this with greater ease than Earthlings can. The K'Pok are a fine example of what the inhabitants of Earth may be like in the future.

Homeworld: K'Pok. K'Pok is much like Earth. Having centuries ago suffered through the threat of nuclear devastation and environmental ruin, the planet is now nearly fully restored to its pre-industrial splendor.

Relations: The K'Pok maintain stable relations with many known civilizations such as the Thalokian System.

Level of Technology: Advanced. Capable of intergalactic travel. Most military servicemen are supplied with sophisticated equipment such as multifunctional battle armor.

Background: The K'Pok are a caste system race of humanoids. Children born to parents of a specific caste (merchant-caste, warrior-caste, etc.) are obligated to carry on their parents' caste. Once they have reached early middle age, they are free to leave their caste ("retire") and pursue their own interests with the blessing of the community.

References: *The Circle and M.E.T.E.* (pg. 18), *Alien Enemies* (pg. 50), *Red Doom* (pg. 19, The Green Avenger)

MALVANS

AKA: Called the N'gai by the inhabitants of their sister planet, Malva II, and the Imperium by one of the Malvan subcontinents.

Malvans: Malvans are similar in appearance to humans but are faster and stronger. Some Malvans (thought to be especially suited to gladiatorial games) display the ability to manipulate elements.

Homeworld: Malva I. Malva I is a world much like Earth but is permeated by an innate, subtle magic which some Malvans have learned to manipulate.

Relations: For some time Malva refrained from interplanetary conflict, its people preferring to war amongst themselves. Not long ago this changed as the Malvans enslaved the inhabitants of its neighboring planets in the system and are now scouting Earth for possible conquest.

Level of Technology: Somewhat low. The Malvans have been more actively pursuing their magical potential rather than technological advancement. They do have limited interplanetary capability, however, and sufficient weaponry to conquer a weaker planet.

Background: Many centuries ago Malva was a kingdom of feuding kingdoms. Many of these kingdoms invaded other worlds for slavery and colonization. Eventually the feuding kingdoms were all united under one Emperor, or Phazor, and an era of relative peace began. Throughout the years the Phazor and his people were advised by the Wisdom Stones, calcified bodies of ancient wise men who have magically kept themselves alive. The Malvans became soft and decadent. Spectacular gladiatorial sports, which eventually included the use of slaves taken from other races (such as the Ba' N'gai), became the most popular spectator pastime. Gladiatorial champions were worldwide heroes (such as the Champ).

Malvan legends are highly revered. Stories such as the legend of the Firewing, in which pearls (or valiant men, who are likened to pearls) are placed into a furnace from which a new stone emerges, are generally believed to be true.

References: *Classic Enemies* (pg. 62), *To Serve and Protect* (pg. 27, as the N'gai), *Alien Enemies* (pg. 8, as the Imperium), *Enemies: Villainy Unbound* (pg. 29, The Remover's captors)

THE MASQ

The Masq: The Masq are malevolent shapeshifters. Their entire lives are spent attempting to control everything they encounter. In their natural form, the Masq are lumpy humanoids with thick, translucent skin covering throbbing organs, visible beneath. Their shapeshifting nature gives them the ability to change themselves to resemble any humanoid race.

Homeworld: Ebys IX. Ebys is a volcanic world far from the Thalokian sun. Long shadows during the dim days and the three month long nights make Ebys a dark, unfriendly world.

Relations: Though Ebys IX is a distant world in the Thalokian system, the rest of the system is aware of the Masq and are constantly on guard for them. The Masq have infiltrated dozens of worlds, many of which they have conquered.

Level of Technology: The Masq are technologically inferior to most races but have a vast amount of equipment stolen from other races which their ability allows them to utilize.

Background: Little is known of the shapeshifting Masq. Their past is shrouded in mystery. Rumors abound. Some stories say they are tools of conquest created by the Thane. Others say that the Masq are all individual components of an enormous being, and that their entire planet is alive. In any case they are insidious invaders bent on the patient domination of the galaxy.

References: *Alien Enemies* (pg. 25), *Alien Enemies* (pg. 30, a Masq outcast)

THE MIDHA PEOPLE

The Midha People: The Midha are a salmon-skinned, hairless humanoid race. They are of somewhat stronger physique than humans. However, the purity of their world's environment has reduced their immunity to disease and chemical contaminants. Due to their centuries-old closed society they are somewhat socially inept outside of their own culture.

Homeworld: Midha. Midha is a large, plentiful world with vast, fertile plains and beautiful scenery. The People are by far the dominant species, and there are no other aggressive creatures on the planet.

Relations: The people of Midha maintain relations with many worlds. Due to their unusual ambition they perform labor for many races.

Level of Technology: Advanced. As a race the Midha People are capable of limited intergalactic travel. Since only a small percentage of the People are born with high ambitions and only a small portion of these dedicate themselves to science, there are very few who truly understand and produce technology.

Background: For as long as they can remember the Midha People have been at peace with themselves. These centuries of peace have greatly reduced their individual ambitions. Their one driving motivation throughout the centuries has been their great directive to serve all life. Most of the Midha People get great self-satisfaction from the service of others and, so long as they are not mistreated, will serve their chosen cause faithfully. The People do have a sense of right and wrong and will strive to determine the justness of their service before they perform it and will usually not serve an unjust cause for any length of time.

References: *The Circle and M.E.T.E.* (pg. 22)

MI'LEEANS

AKA: Called The Rogues by the Grrr-y'p. Called "Gopher-boys" in the High Council military (more a comment on their evolution than their appearance).

Mi'Leeans: Mi'Leeans are a humanoid race descended from burrowing animals. After centuries of evolution they moved to the earth's surface. While building their civilization they discovered that they were the only sophisticated race on the planet. They now believe this standard must also exist throughout the galaxy.

Homeworld: Mi'Lee. Mi'Lee is a large world of extreme weather conditions and unstable geology with many volcanoes and frequent earthquakes.

Relations: Mi'Lee is a member world of the High Council. Within the High Council the Mi'Leeans are constantly at odds with the Grrr-y'p.

Level of Technology: Very High, though not as high as it seems. The Mi'Leeans were capable of rudimentary interplanetary travel when they joined the High Council. As a member they now have access to much shared technology.

Background: The Mi'Leeans are a paranoid and somewhat aloof race of humanoid. Many years ago Mi'Lee received undecipherable radio signals from space. Fearing invasion, the Mi'Leeans began setting up lookout posts on their moons and were on their way to their nearest planetary neighbor when their ship was contacted by the founding members of the High Council. Realizing their technological inferiority, the Mi'Leeans went through a period of "acceptance" as they became a member of the Council. Slowly they began to infect other Council memberworlds with their xenophobia (see The High Council). The "secret government" of Mi'Lee is now stockpiling weapons and technology of other worlds in preparation for the annihilation of all races but their own. They are also affecting the new world examination process, scrutinizing newly discovered worlds and fabricating reasons why they should not be allowed to join the High Council and should be wiped out.

References: *Classic Enemies* (pg. 28), *Scourge from the Deep* (pg. 47 as the Rogues), *Invasions: Target Earth* (pg. 44 as a member of the High Council).

"THE NAMELESS"

"The Nameless": The Nameless, as they call themselves, are hairless, pink skinned humanoids with large eyes and three toed clawed feet. Their high gravity world gives them squat, dense physiques and exceptional strength and longevity. They also display telepathic and telekinetic abilities. They are good natured and extremely physical often brawling happily amongst themselves.

Homeworld: Spheklan. Spheklan is a world with extremely high gravity and temperamental climate. Weather conditions fluctuate frequently and winds average 80 mph.

Relations: The Nameless occasionally trade in the Thalokian System.

Level of Technology: Very High. Capable of intergalactic travel.

Background: To live in harmony with nature one must play by its rules. And so the Nameless do. They grew up as a race in close relation with the other wildlife of Spheklan, learning from them how to fight and how to play — both roughly. From this relationship with nature came the Nameless' innocence and respect for other creatures. As they moved into space the other races they met were equally respected and, because of the Nameless' rather extraverted manner, were respected in turn. All other races wish to remain on the Nameless' good side. Once befriended they are valuable allies and once crossed they can be deadly foes.

References: *The Circle and M.E.T.E.* (pg. 25, The Mighty Pinchus' race)

THE PHO'RARRTHA'KP

The Pho'Rarrtha'Kp: The Pho'Rarrtha'Kp are a race of gigantic, chlorine breathing invertebrates. They are peaceful, near-immortal and practically non-reproductive. Their centuries old custom of inner contemplation has led to ponderous, meandering thought processes.

Homeworld: Pho'R. Pho'R is a gaseous, giant planet with a chlorine atmosphere. The surface is a nearly featureless muck and the atmosphere churns at an average rate of 300 mph.

Relations: The extent of their racial relations is limited to a passive curiosity of other races. Choosing not to travel themselves, they dispatch probes to seek out intelligent life and synthesized beings to act as ambassadors.

Level of Technology: Highly advanced. Though used with little ambition. Capable of interstellar travel, creation of synthetic life and construction of huge, expansive underground cities.

Background: Little is known of the race known as the Pho'Rarrtha'Kp. They are an isolated, reclusive race from the far edge of the galaxy. No one is known to have visited Pho'R. All contact with the Pho'Rarrtha'Kp has been through their emissaries.

References: *Kingdom of Champions* (pg. 121)

PROGENITORS

AKA: Note that "Progenitors" is a name given to them by modern galactic historians. What they called themselves is not common knowledge.

Progenitors: The Progenitors are a humanoid race of which little is known. In fact, it is not known whether the race even exists today. It is known that centuries ago, they were a race so technologically advanced that all who encountered them thought that they used magic.

Homeworld: Unknown. Many speculate that their home is actually another dimension.

Relations: While active, the progenitors had a nurturing, protective relationship with all other races in existence, save the Elder Worms.

Level of Technology: Amazingly high. Intergalactic (and possibly interdimensional) travel, reality manipulation on a huge scale, genetic engineering, and more were all within their power.

Note, however, that although the name "Progenitors" came from the idea that it was through their influence that life on many planets was started, and also that on some planets (like Earth) mutations are giving people superpowers, this idea is no longer commonly believed.

Background: The Progenitors' abilities to alter the laws of physics and warp reality allowed them to spread throughout a great number of galaxies, leaving bases or small colonies on many worlds, including Earth. During their exploration of space, they encountered the amazingly evil race known as the Ancient Ones, or the Worms. Realizing that they must destroy these Elder Worms at all costs (for the good of all races everywhere), they set out on a crusade of sorts, carrying their war to every corner or known space.

While they were victorious in almost completely wiping out the Ancient Ones, the Progenitors soon disappeared afterwards, not to be heard from since, although the legacy of the technology that they left behind on a number of worlds still carries on.

References: *Kingdom of Champions* (p. 115 and throughout)

PUPPETEERS

Puppeters: The Puppeters are long, purple slugs with short, slit eyes and an assortment of short tendrils extending from their "mouths". Malicious and cunning, they attach themselves to other creatures and gain control of their minds. They then manipulate the unfortunate creature for their own enjoyment.

Homeworld: Pitheus IV. Pitheus is a swampy world of half submerged vegetation and heavy tree cover with interlocking branches and vines. Above the tree cover, Pitheus is inhospitable, hot and dry. Beneath the overhanging foliage the climate is cooler, though still tropical and humid.

Relations: Infecting starship crewmen, the Puppeters are becoming a major problem throughout the universe. They see other races as playthings and have no interest in friendly relations.

Level of Technology: None. The Puppeters have no technology of their own nor any interest in gaining any for themselves. They prefer to utilize other creatures, forcing them to utilize their own technology in the Puppeters' interests.

Background: Like the Masq, the history of the Puppeters is only conjecture. It is said that Pitheus was first contacted only a few centuries ago and that the members of that first ship were all taken control of. The Puppeters used these men and their ship to transport them throughout the galaxy. Other ambitious races have thought to exploit the Puppeters only to be devastated by their underestimated agents.

References: *Alien Enemies* (pg. 38)

THE RONK

The Ronk: The Ronk are an intelligent, cultured race of beings which resemble 7' tall tyrannosaurus rex. They are rational and slow to anger. Though they are strong, capable fighters, they are reluctant to do so.

Homeworld: Ssoliss. Ssoliss started its history much as our world did. However no cataclysm occurred during its Mesozoic period so dinosaurs evolved into the dominant species. The volcanic conditions of that period calmed and the world became hospitable with lush jungles and swamps and spectacular volcanic formations.

Relations: The Ronk are relatively new to the diplomatic community. Their first and only diplomatic contact thus far has been with Earth's United States government.

Level of Technology: High. Capable of long range transmission and reception and slow moving, intergalactic travel. They also utilize simple robot assistants.

Background: The entire intergalactic community knows little about the Ronk. They have never been contacted by other races and are just making their first contact. Their race is suspected to be loosely hierarchical as their emissary to Earth is Kalifoor, a prince of their people. In their first contact they have made great endeavors to recognize our society's customs by the wearing of formal wear to diplomatic functions and observing all the social graces.

References: *Red Doom* (pg. 29)

SAW'HOO'UG'IN

AKA: Called "Fish-boys" in the High Council military.

Saw'hoo'ug'in: This race appears as bipedal catfish with long whiskers and silvery-pink skin. The Saw'hoo'ug'in have a strange cultural belief. They say that history is filled with past mistakes and that it should never be passed on. Therefore it is against the law to speak of the past beyond one's generation, and all records beyond that point are destroyed.

Homeworld: Horrais'sho. Centuries ago Horrais'sho was an ocean world. Slowly the oceans dried up, and the dominant aquatic species became amphibious and then air breathers. Horrais'sho's oceans are now vast seas of mud and will soon be gone.

Relations: Saw'hoo'ug'in are a member of the High Council.

Level of Technology: Suspected to be Advanced. The Saw'hoo'ug'in are very secretive about their technology. Known to be capable of Intergalactic travel and plasma energy weapons.

Background: Rumor has it that they were born in vast watery oceans, though it is treasonous to speak such things. The Saw'hoo'ug'in's sights are always set forward since there is no looking back. They are one of the founding members of the High Council and the most ambitious in examining and destroying worlds.

References: *Invasions: Target Earth* (pg. 45)

SHASTORRÁLITES (PRESUMED DESTROYED)

Shastorrálites: The Shastorrálites were a benevolent race of psionics. It is assumed that the entire race was destroyed with its planet.

Homeworld: Shastorrál. Shastorrál was destroyed thousands of years ago.

Relations: None known at the time of their destruction.

Level of Technology: Unknown.

Background: Over seven thousand years ago the inhabitants of Shastorrál were confronted by the evil conqueror known as the Dark One. Uniting their psionic energies they battled the Dark One and their planet was destroyed in the conflict.

References: *Alien Enemies* (pg. 15)

THE SLISSII

The Slissii: The Slissii are a race of aggressive lizardmen. Their tails are short and their hide quite tough. Once impressively psionic, the race now has only rudimentary telepathy, and this will likely fade away within the next generation.

Homeworld: None. The Slissii homeworld was destroyed by wars over the Q'rrm (see Gobylites) many years ago. They now locate themselves throughout the galaxy.

Relations: The Slissii do not live peacefully with a world's society. If a world is uninhabited the Slissii will simply move in. If it is inhabited they will evaluate the race for a time and then invade in an attempt to wipe out or enslave the dominant species. Once established, each Slissii claims a section of the world and sets up his own "fiefdom".

Level of Technology: Very High but declining. The Slissii have been reduced from using great starships to using small, long range fighting craft to travel the galaxy. It is suspected that, by the 22nd century, their now impressive ground assault capability will be reduced to giant mechanical assault vehicles.

Background: The Slissii are a race in decline. With the self-destruction of their homeworld the peoples were scattered throughout the galaxy and could no longer utilize the intellect of the entire race to advance their technology. Interracial conflicts have prevented the Slissii from traveling in large group and an invading force is now more like a small raiding party. These groups are travelling throughout the galaxy in search of worlds to colonize.

References: *Robot Warriors* (pg.118)

THE SOOLURLIN

The Soolurlin: The Soolurlin are a race of waterbreathing humanoids. They have scales, gills, and webbing between their fingers and toes. Their skin coloration is generally pale green with whitish or grayish tones which shimmers incandescently. The Soolurlin are a race that respect strength (of body and mind) above all else.

Homeworld: Soolur. Soolur is a world completely covered by startlingly deep oceans. The habitable ranges most worlds have of tropical, temperate, subarctic, etc. are achieved on Soolur by the colonization of different depths.

Relations: The Soolurlin have made first contact with the Aquarians and are finding them to be trustworthy allies, intelligent enough to use Soolurlin technology.

Level of Technology: Advanced. Capable of intergalactic travel and genetic engineering.

Background: The Soolurlin spent a great deal of their history at war with themselves. Once the world became united under one ruling council, centuries of peace and emotional maturity occurred. By the time the Soolurlin proceeded into space they were a strong, well developed society. Recently they have made contact with the Aquarians in their neighboring system and have found them to be much as the Soolurlin had been many years ago. They hope to help the Aquarians through the bloody, difficult times they may face.

References: *Red Doom* (pg. 17), *The Blood and Dr. McQuark* (pg. 31, a Soolurlin ship)

SSYNSTRANS

Ssynstrans: Ssynstrans are large, muscled reptilian humanoids, standing over seven feet tall. Their bodies are covered with glistening green scales and their small eyes are glassy and pink. Culturally, the Ssynstrans are aggressive and confrontational. They are fiercely territorial and solve all confrontations through violence, though not usually to the death. The only Ssynstrans still alive after the destructions of Ssynstra are those who were off planet at the time.

Homeworld: Ssynstra. Ssynstra was destroyed hundreds of years ago by the Thalokites in the Great War.

Relations: The Ssynstrans are a race recognized (disdainfully) by the Thalokian System.

Level of Technology: Low. The Ssynstrans were much like the Native American Indians of the late 1800's, capable of carving stone and shaping metal. They are capable however of comprehending and using the stylized weapons of the Thalokian System.

Background: Ssynstran was a large, mineral rich world in the heart of the Thalokian System with a population of tens of billions. The Thalokites who discovered the world thought the inhabitants would be easily conquerable. They underestimated the Ssynstrans and were unable to take a single victory on the ground. In a fit of anger the Emperor on Thalok Prime ordered an orbital bombing of the planet. What the Thalokites had not realized was that one of the minerals of Ssynstra was corbanite, a high explosive. The planet exploded taking the imperial armada with it.

References: *Alien Enemies* (pg. 24)

TASLANS

AKA: Called "Cat-boys" in the High Council military.

Taslans: Taslans are feline humanoids. Their bodies are covered with yellowish fuzz. Their eyes are catlike, and their ears are set high on their heads. They are strong, fierce, and quick to anger.

Homeworld: Tasla. Tasla is a large world of expansive plains and jungles. The climate throughout most of the world is arid with only occasional rain. A great number of dangerous animals roam the uncivilized regions of the planet.

Relations: Taslans are a member race of the High Council.

Level of Technology: High. With the help of the Council the Taslans have taken a great leap in technology. Capable of laser melee weapons and plasma energy projectors.

Background: The Taslan race has literally clawed its way to the dominant position of Tasla's ecosystem. Their rate of evolution was so close to many other species that there are many species on the planet who are only a little less developed than the Taslans. These species are treated as mere animals. In fact the Taslans would treat all other races as inferior unless they display superior combat ability. The Taslans were one of the last to join the "true races" of the High Council.

References: *Invasions: Target Earth* (pg. 45)

THALOKITES

Thalokites: Like the Bandoqians, Thalokites are humanoids with yellowish skin and varying hair and eye color. They are generally somewhat stronger and healthier than humans. Some Thalokites, especially the Royal Family, display impressive psionic abilities. The Thalokite personality is somewhat aloof due to the Imperial Throne being located on Thalok Prime.

Homeworld: Thalok Prime. Thalok (called the Prime World) is the seat of government in the Thalokian System. The Thalokites have terraformed the world into one of the most beautiful in the universe with floating waterfall gardens and crystal cities that look out onto well kept forests stocked with harmless, beautiful creatures taken from all over the galaxy.

Relations: Thalok Prime is the throne world of the Thalokian System. The Thalokites also do a great deal of trade with other races.

Level of Technology: Advanced. Capable of fast interplanetary travel, space-warp gates, and stasis prisons. All technology is designed to fit the stylish appearance of the system (similar to 16th Century England).

Background: The Thalokites suffered through many mistakes and hardships along their way to greatness. This fact is constantly played upon by the Thalokite politicians creating a general smugness across the planet. The Thalokites have maintained a careful balance of art and science which has the tendency to make their technology less than obvious to casual examination. This trend was carried to the other worlds which they colonized and the Thalokites now maintain an Old English style government over their "colony" planets.

References: *Alien Enemies* (pg. 21)

THE THANES

The Thanes: The Thane are a race of charred, desiccated corpses kept alive by the magicks of the race. It is said that if these powerful magicks were ever dispelled, the Thane would crumble to dust.

Homeworld: Thanor. Thanor is a burned out husk of a world, its surface totally obliterated by war with other planets. The geology is unstable. The atmosphere is radioactive. And the air is unbreathable.

Relations: The Thanes have declared war on a number of races and are openly hostile towards others. They are constantly scheming to conquer other planets.

Level of Technology: Highly Advanced. Capable of interplanetary teleportation and mental domination. The Thane have managed to circumvent their technological difficulties through sorcery making their technology formidable, but somewhat unstable. They employ a number of insidious devices to conquer other worlds such as devices which alter the body and take over the mind of unsuspecting prey, making them helpless pawns.

Background: It is whispered that eons ago, when only a small portion of the universe was formed, the Thanes were already an ancient people and controlled all known space. But they took more than they could control. An enormous number of worlds banded together to overthrow the Thane. In a battle that lasted for centuries and laid waste to thousands of worlds, the uneasy alliance de-

stroyed the Thane. Or so they thought. Millions of the Thane sealed themselves in bunkers beneath the surface of Thanor's moon until the dissolving alliance had departed. They then set out rebuilding their empire, but more slowly and methodically. Since they had discovered the sorcerous means to immortality, they have all the time in the universe.

References: *Classic Enemies* (pgs. 48 & 81)

Victims of Thane Manipulations: Starhand (*Challenges for Champions*, pg. 57), Esper (*Classic Enemies*, pg. 61), Menton & Mentalla (*Classic Enemies*, pg. 78), Chemichameleon (*Enemies International*, pg. 6), Trekkie's parents (*Alien Enemies*, pg. 14)

TOGARIHNITES

Togarihnites: Togarihnites are a life form based on iron rather than carbon. Their bodies are entirely metallic. Their unusual biochemistry combined with their planets unusual conditions and higher gravity have caused the Togarihnites to evolve into physically powerful humanoids.

Homeworld: Togarihn. Togarihn is a large unstable planet of constantly flowing lava and intense magnetic fields. The land is rich in mineral deposits; hence, the Togarihnites are sought for their trade in natural resources.

Relations: The Togarihnites maintain a stable trade relation with the planets of the Thalokian System, and their world is claimed by the Fassai.

Level of Technology: Very High. Togarihnite technology is advanced but somewhat limited in scope since the Togarihnites only construct it to satisfy short term needs. Capable of intergalactic travel.

Background: The people of Togarihn were always content with their existence. Their environment and their aggressive nature provided ample challenges, and the world provided for all their needs. But when the planet's inhabitants were contacted by the Thalokites their horizons suddenly broadened a thousandfold. They discovered there were hundreds of other worlds, some wanting to trade for Togarihn's minerals, some waiting for conquest. The Togarihns traded for spacecrafts, and soon they were a force in the universe.

References: *Target Hero* (pg. 29)

THE TRIAS'TK

The Trias'tk: The natives of Trillium are four foot tall, hairy simians with prehensile tails and metallic, chitinous plates grown over their major muscles. They are open, friendly creatures whose main reasons for existence are centered on happiness and pleasure.

Homeworld: Trillium VII. Trillium has become something of a resort planet for the nearby systems. Its hospitable environment and exotic resorts and recreation centers are famous. Rumors say that the planet may exist partially in another dimension.

Relations: The Trias'tk enjoy excellent relations with all races whom they have encountered (save one).

Level of Technology: High. Though their unambitious nature and lifestyle narrows their technological interests. Capable of excellent medical capabilities and creation of highly sophisticated illusions.

Background: It is believed that an unusual chemical in the Trias'tk brain is what causes them to so actively pursue the pleasurable life. And pursue it they have. They have built a thriving civilization with mechanizations to carry out labor. This gives them considerable time for their happy pursuits. Though it is not known, Trillium has been invaded by the Masq. They have eliminated all witness to their arrival using stolen warp portal technology to sent any witness to fatal places in time and space. The Masq feel that this is the perfect base to begin a massive infiltration of other planets.

References: *Alien Enemies* (pg. 24)

T'YAKS

T'yaks: T'yaks are large, gentle creatures who were incapable of violence until almost 500 years ago. Their appearance is similar to centaurs with the lower portions of bears beneath humanoid upper portions. Their entire bodies are covered with shaggy fur ranging from blue to maroon to green but always dark. Their heads are bear-like and their eyes are small and multifaceted. Normally the T'yak are friendly and peaceful, enjoying all the arts. Due to their domination by the E'Crotians they have developed a hard, sarcastic edge.

Homeworld: T'yakis. T'yakis is a pleasant, forested world similar to Earth a thousand years ago.



Relations: The only other race the T'yaks are aware of is the E'Crotians though a few T'yaks have recently landed on Earth.

Level of Technology: Low. Before the E'Crotian encroachment the T'yaks were just entering their bronze age. They now employ technology taken from the E'Crotians.

Background: 480 years ago the T'yaks lived in peace and harmony with nature. Their main concerns were with their arts and music. Their most talented artists were highly revered. When the E'Crotians landed the T'yaks sent a huge party to welcome them. The group was decimated. Shortly afterwards the planet was enslaved, many T'yaks being sent back to the E'Crotian homeworld. They also became food for the barbaric E'Crotians. Finally after 400 years the T'yaks overthrew their masters, killing thousands and driving the rest into space. They have captured several E'Crotian spaceships but are incapable of using them effectively and thus are losing them as the more experienced E'Crotians begin to fight back.

References: *Alien Enemies* (pg. 41)

TYRIXX

Tyrixx: The Tyrixx are a horrible, slaving race of spider-like insectoids. Like an insect colony, the race is separated by castes. Workers provide manual labor. Thinkers manage the Workers. The much larger Warriors protect the nest. Queenspawn breed with the Workers and are second only to the Queen, who rules the entire race. Though different castes have different abilities, the Tyrixx have been reported to have acidic breath, telekinesis, and web spinnerettes among other things. They have no verbal communication, but speak telepathically with each other. They are uncontrollably aggressive in combat and when following commands. Believing it to be physically enhancing, they eat their fallen victims.

Homeworld: Enduthyrm. Enduthyrm is a barren, shadowy world of craggy, volcanic caverns and severe terrain.

Relations: The repulsive Tyrixx have no relations with any other race. They see all other forms of life as sources of food and power.

Level of Technology: Very High. Through stolen technology their own warships are capable of FTL warships and sense cloaking devices.

Background: Nothing is known about the dark, mysterious Tyrixx race. Nearly every living being they have encountered has been killed and eaten. They have developed space flight capabilities only recently and are now spreading their terror to every inhabitable planet they encounter.

References: *Alien Enemies* (pg. 44)

THE UNITY

AKA: Known millions of years ago as The Peacemakers.

The Unity: The Unity is the collective name given to all the components of the race of living machine(s) that criss-cross the planet Cirtrech. On their homeworld each component is integrated into the Unity whole. When a component leaves the planet it is constructed specifically for a pre-programmed purpose.

Homeworld: Cirtrech. Cirtrech looks like a huge rocky sphere webbed with glowing integrated circuitry. The surface of the world is deadly to most life forms as its atmosphere is nearly gone. The circuit webbing is actually buildings and accessways for maintenance androids. It is rumored that the planet was inhabited long ago by a great scientific race who built and lived in cooperation with living machines, and that there are catacombs beneath the planet's surface that are still capable of supporting human life.

Relations: Despite all diplomatic efforts the Unity only support minor relations with other worlds in the form of technological advice and assistance. Technically a state of war exists between the Unity and the Thane which has lasted for millions of centuries.

Level of Technology: Enormously advanced. Though the Unity keep the bulk of it to themselves. Capable of genetic engineering on a massive scale involving the integration of plasma energy and other lifeforms.

Background: Hundreds of millions of years ago the Unity had as many human components to its civilization as mechanical ones. The humans had created a race of machines so advanced that they could easily be described as living and sentient. The machines were programmed with a loving respect for all life that they have never swerved from. When the Unity came to the attention of the ancient Thane, they wiped all human life from the surface of Cirtrech. The machines joined with other races in the galaxy and the Thane were repelled. Since then, the now fully-mechanized Unity has pursued the dreams of their former companions though more cautiously, having learned that there are some destructive races in the galaxy.

References: *Classic Enemies* (pg. 48), *Classic Enemies* (pg. 7, Plasmoid's race), *The Zodiac Conspiracy* (pg. 32, the Zodiakos Kyklos' creators)

THE V'T'M

The V't'm: The V't'm are a race of four armed, bipedal carnivores. Their bodies are covered entirely by fur ranging in color from white to a deep silverish-blue. Two arms sprout from each shoulder below their feline heads. The uppermost set is very strong and used for rough manipulation, climbing, and combat. The lower arms are weaker and used mainly for fine manipulation. Psychologically, the V't'm are clever, sharp-witted, and inquisitive and attempt to act in a manner which is socially acceptable to whatever race they deal with.

Homeworld: Rk'k'k'tm. Rk'k'k'tm is a world covered by tropical rain forests. Giant, vicious carnivores roam the forest floor so the dominant species evolved in the trees far above.

Relations: The V't'm have relations with the Hzeel who think of the V't'm as somewhat inferior.

Level of Technology: Low. The V't'm were not very technologically advanced when they were contacted by the Hzeel, who "helped" them evolve technologically. Hence, they have a good deal of advanced technology at their disposal and know how to use it but know somewhat less about how it works.

Background: The history of the V't'm is rather unremarkable. They evolved unmolested in the treetops of their world. Though socially aggressive, they are not hostile amongst themselves and therefore evolved peacefully. They were well into their industrial age when they were contacted by the Hzeel. Having dealt little with other species, they are using the spacefaring technology they now have access to, to explore and make diplomatic contact with other worlds.

References: *The Circle and M.E.T.E.* (pg. 23)

THE VYRRM

The Vyrrm: Centuries ago the Vyrrm were a frail, humanoid race which barely survived on the surface until they discovered the planet's underground caverns. Here, over the years, they evolved into a race of psionic beings capable of a variety of mental powers. As their psionic abilities improved, however, their neglected physical bodies evolved into little more than self-contained, near-immortal brains. They compensated for their lack of physical abilities by constructing mechanical shells which allow them protection and mobility.

Homeworld: Talva II. The second planet in the Talva system is a diminutive, gas-shrouded world. Its surface is somewhat inhospitable, so the inhabitants moved into the extensive cavern system which lie underground.

Relations: The Vyrrm are a member race of the Tressilaine Empire. Some time ago the Vyrrm invaded the planet GobyI in their neighboring system (See GobyIites).

Level of Technology: Highly Advanced. Capable of intergalactic travel and sophisticated automated weaponry.

Background: As their minds evolved, the Vyrrm began to feel more superior to other races and became more and more ambitious. They began invading other worlds and taking their inhabitants as slaves to perform physical labor for the Vyrrm. They are now launching a massive scouting expedition to seek out other worlds to inhabit and enslave.

References: *Atlas Unleashed* (pg. 3), *Target Hero* (pg. 28, Orb), *Mind Games* (pg. 34, Floater)

THE WORMS

AKA: Race of the Elder Worm, the Ancient Ones

The Worms: The Ancient Ones, or the Elder Worms, operate solely through their bioengineered servants, especially now that they are imprisoned in tiny pocket dimensions. The Worms themselves all look completely different from one another and have differing powers—each is a unique individual. Servants are bred in (at least) three types. The Workers have squat, soft bodies with rudimentary grasping limbs and short, useless tentacles sprouting from their broad faces. They display rudimentary psionic abilities but are of low intelligence. The Elites have taller, firmer bodies with fully developed limbs and long, manipulatory tentacles on their faces. They are intelligent, swift thinking, and usually display one fully developed psionic ability. Lastly are the Prime. Much fewer in number, they are tall and noble of stature and have several long, strong tentacle instead of ordinary limbs. Their facial tentacles, while usually shorter than the Elites', are still manipulatory and functional. Their heads are large and featureless except for four small eyes. Their brains are large and capable of a number of psionic abilities which are often enhanced through technological implants. All Worms are incapable of speech and communicate telepathically.

Homeworld: Phyas II. Phyas is an unstable world of fluctuating gravity and inconsistent atmosphere. This leads to frequent seismic activity and occasional deadly radiation showers.

Relations: The only relations the Worms pursue is the enslavement of all known space.

Level of Technology: Advanced and sophisticated. Capable of intergalactic travel and brain enhancing implants. Like their enemies the Progenitors, much of their technology resembles what we would call magic.

Background: Centuries ago, the Worms were beginning to spread their malevolent influence throughout the galaxy. The Ancient Ones instructed their servants to plant agents on barely civilized worlds where they would be taken for monsters or gods. Here they use their technological superiority to set about dominating the planet. Then came the Progenitors. These beings killed or imprisoned all of the Ancient Ones, destroying everything on Phyas II. Those servants that were left on other planets were abandoned to their own fates, which often meant destruction at the hands of the Progenitors, who hunted them down systematically. After decades of gestation, the Ancient Ones have created more servants "long distance" from their prison dimensions and placed them amid the ashes of Phyas II. These new servants know little of their predecessors or their exact activities or whereabouts, but were inbred with similar goals. The Worms have rebuilt their technology with amazing swiftness and are again beginning to colonize the galaxy.

References: *Classic Enemies* (pg. 87), *Wrath of the Seven Horsemen* (pg. 12)

THE WYRMIAINS

AKA: Subterrans

The Wyrmiains: Wyrmiains are humanoid with muscles and bones much weaker than those of humans. They are good natured and peaceful.

Homeworld: Wyrm. Wyrm is planet with a methane based atmosphere and low gravity. Its ecosystem is now ruined and lethal viruses cover the surface.

Relations: With the exception of their Earth colony, the Wyrmiains have had no other relations in the Galaxy.

Level of Technology: Highly Advanced. Before they went into suspended animation they were capable of intergalactic travel, matter/energy conversion, genetic engineering, and many other technologies.

Background: The Wyrmiains are one of the most ancient races in the galaxy. For centuries they lived in peace and comfort. But 75,000 years ago their scientists determined that their civilization had despoiled their planet, and their race was headed for extinction. They built a huge spaceship capable of carrying a small fraction of their population to the planet Earth. The rest were placed in suspended animation in tombs to await transport to the Earth colony. The Wyrmiains travelling to Earth befell a tragic accident and now have no recollection of their planet. The remaining Wyrmiains remain in suspended animation.

References: *Invaders from Below* (pg. 4)

OTHER CHAMPIONS RACES

ATLANTEANS

Atlanteans: Atlanteans appear as tall humans with rows of gills behind the ears and skin tinted slightly pale blue from their life underwater and infrequent contact with sunlight. They have very high stamina and strength from their daily living on the deep ocean floor. They are fiery, impulsive people who worship the Sea-god.

Location: Atlantis. Atlantis is a city of streamlined obsidian and marble spires reminiscent of sixteenth century London. Hawkers wander the shell covered streets selling fish and sea vegetables, and banners fly from the spires and parapets high above. The exact location of Atlantis remains unknown to this day. It is a mystery just how the Atlanteans have remained undiscovered by the surface world.

Relations: The Monarchy of Atlantis is an isolationistic and somewhat xenophobic nation, wishing relations with no one. They recognize territorial boundaries with Lyonesse and the existence of Lemuria.

Level of Technology: Moderate. Atlantean technology is nearly the equivalent of surface technology but is restricted their ruler and the conditions of the ocean floor. Capable of fast underwater vehicles and electrical energy weapons.

Background: The history of Atlantis is the stuff of legends. Almost no documentable evidence of it exists on the surface world, and much of its actual history is unknown to the general populace being reserved for the nobility. It is known that Atlantis was once a vast island nation which stood hundreds of miles off the coast of Europe. At some time, many centuries ago a great cataclysm took place which pulled Atlantis beneath the waves to rest on the ocean floor. Here the Atlanteans did not die, but somehow evolved in ways that allowed them to live normal lives in their new world.

References: *The Zodiac Conspiracy* (pg. 21)

LEMURIANS

AKA: The Lemurians also like to call themselves the People of the Sea.

Lemurians: Lemurians are hairless humanoids with pale, greenish skin which is composed of shimmering scales. Their pupils are very large, their ears are pointed and they have light webbing between their fingers and toes. The Lemurians are more subdued than their Atlantean counterparts but more bitter because of the devastation caused by atomic bomb testing.

Location: Lemuria. Lemuria lies in the central Pacific north of Hawaii and somewhat nearer to the US than the Soviet Union. It is a city of beautiful but practical buildings built on the ruins of the more glamorous Old City which was destroyed by nuclear weapons testing in the 50's.

Relations: Lemuria knows of the existence of Atlantis and Lyonesse and is attempting to establish relations with the former. They have never sought relations with the surface world and is now unsure how to proceed in that area. Hindsight has shown them that nuclear devastation might have been avoided if they had contacted the surface earlier but much animosity exists now after the city's destruction and many Lemurians want nothing to do with the barbaric air breathers, some actually calling for war.

Level of Technology: Moderate. The Lemurians once had technology equivalent to the Atlanteans though much of it has been lost. Capable of electric energy weapons and domination of sea life.

Background: The long peaceful Lemurian society was shattered forty years ago by US atomic weapons testing in the Pacific. The destructive force of the bomb test destroyed Lemuria's grand structures and much of the Lemurian population. Radiation also harmed many of those who survived. The calls for war that came from this event were drowned out by the outcry for repair and rebuilding of their civilization. This careful rebuilding has dominated the attention of the Lemurians for nearly fifty years. Their city is rebuilt and they have recovered from the rampant radiation sickness. The time has come to decide how to approach the surface world.

References: *V.O.I.C.E. of Doom* (pg. 20)



LYONESSIANS

Lyonessians: The Lyonessians are the most human appearing of the undersea races. Their similarity only deviates occasionally with the birth of individuals with odd coloration of hair or skin or patches of silvery scales. Their lifestyle is quite seclusive due to the restrictive dictates of Danu.

Location: Lyonesse. Lyonesse is located at the bottom of the Atlantic west of the British Isles. The city consists of simple, elegant buildings of only a few rooms reminiscent of classic Japan.

Relations: The Lyonessians are absolute isolationists. The ruling class recognize territorial boundaries with Atlantis and arrange their laws to prevent any Lyonessian contact with Atlanteans.

Level of Technology: Very High. Capable of genetic manipulation and sense cloaking on a vast scale.

Background: Centuries ago, Lyonesse was one of a group of islands west of Britain. When a Progenitor base was abandoned and failed to self-destruct, the island base was discovered by the ancient Celts who began to master its technology. There were accidents however. One such released the extradimensional Fomori who attacked the surrounding lands. The Fomori were defeated with the help of a passing spaceship, Danu, (constructed by the Progenitors) who forced the early Lyonessians to take a vow restricting contact with the rest of the world. Danu then reactivated the Progenitor device and sank Lyonesse to the ocean floor.

References: *Kingdom of Champions* (pg. 179)

SUBTERRANS

Subterrans: Subterrans, though the descendants of the Wyrmlians, are absolutely a different race now. The typical Subterranean appears as a bulky, hunched albino with small eyes (that can see in the dark) and a mass of black hair atop its head. Its hands and feet are oversized and its legs are short. The Subterrans love violence and seek to conquer the surface world. They share a "colony consciousness" much as an ant colony does enabling them to share a subconscious awareness.

Location: Subterra. Subterra lies 15 kilometers below Kansas City. It is a network of man-made and natural caverns which is completely self sufficient. It is composed of three sections: the Great Cave, a huge cavern where most of the Subterrans live and work; the Underland, a maze of tunnels and rooms carved around the Great Cave where some Subterrans live; and the Downroads which lead to the surface.

Relations: The only "relations" the Subterrans wish is the domination of the surface world.

Level of Technology: Low. Though some Wyrmlian equipment which produces food and cloned reproduction survives, the Subterrans are incapable of creating more than simple hand tools.

Background: Long ago a Wyrmlian ship was sent to colonize Earth (see Wyrmlians). It was struck by a comet and malfunctioned, crashing into the Atlantic Ocean and burrowing into the North American continent. The Wyrmlians were mutated to adapt to these surroundings and were released into their "new world". Here they quickly developed a primitive but efficient underground civilization and their king, Earthwyrml (who was mutated even further), began plotting to invade the world above.

References: *Invaders from Below* (pg. 5)

SUPERHUMAN RELATIONS

It's fairly obvious that heroes, for the most part dislike supervillains, and vice versa. Heroes, with a few exceptions, get along. There are a few "neutrals," like the members of Bullet's Raiders, and some of the Sanctuary Staff, and a few that are hard to classify, like Sir Gawaine, Lady Blue or the Rainbow Archer. They get mixed reactions. But for the most part, in the Champions Universe, superhumans are either heroes or villains. This section deals with the complex issue of what the villains think of each other.

A TREATISE ON SUPER-VILLAIN RELATIONS

(From a work in progress entitled THE POWERS THAT BE: Paranormals of and Related to Earth and its Sector, composed by Chronicle for the Princes of the Universe)

Note: *Chronicle is one of the Princes of the Universe, like the Trickster (CO). His powers and goals are centered around omniscience and the recording of important events throughout time. The events described here are intended to reflect a growing and changing campaign setting where the various villains and organizations presented in the past know of and interact with each other. All the alliances and animosities recorded here should be considered temporary—supervillains seem to team up and fall apart all the time, as though it is part of their unique psychology. The individual GM is encouraged to use what he likes and ignore the rest.*

As I continue my work in evaluating the paranormal presence on Earth, I am forced to contend with the rather strange phenomenon of the so-called "supervillain." Although this is something of an arbitrary and objective term, there are many beings on and around Earth that seem to fit the general description: entities endowed with the power and/or resources to pursue actions and goals less than acceptable (and often harmful) to the general populace of Earth.

Although only a tiny minority of the whole population, the comings and goings of these individuals tend to have vast impact on whatever area they are in, and oftentimes on the very fabric of Reality itself. What follows is an evaluation of the current state of affairs amongst the "supervillain community." Bear in mind that, due to the volatile nature of these beings, much of what is said here may change even as you read these words.

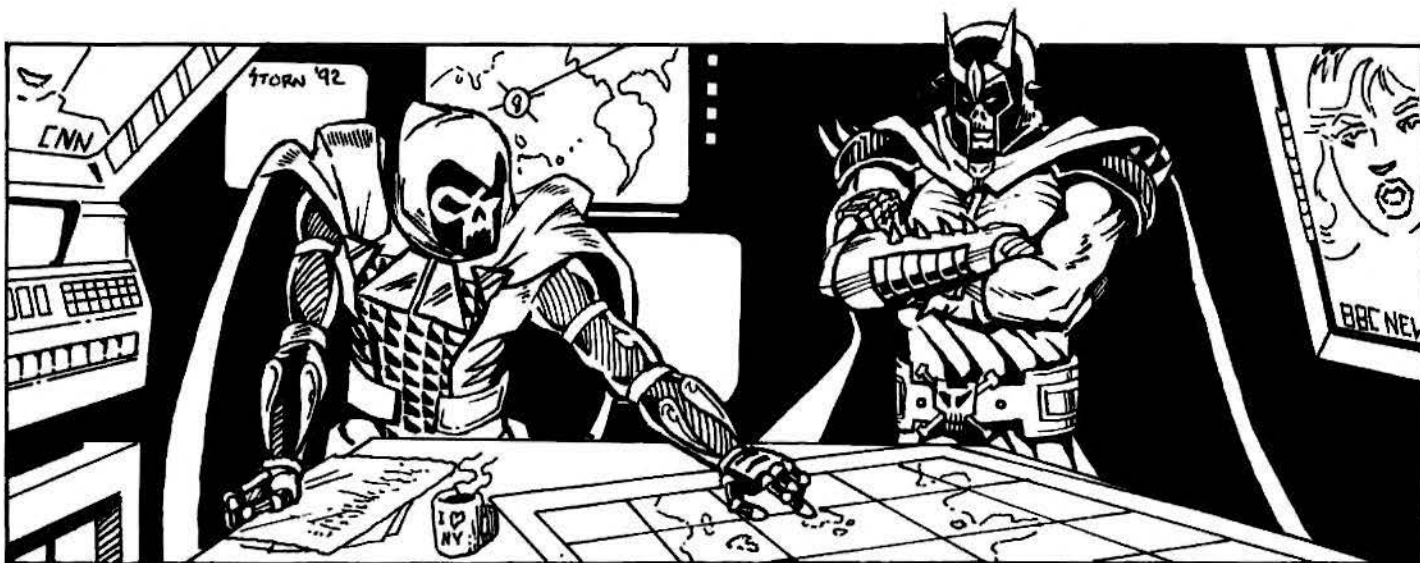
DR. DESTROYER

I begin with the entity that I deem most powerful and most likely to have immense impact on not only his world but much of the multiverse—Dr. Albert Zerstoiten, better known to all as Dr. Destroyer (CE). Although there may be some entities possessing more raw power within Earth's sphere of influence, none have more capacity or knowledge of how best to use that power. For this reason, as well as many others, Dr. Destroyer is able to command the respect and even loyalty of many who encounter him. He makes and breaks alliances at will, doing whatever is required to meet his own personal agenda. Although on occasion he has attempted to work with various other villain leaders, he views most of them as children playing at gods' games.

Destroyer holds a special contempt for Col. Vasalov, seeing him as nothing more than a thug and petty thief, his political views being limited and outdated. A new animosity has developed between Destroyer and Mechanon (C4), resulting from the former's recent attempt to take control of the android's various rebuilding facilities. Mechanon has, in turn, decided that Destroyer is simply another organic in need of termination. Professor Muerte (CE) continues to serve as a useful pawn (which is why Destroyer hasn't simply killed him outright—yet). Although no one gains Destroyer's trust or admiration (none are deserving, as he sees it), some respect has developed between him, Fiacho (of Eurostar, CE), and Taurus (of The Zodiac, ZC). On rare occasions, they have gathered together to discuss items of personal interest and play chess. Most other so-called "masterminds" fall within Destroyer's contempt, at best. One important exception is Malachite (VU); Destroyer has never forgiven him for his actions during the "Day of the Destroyer."

There is little standing in the way of open warfare between Destroyer and DEMON (CO), especially now that he has determined (to some extent) the true nature of the organization. (Through my own omniscience, I was witness to a secret battle between Destroyer and the Inner Circle. Although Destroyer, persuaded by his loyal servants Gigaton and Stormwatch (DD), decided to withdraw, the damage was immense. Western Siberia may never quite recover...)

The Doctor has grown quite concerned over the appearance of the Olympians (OL), as they represent themselves as true gods, a right to which only he feels qualified. He watches them continuously, looking to discover their weaknesses.



Destroyer has also made it a recent practice to "collect" beings and creatures of raw, dangerous power. Using his own knowledge and the powers of Menton (CE), he has taken custody / control of the Star Spawn (CC), Nemo The Shark (CC), Glacier (EE), Fosfiend (EI), Lava (EI), and a number of stranded Ratzen (ITE).

THE DARK ONE

I will break from concentrating on Dr. Destroyer, although he will continue to figure in many of my observations—such as the extent of his influence.

I must now address the presence of the being we have known throughout time as the Dark One. Here on Earth, his memories locked deep within his mind, he is called The Infinite Man (AE). He is easily possessed of the most raw power in this sector, and should his memories of his former life return, Earth (and, indeed, the Universe) is in great peril. I have been somewhat surprised that Destroyer has to date avoided him; I believe that the Doctor is unable to face power more god-like than his own. He has made his presence and his power known to many paranormals throughout the world, although most view him more as a nuisance than a threat—very much a mistake. Currently, he has taken a fancy to Hoarfrost (EE), with whom he is continuing to explore the phenomenon known as love. He aids her in dealing with her metabolism so long as she interests him, but her devotion to Midnight Sun (EE) will eventually drive him away. I continue to monitor him...

EUROSTAR

Fiacho and his fellow Eurostar (CE) members have continued to prove more and more worthy of attention. Ever shrewd, the ex-diplomat has sought to round out his team's capabilities (as well as his own knowledge of magical forces) by employing the services of Edward and Anais Vandaleur (of the peculiar Vandaleur clan (MM)). Though they are not officially members, they have begun working extensively with Fiacho and have increased the threat of Eurostar. He has also pursued tentative relations with Col. Vasalov's new Red Doom (CO). The combined might of

these two organizations spells much danger to the rest of Europe, and even the world. Fiacho continues to watch Piper and White Rose (EE), as both are potential new members. There exists a tentative truce between Eurostar and Eclipse (EE), as their goals are complimentary. Argent Anarky (EE) is on Fiacho's "hit list" as a personal matter—they've insulted him once too often. As they are very much of interest to Dr. Destroyer, it would be Fiacho's pleasure to return their (dismantled) component parts to him.

Speaking of the British punk "band," they have managed to contact Damon Falmier (RK) and are negotiating a time and place for their "Battle of the Bands" with Road Kili (RK). Leo (ZC) is also greatly interested in this, as he despises both groups (they have repeatedly insulted and taunted his own group). If this "Battle" ever comes to be, some of the Zodiac may very well be on hand as well.

OTHER MASTERMINDS

Turning to the Soviet ex-patriot, Col. Vasalov, it is important to note that he is furthering his powerbase almost daily. Das Wall (EE) has been in contact with Red Doom and is apparently ready to join. Additionally, Ringer and Bomb (VU), formerly of the now-defunct Mass Reaction, have made their way to Castle Vasalov (as for the other members, Fallout and Meltdown have returned to Russia to try and pursue a life of peace while Echo and Flower have made contact with a new organization, spoken of later). Vasalov seems to have also made some inroads with VIPER, Project: Armour (KC), and VOICE (VD).

Which brings me to Lung Hung (aka The Red Dragon). Much is still a mystery about her and her organization. She seems to prefer to recruit independent villains into her "Jaws," rather than hire or work with other groups. This includes Lionslayer (VU), who, in turn, met and recruited Deathmask (EI), Orb II, and Scarab (TH), all betrayed by DEMON, have joined as well—but perhaps only as temporary mercenaries. An important note: to my knowledge, only Dr. Destroyer, through Menton, is aware that Lung Hung is a woman.



Villains International (DD) maintains a positive relationship with Dr. Destroyer, a fact which has determined their place in the world as a major force. This has helped them to make a number of new allies, including Master Stroke, Bwana, Punchinello, and Leprechaun (EI). Additionally, Rakshasa has taken the young Rajah (EI) under his wing, teaching him the ways and pleasures of terror as a shapechanger. In addition to working for Destroyer, Golden Marauder has hired his team out to VIPER, the World-Wide League of Crime (VU), the Ruler of Crime (EI), and Borealis (VU). They did a brief stint as part of the Ravagers, under the command of Ares (OL), but the Doctor made it clear that this would not be acceptable. They have neutral relationships at best with any American organization, but they are on surprisingly fair terms with almost all European and non-American groups.

No one should discount Professor Muerte and his Terror, Inc. forces. For one thing, he has recently acquired an island off the coast of Brazil, which he has renamed San Muerte and has obtained sovereign nation status. Secondly, and more importantly, he has invited the Asaseninos (C4) to use his island as a headquarters. This has created a solid alliance which greatly enhances both groups (and causes great consternation for their mutual enemies). Additionally, Shamrock (CE) has been romantically involved with Scorpio over the last few months. After troubles with the IRA (caused by his nemesis, Leprechaun), the terrorist has begun spending more time with Scorpio and her team.

SUPERVILLAIN GROUPS

As for Atlas (AU), little can be said. They have remained extremely low-key since the debacle that left their operations a shambles. Unicorn is no longer with them and has gone about re-establishing Prometheus as it was meant to be (he's receiving a great deal of help from the alien Champ (AE)). Peacemonger has managed to hold the rest of his team together and they are currently working on re-building their moonbase. This has gained Taurus' attention, and future relations between Atlas and the Zodiac are possible.

Sunburst (CE) has been very active in expanding his influence. He has learned of Gigaton's (DD) existence and is seeking a way to recruit him away from Dr. Destroyer (this has greatly increased the already strong animosity between the two master villains).

The Ultimates (CE) are having their fair share of problems. In addition to their usual self-confidence and morale difficulties, now Binder is dealing with a new threat to his team. A group of independent aliens, all of whom have been stranded on Earth, have recently contacted Plasmoid about joining them in their mutual quest to find a way to leave. This group includes Avar-7, Thok, Herculan (all CE), and The Cerebraeum (AE) (occasionally, the Chemichameleon [EI] will work with them as well, as he will eventually need a way home). Although Plasmoid is greatly confused by them, the Cerebraeum have constructed a device that enables them to communicate with him. There is a great deal of tension between the Ultimates and these aliens now. To further complicate matters, Dr. Destroyer has begun following the aliens' progress; if they manage to construct an effective spacecraft, he is determined to take control of it.

Another group with a history of bad luck, the Conquerors (CE), has enjoyed an upturn. Neutron has had some success in gaining two new members, Nightshade and Mentalax (VU). The former enjoys the companionship of others as different as he (he has even managed to strike up a friendship with Wyvern, although this has caused a minor rift with the jealous Anklyosaur). The latter, Mentalax, sees the Conquerors as a means to further his schemes of revenge.

Bullet's Raiders (CE) have made new enemies in a battle caused by a misunderstanding between the Raiders, the Japanese assassin, Hitsusatsu (VU), and his partner Kawaii (VU). This repercussions of this feud are yet to be seen.

Dragonmaster (CE) has obtained the services of other martial artists in an attempt to recreate the Tiger Squad of his own past. Cheshire Cat (C4), Green Dragon (C4), and Banzai (EI) have done work for him, and occasionally Leo and Scorpio (ZC), at Taurus' urging (to collect future favors), will be found in Dragonmaster's employ. There is a vicious blood-feud between Dragonmaster's forces and those of King Cobra (CE); this has brought both Mongoose and Black Mamba (both CE) into his service on occasion. Although they are rivals in criminal pursuits, Dragonmaster and Snapdragon (EI) are allies in purpose. They have met more than once to plot against factions within the Chinese government. Lung Hung (of VOICE) is watching both of them and may take steps on their behalf to aid in overthrowing the current Chinese regime.

Another group Snapdragon has ties to is Eclipse (EE). She and Nether have struck up a correspondence that is slowly developing into a friendship. The enforcement arm of Pagan has also attracted the interest of others, such as Pretty Poison (EI), Madame Guillotine (EI), and even Sagittarius (ZC) (again, one of Taurus' schemes to collect favors for future plans, although Sagittarius is naturally attracted to the feminist goals of the organization). Nether has also contacted Gremlin (CE), a representative of the American-based organization, WITCH. Future cooperation is very probable with any and all of these supervillains. Finally, Nether and Silhouette (EE) have struck up a friendship; the former gains vital intelligence information and the latter ensures that the spy community gets its due through the actions of Eclipse.

THE ZODIAC

As mentioned elsewhere, members of the Zodiac (ZC) have been busy building relationships with other groups and organizations. Taurus' newest plans call for connections and interaction with many of the powers of the world. Ultimately he will seek to gain controlling influence over as many of them as possible, thus giving him unlimited power to rule. In addition to previously mentioned alliances, he has encouraged Gemini to pursue relations with DEMON (CO). Although Zodiac is aware of the dual nature of the organization (Capricorn is following the movements of the Rose), Taurus and Gemini are pretending not to know (to gain the element of surprise should they seek to move against the Inner Circle). Thus, Gemini is dealing mainly with Lord Thorne (DR), the perceived ruler of the "False DEMON." Lately, Aquarius, seeking to increase his overall mastery of the mystic arts, has pursued his own dealings with DEMON; Taurus will permit it so long as he doesn't interfere with Gemini's plans. Taurus has also encouraged Pisces to maintain contacts with various ocean-bound entities, such as Blue Eel (of VOICE, VD) and the Aquans (SD). She has developed something of a partnership with Smuggler Blue (EI) in her private criminal ventures, and a blood feud between them and the Shark Squad (KC) has nearly resulted in an underwater war. She has also formed a bitter hatred for Ray (CE).

THE OLYMPIANS

One of the most important events in recent history is the return of the Olympians (OL). Almost as important (although the general populace of Earth is totally unaware of the fact) is the meeting that took place shortly afterwards between Taurus and his father, Zeus. They consulted for many days in a solitude that even my omniscience was unable to perceive. The other gods fully expected a violent outburst that would lead to a final, deadly battle. Instead, Taurus suddenly emerged and departed Olympus without a word to anyone. Zeus has refused to discuss the matter, and both leaders have instructed those who follow them to avoid contact with each others' forces. Whether a truce, alliance, or open warfare is to be the ultimate outcome of that meeting, only time will tell.

Meanwhile, the Olympians have been up to much since their return. Poseidon has returned to lay claim to the rulership of Atlantis (thus engaging the enmity of Pisces). Additionally, he has demanded the loyalty and servitude of the People of the Sea (VD), who are in no shape to resist. With the promise of aid in their quest for vengeance, as well as the possibility of somehow replenishing their people, the Aquarians (AE) have also flocked to the sea-god's banner. He has set his sights on Lyonesse (KC) for possible conquest; this has their Central Council seriously considering a change in position regarding surface dwellers and seeking potential allies. Poseidon is somewhat angered by the fact that one of his servants, Nereid, leader of the Aquans (SD), has resisted his complete control. She has, however, sent word that her team is open to a friendly relationship, and that he has her loyalty if not her absolute servitude.

Both Hermes and Dionysus find CLOWN (CO) greatly amusing and have begun spending more time with them (Hermes is especially fond of Merry Andrew's company, both for his love of practical jokes and his technical wizardry; he has been very unsuccessful, however, in convincing the Clowns to try another gag on Zeus). Ares has continued his actions as leader of the Ravagers. The membership often changes (very few can stand being around him for too long), but he has four followers which tend to stick around more than others: Blowtorch (CE), Bulldozer (CE), Silvar (TH) and Remover (VU). On occasion, he has also retained the services of Utility, Mechasassin (both CE), Autogunner and his "boys" (CC), Deathrider (VU), Triad (EE), and Gladiator (EE). Hecate has spent some time with Damon Harrington (CO) and is seriously considering joining the Inner Circle. Damon has also contacted Hades and is trying to convince him that DEMON can aid him in acquiring new souls for his realm.

DEMON

Turning to DEMON, I must point out developments that I feel represent some of the gravest threats to the very fabric of Reality. Not only is this truly evil organization growing in power and influence, but their very existence has sparked the creation of a rival alliance of other unholy beings bent upon similar goals. They have come to be known in the paranormal community simply as the Dark Masters, and they are led by the combined might of Dark Seraph and Black Paladin (CE). They are far less organized than DEMON, but no less dangerous. Dark Seraph has brought under his direct control such beasts of raw power as Leech, The Monster, and Griffin. Additionally, he has persuaded Phobos and Diemos (from Plunder, VU) to serve him, and they do so happily. The evil sorcerer has also recently freed the Chernobog Demon (MM), who has in turn seen fit to serve its benefactor for a time. Black Paladin has recruited such beings as Fenris Wolf (VU), Black Druid (EE), Earthmaster (CE), Death Kneel (EI), Pumpkin Jack (EI), and Daigon (TH) to his side, promising each their goals and desires in return for their service. Other beings often work with the Masters as well, including Circe (OL), Slug (CE), Lucifer (CC), and King Chaos (EI). Zuvembie (EI), who is an eternal enemy of Rashindra Etien (of DEMON, CO), is considering an alliance, as are the Seven Horsemen (WS), following talks between Black Paladin and War.

All of this has drawn the attention of the Inner Circle and Damon Harrington, who see the Dark Masters as an immediate and direct challenge to their power. Damon has instructed Lord Thorne (DR) and Chameleon (CO) to step up efforts to subvert and destroy these "upstarts." DEMON has also acquired allies of their own. Though the others were banished, Thorne was able to save and recruit Enforcer and Runt (DR) from the original Demon Gang. The former serves DEMON while seeking more power, and Runt sees Thorne as his new master. More importantly (and more frightening), both Jarth (MM) and Morjok (CC) are on friendly terms with DEMON and may even be considered for membership within the Inner Circle. Damon has also been observing the progress of Vlad the Impaler (EE) and is strongly considering aiding the would-be vampire in "achieving his destiny." Worst of all, Damon has managed to contact Dr. Kulik, master of the Anopheles Cult (C3D), and Demonius Rex (ITE) through dimensional portals. The possibilities are horrendous.

Both the Dark Masters and DEMON are maneuvering for influence with Tyrannon (MM); he, in turn, views them as useful (and amusing) pawns.

King Earthwyrn and his Darklings (IFB) are still licking their wounds from their failed invasion. They may very well seek allies upon the surface for future attempts, and Madame Zhalla's connections to Baba Yaga (CO) make DEMON a likely choice.

VIPER AND PSI

The villainous organization VIPER (and their "puppet" agency, Raven) have had some success in creating their own cadre of supervillains, whose ranks include Dervish, Divine Wind, Riplash (all EI), Citadel (VU), and Breaking Glass (KC). And, of course, they have their own elite superteam, VIPER Force-1. Additionally, they have maintained workable relations with the Shapeshifters (KC), Ultimates (CE), Terror, Inc. (CE), Dr. Destroyer, Bullet's Raiders (CE), and the Aseseninos (C4). Added to all of the above are their extensive connections to the Cartel and the villains associated therein.

The band of mentalists known as PSI (MG) have not been inactive. They are of course allied with the PSI-KIN (VU), and there is an open conflict between them and Plunder (VU). Nicholas Darke, the true leader of the organization, has made it a point of contacting various other criminal leaders and arranging cooperative efforts. His most successful move to date has been to penetrate and join the upper ranks of the Cartel. Like Taurus of the Zodiac, he is seeking to garner favors and contacts for his own future ambitions.

OTHER CRIMINAL ORGANIZATIONS

Another force to consider is that of the Cartel (EI), which, by the way has little or nothing to do with the similarly named VIPER arm known as the Redirection Cartel (KC). Originally organized as a support network for paranormal villains and high-stakes criminals, the Cartel has grown into a powerful multi-national conglomerate of untold political and financial power. Through the use of both subtle and direct means, they have obtained control of such groups as

the Organization (CE) and The Troubleshooters / Arrangers (CE and AC #9). The fact that there has been little to no change (except for an overall improvement in services and capabilities) in any of these organizations is a testament to the skill of those that run the Cartel. Such powerful entities as Golden Marauder (DD), The Ruler of Crime (EI), Mindlock (C4), Nicholas Darke (MG), Sunburst, Professor Muerte, Dragonmaster, King Cobra (all CE), Oracle (EI), Smuggler Blue (EI), Dr. Megaton (CC), and Mammoth (EE) can be found near the top echelons of this network. Although they may still oppose each other on specific instances, more often than not they will respect each other's prerogatives. Many other major criminals, through their connections to the Troubleshooters, the Organization, or otherwise are a part of the web, including Blackjack (EE), Sparkler, Plague, Freon, Mechassassin, Utility (all CE), The Four Winds (KC), Shrinker, Cheshire Cat (both C4), The Hand (CC), and Dark Prowler (VU). Few of them know anything about the extent of the Cartel's power, or even that The Troubleshooters and The Organization have in fact been taken over. To add to that power, the Dreadnought suit (CE) has fallen into the Cartel's control. The Cartel's relationship to VIPER has been kept intentionally clouded, although there are certain powerful people associated with both organizations.

The Cartel's chief rival is the Wold-Wide League of Crime (VU). The League has remained a rather low-key organization, occasionally hiring superpowered mercenaries such as Black Claw, Black Diamond, Gremlin, Lazer, Oculon, Esper, Thunder and Lightning (all CE), Pulsar (C4), and the Triad (EE).

Only the League and other "traditional" criminal organizations (like the Yakuza and the Mafia) stand to oppose the Cartel. Godfather (EE) is also waging his own private war on them.

NEW "GROUPS"

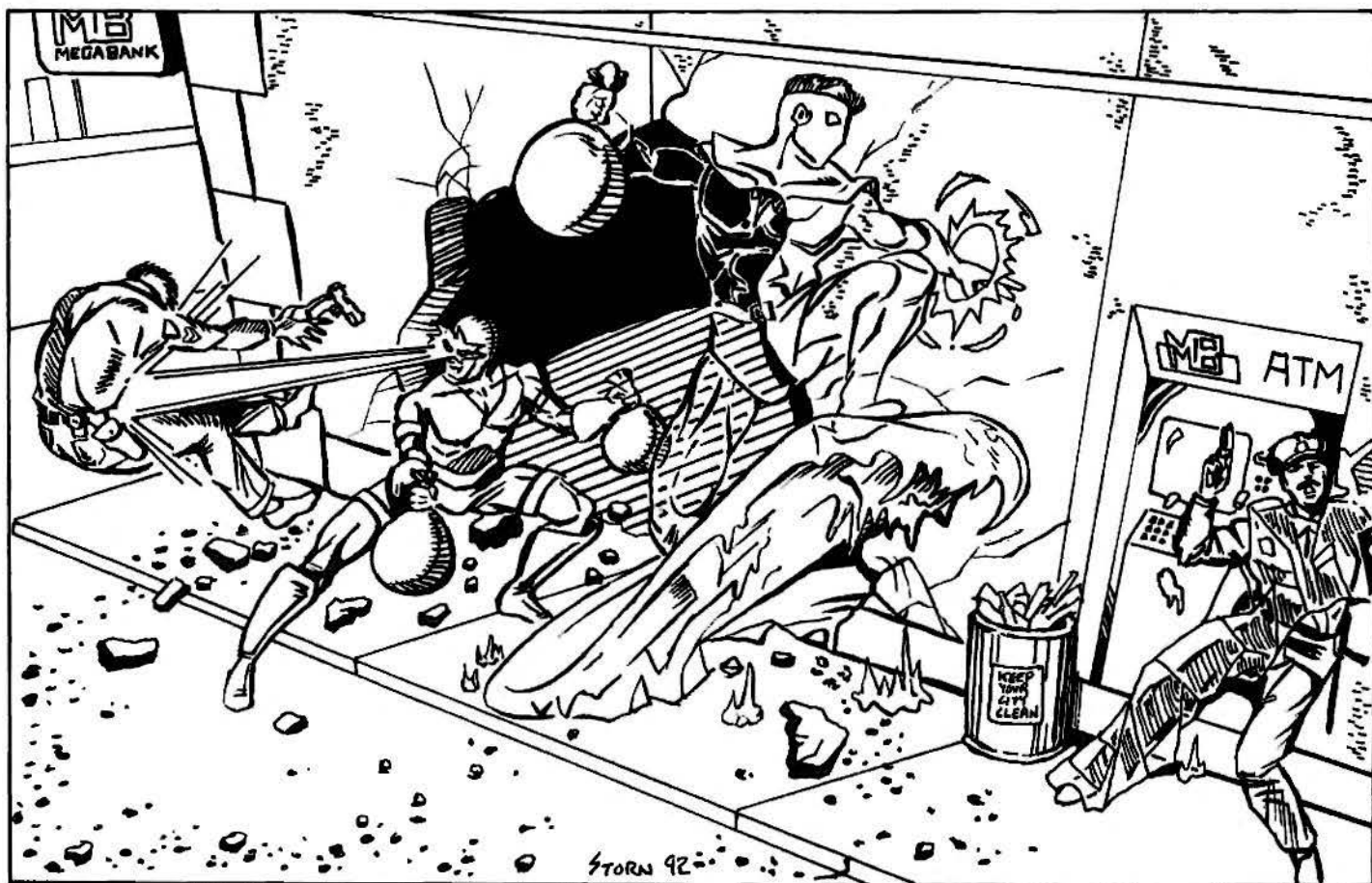
Alliances are a common occurrence among paranormals—they tend to band together easily due to shared goals, needs, and wants, not to mention the fact that they are so very different from the rest of humanity. One such example is a loose group of like-minded individuals known commonly as the Dissidents. Dubbed by the news media of the world as the first band of "Socially-conscious Supervillains," they seek to right the wrongs of the world in their own fashion. Originally started as an almost accidental team-up between Cold Warrior (CO) and Lady Blue (CE), others came along to join a group that was doing some good without following all the rules. Titaness (VU) and Dragonfly (C4) joined to pursue their continuing agendas against "big business" and government. Gemini (VU), seeking help in controlling his "dark side" while doing good with his powers, also sought them out. Mongoose (CE), a self-styled "hero" at heart anyway, decided he liked their style and offered to join in return for help against King Cobra (CE). Lady Blue has been friends with Rainbow Archer (CE) for some time, and she's convinced the good-natured criminal to lend her services to the various causes they "champion." They eventually helped Bluejay (C4) out of her predicament with VIPER, and she's been involved ever since.

Finally, they gained the services of Flower and Echo (VU) following the break-up of their team. In a world where Communism is failing and glasnost rules the day in Russia, there was little holding the fractious group together. Finally, when Bomb almost killed Echo and Ringer did nothing about it, the team fell apart. Fallout and Meltdown did as they had always wanted and returned to Russia, where they have taken up solitary residence in the remains of the Chernobyl site (IVAN has spoken with them about joining the New Guard, but they have so far declined. They have pledged to defend Russia if needed, however). Ringer and Bomb, as might be expected, have contacted Col. Vasalov about joining Red Doom. Flower had heard of the Dissidents and convinced Echo (who simply had no place else to go) that they were the group that Mass Reaction was supposed to have been. Echo has since taken to Cold Warrior, who treats her like his own daughter.

The Dissidents have begun working together to attack what they see as the real enemies of the world—the military/industrial complex and major business conglomerates. They often clash regarding methods (some are definitively more blood-thirsty and/or careless than others), but all in all, they get along.

Another loose-knit group of supervillains, known as the Crusher Gang, has recently made headlines. Originally started as a support group of paranormals banded together

against VIPER, it has grown into a respectable (if greatly disorganized) association of independents looking to get ahead and not get trashed trying to work solo. The undisputed leader is Power Crusher, who started the gang as a way to defend himself against the reprisals of VIPER. He was joined by Pulsar (C4), Powerhouse (C4), Raccoon and Panda (CE), Esper (CE) and Thunder and Lightning (CE), all seeking a way to fight VIPER as well as the superheroes that had always managed to outgun and outsmart them. Eventually, like-minded criminals such as Shrinker, Howler (both C4), Ripper, Lazer, Oculon, Vibron, and Thunderbolt (all CE) approached Power Crusher about joining his gang. Initially distrustful of people who weren't obvious enemies of VIPER, he made them each swear to oppose the criminal organization and never to work for them (some are more than prepared to renege on this promise at the first sign of trouble or better opportunities). So far, it has worked. Villains who heroes once took for granted as pushovers are suddenly posing a real threat, while the confidence level of each member of the Gang has gone way up (even Oculon complains more out of habit than for real reasons now). Although it is rare that all of them will be in one place at one time (they still pursue their private agendas), any combination could be disastrous for the unwary hero team, for Power Crusher has actually begun teaching some of them how to act with teamwork.



MISCELLANEOUS VILLAINS

The alliance of Canadian paranormals known as Destiny continues to plague that nation's legal forces. Lead by Borealis (VU), its ranks include Ladybug (CE), Jackknife (EI), and Silhouette (VU). They maintain fair relations with Eclipse, mainly based on their mutual hatred of the American military and big business around the world.

The Engineer (VU) and Halfjack (CE) ally occasionally, more out of a need to be with one of their own kind than any master agenda. The effects have been interesting; he has softened her resolve to destroy all organics, and she has convinced him that machines and cybernetic beings should rule the world. The two of them are planning to somehow take control of Mechanon (C4), who continues to seek the Engineer's destruction. Mutual opposition will likely bring them into Dr. Destroyer's service (whether they know it or not).

There are a few other villainous paranormals to mention. It is very much in Doppelganger's (EE) interests to make friends with everyone. She is currently working fairly closely with Villains International. Zephyr (EE) is being watched closely by Capricorn, who may soon decide to intervene (she is, after all, of his native people). The temporal feud between Timemaster (CE) and Clockmaker (EE) continues, and the ramifications are becoming more and more frightening. Sir Gawaine (EE) has taken up a one-man quest to oppose the Dark Masters.

Spector (EE) continues his actions with the Serbians in Yugoslavia; he has come to the attention of both the New Guard and Red Doom. Midnight Sun (EE) continues his quest to rule Sweden, and to that end he has recruited High Voltage (EI) to his cause. He is trying to convince Col. Vasalov to aid him as well. The Inquisition (EE) continues his actions against mutants, and a number of discussions have been had at Sanctuary (CO) regarding what to do about him. The Conquerors are preparing to make a move to stop him and are looking for others who will join them.

M.A.C.E., at Ironmaster's (KC) request, is trying to convince Floodgate (EE) to join them. The industrial leader

hopes to control her movements somewhat, setting her against his competitors while protecting his own interests.

An interesting encounter occurred in the Arctic Circle not long ago. The Despoiler (EE), searching for something buried deep within the ice, ran into Grond (CE), who was simply wandering the frozen wastes in search of peace. The dark being attacked, and a tremendous battle ensued that lasted for three days. The seismic readings were astounding. Grond finally grew bored and leapt away, leaving the Despoiler with much to contemplate, realizing that his powers alone could not destroy everything after all.

Dr. Mantis and Dr. Brutallus (KC), tired of the British superheroes defeating them individually, have also entered into an alliance, one occasionally joined by Dr. Draconis (DS) and referred to by the press as the "Three Doctors." Malachite (VU) and King Cobra (CE) have met on a number of occasions. A future collaboration is possible.

The individual members of the Pantheon (AE) have been relatively "quiet" since the return of the Olympians. They have sought out each other, as well as potential allies, and have begun discussing plans to move against these "impostors." A "divine" war may be soon in coming, one which may spark a conflagration that the combined forces of Earth's heroes may not be able to extinguish.

Alas, the maneuvering and machinations of all the beings I have described may ultimately spell Earth's doom. Then again, they may not, depending upon the resolve of those who call themselves heroes. There are but two paranormal "criminals" remaining for me to mention. Though relatively insignificant in the grand, cosmic scheme of things, I felt it appropriate to leave their tale for last, in the hopes that it serve as a sign that all is not destined to remain grim and dark. Two men whom the world has turned its back upon as "monsters" and "villains" have managed to find a bit of peace and friendship in their lives. On a special reservation for the handicapped and retarded, located somewhere on New Zealand, Ogre (C4) and Hideous (CE) can be found helping children adjust to their difficult lives. Their peace may not last for long, but for now it is a place of gentle kindness I am happy to observe.

SUPER TEAMS

THE CHAMPIONS

The Champions have come a long way. The membership has changed fairly significantly since they were founded in 1980, but the current roster has been the most stable and shows no sign of changing in the future.

In spite of their petty bickering and friendly squabbling, The Champions are one of the premium superhero teams on Earth. From their beginning fighting crime on the streets of New York City, they have advanced to travelling the globe, aiding those stricken by catastrophe, and battling the most powerful villains in the world.

The statistics given for the Champions in the *Champions* book were for the group at the beginning of their careers; if you require higher powered versions of the Champions team, use the following character sheets.

SEEKER				
Val	Char	Cost	Combat Stats	
25	STR	15	OCV: 10	
29	DEX	57	DCV: 10	
25	CON	30	ECV: 4	
15	BODY	10	Phases: 2,4,6,7,9,11,12	
13	INT	3		
11	EGO	2	Costs	
20	PRE	10		
20	COM	5	Char:	192 Base: 100
20	PD	15		+ +
19	ED	14	Powers:	207 Disad: 305
7	SPD	31		= =
10	REC	0	Totals:	405 405
50	END	0		
41	STUN	0		
Pts	Powers			END
20	Comic Book Martial Arts			
	Maneuver	OCV	DCV	Damage
	Martial Strike	+0	+2	10d6
	Offensive Strike	-2	+1	12d6
	Martial Block	+2	+2	—
	Martial Dodge	—	+5	Dodge
	Martial Throw	+0	+1	8d6+V/5
12	+3 DC w/Martial Arts (already added in)			
15	2d6 HKA (3 1/2d6 w/STR), OAF sword			3
15	1 1/2d6 HKA, 5 shot Autofire, 8 recoverable charges, OAF throwing stars			
10	1 1/2d6 AP Penetrating, AP, RKA, OAF sais			
4	+3d6 HA, OAF triple irons			
5	Mental Defense (7 pts)			
3	Ultrasonic Hearing			
9	+3 Levels w/all perception rolls			
5	Combat Sense 13-			
1	Immunity: Coral Snake Venom			
1	Immunity: Jellyfish Venom			
3	Lightsleep 11-			
10	2d6 Luck			
8	+4" Running (10" total)			2
2	+2" Swimming (4" total)			1
3	Well Connected			
2	Favor: Queen of the Faerie Court (very high-powered)			
2	Favor: Time Travelling Super-soldier (very high-powered)			
2	Favor: African Head of State			
1	Favor: United States Senator			
0	Favor: Professional Jewel Thief			
1	Favor: World Heavyweight Kickboxing Champion			
0	Favor: World Famous Film Director			
1	Favor: Exotic Cat Breeder			
0	Favor: USAF Fighter Jock			
1	Favor: NYC Jazz Pianist/Composer (not famous)			
0	Favor: French Rivera casino owner			
	Skills			
3	Acrobatics 15-			
3	Breakfall 15-			
3	Climbing 15-			
3	Navigation 12-			
7	Shadowing 13-			
3	Sleight of Hand 15-			
3	Stealth 15-			

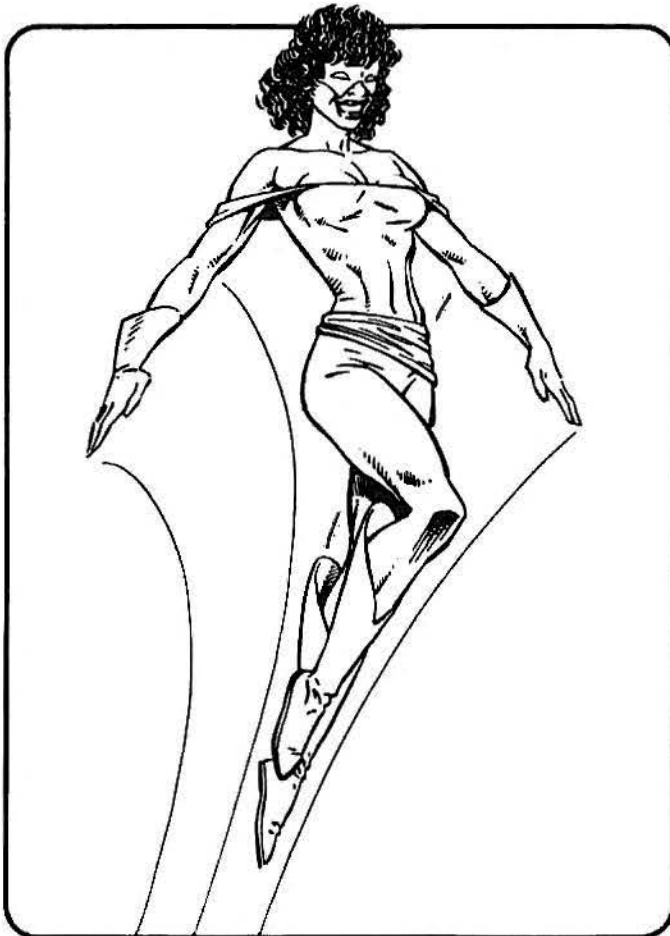
7	Survival (outback) 13-
5	Tracking 13-
4	AK: Australian Outback 13-
4	KS: Rhythm and Blues 13-
5	+1 Level in Hand-to-hand combat
16	+2 Levels in combat
1	Donation for Champions base
4	Donation for Slingshot II, the Champions current plane
100+ Disadvantages	
20	Psych Lim: Puts innocents before himself (Common, Total)
15	Psych Lim: Code of Honor, Honors Honorable Foe, Punishes Dishonorable Foe (Common, Strong)
10	Psych Lim: Seeks absolute truth, will go into danger to determine absolute philosophic certainty (Common, Moderate)
5	Psych Lim: Irreverent wisecracker, makes comments at inappropriate times
10	Rivalry: Wants to outshine other martial artists (PC or otherwise)
15	Reputation: Honorable, will not break word (extreme, 14-, originally 11-, no change in cost)
10	Enraged when innocents abused (Enr 11-, Rec 11-, Common)
10	Dependent NPC (Current girlfriend, Norm, 8-)
5	Hunted by the Red Band of Ninja (Less Powerful, 8-)
20	Hunted by VIPER (as Powerful, NCI, 11-)
5	Hunted by Green Dragon (Less Powerful, 8-)
180	Experience Bonus



Character Update: Well, Seeker's been a lot of places, and done a lot of things, but "The Final Answer" he's been looking for has still eluded him. Not entirely to his surprise, of course... He is much less of a "country bumpkin" than he used to be, but still maintains a certain charm and fierce pride in his Australian heritage.

Seeker's powers and tactics have not changed a whole lot; the major difference now is that he's a lot better at them. Most martial arts experts consider Seeker to be a major league martial artist (which means that he can duke it out with all but a handful of the world's martial artists and have a reasonable chance at winning). He's also done a fair bit of adventuring on his own (what is known in superhero lingo as "guest starring"). His rather long and unusual list of favors is derived from these solo adventures.

Seeker is probably the best known of the Champions, and is often considered by the public and the media to be the real leader of the Champions, much to Defender's chagrin.



Character Update: Of all of the Champions, Quantum's life has undergone the most change since she joined the group; yet her personality remains unchanged. She is still (as Defender once called her) "the Lucy Van Pelt of the superhero set". She still has a very aggressive attitude toward criminals. Yet many things have changed.

QUANTUM			
Val	Char	Cost	Combat Stats
25	STR	15	OCV: 9
26	DEX	48	DCV: 9
28	CON	36	ECV: 5
13	BODY	6	Phases: 2,4,6,8,10,12
18	INT	8	
14	EGO	8	Costs
15	PRE	5	
16	COM	3	Char: 188 Base: 100
12+	PD	7	+ +
12+	ED	6	Powers: 213 Disad: 311
6	SPD	24	= =
12	REC	2	Totals: 411 411
56	END	0	
50	STUN	10	

Pts	Powers	END
20	EC—"Internuclear Forces"	
20	1) 16" Flight, 1/2 END	1
22	2) Force Field, +14 PD, +14 ED, 0 END	0
70	Multipower (70 pt. reserve)	
7u	14d6 EB (high energy beam)	7
7u	7d6 Entangle (nuclear bond) DEF 7	7
7u	7d6 Flash vs. visual sense group	7
7u	Force Wall, 14 PD, 14 ED, 14" radius	7
7u	5d6 Drain vs. Stun, 2" AE Radius, At Range, Personal Immunity	7
7u	9d6 Explosion EB	7
Skills		
3	Breakfall 14-	
5	Paramedics 14-	
3	Streetwise 12-	
2	Perk: Licensed Medical Doctor	
3	PS: Doctor 12-	
9	+3 Levels w/Multipower	
1	Donation for Champions base	
4	Donation for Slingshot II, the Champions current plane	

100+	Disadvantages
10	1 1/2x Effect from Drains and Transfers
10	ENRAGED when innocents attacked (V Com, 14-, rec. 14-)
20	Hatred of the criminal underworld (V Com, Tot)
10	Hunts her brother and his drug gang (Com, Mod)
15	DNPC (Crippled younger brother, Incomp, 8-)
5	Distinctive Feature: Registers as a mutant on mutant scanners
10	Reputation: shows criminals no mercy (extreme, 8-)
15	Hunted by VIPER (As powerful, NCI, 8-)
5	Hunted by older brother and his drug gang (Less powerful, 8-)
5	Hunted by Pulsar (Less powerful, 8-)
10	Public ID (Starlyn Johnson)
206	Experience Bonus

First, her secret identity was exposed, rather accidentally, by Pulsar. After this, Pulsar spent several months in an Intensive Care Unit, thanks to Quantum. Quantum was arrested and charged with attempted murder for her efforts, but was acquitted after a rather sensational trial.

Several VIPER agents attempted to kidnap her crippled brother Samuel. After the world saw what Quantum did to the agents, no one has tried to kidnap or bother Samuel again.

Starlyn has a well publicized (and controversial) relationship with the superhero Starburst. It ended rather bitterly, and Starburst would like to get back at Quantum (although he's not willing to do anything blatantly criminal to do it).

Quantum's criminal older brother Jacob, in spite of Quantum's best efforts, is becoming a major player in the narcotics business. He has not been linked to any of his operations, and has joined with VIPER to perform a series of mind games on Starlyn, trying to drive her insane. Once Starlyn is discredited, he intends to sue for custody of Samuel, in the belief that this will finally drive his sister over the edge.

DEFENDER				
Val	Char	Natural Cost	Armor Cost	Total Cost
15+50* (65)	STR	5	25	30
18+10* (28)	DEX	24	15	39
20+10* (30)	CON	20	10	30
10	BODY	0	0	0
23	INT	13	0	13
18	EGO	16	0	16
15	PRE	5	0	5
14	COM	2	0	2
8+	PD	5	0	5
7+	ED	3	0	3
4 + 2* (6)	SPD	12	10	22
10	REC	6	0	6
40	END	0	0	0
40	STUN	12	0	12

Pts	Powers	END		
13	Martial Arts—Flight Suit Fighting (must be in flight)			
	Maneuver	OCV	DCV	Damage
	Passing Strike	+1	+0	STR+V/5, w Full Move
	Sacrifice Lunge	+2	-2	STR+V/5, w Full Move
	Martial Dodge	—	+5	Dodge, Abort
20	Endurance Reserve, 150 END, 15 REC			
27	6d6 Entangle, DEF 6, [6c], OIF Bolo Rockets			
21	15d6 EB (Electricity, full phase, x3 END, act. 14-, OIF Power gauntlets)			
11	10d6 Drain vs. Endurance, only from technological devices (-1) full phase, x3 END, act. 14-, OIF gauntlets			
13	Change Environment, spotlight, 4" radius, OIF suit			
33	20" Flight, 1/2 END, OIF boot rockets			
45	Armor (+18 PD, +18 ED, Hardened, OIF Powered Armor)			
4	Flash Defense (6 pts, vs. sight)			
5	Images vs. normal sight, -0 PERC roll, 0 Range, OIF Powered Armor			
7	High Range TV and Radio Hearing/Transmission			
3	UV Vision			
2	+2 Telescopic Vision vs. Range Mods only			

Skills	
3	Breakfall 13-, 15-*
3	Climbing 13-, 15-*
5	Computer Programming 15-
5	Combat Piloting 13-, 15-*
7	Electronics 13-
5	Inventor 15-
7	Mechanics 13-
3	Riding 13-, 15-*
3	Scientist
5	SC: Aeronautics 15-
3	SC: Power Systems 13-
3	SC: Weapons Systems 13-
3	Traveller
2	AK: Arabia 12-
2	AK: Australia 12-
2	AK: Egypt 12-
2	AK: Ethiopia 12-
2	AK: Indonesia 12-
2	AK: Nepal 12-
2	AK: Peru 12-
2	AK: Tanzania 12-
3	KS: Mountaineering 12-
3	KS: Horses 12-
10	Rich
1	Donation for Base
4	Donation for Slingshot II
20	+2 Overall Levels
100+ Disadvantages	
20	Fearless, will risk his life in obviously lethal situations (V Com, Str)
15	Must live up to family reputation for heroism (Com, Strong)
15	Doesn't understand or believe in magic, tries to explain it away (Com, Strong)
20	Normal Characteristic Maxima
10	DNPC: Wendy, the family housekeeper (normal, 8-)
15	Reputation: Insatiably curious do-gooder, 14-
20	Hunted by VIPER (As Pow, NCI, 11-)
10	Hunted by Mechassassin (As Pow, 8-)
15	Secret ID (James Harmon IV)
269	Experience Bonus

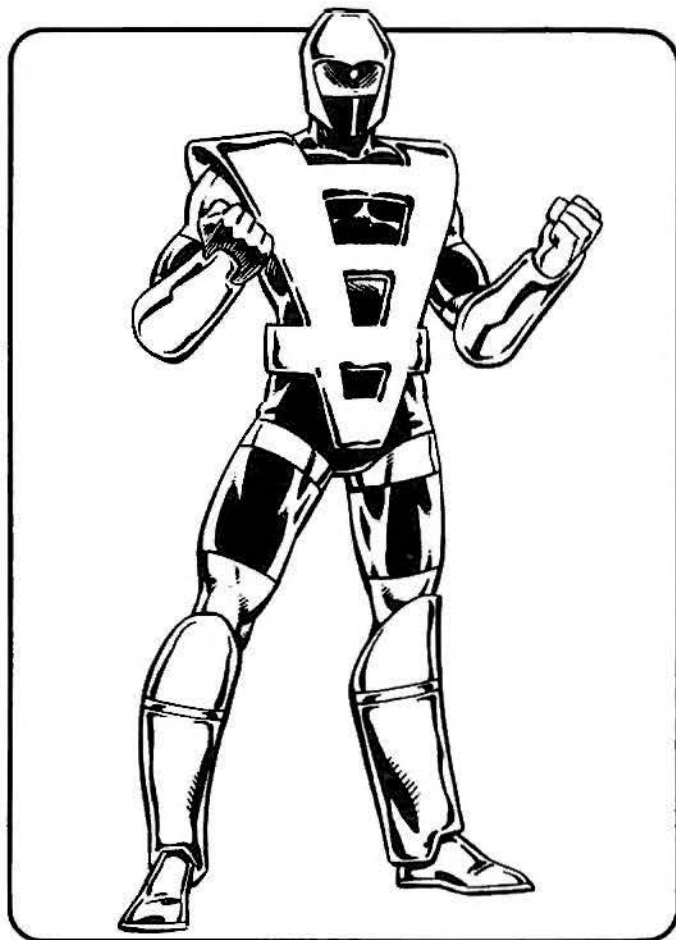
Character Update: Defender has remained leader of the Champions, yet he has been overshadowed in the public eye by Seeker, Quantum, and Obsidian, all of whom are seen as more colorful and outgoing. Defender claims that he doesn't care about his reputation, yet (often goaded by Quantum), he has become more aggressive and increasing prominent in the public eye.

Defender really is the glue that holds the Champions together. He supports members when they're depressed or in trouble. He chides them when needed, and keeps them apart when they're at each other's throat. He's a big brother to the team, and the respect that everyone has for him (even if they don't often show it) is a common bond that links every member of the team.

Recently, at Quantum's "request", James Harmon added a major attack power to his armor (the electrical blast). He does not like to use this, and will not use it unless innocents or his team members are threatened. He still is at his happiest when he out-thinks his opponents.

James is a rather shy man, and has not had much of a social life, apart from a lot of travelling. His housekeeper, Wendy Collins, has a big crush on him, but he has either been too busy to notice, or too scared to admit it. He has also gotten close to Solitaire on occasion.

It should be noted that two of the maneuvers in Defender's martial arts (his Passing Strike and his Sacrifice Lunge) are both taken from the Ninja Hero supplement. Those GMs who do not use this supplement should remove Defender's martial arts: NPCs should not have access to maneuvers that PCs do not have access to.



OBSIDIAN				
Val	Char	Cost	Combat Stats	
50+25* (75)	STR	40	OCV: 8	
23	DEX	39	DCV: 8	
38	CON	56	ECV: 7	
16+3* (19)	BODY	12	Phases: 3, 5, 8, 10, 12	
18	INT	8	Costs	
20	EGO	20		
35	PRE	25		
14	COM	2		
33+2* (35)	PD	23	Char:	266 Base: 100
23+2* (25)	ED	14	+	+
5	SPD	17	Powers: 151	Disad: 317
18	REC	0	=	=
76	END	0	Totals: 417	417
70	STUN	10		
END				
Pts	Powers			END
11	Hiadman ("The Warrior's Way" Royal Martial Art)			
	Maneuver	OCV	DCV	Damage
	Slam	+0	+1	STR + v/5
	Hold	-1	-1	+10 STR vs. hold only
	Toughness	+2	+2	Block, Abort
13	Density Increase (10 pts, 0 END, Persistent, Always On, x4 Mass, +10 STR, -2" KB, +2 PD, +2 ED)			
20	Growth (0 END, Persistent, Always On, x8 Mass, +15 STR, -3" KB, -2 DCV, +3 BODY, +3 STUN, +1" Reach)			
20	Damage Resistance (Makes 25 PD, 15 ED, Resistant)			
8	+4" Running (10" Total)			
3	+3" Swimming (5" Total)			
25	0 END on 50 STR			
10	Mental Defense (14 pts)			
Skills				
3	Breakfall 13-			
5	Combat Pilot 15-			
5	Computer Programming 14-			
3	High Society 14-			
3	Navigation (Interstellar) 13-			
3	Scientist			
3	SC: Cybernetics 11-			
3	SC: Genetics 11-			
3	SC: Theoretical Physics 11-			
2	AK: Imperial Space 11-			
4	Language: English			
1	Donation for Homestead, the Champions base			
4	Donation for Slingshot, the Champions plane			
9	+3 Levels w/Punch, Grab, and Haymaker			

100+ Disadvantages	
10	Vulnerability: 2x STUN from vibration or sonic attacks (UC)
10	Vulnerability: 2x BODY from vibration or sonic attacks (UC)
15	Completely Dedicated to Stellar Empire, will do anything for it (UC, Strong)
10	Noblesse Oblige, feels obligated by his social station to be a hero (Com, Mod)
10	Sees himself as protector of the earth (Com, mod)
10	Homesick for the empire (Com, mod)
20	Distinctive Feature: 8'6" tall, jet black, and very heavy
15	Hunted by Imperial Enemies (More Powerful, 8-)
15	Hunted by VIPER (As Powerful, NCI, 8-)
15	Hunted by Darkstone (As Powerful, 8-)
10	Public ID
187	Experience Bonus

* Bonuses for Growth and Density Increase



Character Update: Obsidian, as he chooses to call himself on the planet earth, has experienced some changes since the founding of the Champions. Apparently, Obsidian is still in his adolescence, and has grown six inches since joining the team (making him 8'6" tall), and he's still growing. Thanks to Seeker's intense "physical training methods" ("Obsidian my friend, do some push-ups and I'll watch you.") he's become substantially stronger, now ranking among the most physically powerful heroes on earth.

The major event that shaped Obsidian's life was the tragic incident which led to the creation of his nemesis, his clone Darkstone. Obsidian's mentor, Lord Amridar, was in transit to Earth, when he was intercepted by a space probe belonging to one of earth's premier villains, Malachite. Amridar was brainwashed by the villain, then let loose. Amridar visited the Champions for several months, fighting alongside them on several occasions, showing no sign of his brainwashing. He taught Obsidian the royal art of Hiadman, the warrior's way. Then Malachite activated the brainwashing, and Amridar led the Champions into a trap.

Malachite gathered genetic samples from Quantum, Jaguar, and Obsidian, and succeeded in cloning Obsidian, and artificially aging the clone to create Blackstone. Amridar managed to free the Champions (sacrificing his own life to do so), and inadvertently freed the clone. Blackstone, an exact duplicate of Obsidian (except that he is a destructive bully who wants to kill Obsidian), now wanders the Earth. Obsidian has vowed to deal with his clone, and bring justice upon Malachite for his murder of Amridar.

Obsidian is one of the few people who is respected by Grond; after several truly vicious fights (which Obsidian, to his annoyance, lost), Obsidian learned to calm down Grond. Grond trusts him, though he remains wary at the best of times.

Obsidian is now quite familiar with Earth culture, but his regal bearing remains, making him the subject of numerous jokes.

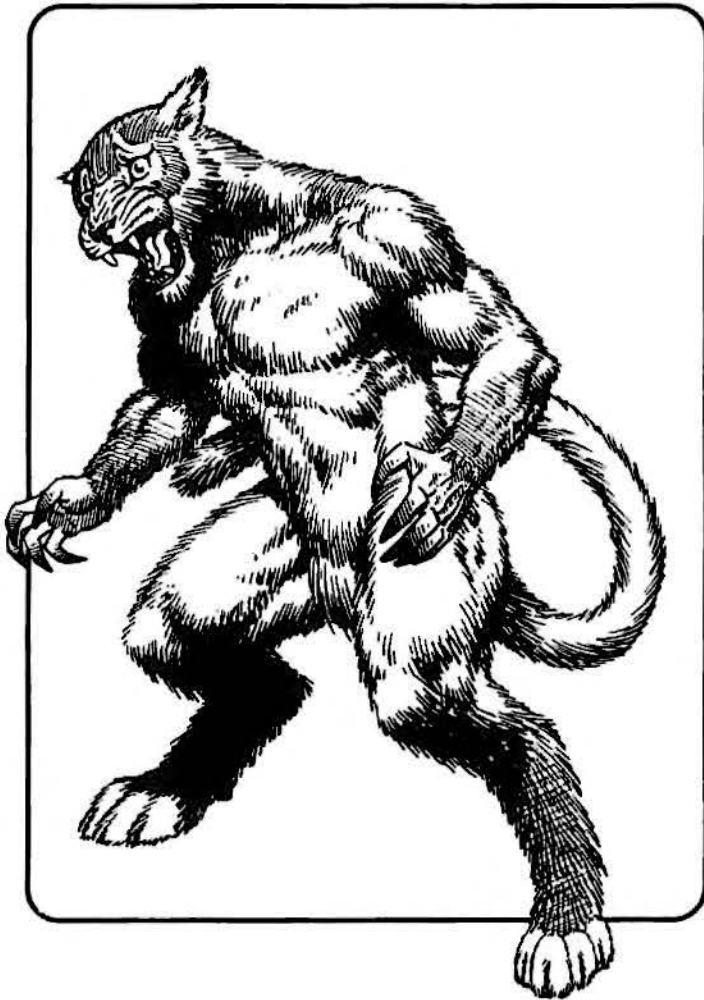
The martial art Hiadman involves pain suppression. The slam maneuver blocks the opponent with his body, and then knocks him down, thus throwing him. The block maneuver involves taking a blow and, through force of will, ignoring the effects.

JAGUAR (BEAST FORM)				
Val	Char	Cost	Combat Stats	
35	STR	25	OCV: 10	
30	DEX	60	DCV: 10	
25	CON	30	ECV: 3	
13	BODY	6	Phases: 2 ,4 ,6 ,8 ,10 ,12	
8	INT	-2		
8	EGO	-4	Costs	
25	PRE	15		
4	COM	-3	Char:	175 Base: 100
18+	PD	11		+ +
16+	ED	11	Powers:	210 Disad: 285
6	SPD	20		= =
12	REC	0	Totals:	385 385
50	END	0		
50	STUN	6		
Pts			Powers	END
50	Multiform to Human (250 pts)			
30	2d6 HKA (4d6 w/STR) Claws			3
15	+5d6 HA (12d6 w/STR)			3
24	+8 PD, +8 ED, Resistant Armor			
20	Find Weakness w/Attacks, 11-			
10	+10" Superleap			
6	+3" Running (9" total)			2
5	UV Vision			
25	Discriminatory/Targeting Scent			
6	+2 Levels w/PERC roll			
Skills				
3	Acrobatics 15-			
3	Breakfall 15-			
3	Climbing 15-			
1	Donation for Champions base			
4	Donation for Slingshot II, the Champions current plane			
100+	Disadvantages			
10	2x STUN from all flash effects			
15	Accidental Change to human form when hit by drains and transfers (UC, 14-)			
15	Thrill seeker, fearless (Com, Strong)			
15	Uncontrollable curiosity (Com, Strong)			
15	Tends to play with his prey (Com, Strong)			
15	Claws and paws make clumsy hands (Full, Greatly)			
10	No color vision (F, Slight)			
25	Distinctive Features (Jaguar-man appearance, NC, Ext—fear)			
5	Hunted by ancient family enemies (Less Powerful, 8-)			
15	Hunted by VIPER (as Pow, 8-)			
145	Experience Bonus			

JAGUAR (HUMAN FORM)				
Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 7	
20	DEX	30	DCV: 7	
23	CON	26	ECV: 4	
11	BODY	2	Phases: 3, 5, 8, 10, 12	
18	INT	8		
11	EGO	2	Costs	
15	PRE	5		
12	COM	1	Char:	120 Base: 100
12	PD	8		+ +
10	ED	6	Powers:	130 Disad: 150
5	SPD	20		= =
9	REC	0	Totals:	250 250
36	END	0		
35	STUN	2		
Pts	Powers			END
19	Basic Self Defense			
	Maneuver	OCV	DCV	Damage
	Martial Strike	+0	+2	+6d6 (10d6 total)
	Martial Disarm	-1	+1	+30 STR vs. disarm
	Martial Block	+2	+2	Block
	Sacrifice Throw	+2	+1	+4d6 (8d6 total)
	Martial Dodge	—	+5	Dodge, Abort
16	+4 DC w/Martial Arts (already added in)			
5	Mental Defense (7 pts)			
	Skills			
3	Breakfall 13-			
3	Bribery 12-			
3	Bugging 13-			
3	Bureaucracy 13-			
3	Combat Driving 13-			
3	Concealment 13-			
3	Conversation 12-			
3	Deduction 13-			
3	Forgery 13-			
5	Gambling 12-			
3	Interrogation 12-			
3	Lockpicking 13-			
3	Paramedic 13-			
3	Persuasion 13-			
3	Security Systems 13-			
3	Seduction 12-			
7	Shadowing 13-			
3	Stealth 13-			
5	Streetwise 13-			
2	AK: New York City 11-			
2	PS: Detective 11-			
4	Language: English (no accent, Spanish is native)			
10	+1 Overall Level			
3	+1 Level w/block, disarm, sacrifice throw			

100+ Disadvantages

- | | |
|----|---|
| 10 | Accidental change to beast form when angered or hurt (UC, 11-) |
| 20 | Doesn't like to become his beast form (V Com, Strong) |
| 10 | Does charity work, a sucker for a sad story (UC, Strong) |
| 10 | DNPCs, Barrio Street Irregulars, kids who keep him up to date on the street, (Norm, 8-) |
| 10 | Hunted by old family enemies (As powerful, 8-) |
| 10 | Hunted by Latino organized crime family (Less Powerful, NCI, 8-) |
| 15 | Secret ID (Santiago Villagatos) |
| 65 | Experience Bonus |



Character Update: As Jaguar, Santiago Villagatos' life has not gone smoothly; he has felt that the foes that the Champions have faced aren't really appropriate for a private detective, and he has found himself "unleashing the beast" far more often than he'd like.

Complicating the matter is an increasing dislike between he and Quantum, who almost constantly tells him that the Champions needs the beast's power and he should stop whining about it, which is about the least enduring thing she could say.

Santiago recently has taken under his wing Juan Allen, one of the Barrio Street Irregulars, who manifested powers of speed and energy projection (use Starburst's stats, replacing Flight with Running, and his psych limbs as follows: Publicity Seeker with: Show-off, wants to impress people; Scientific Curiosity with: Protective of Friends and Family; Reputation and Rival with Distinctive Features: Surrounded by Dragon Image when powers manifest, major reaction). Juan is a hot-headed teenager who occasionally sneaks away on Champions missions.

SOLITAIRE				
Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 8	
23	DEX	39	DCV: 8	
28	CON	36	ECV: 8	
10	BODY	0	Phases: 2 , 4 , 6 , 8 , 10 , 12	
13	INT	3		
23	EGO	26	Costs	
15	PRE	5		
18	COM	4	Char:	164 Base: 100
8+	PD	5	+	+
8+	ED	2	Powers:	229 Disad: 293
6	SPD	27	=	=
10	REC	2	Totals:	393 393
56	END	0		
42	STUN	10		
Pts	Powers		END	
17	Teleport 13", x2 END Cost		4	
45	Force Field (+15 PD, +15 ED, 0 END)		0	
79*	Multipower (87 pt. reserve)			
8*u	14d6 EB, Magical Blast, 1/2 END*		8/4	
8*u	7d6 Ego Attack, 1/2 END*		8/4	
8*u	11d6 Mind Control, Telepathic Commands, 1/2 END*		8/4	
8*u	Telekinesis, 45 STR, 1/2 END Cost*		8/4	
8*u	5d6 Aid, vs. all characteristics below starting value (+2), only to starting values (-1/2), 1/2 END Cost*		8/4	
3	Bump of Direction			
15	Mental Defense (20 pts)			
Skills				
3, 5	Acting 12- ; Disguise 11-			
3	Mimicry 11-			
5	Stealth 12-			
3	Ventriloquism 11-			
3	KS: TV Soap Operas 12-			
4	PS: Singing 13-			
5	Contact: United States Senator 14-			
3	+1 Level w/Multipower			
1	Donation for Champions base			
4	Donation for Slingshot II, the Champions current plane			
100+	Disadvantages			
15	Sees the world as black and white, a struggle between Good and Evil (Com, Strong)			
15	Refuses to confront her mistakes, afraid that her friends will abandon her if she makes one (Com, Strong)			
10	Obsessed with performing morally correct actions (Com, Moderate)			
10	Distinctive Feature: Talks to her Widget (Con, N)			
10	Takes identical damage as is inflicted against her widget (Com, G)			
5	1d6 Unluck			
15	Hunted by VIPER (As powerful, NCI, 8-)			
15	Hunted by the Cabal (As Powerful, NCI, 8-)			
5	Hunted by Howler (Less Powerful, 8-)			
15	Secret ID (Elaine King/Rowena Page)			
178	Experience Bonus			
*-1/2, Reduced Endurance is based on OAF Widget, (Widget has a DEF 17)				

Character Update: Solitaire has not changed very much since the founding of the Champions; she's a little less naive, a little more self-confident, but is quite content to live in the shadow of the other members.

The major addition to Elaine's life is Rowena Page, her stage name. Rowena has had leading roles in several prominent off-Broadway musicals, including the hit musical "Triplets". Elaine has not told her teammates of her "triple life," primarily because she'd be a nervous wreck if they ever came to see her perform. Worse, Rowena Page is gaining a much more prominent reputation than Elaine would like, annoying several publicists by being so secretive with her private life, at least one of whom would like to find out her "secret."

Solitaire is one of the few people that Quantum calls "friend," and has done her share of trying to resolve disputes between group members. She and Defender have almost become involved in a personal relationship on several occasions, but both have pulled away; Solitaire because she believes a relationship would be unprofessional and ethically wrong, Defender because he fears that Elaine would get hurt in the end. Both care more deeply for each other than they would care to admit.



CHAMPIONS ADVENTURES

These scenarios are for using the Champions in your campaign as NPC heroes.

QUANTUM'S LEAP

Terror stalks the underworld. Badly injured bodies line the street. Quantum has gone on a rampage, and doesn't care who knows.

The reason for Quantum's rampage; while the other members of the Champions were away on a mission that would take them out of the country for a long time. That's when Starlyn received the news that her elder brother Jacob was suing her for custody of Samuel, and that he was likely to win.

Quantum has snapped. She really wants to kill Jacob. And the only thing stopping her are the PCs. They must find her and prevent her from doing this; at the same time, Jacob will be contacting VIPER to stop her and any PC who tries.

BLACK STONE, BLACK HEART

There is nothing that Malachite enjoys more than making life miserable for "those men whose immense physical strength is in inverse proportion to their pathetic intelligences." (i.e., dumb bricks). Now he's back, with a plan to discredit and humiliate Obsidian.

He has combined the genetic material of Obsidian's race (obtained through Obsidian and Amridar) and genetically engineered hybrids (use the stats for Powerhouse in the Champions book). These hybrids have been given to Blackstone, who, disguised as Obsidian, will launch raids on prominent landmarks, claiming Earth in the name of the Stellar Empire. Meanwhile, the real Obsidian has been kidnapped and detained by Malachite.

The PCs must stop the raids (while the Champions, believing "Obsidian" to be brainwashed, will be trying to stop the PCs and capture Obsidian himself, involving the PCs in Hero vs. Hero conflict).

WAR GAMES

This is the simplest scenario. A friend of the PCs hires the Champions to test the hero's security by launching an attack on their base. Or a friend of the Champions hires the heroes to test the security of the Champions by launching an attack on their base. Big fight scene follows, followed by a party.

GREAT MARTIAL ARTS TOURNAMENT

For those who have Ninja Hero, use the Valhalla Mountain scenario from that book, using superpowered martial artists (heroes and villains as contestants). Seeker will be one of the contestants, as will several villains (the tournament site is considered neutral ground, of course, allowing villains to socially interact with the heroes without fights always breaking out).

FREEDOM SQUAD

Membership: American Eagle (leader) Black Phantom, Dimension Man, Hardhat, Jo-Tan and Victrix. As a defunct organization, the Freedom Squad is not accepting new members.

Background: In 1971 The second American Eagle met another long-time costumed crimefighter, the Black Phantom. After discussing their past exploits, American Eagle expressed an interest in starting a hero team (he had just recently left the Minutemen on the East Coast). They agreed that Chicago needed its own team, and the Freedom Squad was born. Black Phantom was not crazy about the name, but the idea of having others to help back him up in his missions appealed to him. They were soon joined by Hardhat, a gadgeteer hero, and Dimension Man I (no known relation to Dimension Man II from *Champions in 3D*), teleporting martial artist. They fought against VIPER and other criminals, and even help foil Dr. Destroyers first attempt at world domination. Later, the young mutant Victrix joined the group, and in 1986 Jo-Tan, a Japanese mutant, gave the group's roster its largest membership.

Shortly afterwards, in 1987, disaster, in the form of the villainous group VOICE, struck. Le Maistre, a member of the villain group, had a personal grudge against American Eagle, so when it came time for the villains to demonstrate their powers, the Freedom squad was chosen as their target. Hardhat and Dimension Man I were killed, and Black Phantom was critically wounded. With the help of the Champions, the remaining members were able to fend off VOICE, but the villains have never forgotten nor forgiven the defeat and occasionally attack Freedom Squad members, even to this day.

Once recovered, Black Phantom was nominated as leader—American Eagle stepped down, blaming himself for the defeat at the hands of VOICE. Black Phantom's first act was to recruit a new member to replenish their ranks. He found a young mutant called Black Hole, and the team went back into action. Their primary opponent over the next year was a powerful villain named Minotaur (not the same Minotaur as presented in *Invaders From Below*). Their battles settled into something of a standoff; the Squad was able to defeat Minotaur, but not hold him. Eventually, Black Hole, who had never bought into the "no killing" philosophy, broke the primary rule and killed Minotaur, and the villain's henchmen who had already surrendered. When Black Phantom tried to reason with him, Black Hole resigned. The remaining members soon lost heart and it was mutually agreed to disband. While the individual members still work together from time to time, they don't use the Freedom Squad name.

Goals: The Freedom Squad's goals were relatively simple. They fought crime, primarily supervillains and villain agencies in the Chicago area, or in other places should the need arise (such as when Dr. Destroyer attempted to use his hypno-raysatellite). They shared, for the most part, a belief in fair play and the insupportability of killing.

Tactics: The Freedom Squad used a variety of code words and coordinated attacks. At the group's height, American Eagle and Victrix flew air cover while Dimension Man and Jo-Tan engaged the enemy frontally, leaving Black Phantom and Hardhat to handle any unusual situations.

Resources: The Freedom Squad "base" was a penthouse suite in a downtown Chicago office tower, spaciouly arranged to suit American Eagle and Victrix. Jo-Tan avoided the windows as much as possible. The team had no special vehicles, Victrix shuttling non-flying members around the city. When it was necessary to go further afield, the team used vehicles provided by the Henry family.

Group Relations: Before the VOICE attack, the Freedom Squad was a tight-knit group, almost familial. After that, the members began to drift apart, but they are still cordial to each other.

Reputation: The Freedom Squad was much appreciated by the people of Chicago. Towards the end of their active period, many people saw them as somewhat old-fashioned and underpowered.

The Freedom Squad was well-liked by other hero groups for its friendliness and cooperation. They had a running feud with VIPER and several run-ins with Coil. In the end, their worst enemy was VOICE.

Campaign Use: the Freedom Squad and its members are regional encounters keyed to Chicago. between 1971 and 1988, they can be encountered as a group, and singly thereafter. They can serve as a source of information on VOICE, the Chicago area, and their former member Black Hole. A truly important crisis might cause them to band together once again as the Freedom Squad.

If the GM wishes, the Freedom Squad can be moved to Detroit or any other large midwestern city to better suit the campaign.

AMERICAN EAGLE				
Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 8	
24	DEX	42	DCV: 8	
28	CON	36	ECV: 5	
13	BODY	6	Phases: 3, 5, 8, 10, 12	
13	INT	3	Costs	
14	EGO	8		
20	PRE	10		
18	COM	4		
10	PD	6		
9	ED	3	Char:	152
5	SPD	16	Base:	100
11	REC	2	Powers:	132
56	END	0	Disad:	184
43	STUN	6	Totals:	284
END				
Pts	Powers			
25	Commando Training, usable barehanded (default), and with clubs			
	Maneuver	OCV	DCV	Damage
	Aikido Throw	—	+16d6	+v/5; opponent falls
	Boxing Cross	—	+2	8d6
	Choke	-2	—	Grab, 3d6 NND
	Judo Disarm	-1	+1	40 STR for Disarm
	Karate kick	-2	+1	10d6
	Kung Fu Block	+2	+2	Abort
8	+2 DC w/ martial arts (added in)			
6	+4d6 HA, OAF Baton			
21	Multipower (42 pt reserve), OAF Wings			
3 m	17" Flight, 1/2 END, not in a vacuum			
4 m	32" Gliding			
1 u	Missile Deflection vs. all ranged attacks			
13	Armor (+9PD/9ED), OIF Costume, Act 14-			
3	Flash Defense vs. sight group (5 pts), OIF costume			
20	+2 Overall Levels			
16	+2 Levels with any use of wings			
100+	Disadvantages			
10	1.5xSTUN from gas attacks			
20	Code vs. Killing			
15	Patriotic			
10	Claustrophobic			
10	Reputation (patriotic hero) 11-			
20	Hunted by VOICE 8-			
15	Hunted by Le Maistre 8-			
15	Secret ID (Steve Hall)			
69	Experience			



✂TORN '92

Background: In 1943, Steve Hall was just another kid with stars in his eyes. He supported his country's war effort wholeheartedly, cheered for the American troops, and idolized Chicago's own masked mystery man, the American Eagle. The Eagle got around using an armored glider cape, and Steve figured he could duplicate it. He climbed to the top of the orphanage where he lived and jumped off. Fortunately for Steve, the American Eagle just happened to be passing by on patrol, and saved the lad from certain death. Impressed with Steve's foolhardiness, and because it was what superheroes did back then, the Eagle took him home. After some quick training, and some fast legal work, Steve became the Eagle's sidekick Winger.

Their relationship had its ups and downs, and Steve abandoned his identity as Winger in the late 1950's. When his mentor was crippled testing his new invention, actual powered wings, Steve took up the mantle and became the new American Eagle with the perfected wings. He did quite well for the next couple of decades, briefly joining the hero group called the Minutemen. Returning to his home town of Chicago, he met up with the Black Phantom and formed the Freedom Squad.

After the death of Hardhat and Dimension Man, American Eagle stepped down from his long stint as the group's leader. He became more and more withdrawn, blaming himself for his friends' deaths. After Black Holes' resignation from the team, he received word that his mentor, the original Eagle, had died of a stroke. Suddenly American Eagle felt very old, and agreed with the others to dissolve the team. Currently, Steve is in semi-retirement, concentrating on his historical illustration work, and wondering if he should turn the wings over to a younger man—in 1992 he turned 62, making him one of the oldest active superheroes left.

Quote: "E Pluribus Unum. Out of many, one. It doesn't make the many less valid, or the one less important."

Personality: Steve is a firm believer in truth, justice and the American way, particularly the American way. On the other hand, he has never allowed himself to become a blind bigot or arrogant in his beliefs. He was heavily influenced by his mentor, who always insisted that you could tell heroes from criminals by their methods. After the deaths of his fellow Squad members, he has lost much of his self-confidence, and since the death of the original Eagle, he has been cruelly reminded of his own mortality.

Powers/Tactics: American Eagle's primary powers come from his wings, which can be used for powered or non-powered flight, and to dodge missile fire by fluttering unpredictably. He also has a baton and armored costume, as well as years of training and experience in combat. While he's in better shape than most men half his age, his lungs are too quick to assimilate gasses.

The Eagle realized early on that knowing your opponent's capabilities and weaknesses is half the battle, so he keeps tabs on all the superbeing information that he can get his hands on. He'll then really rely on his knowledge to arrange battles to his benefit. He likes to move in close to opponents and give them no chance to get back on balance.

Appearance: Steve Hall is a trim man in his early sixties, just under six feet tall. He has powder-blue eyes and white hair in a crewcut, and plenty of character lines on his face. American Eagle's costume is a blue bodysuit, half-face mask and gloves, with white belt, cuffs and chest emblem in the shape of stylized wings, and red sleeves and boots. His wings are white with light blue highlights and a span of about twelve feet. American Eagle's eyes are covered by one-way white lenses.

BLACK PHANTOM

Val	Char	Cost	Combat Stats			
20	STR	10	OCV: 9			
26	DEX	48	DCV: 9			
23	CON	26	ECV: 5			
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12			
23	INT	13				
15	EGO	10	Costs			
23	PRE	13				
10	COM	0	Char:	165	Base:	100
10	PD	6		+		+
10	ED	5	Powers:	176	Disad:	241
6	SPD	24		=		=
10	REC	2	Totals:	341		341
46	END	0				
40	STUN	8				

Pts	Powers	END				
20	Comic Book Martial Arts, usable bare-handed (default)					
	Maneuver	OCV	DCV	Damage		
	Punch	—	+2	8d6		
	Kick	-2	+1	10d6		
	Block	+2	+2	Abort		
	Throw	—	+1	6d6 + v/5; opp. falls		
	Dodge	—	+5	Abort		
8	+ 2 DC w/ Martial Arts, added in					
15	Multipower (40 point reserve), OAF multi-gun, 6 charges per slot					
1 u	8d6 EB (plastic stun bullets), does no body -1/2					
1 u	4D6 EB NND-gas vs. Self-contained breathing (gas)					
1 u	4D6 Entangle (net)					
9	6PD/3ED Armor, OIF costume					
3	Flash Defense vs. Sight Group (5 pts.), OIF goggles					
3	UV Vision, OIF goggles					
10	10" Swinging					2
6	+3" Running (total 9")					2
4	High Range Radio Hearing, OAF belt radio, not in water					
Skills and Talents						
3	Acrobatics 14-					
3	Deduction 14-					
9	Disguise on 14-					
3	Security Systems, 14-					
3	Stealth 14-					
3	Inventor 14-					
3	Mechanics 11-					
2	Chemistry 11-					
1	TF: Large Ground Vehicles (buses)					
30	+3 Overall Levels					
20	Find Weakness for Punch 13-					
15	3D6 Luck					

Background: Lafayette Jefferson was born poor in Chicago. From an early age, young Lafayette was exceptional. Not only was he a natural athlete, but a brilliant scholar as well. He won his school's science fair four years running. But this was the 1950's, and advancement opportunities for blacks were limited. When a torn ligament kept him from getting an athletic scholarship, Lafayette took a job repairing buses to pay for college. While in physical therapy for

100+ Disadvantages

20	2xSTUN from fire attacks
15	1.5x effect from Flash attacks
20	Code versus killing
15	Overconfidence
5	Colorblind
10	Reputation (hero)
20	Hunted by VOICE 8-
15	Hunted by VIPER 8-
15	Secret ID (Lafayette Jefferson)
116	Experience



his injury, he met a martial arts enthusiast who taught him a variety of moves. After graduation, Lafayette drove buses until he was able to work his way into a white-collar job at the company.

In the meantime, the civil rights movement grew, and so did violence. One night Lafayette woke up to a riot in his neighborhood. Despite his best efforts to help out, several people died in a fire set by looters. Lafayette had not been taking much notice of the tensions in the city, but now it looked as if Chicago needed another superhero to help it out. He created a costume and weapons, and soon the Black Phantom was making a name for himself, primarily dealing with civil rights and street crime in Chicago.

In 1971, the Black Phantom was approached by the American Eagle about starting a team after the two had found themselves working together to defeat a VIPER nest. He decided that after years of working solo, having others to back him up and coordinate investigations and missions would be helpful.

In the attack on the Freedom Squad by VOICE, Black Phantom was put in the hospital by Dr. Photon. After getting out of the hospital he found himself elected as the new team leader. He recruited Black Hole, who turned out to be one of the major disappointments in Black Phantom's career. He still hunts his former teammate when the opportunity arises, but Black Hole is currently nowhere to be found. The rest of the time, Black Phantom resumes his one man war against street crime, although, like American Eagle (who he had a bit of a falling out with in the final days of the Squad) he is getting old and thinking of retiring.

Black Phantom was the only member to vote against the dissolution of the Freedom Squad.

Quote: "The dream is still alive. Never give it up."

Personality: Lafayette has always had an edge over anyone else, physically, mentally or psychologically. He has not let this deteriorate into arrogance, but works hard to raise others to his level. He was raised with a strong moral code, which he will not abandon even under the most extreme circumstances. He feels strongly about civil rights issues, and donates anonymously to various good causes. Between his two careers, the Black Phantom barely has time to sleep, let alone maintain a social life, so he has few close friends and has never had a serious relationship with a woman.

Powers/Tactics: Lafayette is a top-notch athlete, a trained fighter, and extremely bright as well. He developed his own equipment, including his ingenious multigun, which shoots various sorts of chemical concoctions. One type becomes a knockout gas on contact, another expands into a tangle of quick-drying glue, and the third standard load is a special non-penetrating plastic bullet. On rare cases, he has used other special loads. Black Phantom's senses are somewhat more acute than normal and can be easily overloaded (polarizing his goggle lenses is a recent development). He also has a strong shock reaction to fire, possibly linked to the events that led to his career as the Black Phantom.

As he's gotten older, Black Phantom has become more fond of the subtle approach to crimefighting, often spending days accumulating evidence before moving in on a target. He vastly prefers his multigun over close combat, as he has come close to killing opponents with a misjudged kick on at least two occasions. If faced with multiple opponents, he'll try to put down those known to use lethal force first.

Appearance: Lafayette Jefferson is in his late 50's, 6'1" and 200 lbs. He has short, curly black hair and dark brown eyes. Black Phantom's costume is grey with black boots, gloves, shorts and cape; and white belt with holster. His goggles are tinted blue, and he often wears a full head mask in black. The multigun has an oversized chamber and barrel to accommodate the special ammo.

JO-TAN (STURDY)						
Val	Char	Cost	Combat Stats			
30/45	STR	20*	OCV: 7			
20	DEX	30	DCV: 7			
40	CON	60	ECV: 6			
18/19	BODY	16*	Phases: 3 ,5 ,8 ,10 ,12			
13	INT	3	Costs			
17	EGO	14				
15	PRE	5				
10	COM	0				
21/23	PD	15*				
21/23	ED	13*	Char:	192	Base:	100
5	SPD	20		+		+
12	REC	-4	Powers:	66	Disad:	158
80	END	0		=		=
53/54	STUN	0*	Totals:	258		258
Pts	Powers					END
14	Sumo, usable barehanded (default)					
	Maneuver	OCV	DCV	Damage		
	Grab	-1	-1	40/55 STR to hold		
	Crush	-1	+1	10d6/13d6, after Grab		
	Slap	—	+2	8d6/11d6		
	Toss	—	+1	6d6/9d6 +v/5; opp. falls		
9	1/2 END on 45 STR					2
2	+1 w/sight PER rolls					
19	5 pts Growth + 10 pts Density Increase					
	(8x mass, -3" KB), 1/2 END					1
3	KS: Engineering 12-					
3	PS: Engineering 12-					
2	KS: Sumo 11-					
4	Lang: Accented English (Japanese native)					
4	+2 OCV w/ grab					
5	+1 level w/hand to hand					
1	Perk: Passport					
100+	Disadvantages					
15	1.5x STUN from energy-based KAs					
20	Code Versus Killing					
10	Protective of Women					
5	Mild Acrophobia					
5	Reputation (Japanese hero)					
20	Hunted by VOICE 8-					
25	Hunted by yakuza 8-					
10	Public ID (Mishio Senjaku)					
63	Experience					

Background: Mishio Senjaku has always been a big and beefy boy, considered rather an asset in sumo training, so at first he wasn't worried when he grew three inches in a week. Soon, however, it became evident that his height and weight were fluctuating wildly. After a short period of time, Mishio learned to control his powers. But by that time he had attracted the attention of certain Yakuza gamblers, who wanted him to use the more subtle effects of his powers to rig matches for them. Mishio thought it over a bit, and decided he was thoroughly disgusted by the idea. Not only did he inform the police, but he led them on a raid on the gamblers' hideout.

Figuring that publicity was his best defense against secretive revenge, Mishio became the superhero Jo-Tan. While the young hero did quite well, he and his family still had frequent run-ins with the Yakuza. It was agreed that Mishio would study engineering in America at the University of Illinois. He had no intention of giving up superhero life, however. As soon as he was settled, Jo-Tan sought out the local hero group, the Freedom Squad. his raw strength was appreciated and he fit right in.

After the VOICE affair, Jo-Tan soldiered on, but Black Hole's resignation convinced him that it was time to get on with his life. Mishio has nearly completed his post-graduate work, and is trying to decide whether to take a job in the US or return to Japan permanently. On his last vacation to his homeland, Jo-Tan ran into Tsuchi of Yooso (see *Ninja Hero*). The two former sumatori had an impromptu bout and thoroughly enjoyed themselves, even if neither could convince the other to switch sides.

Quote: "No, I'm not going to fall over, you are."

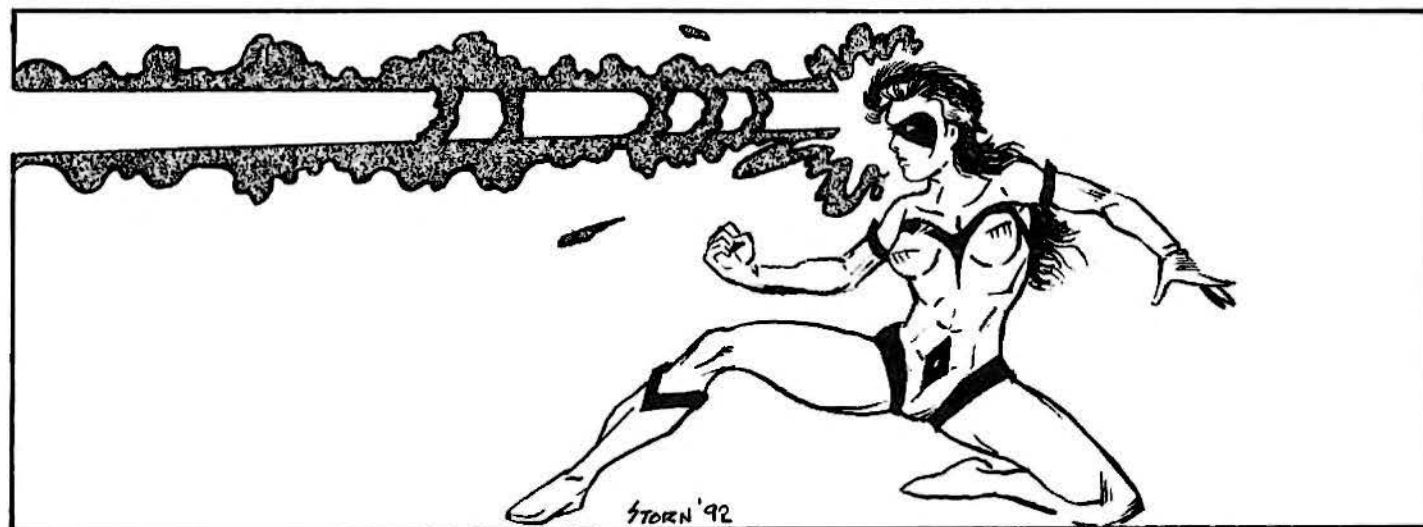
Personality: Mishio is a friendly, polite fellow. Originally he saw combat as a game, like sumo bouts only more varied. After the VOICE attack, he took on a harder edge and began to take life more seriously. As a Buddhist, he refuses to take a life. He's a bit nervous in high places, as a long fall is one of the few things that could seriously injure him.

Powers/Tactics: Jo-Tan is a superhumanly strong mutant with the ability to increase his size and mass. His enlarged body is especially vulnerable to coherent energy attacks like lasers. While concentrating on his studies, he's let his training slip a bit, resulting in a slight loss of resilience.

On his own, Jo-Tan simply grows to full size, grabs his opponent, and squeezes. If this proves inadvisable, he'll try standing back and tossing large objects.



Appearance: Mishio Senjaku is a Japanese man in his mid-twenties. Normally, he's 5'11" and 240 lbs. When his powers are fully activated he is nearly eight feet tall and weighs nearly a ton. He has curly black hair and black eyes. As Jo-Tan, he wears a black wrestler's suit, gloves and slippers; his belt and headband are white.



VICTRIX			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
18	DEX	24	DCV: 7
23	CON	26	ECV: 5
8	BODY	-4	Phases: 3, 6, 9, 12
13	INT	3	
15	EGO	10	Costs
15	PRE	5	
20	COM	5	Char: 110 Base: 100
5	PD	3	+ +
8	ED	3	Powers: 208 Disad: 218
4	SPD	12	= =
10	REC	6	Totals: 318 318
60	END	7	
35	STUN	10	
Pts	Powers	END	
21	EC Telekinesis		
54 a	40 STR TK at 1/2 END	3	
29 b	10D6 EB (TK punch) physical	5	
21 c	18PD/6ED Force Field, Hardened, 0 END		
30 d	17" Flight, 0 END		
5	Mental Defense (8 pts. total)		
25	Spacial Awareness (TK "touch sense")		
3	High Society 12-		
10	+2 levels with Telekinetic powers		
5	+1 level w/DCV		
5	Well-Off		
100+	Disadvantages		
15	1.5xSTUN from RKA		
20	Code Vs Killing		
10	Claustrophobia		
20	Susceptible to smoke, fumes etc., 2D6/phase		
20	Hunted by VOICE 8-		
10	Hunted by Black Raven 8-		
15	Secret ID (Merilee Henry)		
98	Experience		

Background: Merilee Henry was the daughter of Frank Henry, the Chicago auto parts king. Her older brother John was expected to inherit the business, and as Merilee didn't have much interest in finance, her father indulged her minor wishes, but kept a strict eye on her, and made sure of her moral education. When she was sixteen, Merilee started having headaches, and objects started flying across the room for apparent reason. After a bit of nonsense about "poltergeists," Merilee figured out most of her telekinetic powers. Her father's lectures on "civic responsibilities" came back to her, and she knew what she had to become—a superhero! She revealed her powers and her plans to her father. Mr. Henry was so overjoyed to learn that Merilee

was merely a mutant, and not a drug addict as he'd feared from her recent erratic and secretive behavior, that he agreed immediately. He arranged for her costume and helped her pick a name, then suggested she contact the American Eagle for help in getting started. As it happened, the Eagle was looking for another member to round out the Freedom Squad, and she quickly filled that role. She revealed her secret identity to the other members on her 18th birthday. They were chagrined to learn that the group was being financed by a minor cut of her extensive allowance.

After the VOICE incident, Victrix grew increasingly dissatisfied with the direction of the Squad, and after Black Hole's resignation, voted for ending it. Since then, she has been trying her hand at solo crimefighting, and is now thinking of joining another group. Her brother has not been let in on her secret, and is slightly jealous of her trust fund.

Quote: "You needn't all rush to fight me at once boys. There's enough of me to go around."

Personality: Merilee is a reserved young woman with a strong sense of responsibility. Victrix is also a bit of a flirt, and rather enjoyed being the only woman in the Freedom Squad. She has a strong distaste for enclosed places because of being trapped in a shrinking room "deathtrap" on an early case. She spends money freely but not excessively; she may not have a head for business, but she can balance a checkbook just fine. Victrix can be a bit vain about her looks. One of her least favorite experiences was having a foe steal her looks temporarily.

Powers/Tactics: Victrix is a mutant with significant telekinetic powers, most notably flight and the ability to probe areas she cannot see using telekinetic "fingers." She has become quite skilled with her powers. However, her mutation has made her lungs extremely sensitive to airborne contaminants such as smoke. She also has never quite gotten over the shock of having lethal projectiles hit her.

Since her flight and force field cost little effort, Victrix always activates them in combat. She's more cautious than the other Squadders, preferring to keep opponents well away from her. Her favorite attack is to telekinetically grab someone without movement powers, hoist him into the air, and then pummel him with TK punches.

Appearance: Merilee Henry is in her late twenties, 5'6" and 105 pounds. She has shoulder-length auburn hair and dark brown eyes. Her features are fine, with high cheekbones. Her usual Victrix costume consists of a yellow strapless one-piece, long gloves and boots; the trim (including a diamond cutout around her navel) and domino mask are red.

OTHER FREEDOM SQUAD MEMBERS

Black Hole: Young mutant Wayne Ziebel was recruited into the Freedom Squad in 1987 to replace their losses. Unfortunately, Black Hole never quite came to understand the moral center of the group, and he eventually broke the Squad's prohibition on killing. He resigned in an ugly scene, and disappeared. Black Hole has the ability to teleport himself and other objects, including the nasty trick of materializing one thing partially inside another. He wears a black skintight suit with a stylized black hole emblem. Wayne is in his early twenties, 6' tall and slickly handsome with curly blonde hair and blue eyes.

Dimension Man I: Nothing is known of the man behind the mask. Not his real name, his origins, or even exactly how his powers worked. He was extremely secretive about his personal life, and his one-time claim of not being from Earth "as you know it" should be taken with a grain of salt. What is known is that he was a teleporter (the power evidently innate) who used a martial art strongly resembling Tai Chi. He joined the Freedom Squad in 1974, and was closest to Black Phantom, from whom he learned the detective arts. Dimension Man's life was cut short when he was murdered in 1987 by VOICE member Goshawk. In life, Dimension Man wore a skin-tight green and blue costume that covered his entire body, and protective goggles with a green tint.

Hardhat: Self-educated construction engineer Bob Ngurszki decided to put his considerable inventive talent, and some of his weirder gadgets, to use as a hero. He had a brief solo career before joining the Freedom Squad. He had a distinguished record until he was ambushed by VOICE agents Graf von Grausom and Black Raven. Hardhat was a burly man with prematurely gray hair he kept in a buzz cut, and blue eyes. He wore light blue coveralls heavily festooned with gadget parts (always with a heavy industry theme); heavy gray canvas gloves, black steel-toed boots, and a yellow hardhat with a built-in welder's mask that could be adjusted for desired opacity.

DEATHSTROKE

Membership: Requiem (leader), Chiller, Stinger, Shockwave, Death Commando, and Scatterbrain.

Background: "I don't understand why we need a promotional specialist, anyway." Frost sank back in his chair with a gesture of disgust. "Damian, you've always been a good leader. Why do we need to call in special help now?"

Deathsinger acknowledged his twin brother, putting a strong hand on his shoulder. "Because, dear brother, I'm tired of getting thrown into Stronghold. We're becoming the laughing stock of the villain community. And after that affair with Dr. Draconis, well..."

Deathsinger was interrupted as the double doors to the conference room swung open. In rushed a small man in a loud checkered sports coat. He had thick eyebrows and an even thicker mustache. With big eyes staring out from behind black plastic glasses, he reminded the villain team a little of Groucho Marx. "Good morning, gentlemen. I'm glad to see that you could all make it. My name is Fabian Bartleheimer, and I'm ready to turn your lives—and your careers—around!"

"Hmmp! We were just discussing whether we need you at all." Stinger glared at the funny little man with contempt.

"But of course you need me, my dear Stinger. Recent surveys we've conducted show you to be one of America's least frightening supervillain teams, you know. Hardly the image you need to terrorize the world, now is it? But don't worry; the days of being laughed at by your colleagues is coming to an end."

With that, the promotional genius spread out a bulky leather portfolio across the table and pointed the team's attention to several costume sketches. "We'll start by getting you all new outfits to wear. My company has done extensive research into the current trends of paranormal fashions, and these new designs are bound to impress any heroes you might come up against. Notice that each design is fashioned from multi-layer kevlar, making the uniforms protective as well as flashy. And the skull buckles and dagger insignias tie you all together as a team."

"Great," Death Commando sighed. "Just what we need. You'd think they'd let us forget that thing with the 'Dagger!'"

"If you're quite finished with the sarcastic remarks," Mr. Bartleheimer continued. "Now let's see, since we're looking for an image that will strike terror in the hearts of the public, we'll need to give some of you new code names."

"Now wait just a minute!" Deathsinger rose to his feet. "I've been 'Deathsinger' ever since my brother and I put this team together. I've worked hard at building up a reputation around that name, and I'm not about to change it now!"

"Actually, Mr. du Morte, your reputation is *precisely* the reason for changing your name. Our research shows us that this little terrorist team of yours is known only for one failure after another. First there was that incident where a troop of scouts discovered your secret base and locked you up with your own security devices. Then you let one of your own hired scientists nearly destroy the world with that 'Dagger' device. And, of course, let's not forget that little incident with CLOWN and the stolen 'whoopie cushions'..."

There was a long pause. Finally Deathsinger sighed his compliance. "All right, Bartleheimer, what did you have in mind?"

"I'm so glad you asked. First of all, you will become 'Requiem.' Our studies show that the people will respond to a name with a more menacing mystique, and it's important that you play the part. No more long soliloquies about how wonderful you are. Instead, you must become a more brooding, threatening personality."

"Your brother will become 'Chiller.' Not that 'Frost' was a bad name, mind you, but 'Chiller' sounds more homicidal."

"Stinger and Death Commando can keep their code names; those two fared well in our recent polls. But 'Arrowhead' has got to go. Why in the world did they call you 'Arrowhead' in the first place? Just because you had an arrow symbol on your mask? Well, we can do better than that. From now on, you'll be called 'Shockwave.'"

"And finally, it's time to put a woman on your team. Popularity percentages show a 15 to 25% increase for teams with a little sex appeal in their membership. That's why I've taken the liberty of inviting my daughter, Scatterbrain, to join Deathstroke."

Death Commando slammed his fist against the table, and Arrohe...er, Shockwave and Stinger rose to their feet. "That does it!" Requiem exclaimed. "You don't have the right to go around telling people they can be a part of the world's foremost terrorist team. After all, I am still the leader of this organization, and what I say, goes. Who do you think you are, you little..."

As Requiem rambled on, a beautiful young woman with long strawberry-blonde hair entered the room. She stared hard at Requiem, her eyes shimmering with just a subtle flash of pink as she exercised her powers.

"And I'm telling you right now," Requiem continued, "that I have no intentions of...er...that is...I mean, well, of *course* we'll have your daughter on our team. What a wonderful idea!"

Bartleheimer and Scatterbrain exchanged knowing glances. "Good," the publicist exclaimed in triumph. "Now that we have *that* little detail out of the way, we can get to work on your 'Master Plan' for taking over the world."

Reputation: Over the years, Deathstroke has developed a reputation as one of the less-successful villain teams in the world. Now they've dedicated themselves to turning this around. With the help of their publicist, Deathstroke hopes to terrorize the world and finally get a little respect.

It is also widely known that Deathstroke is working on some "Master Plan," though no one is really sure what all that plan involves. (Many hero groups suspect that even Deathstroke themselves have no idea of what they're trying to accomplish.) Whether their schemes succeed or fail, Requiem always brags that everything is happening exactly as their "Master Plan" dictates.

Group Relations: Requiem is the established leader of Deathstroke, and the members will all follow him loyally. Chiller pledges his loyalty simply because of his admiration for his twin brother—an admiration that borders on worship. Stinger and Scatterbrain remain loyal to Requiem because they'd rather not take over the position themselves (and be blamed for the humiliation of the team's repeated failures). And though Death Commando and Shockwave realize that either one of them would make a better team leader, they stick with Requiem out of a sense of nostalgia.

Everyone in the group has fallen in love with Scatterbrain to varying degrees. It's her own fault, really; she shouldn't have been fooling around with their minds so much. The result is a sort of friendly rivalry on the team for her affection. The men are always stealing gifts for her, using themselves as human shields to keep her from getting hurt in battle, etc.

Tactics: In battle, Deathstroke will almost certainly fight dirty. They will ambush heroes whenever possible, endanger both people and property, and hide behind hostages when things turn sour. Requiem has reluctantly given over the responsibility of combat direction to Death Commando, and the mercenary is doing an excellent job of using the team's strengths to their advantage.

Scenario Use: Deathstroke is actually a formidable group of opponents. However, their rather exotic personalities and stubborn determination to get a little respect from their foes is usually their undoing. Adventures involving Deathstroke will often include attempts to frighten the general public and threats to take over various government agencies. For example, Deathstroke might try to gain access to a nuclear submarine and use it to hold the United States hostage until it relinquishes total government control to the villains. Or they might take over a major television network and begin broadcasting their form of propaganda. They might even decide to simply challenge a hero team to a nationally televised fight, figuring that if they could defeat the heroes in front of the whole country, the people would surely fear them.

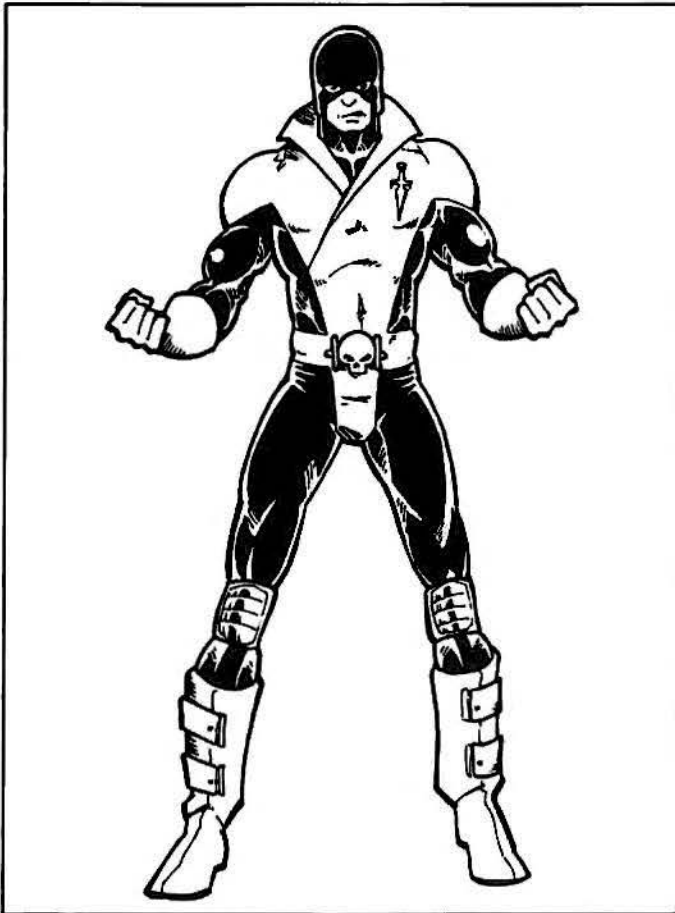
REQUIEM			
Val	Char	Cost	Combat Stats
18	STR	8	OCV: 7
20	DEX	30	DCV: 7
23	CON	26	ECV: 5
15	BODY	10	Phases: 3, 5, 8, 10, 12
18	INT	8	
14	EGO	8	Costs
20	PRE	10	
12	COM	1	Char: 165 Base: 100
10	PD	6	+ +
11	ED	6	Powers: 121 Disad: 186
5	SPD	20	= =
14	REC	10	Totals: 286 286
66	END	10	
48	STUN	12	
Pts	Powers	END	
56	Multipower (56 pt. pool): Sonics		
6 u	11d6 Energy Blast	5	
5 u	3d6 RKA, 1/2 END	3	
5 u	5d6 NND (not vs. deaf, covered ears)	5	
22	Armor (15PD/15ED), OIF: protective costume, Activate 14-		
6	+3" Running (9" total)	2	
3	Ultrasonic Hearing		
Skills & Talents			
3	Disguise 11-		
3	+1 Level with Multipower		
2	+1 Level with Energy Blast		
10	Find Weakness with Energy Blast 11-		
100+	Disadvantages		
10	2x STUN from other sonic attacks		
25	Berserk when attacked with sonics 14-, 8-		
20	Grossly Overconfident (common, total)		
10	Protective of twin brother (uncommon, strong)		
15	Paranoid (very common, moderate)		
5	Tone Deaf (infrequent, slight)		
15	Reputation: bungling villain, 11- (extreme)		
15	Hunted by the Champions, 11-		
15	Hunted by Genocide, 11-		
5	Monitored by Publicist (mild interference), 14-		
15	3d6 Unluck		
36	Villain Bonus		

CHILLER				
Val	Char	Cost	Combat Stats	
18	STR	8	OCV: 7+ DCV: 7+ ECV: 5 Phases: 3, 5, 8, 10, 12	
20	DEX	30		
23	CON	26		
15	BODY	10		
18	INT	8		
14	EGO	8	Costs Char: 165 Base: 100 + + Powers: 121 Disad: 286 = = Totals: 286 286	
20	PRE	10		
12	COM	1		
10	PD	6		
11	ED	6		
5	SPD	20		
14	REC	10		
66	END	10		
48	STUN	12		
Pts		Powers	END	
60	Multipower (60 pt. pool): Ice Powers			
6 u	12d6 Energy Blast			6
6 u	4d6 Entangle, blocks all hearing, character and entangle both take damage			6
6 u	Force Wall (6PD/2ED), 4" long, 0 END, Continuous, Uncontrolled			0
6 u	Darkness vs. normal and Infrared vision in a 4" radius, 1/2 END ("icy fog")			3
22	Armor (15PD/15ED), OIF: protective costume, Activate 14-			
30	15" Flight, OAF: ice slides			3
5	Infrared Vision			
15	Change Environment to extreme cold in a 2" rad 2			
Skills				
9	+3 Levels with Multipower			
100+		Disadvantages		
20	2x STUN & BODY from fire/heat			
15	Fear of fire (common, strong)			
25	Loyal to twin brother (very common, total)			
10	Compulsive Liar (common, moderate)			
25	Susceptible: 3d6/phase from extreme heat (uncommon)			
15	Reputation: bungling villain, 11- (extreme)			
15	Hunted by the Champions, 11-			
15	Hunted by Genocide, 11-			
5	Monitored by Publicist (mild interference), 14-			
5	1d6 Unluck			
36	Villain Bonus			

Background: Damian and Andran du Morte are the twin sons of the famed nuclear physicist Rodney du Morte. Unfortunately, Rodney's accidental exposure to radiation in the course of an experiment brought out latent mutations in his genes, and later became active mutations in his sons.

Rodney died of cancer not long after the birth of the twins, and his wife, Margie, soon remarried a lumberjack from Alaska. When the family relocated outside of Anchorage, Margie quickly realized the mistake she had made. Her new husband had quite a temper, and began to regularly take out his frustrations on the twins. Margie felt too intimidated to go for help, so her husband went on harassing her children for nearly eighteen years. As a result, the twins grew up with a resentment for authority figures.

On their eighteenth birthday, Margie arranged for the whole family to celebrate at a restaurant in the city. When the waitress brought out the birthday cake, the twins joined in singing "Happy Birthday" to one another, as was their custom. As fate would have it, Damian's mutant powers chose that very moment to first manifest. As they sang, Damian's voice grew suddenly shrill, and the whole table, cake, candles and all, exploded in a burst of sonic power. Damian just stared at the dripping mess in disbelief, but his father grew angry. Waving his finger in Damian's face, the lumberjack began to blame his "stupid" son for pulling some "stupid" trick and embarrassing the whole "stupid" family.



Suddenly, Adrian stood up and shouted back—the first resistance either of the boys had ever shown to their stepfather. Naturally, Adrian's mutant powers kicked in as well, and the lumberjack quickly found himself shivering within a giant block of ice. Through chattering teeth, their stepfather threatened to kill the twins to "protect red-blooded Americans from stupid freaks like them." Damian and Adrian fled, stealing the family stationwagon and making their way south through Canada. As soon as he thawed, their stepfather was after them. The chase ended when the lumberjack was killed in a freak snowstorm.

To support themselves on the road, the twins turned to crime. Adrian used his icy talents inconspicuously in the cold Canadian winter, but Damian couldn't resist showing off his sonic powers. His overwhelming self-confidence and pride couldn't be suppressed, and Damian would often boast that his powers would make him victorious in whatever challenge he faced. Before long, the twins had taken on costumed identities as Deathsinger and Frost, and set to work on forming their own supervillain team: the Destroyers. Things have gone downhill ever since.

Now, nearly a decade later, Damian and Adrian are trying to get a fresh start with new costumes, new names, and a revamped team: Deathstroke.

Requiem's Quote: "You pathetic, insignificant idiots! You dare to challenge me and my team, the greatest villains to ever live? Why, my powers alone could bring about your swift and painful defeat! The world will laugh at your failure just as surely as they will bow before my rule!"

Chiller's Quote: "Yeah. What he said!"

Personality: Damian is a grossly overconfident individual. He truly believes that he is capable of accomplishing anything he tries, no matter what the odds are against him. As you might guess, this proud attitude and feeling of superiority has led Damian to the conclusion that he is the natural choice for the world's sole ruler, with his dear brother at his side. Adrian, on the other hand, practices a form of hero worship; he actually believes his brother's claims, and supports Damian's aspirations wholeheartedly. As a result, the twins have grown fiercely loyal to one another.

As Requiem and Chiller, the twins will often grandstand to get attention (and, hopefully, their opponents' respect). Requiem, in particular, will soliloquize about how wonderful he is and how devastating the heroes' defeat will be, etc. Chiller will usually stand by his side, cheering his brother on.

Powers/Tactics: Requiem's mutant powers have made his voice a deadly weapon. He can now sing loud, shrill notes which can shatter brick walls or rupture his opponent's eardrums. Unfortunately, Requiem is also completely tone deaf and couldn't carry a tune if his life depended on it. Thus, his sonic powers have much the same effect as fingernails against a chalkboard. (None of the other members of Deathstroke have dared to tell Requiem about this annoying effect.) In combat, Requiem prefers to use his NND or Energy Blast effects; he rarely uses the Killing Attack since "the promiscuous use of his superior powers of life and death would betray the great trust fate has placed in him."

Chiller's mutant powers make him a master of ice and cold. He can slide along ice slicks, encase opponents in ice, create massive walls of solid ice (which stay around until they either melt or are broken down), or even project blasts of intense cold. He used to try to deceive his opponents a lot to gain their confidence. For example, he might have pretended that he had just shaken off a Mind Control, and that he was actually on the heroes' side. He has since learned that that tactic usually lands him in Stronghold. Today, Chiller is more direct in his attacks, preferring to team up with his brother to take out opponents quickly and efficiently.

Appearance: Both Damian and Adrian have straight black hair with wisps of gray at the temples, dark eyes, and muscular builds. As Requiem, Damian wears a kevlar suit of shiny black and lemon yellow with matching lemon boots and gloves. The team's silver dagger insignia and skull buckle provide the finishing touches.

Adrian's costume, as Chiller, matches his brother's in design, though the color scheme is icy blue and white.

STINGER			
Val	Char	Cost	Combat Stats
40	STR	30	OCV: 7+
21	DEX	33	DCV: 7
20	CON	20	ECV: 3
15	BODY	10	Phases: 3, 5, 8, 10, 12
23	INT	13	
10	EGO	0	
20	PRE	10	Costs
10	COM	0	
25	PD	17	Char: 166 Base: 100
15	ED	11	Powers: 162 Disad: 228
5	SPD	19	Totals: 328 328
15	REC	3	
40	END	0	
45	STUN	0	
Pts		Powers	END
10		Elemental Control: Insect Powers	
52 a		5d6 Entangle, character and entangle both take damage	6
15 b		1 1/2d6 HKA (4d6+1 with STR)	2 (6)
10 c		Clinging (70 STR)	
10 d		Damage Resistance (25PD/15ED)	
11 e		21" Gliding	
11 f		+11" Running (17" total)	3
20		+10 Enhanced Vision	
		Skills	
3		Acrobatics 13-	
3		Breakfall 13-	
11		SC: Entomology 18-	
6		+3 Levels with Entangle	
100 +		Disadvantages	
15		2x STUN, 1 1/2xBODY from poisons & chemicals	
10		Enraged when facing another insect-based hero or villain 14-, 11-	
15		Vicious (common, strong)	
10		Hatred of other scientists (uncommon, strong)	
10		Insatiably curious (common, moderate)	
15		Greedy (common, strong)	
25		Susceptible: 3d6/turn from alcohol (common)	
15		Distinct Features: hard, bony skin (easily concealable, major reaction)	
15		Hunted by the Champions, 11-	
5		Hunted by the FBI, 8-	
10		Hunted by Dragonfly (mild; wishes to question stinger about transformation), 11-	
5		Monitored by Publicist (mild interference), 14-	
78		Villain Bonus	



Background: Farnal C. Trunwall was once a mild-mannered entomologist. He had hoped to make "the discovery of a lifetime"—something that would get his name listed in scientific journals and prove that he was a true expert in his field. To this end, Farnal would take extreme risks just to observe a rare insect's breeding habitat or to collect specimens of some beetle's dung. But when Farnal learned of an obscure insect in the Amazon that had demonstrated signs of collective intelligence, he knew he had found what he was looking for.

Farnal had trouble finding assistants to accompany him into the Amazon. Apparently the region he was to explore had developed a history of natives being killed by a strange swarm. So Farnal decided to go it alone, hacking his way deep into the jungle in search of his mysterious bugs. Before long, Farnal was lost, but at least he had found evidence of the swarm he was looking for.

Unfortunately, the swarm found Farnal first, and the entomologist was soon enveloped in a black cloud of stinging, biting creatures. Farnal was stung hundreds of times, and went fleeing into the dark jungle in a painful terror. He eventually collapsed near an odd-smelling spring which bubbled up near the roots of an enormous tree. Occasional sips from this spring during the next few days kept Farnal alive during the fever and delirium which followed the attack.

Several days later, when Farnal had regained his consciousness, he discovered that the insect's poison had combined with some odd chemical in the spring to change his metabolism. His skin had become hard and smooth. Bony ridges formed around his joints, and thin webbing now stretched from his ribs to his arms. His eyesight had become keenly enhanced, and his mouth had developed glands which secreted a sticky, stringy substance. In short, Farnal had become a human-insect.

Knowing that no one would accept him and his hideous metamorphosis, Farnal decided to become a superpowered criminal named "Stinger." It didn't take long for Stinger to be discovered by Deathsinger (aka Requiem) and Frost (aka Chiller). When the twins rescued Stinger from prison following a failed burglary attempt, Stinger signed on as a loyal member of Deathstroke.

Quote: "You stupid, meddling fool! What do you use for brains, anyway? I told you to inject the *blue* chemical, not the *green* one! We better leave quickly before these six-foot ants get hungry!"

Personality: Stinger has become a vicious little man driven by greed and a sense of rivalry with other scientists, "but-type" heroes, etc. He always has a spiteful, critical comment to offer; every sentence he speaks seems to be poisoned with hate and disdain.

Stinger also retains his sense of curiosity, particularly when it relates to insects. He has experimented with breeding giant insects and creating a more deadly strain of killer bee, but these endeavors have usually led to dangerous, difficult-to-control results.

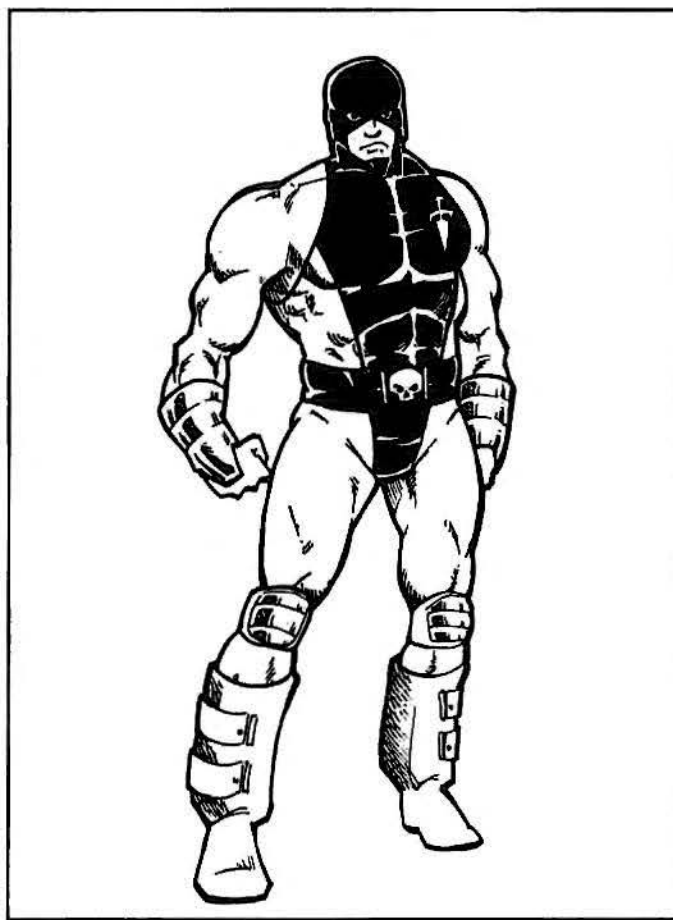
Powers/Tactics: Stinger's strange experience in the Amazon has given him unusual, insect-like powers. He can cling to the wall and walk on ceilings like a fly, lift many times his own weight, glide through the air on his membrane-like "wings," or slice through an opponent with his sharp, bony fingers. But his most bizarre (and disgusting) ability comes from the glands in his mouth which can spit forth gray, sticky, stringy "webs" to entangle his foes.

In combat, Stinger prefers to spew his sickly webbing all over his opponents and then move in with his bony hands. He will use his great strength, speed, and surprising clinging ability to ambush foes from above whenever possible.

Appearance: Stinger has only a few wisps of gray hair clinging to his head and no eyebrows, eyelashes, or other facial hair. His skin has a faint grayish cast, matching his dark gray eyes. He usually wears a kevlar suit of shiny black and bright scarlet adorned with the Deathstroke insignia and white skull buckle.

SHOCKWAVE			
Val	Char	Cost	Combat Stats
60	STR	50	OCV: 7
20	DEX	30	DCV: 7
30	CON	40	ECV: 3
20	BODY	20	Phases: 3, 4, 8, 12
13	INT	3	
10	EGO	0	Costs
30	PRE	20	
10	COM	0	Char: 219 Base: 100
28	PD	16	+ +
24	ED	18	Powers: 98 Disad: 217
4	SPD	10	= =
20	REC	2	Totals: 317 317
60	END	0	
75	STUN	10	
Pts	Powers	END	
51	8d6 Energy Blast, Explosion, loses 1 DC per 3", Personal Immunity, No Range, target must be on the ground (-1/4)	9	
10	Damage Resistance (15PD/15ED), OIF: protective costume, Activate 14-		
14	+7" Running (13" total)	3	
Skills			
3	KS: Gangsters 12-		
20	+4 Levels with hand-to-hand combat		
100 + Disadvantages			
20	2x Effect from all Mental Powers		
25	Berserk when attacked with Mental Powers 14-, 8-		
20	Overconfidence (very common, strong)		
20	Violent (very common, strong)		
10	Hatred of mentalists (except Scatterbrain) uncommon, strong)		
10	Distinct Features: tall, hulking frame (concealable, recognizable)		
15	Hunted by the Champions, 11-		
10	Hunted by Chicago mobsters, 11-		
5	Monitored by Publicist (mild interference), 14-		
10	2d6 Unluck		
72	Villain Bonus		

Background: Rocky Scaglioni was a valued member of a Chicago mob long before he acquired his super powers. Rocky was a strong, confident young man, unafraid of violence and irrationally loyal. This made him an ideal "muscle man" for his don, Nicky Spumoni. Rocky served Spumoni faithfully for years, learning the smooth, brutal art of being a mobster.



With the increasing pressure from merging paranormal heroes, Spumoni decided that he needed a little "super" muscle of his own. Rocky quickly volunteered to be one of ten men to undergo an experimental process to create an underworld super-soldier. Using stolen drugs and information from PRIMUS, Rocky was routinely injected with massive amounts of experimental steroids and subjected to extensive biofeedback training. After one year, Rocky was the only one to survive the procedure. The result was a super-mobster—Rocky had developed an unimaginably powerful body accompanied by a determined (and somewhat explosive) personality.

Rocky was given a purple and red costume, and assigned the identity of "Arrowhead." Spumoni sent Rocky on various missions of violence, and soon Spumoni's mob had gained a tight grasp on the Chicago criminal world. During this time, Rocky was gaining the admiration of most of his colleagues, and Rocky began toying with the idea of replacing Spumoni himself.

Eventually, Rocky decided to confront Spumoni. But Rocky had grossly underestimated Spumoni and his influence. When Rocky burst into Spumoni's private office, he found himself face to face with the Raiders, a team of mercenary supervillains Spumoni had hired for protection (see *Classic Enemies*). Rocky fled to the warehouse district, pursued by the Raiders and several of the mob's best hit-men. Upon ducking into one of the warehouses, Rocky stumbled upon Deathsinger, Frost, and Stinger as they were robbing the place. Deathsinger sized up the situation quickly and offered to help Rocky escape if he would join their newly-formed villain team. Rocky agreed, and has been with Deathstroke ever since.

Today, Rocky has changed his identity to "Shockwave" and continues to serve Deathstroke with a fierce loyalty.

Quote: "Grrr. Ya better hope your insurance's paid up, 'cause you're gonna be spending a loooooong time in da hospital!"

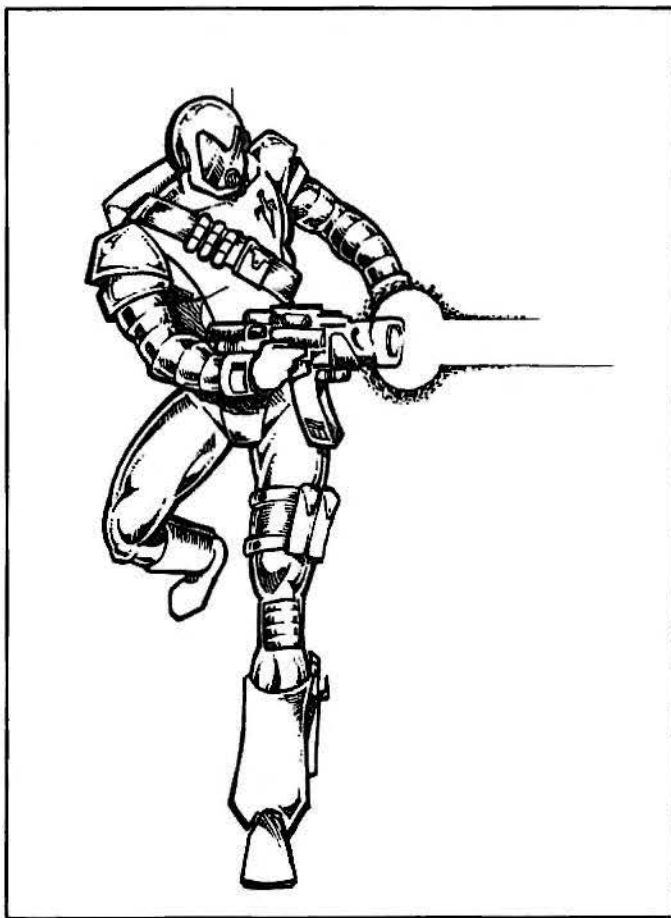
Personality: Rocky appears to be a big, slow brute with more muscles than brains. But appearances are deceiving; beneath his hulking frame, Rocky is a shrewd criminal with a lot of experience in the criminal underworld. Although he may only grunt and grumble a lot, his mind is always analyzing the motives of others and dreaming up ways to better his position in life.

Powers/Tactics: As Shockwave, Rocky has incredible strength and can withstand tremendous damage. He moves slowly and deliberately, choosing targets that look "fragile" (mentalists and martial artists are high on his priority list) and pummeling them into unconsciousness.

Shockwave has also developed a surprise maneuver: by slamming his fist into the ground, he can create a short-range tremor that radiates out from his location, knocking back any opponents on the ground around him. He will often delay an action until his opponents get close, use his shockwave to knock them off their feet, then move quickly to take his foes out while they are down.

Appearance: Rocky stands well over six feet tall and boasts of over 300 pounds of solid muscle. He has slick black hair, dark eyes, and an olive complexion. He speaks with a distinct Italian accent (though he knows no Italian himself). As Shockwave, he wears a costume of crimson and deep purple with the Deathstroke insignia and white skull buckle.

DEATH COMMANDO						
Val	Char	Cost	Combat Stats			
15	STR	5	OCV: 8+			
23	DEX	39	DCV: 8+			
23	CON	26	ECV: 3			
15	BODY	10	Phases: 3, 5, 8, 10, 12			
13	INT	3	Costs			
10	EGO	0				
10	PRE	0				
10	COM	0				
8	PD	5				
9	ED	4	Char:	121	Base:	100
5	SPD	17		+		+
11	REC	3	Powers:	272	Disad:	293
46	END	0		=		=
43	STUN	9	Totals:	393		393
Pts	Powers					END
40	Martial Arts: Commando Training					1
34	2d6 RKA, 10 shot Autofire (+3/4), 4 Clips of 30					
	Charges, OAF: submachine gun					0
25	10d6 Energy Blast, 16 Charges,					
	OAF: blaster rifle					0
5	1/2d6 RKA, Armor Piercing,					
	1 Recoverable Charge, OAF: Stiletto					0
31	Darkness vs. all sight, 4" radius,					
	6 Charges lasting 1 minute each (+0),					
	Personal Immunity, OAF: smoke grenades					0
32	Armor (16PD/16ED), OIF: battlesuit					
10	+5 Running (11 total)					2
13	10" Flight, OIF: jet pack					2
3	Ultraviolet Vision, OIF: helmet					
7	High-Range Radio, OIF: helmet					
13	+20 PRE, for defense only (-1/2)					
Skills						
3	Breakfall 14-					
3	Climbing 14-					
3	Disguise 11-					
3	Navigation 11-					
3	Paramedic 12-					
3	Security Systems 12-					
9	Survival 14-					
32	+4 Levels with all combat					
100 +	Disadvantages					
15	2x STUN, 1 1/2xBODY from magnetic attacks					
10	Casual Killer (common, moderate)					
15	Hatred of UNTIL (uncommon, total)					
20	Must prove his "masculinity" (very common, strong)					
10	Reputation: lethally aggressive, 11-					
15	DNPC: little sister (incompetent), 8-					
15	Hunted by the Champions, 11-					
15	Hunted by UNTIL, 11-					
10	Hunted by VIPER, 8-					
5	Monitored by Publicist (mild interference), 14-					
10	Rivalry with other men to display "manliness"					
10	2d6 Unluck					
143	Villain Bonus					



Background: Henry ("Hank") Wadsworth was a born aggressor. All through high school and college, Hank got what he wanted by bullying and threatening others. When the Viet Nam war came along, Hank found that his aggressive nature would earn him good pay and fast promotions. What's more, his country didn't mind that he was a killer; in fact, they'd give him medals for killing well. And Hank earned a lot of medals.

Following the war, Hank joined up with UNTIL. On paper, Hank looked like the perfect soldier—disciplined, courageous, and loyal. But, as the UNTIL administration soon learned, in person Hank was just another aggressive bully armed with dangerous weapons. Hank was warned time and time again to curb his "overzealous conduct." Eventually, UNTIL lost its patience with Hank and threw him out altogether.

Hank was furious. In a rage, he broke into a top-secret lab he had been guarding and quickly killed all the personnel. Once in the lab, Hank donned the prototype of an armored battlesuit UNTIL was designing. Armed with the special armor and a blaster rifle, Hank began to tear through the UNTIL base, flying over buildings with his jet pack and blasting away at anything that moved.

Unfortunately for Hank, he was unaware that his jet pack

was dangerously low on fuel. Just before his move on the command center, the jet pack sputtered and went out, sending Hank plummeting to the earth. He crashed on the grassy shores of a lake just outside the UNTIL complex. His armor kept him alive at impact—barely—and Hank slithered off into the surrounding countryside.

In the months that followed, Hank refueled his jet pack and began improving his skill with the armor and its weapons. He also began making rapid strikes on various UNTIL bases and selling UNTIL secrets to organizations like VIPER. Eventually, Hank's activities came to the attention of Deathsinger (aka Requiem), who realized Hank would make a perfect addition to Deathstroke.

Today, acting as "Death Commando," Hank is the team's combat strategist. He has contemplated taking over the leadership of the team from Requiem, but is willing to give Requiem one more chance to grasp the power the team craves.

Quote: "Hey, lookee here! It's Megaman. Ya know, for a hero, you're a total wimp. Why don't ya run home to Mama before you wet your tights..."

Personality: Death Commando seems to have adopted a sole motto and vision for his life: Act tougher and more macho than every other man on the planet. Unfortunately, his image of "manliness" includes smoking cigars, "bathroom" humor, drinking more beer than the other guys, flexing his biceps around pretty women, bullying others until they're terrified, spitting tobacco, and essentially anything else that might feed his male ego. The result is an intimidating personality that most other men resent and most women find repulsive.

However, Death Commando is more than a hairy brute with an automatic weapon; he is a crafty, experienced marine skilled in combat and practiced in killing.

Powers/Tactics: Death Commando is a trained fighter, driven by an aggressive personality. If given the opportunity, he prefers taking out his opponents with his bare hands. However, in a world of caped crusaders, he has armed himself for conflicts with more powerful opponents. Death Commando usually carries a submachine gun strapped over his shoulder and a stolen UNTIL energy rifle. His protective armor includes a jet pack as well as special sensory equipment.

In combat, Death Commando will usually toss one or two smoke grenades near his opponents before opening fire with his blaster. The machine gun is reserved for threatening crowds of spectators as hostages should things get rough, or as a backup weapon. Once his opponent is down, Death Commando will close in for hand-to-hand combat.

Appearance: Hank is a well-built man with bronze skin and closely cropped blonde hair. He has a skull and snake tattoo on his left shoulder. As Death Commando, Hank wears an armored suit of bright silver and gold with the Deathstroke insignia on his chest.

SCATTERBRAIN			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 6
18	DEX	24	DCV: 6+
18	CON	16	ECV: 9
10	BODY	0	Phases: 3, 5, 8, 10, 12
20	INT	10	
26	EGO	32	Costs
15	PRE	5	
16	COM	3	Char: 142 Base: 100
5+	PD	3	+ +
5+	ED	1	Powers: 178 Disad: 220
5	SPD	22	= =
10	REC	8	Totals: 320 320
60	END	12	
30	STUN	6	
Pts	Powers	END	
75	Multipower: Psionics (75 pt. pool)		
7	u 6d6 Ego Attack, 1/2 END	3	
7	u 10d6 Mind Control, invisible to mental senses	7	
7	u 15d6 Mental Illusions	7	
7	u 15d6 Telepathy	7	
7	u Telekinesis (40 STR), 1/2 END	3	
22	Armor (15PD/15ED), OIF: protective costume, Activate 14-		
16	Force Field (20PD/20ED), x4 END	16	
3	Mental Awareness		
Skills			
3	Acting 12-		
3	Conversation 12-		
3	Persuasion 12-		
3	Seduction 12-		
15	+3 DCV vs. all attacks		
100+	Disadvantages		
20	1 1/2x STUN & BODY from punches		
20	Berserk when attacked by another mentalist 11-, 8-		
20	Extremely selfish (very common, strong)		
15	Vain (uncommon, total)		
15	Compulsively flirtatious (very common, moderate)		
20	DNPC: Publicist father (normal), 14-		
15	Hunted by the Champions, 11-		
15	Hunted by Menton (mild), 11-		
5	Hunted by her mother (less pow.; mild), 11-		
5	1d6 Unluck		
70	Villain Bonus		



Background: Melissa Bartleheimer had a fairly normal childhood. Her father, Fabian, worked at an advertising firm, and her mother, Annette, worked as a lab assistant. Life was rather idyllic in the Bartleheimer household until Annette accidentally brought home an experimental chemical specimen from work in her briefcase. That night, Melissa went looking for an extra pad of paper for her homework, and stumbled across the specimen in her mother's case. The odd purple vial intrigued Melissa, and out of curiosity, she opened it. The vapors in the chemical mixture were strong; they triggered Melissa's latent mutation almost instantly, and Melissa fell into a coma.

The three years which followed were hard on the Bartleheimers. Medical bills became overwhelming as the doctors cared for Melissa's comatose body. Fabian couldn't forgive Annette for her carelessness, and filed for divorce. The Bartleheimers went bankrupt and lost their home. Fabian gained custody of his daughter and arranged for Annette's visitation rights to be taken away.

Just when things seemed darkest, Melissa awoke. Her eyes began to glow with a faint pink light, and she discovered that she could "hear" the thoughts of the people around her. It didn't take long for Melissa to learn of what had happened while she slept and of her father's anger toward her mother. Perhaps it was a side effect of the telepathy, or perhaps Melissa found no forgiveness in her heart either, but she joined her father in blaming her mother for the accident.

In the months that followed, Melissa demonstrated remarkable psionic abilities as a result of her accident. She decided to use her powers to steal enough money for her and her father to live on. Before long, Fabian was encouraging Melissa to attempt bigger and more profitable crimes. Finally, Fabian realized that his daughter needed a slick villainous image and powerful friends to continue her criminal lifestyle in a world full of crusading heroes. The result was the creation of the "Scatterbrain" identity and the arrangements for Melissa to join Deathstroke.

Recently, Fabian has begun to consider how much better off his daughter would be if she were the *leader* of Deathstroke. After all, her powers of Mind Control would make convincing her teammates simple, and her share of the profits would increase. So far, Fabian has not sold Melissa on the idea; she doesn't want to ruin a good thing.

Personality: Melissa is a flirtatious, manipulative, seductive young girl hiding behind a "girl-next-door" facade. She enjoys the attention and rivalry of the men in her life, and will often play the members of Deathstroke off against each other. She has also been known to make advances toward good-looking heroes she encounters.

Quote: "Ooooo, Quasar! What big muscles you have! You wouldn't hit a girl, would you?"

Powers/Tactics: Scatterbrain is an accomplished mentalist with a wide range of abilities. She can read the minds of others and bend their wills to her own. She can also move large objects with her thoughts, create nightmarish visions in the minds of her foes, or even launch a skull-numbing blast at her opponents' brains. She is also a skilled temptress, manipulating those around her with smooth words and a gentle touch.

In combat, Scatterbrain will use her Telekinesis to construct a protective barrier between her and her opponents. For example, she might pile a couple of cars in front of her and look through their windows to make her psionic attacks. Once she feels safe, she will begin to pick off heroes with the Ego Attack. If personally threatened, Scatterbrain has been known to use her Mind Control to convince heroes to go and attack some other member of her team (a tactic that would get on Death Commando's nerves if he didn't find Scatterbrain so enchanting). When things really get bad, Scatterbrain will exert tremendous effort to raise a telekinetic force field while fleeing for safety.

Appearance: Melissa is an attractive young woman with thick strawberry-blonde hair and green eyes. As Scatterbrain, she wears a kevlar suit of pale pink and white, complete with the Deathstroke insignia and skull buckle.

SOLO VILLAINS



Background: World War II. The Reich was in flames. Armies were sweeping from east to west towards Berlin. There was only one thing on the mind of the madman whose unbridled megalomania had caused this; the destruction of anyone whose "impurity" had caused the defeat that he was not willing to admit was occurring.

Fourteen year old soldiers, boys who should have been playing at war, and not fighting it, were sent to assassinate researchers at one special laboratory. Orders were orders, and the Fuehrer meant everything to them. The researchers suspected something was wrong. They hid their work, genetic research that would not be duplicated in decades, and tried to flee. They were shot by children, who lit a bonfire with the papers they had not managed to hide. Children who watched the ashes of their victims' research soar like fireflies into the sky.

Many years passed. The bonfire had been long forgotten when Dr. Freida Schumann drove a large pickup truck near the installation. She had heard rumors of the lab's work, and she had a fascination with Germany's Nazi past. It drew her like an detective to a murder mystery. She found the papers, and more. A vial of fluid, genetic material labelled "ubermench," the Overman. She combined it with her own.

MALACHITE, "THE PERFECT MAN"			
Val	Char	Cost	Combat Stats
30	STR	20	OCV: 9
26	DEX	48	DCV: 9
30	CON	40	ECV: 7
18	BODY	16	Phases: 2, 4, 6, 8, 10, 12
23	INT	13	
20	EGO	20	Costs
30	PRE	20	
26	COM	8	Char: 281 Base: 100
30	PD	24	+ +
30	ED	24	Powers: 616 Disad: 797
6	SPD	24	= =
13	REC	2	Totals: 897 897
60	END	0	
60	STUN	12	
END			
Pts	Powers		
23	Martial Arts—Aikido		
	Maneuver	OCV	DCV
	Defensive Strike	+1	+3
	Martial Throw	+0	+1
	Martial Hold	-1	-1
	Martial Dodge	—	+5
	Martial Escape	+0	+0
	Nerve Strike	-1	+1
32	+8 DCs with Aikido (added in)		
33	3d6 Cumulative Major Transformation (see below) [16c]		
61	Variable Power Pool ("mutation") 25 pts, at will, no skill roll		
10	Damage Resistance (10 rPD, 10 rED)		
30	Flight, 20", 0 END, OAF anti-gravity devices		
2	+1" Running, 7" total		
15	0 END w/STR		
8	Mental Defense (12 pts)		
5	Flash Defense vs. visual senses (5 pts)		
10	Lack of Weakness (10 pts)		
10	Power Defense (10 pts)		
3	Life Support: Immortality		
140	Bases (700 pts)		

Ten months later, a beautiful blond boy was born. Perfect golden hair, unbelievably blue eyes. Everyone who saw him could not help but love him.

Two years later, the boy spoke three languages, and was already doing complex mathematics, and played chess well enough to beat most adults. His mother was very proud. But was there a trace of evil in that little boy's smile?

And then he was six, and yes he was clever. Already programming a computer to play chess, so he could have a challenging opponent. Not that he looked six; his body was chiseled, features already settling into their adult form. His strength was unmatched by children twice his size, and if he couldn't bully them mentally, he used physical force.

At the age of twelve, he and his mother visited Venice. Beautiful canals. He told his mother about his plan for world conquest. When his proud mother tried to suggest a few improvements, he threw her into a canal and held her head underwater until she drowned. A perfect death, in the most

Skills	
3	Acrobatics 14-
3	Acting 15-
9	Animal Handling 15-
3	Breakfall 14-
3	Computer Programming 14-
3	Cryptography 14-
3	Deductions 14-
9	Electronics 15-
3	Forensic Medicine 14-
3	High Society 15-
3	Interrogation 15-
3	Inventor 14-
9	Mechanics 15-
3	Persuasion 15-
3	Security Systems 14-
3	Systems Operation 14-
5	Tactics 15-
9	Weaponsmith 15-
3	Scientist
10	Genetics 19-
30	Sciences: Biology, Biochemistry, Computer Sci, Cybernetics, Gravitics, Math, Physics (all 15-)
10	KS: Chess 19-
3	Linguist (English native)
18	Languages: Arabic, French, German, Italian, Portuguese, Spanish (all idiomatic)
5	Cramming
10	Eidetic Memory
3	Lightning Calculator
3	Perfect Pitch
3	Speed Reading
15	Filthy Rich
10	Head of State
8	+1 Level in Combat
10	+2 DCV in combat
20	+2 Overall Levels
100+ Disadvantages	
10	Berserk when cut or looks damaged (Uncommon, 8-, 11-)
5	Enraged when accused of being mentally unstable (Uncommon, 8-, 11-)
15	Megalomania (Very Common, Moderate)
20	Arrogance (Very Common, Strong)
15	Vanity, overly fond of own looks (Very Common, Moderate)
20	Reputation, world-class supervillain/head of state, Extreme, 14-
5	Distinctive Features: Astonishing beauty, easily concealable, recognizable
10	Hunted by New Knights of the Round Table (As Pow, NCI, limited area, 8-)
15	Hunted by UNTIL (As Pow, NCI, 8-)
682	Experience Bonus

beautiful of cities, the birth of Venus in reverse motion. Then the young man left his childhood behind.

At the age of fifteen, he began to work with the DNA of carnivorous dinosaurs. For fun, he let a reconstructed allosaurus loose in Bristol. Unfortunately, a superhero stopped it, but he had fun while it lasted. Of course these absurd, muscle-bound morons in their capes and tights would be a problem, but every chess game could be won.

At sixteen, he developed a virus that attacked the human will to resist external control. Choosing his target carefully, he placed it in the water supply of an island off the coast of the Atlantic, and then seized control. You can never start soon enough if you want to rule the world. Just ask Alexander the Great. At sixteen, the age that most American teenagers were learning to drive cars, he was crowned Malachite I, Lord of the Malachite Isles.

At seventeen, he raised a large portion of the Atlantic shelf and claimed it as new land for his kingdom. The tidal wave devastated Portugal and Morocco, but Malachite didn't care. At seventeen, Malachite was attacked by Portuguese superheroes. He sent them home, in boxes, chuckling at the video footage of their funerals.

At twenty, Malachite had earned the wrath of most major superheroes and supervillains in the world. He did not care. He had established secret allegiances in the scientific communities of Japan, the United States, and the Soviet Union. His advances had turned the Malachite Isles into the perfect enclave of leading edge technology, a refuge for scientists who felt that technology was destined to rule the world, and a fortress that had withstood both military and superhero assault.

And the world trembled. And Malachite knew it. And he enjoyed it. And he knew with satisfaction that this was only the beginning...

Quote: "If you play with your toys too long and too rough, they break."

Personality: Malachite is a devious, evil genius. He is cold-blooded and ruthless. He is long on imperial style, but short on honor. Malachite sees all other people as chess pieces that he manipulates. Malachite enjoys making his enemies suffer, physically and emotionally. He especially likes to torment bricks, as their immense physical strength (without a matching immense intellect) annoys him. He enjoys watching heroes stumble through his traps and falling prey to his misdirecting strategies; Malachite views the human race as foolish, not worthy of his rule, but he is more than willing to burden himself with the rule of these incompetent "insects". Malachite will fight dirty, employing blackmail against a hero's loved ones, or even their entire city, if that is the only way to enforce his will. He treats his subjects well, but this does not stop them from fearing him; not that there isn't strong basis for their fears...

Malachite's plans typically involve manipulating the heroes, giving them a predictable dilemma; the solution to which (usually the use of physical force) results in something that Malachite desires. (The heroes just happened to knock over the barrels that contained the virus that records human DNA patterns, etc.)

Powers/Tactics: Malachite is a master of many sciences, but genetics is his favorite. Like a child playing with building blocks, no, like an artist painting with the pigments of an animal's genetic code, Malachite paints startling new portraits: sometimes realistic; sometimes surrealistic, sometimes impressionistic, occasionally absurd, like human dada, a nihilism that could appeal only to a few. Malachite recreates man. It is his form of creative art. His most

common tool is his Devolution gun, which increases human strength and power, but decreases mental power, and leaves its victims as savage, uncontrollable, berserkers. Those affected by the Devolution gun should have non-mental attack powers (especially those relying on physical strength) boosted substantially. They will remain out of control for 48 hours (in which case they will return to normal), or until genetically re-engineered by someone as gifted as Malachite. Malachite often uses the Devolution gun to create havoc among his foes when forced to fight; then he closes to hand-to-hand range.

Malachite can adjust his genetic code to give himself instantaneous mutations of an extremely wide nature, seemingly without effort. Malachite will never, however, choose mutations that alter the beauty of his personal appearance; one should never mess with perfection.

Malachite rarely gets involved in physical violence, except when he is certain that he has an upper hand. Usually, he employs agents and servants to carry out his wishes, or manipulates others to do his bidding without their knowledge (Blackstone is a very noteworthy example). He has custom engineered his agents, for certain situations (example: the Waxmen, well-trained humans with a transparent one hex area effect entangle, caused by the Waxmen enveloping the humans with their bodies: "I know that you can easily break free, except that if you did so, you would kill him, and you have sworn never to take a life.") Usually, the heroes encounter Malachite on a monitor, or in a situation where striking Malachite will result in serious consequences for innocents. If forced, use the tactics described above.

Relations: Almost no one likes Malachite. His political machinations have made him one of the world's most despised leaders, a pariah on the international scene. Most nations refuse to recognize his rule of the Malachite Isles.

Major superhero groups from North America, Europe, and Africa despise Malachite. So do most major supervillain groups. The only major organization that gets along well with Malachite is Raven, the high-tech organization with imperialistic trappings. Raven has a major (and fully sanctioned) base on the Malachite Isles, and Raven scientists have collaborated with Malachite on several occasions.

Other than that, Malachite is bitter enemies with VIPER, and with Dr. Destroyer, and Eurostar, and DEMON, and virtually everyone else. The only thing that prevents open warfare between Malachite and many of the other villains in the world is that Malachite's schemes rarely cross paths with these others.

As mentioned in the revision of Obsidian, the Champions have a special reason to hate Malachite. Malachite seems to be disturbed by bricks, and will go out of his way to humiliate them.

Appearance: Malachite appears to be in his late teens, just over six feet tall and well-built. He typically wears a white evening suit; in combat situations he hooks up a tank containing mutagens (hooked up to his Devolution gun) and an anti-grav unit. His hair is shining gold, his facial features are extraordinarily handsome, and his eyes are blue-grey.

DOCTOR DRACONIS

Val	Char	Cost	Combat Stats
55*	STR	30	OCV: 9+ DCV: 9+ ECV: 5+ Phases: 2,4,6,7,9,11,12
28*	DEX	36	
30*	CON	27	
15*	BODY	7	
28	INT	18	
14	EGO	5	Costs Char: 230 Base: 100 + Powers: 315 Disad: 445 = Totals: 545 545
30*	PRE	13	
6	COM	-2	
30*	ED	16	
7*	SPD	21	
17	REC	0	
120*	END	27	
80*	STUN	15	

*OIF: Pow'd Armor

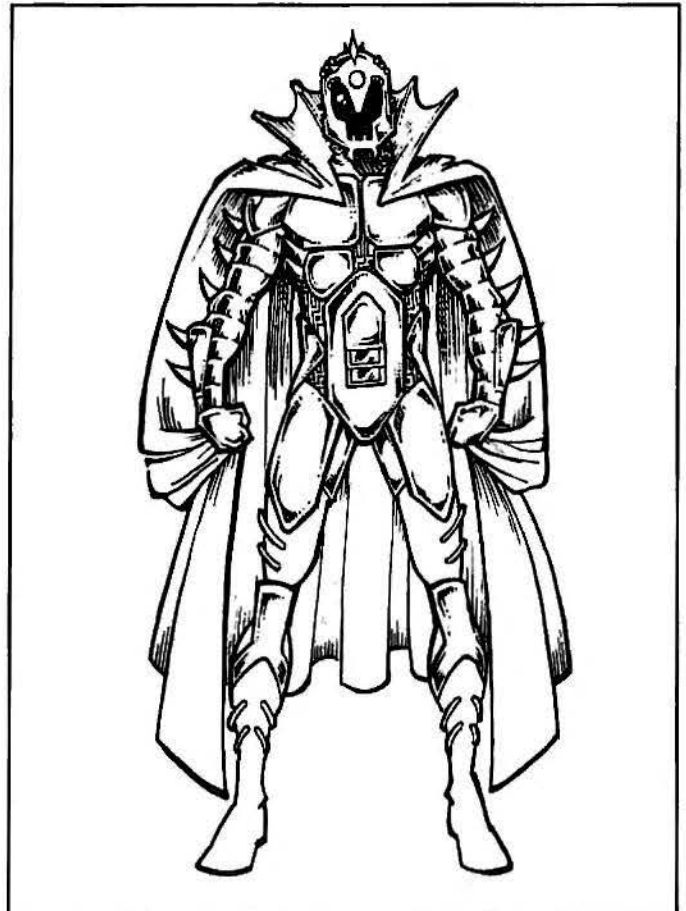
Pts	Powers	END
51	Multipower (90 pt. pool), OIF: Powered Armor, Activate 15-	
5 u	12d6 Energy Blast, Armor Piercing	9
5 u	12d6 Energy Blast, Explosion	9
5 u	10d6 Energy Blast, Double Knockback	9
5 u	9d6 Energy Blast, Area Effect 4" radius	9
5 u	4d6 RKA, +1 STUN Multiple	9
5 u	3d6 RKA, Area Effect 4" radius	9
40	Damage Resistance (30PD/30ED), OIF: Armor	
10	Power Defense (15 pts.), OIF: Armor	
7	Lack of Weakness (-10 to roll), OIF: Armor	
10	Flash Defense (15 pts.), OIF: Helmet	
5	Mental Defense (8 pts. total)	
7	Knockback Resistance (-5"), OIF: Armor	
7	+5" Running (11" total), OIF: Armor	
7	+10" Superleap (21" forward/11" up total), OIF: Armor	
3	Ultraviolet Vision, OIF: Helmet	
7	High Range Radio, OIF: Helmet	
2	Ultrasonic Hearing, OIF: Helmet	
2	Clinging (55 STR), OIF: Armor	
20	Full Life Support, OIF: Armor	
Skills		
3	Bureaucratics 15-	
3	Computer Programming 15-	
11	Demolitions 15-	
11	Electronics 15-	
3	Inventor 15-	
11	Mechanics 15-	
3	Oratory 15-	
13	Weaponsmith (small arms, uncommon and heavy weapons) 15-	
3	KS: Reptiles 15-	
3	PS: Sculpting 15-	
3	PS: Painting 15-	
40	+4 Overall Skill Levels	

100+ Disadvantages

20	2x STUN & BODY from lasers
10	Enraged when intelligence is insulted 11-, 8-
25	Megalomania; superiority complex (very com., total)
15	Hatred of government (common, strong)
10	Vengeful (uncommon, strong)
15	Reputation: extreme megalomaniac, 11-
15	Hunted by SAT, 11-
20	Hunted by the FBI, 11- (extensive NCI)
15	Hunted by Deathstroke, 11-
5	1d6 Unluck
295	Villain Bonus

Background: Dr. Strangluff Draconis had walked the fine line between genius and insanity for most of his adult life. He was a recognized expert in weapons development, and served as one of the United States' military weapons designers. During his career as a weapons engineer, Dr. Draconis developed a reputation as an arrogant, albeit brilliant, scientist. He is credited with projects that range from high-intensity missiles and rocket artillery to the compact blaster pistols utilized by SAT and the blaster gauntlets worn by the PRIMUS Iron Guard.

In addition to his passion for destructive weapons, Dr. Draconis pursued an interest in art, eventually becoming an accomplished sculptor and painter. He also made a hobby of studying reptiles, and secretly dreamed of eventually breeding a true dragon.



Despite his condescending attitudes toward his fellow developers, Dr. Draconis became highly esteemed for his accomplishments. However, the top brass in Washington was unhappy with Draconis' reoccurring connections with criminal elements in the scientific community. They feared, quite correctly, that Draconis was selling several weapon designs to underworld organizations such as VIPER and Raven. Draconis had become frustrated with Washington's unwillingness to test some of his designs, which they labeled "too dangerous to pursue."

It was this rejection by military authorities that eventually pushed Draconis over the brink. He had become the very best weapons designer working for the government. His weapon designs were becoming so powerful that the military refused to develop them. Dr. Draconis objected to having his life's work shut away in the dark, never to be used. In time, he drew too much attention and was relocated to a cozy little cabin in the mountains where he could rest and "rethink his situation." He was also given two Federal Agents to make sure he stayed put.

Dr. Draconis could not stand the thought of being placed under house arrest, especially by such "small-minded" individuals as those in government. In time, he managed to contact Dr. Farmal Turnwall (aka "Stinger" of Deathstroke), and arranged for escape. Deathstroke freed Draconis from the government's control, in exchange for Draconis' agreement to design weapons for the villain team.

Draconis immediately began designing a super battlesuit which he promised would be given to Death Commando. He also began work on "the Dagger"—a super weapon that would cause a meltdown of every nuclear reactor in the world. Deathstroke had intended to use the Dagger as a terrorist threat against the American government, allowing the villains to take control of the country. But at the last minute, Draconis donned the power armor he had designed, turned against his villainous employers, and tried to activate the Dagger and destroy the civilized world. He hoped to build a new society from the ashes with himself as its ruler. Luckily, the Champions were able to destroy the Dagger, and the entire complex which housed the weapon, before Draconis succeeded in his scheme. But Draconis' body was never found in the rubble following the incredible blast; it was assumed that nothing could have survived the explosion, and that Draconis was dead.

However, Draconis did indeed survive the destruction of the Dagger, and managed to slip into hiding for nearly eight years. During that time, he has been refining his power armor and secretly building up his arsenal of super weapons. His goal is the same as ever: to put an end to the world as we know it, and to build a new civilization with himself as its living god.

Quote: "You miserable, slithering toads! Did you really think you could outsmart me, Dr. Draconis, the most brilliant mind on earth? Ha! I am a living god! How dare you even compare yourselves with me!"

Personality: Dr. Draconis is a certifiable nutcase. He believes that he is the ultimate in human achievement to the point of no longer being a "mere mortal." His arrogance and megalomania are almost unbearable, and he will often deliver long soliloquies about how brilliant he is and how foolish government authorities are for thinking they can stop him.

Draconis' living quarters will always be filled with various paintings and sculptures he created. He will frequently stop to admire his own works; he really believes that they are superior to anything ever produced by "mere human artists."

Powers/Tactics: Dr. Draconis is indeed a brilliant scientist and weapons designer. His schemes will often involve the use or potential threat of various weapons of incredible magnitude. Encounters with Dr. Draconis might also result from his experiments with reptiles (including cybernetically enhanced creatures) and his goals in creating a real dragon.

When interacting with others, he always wears his power armor—a suit that not only enhances his own physical abilities to tremendous levels, but provides him with personal protection, enhanced senses, and a wide array of blaster capabilities.

In combat, Dr. Draconis will prefer to send forth whatever "minions" he has allied himself with to do his dirty work for him. If personally confronted, Draconis will cut loose with his blaster weapons, preferring to take out several opponents at once with an area effect shot before utilizing the more powerful one-on-one blasts. Draconis is convinced that he is superior to every foe he might encounter, and will refuse to surrender or retreat.

Appearance: Dr. Strangluff Draconis is a middle-aged man with graying black hair, thick eyebrows, and shifty dark eyes. His power armor is dark gold with an indigo faceplate. He usually wears a heavy green cloak over his armor.

SOLO HEROES

SNIPER			
Val	Char	Cost	Combat Stats
13	STR	3	OCV: 8 DCV: 8 ECV: 4 Phases: 3, 5, 8, 10, 12 Costs Char: 121 Base: 100 + + Powers: 157 Disads: 178 = = Totals: 278 278
25	DEX	45	
20	CON	20	
15	BODY	10	
18	INT	8	
14	EGO	8	
15	PRE	5	
10	COM	0	
8	PD	5	
8	ED	4	
6	SPD	25	
7	REC	0	
40	END	0	
42	STUN	10	
Cost	Powers	END	
48	40 pt Weapon Power Pool, All are OAF, and he can change the pool only between missions (-1/2)		
20	10 rPD/ 10 rED Armor (OIF costume)		
10	Invisibility to sight, OIF costume, Only in shadows or near darkness		
7	Clinging (OIF suction pads on costume)		
5	IR/UV Vision (OAF goggles)		
5	High Range Radio Hearing (OAF radio)		
5	Flash Defense 10 pts vs. sight group (OAF goggles)		
Skills and Talents			
3	Light Sleep		
3	Acrobatics 14-		
3	Breakfall 14-		
3	Lockpicking 14-		
3	Stealth 14-		
3	Bugging 12-		
3	Concealment 12-		
3	Bribery 11-		
3	Climbing 11-		
3	Disguise 11-		
3	Lipreading 11-		
3	Security Systems 11-		
3	Shadowing 11-		
3	Streetwise 11-		
15	+3 with all ranged combat		
100+	Disadvantages		
20	Likes to Kill Criminals		
10	Fear of wide, open spaces		
10	Insecure		
10	Reputation (Violent Vigilante) 11-		
20	Hunted by Ultimates 8-		
20	Hunted by Police 8-		
10	Hunted by Utility 8-		
15	Secret ID		
63	Vigilante Bonus		

Background: William Tell (no, really—that's his name) was born in London. His family was moved all about the world as his father was transferred almost every year by the oil company that he worked for. William ran away from home when he was fifteen, when his family lived in South America. They didn't care much, and didn't try to find him—not much of a question as to why he ran away.

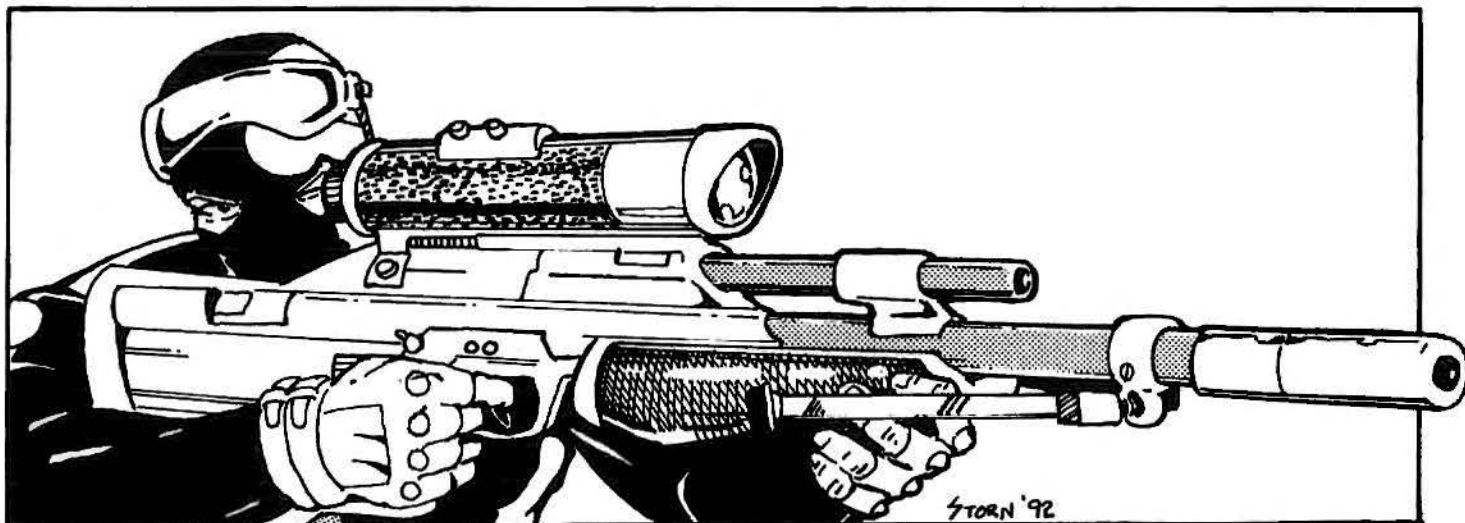
He quickly fell in with bad company and found himself a member of the growing Brazilian underworld. He was trained as an assassin, and quickly found that he had a natural talent with guns. Years passed and Will, now known as Sniper, was once of the world's foremost assassins. No longer did he work for other crime bosses—he was a freelancer. He once again travelled all over the world, but this time it was kill people for money. He loved it. There is a rumor that he was even standing atop a grassy knoll on a pleasant day in Dallas—but no one knows for sure (not even Oliver Stone). He hired a young genius, Raul Cerimina (see the Ruler of Crime) to assist him in planning his jobs. For three years, they were an unfailing team.

Then Sniper learned the hard way that mentalists are difficult to assassinate. He was hired by VIPER to kill the villain Mastermind (who *is* dead, now—but not because of Sniper), but Mastermind detected Sniper's presence and used his formidable powers to completely wipe away all memories from the assassin's mind.

William wandered the streets, and was finally found by Crusader, who befriended the "poor, lost soul." Will needed to build a new identity for himself, and following Crusader's lead, he decided to become a vigilante and fight crime. He found that he had an affinity for guns, and that he seemed to really like the name Sniper. His hard-edge, vigilante attitude did not take long to form, and his bloodthirstiness had never really left him from his assassin days. Now he hunts criminals. (Crusader, by the way, no longer works with Sniper, although he did for a while. Sniper was too vicious even for him.)

Strangely enough, Sniper only recently discovered that he was once a highly-paid assassin. He's really not quite sure what to make of this startling discovery.

Quote: "Some think that justice is a variable. I'm here to make it a constant."



Personality/Motivation: Marksman is constantly attempting to come up with macho, Rambo sorts of things to say to make him sound tougher. When directly confronting a foe (something he tries to avoid), he will very often try to intimidate them with a tough speech.

A police psychiatrist described Marksman in a report in this way: "A deluded, insecure result of the popular hero craze, Will is an unstable man that is an extreme danger not only to those he sees as criminals, but to everyone else as well."

Powers/Tactics: Sniper lives up to his name, making him unpopular with heroes as well as the villains that he "hunts." He usually tries to stake out his target, and then wait for the target to come to wherever Sniper has hidden himself. The vigilante prefers shooting from high, concealed areas, like the tops of buildings, water towers, etc.

The weapons from the power pool almost always have the Advantages No Range Penalty, Armor Piercing, Increased Max Range, and sometimes Autofire or Explosive. They always have the limitation charges, and sometimes Extra time (1 phase).

It should be noted that when Sniper was a criminal, he had even more skill with his weapons, and had even better weapons (all total, about 75 points more worth of skills and equipment).

Appearance: Will is a man in his early fifties, but is very fit—he has the body of someone in his late-twenties. As Sniper, he wears a flat black armored bodysuit.

MIND TITAN			
Val	Char	Cost	Combat Stats
12	STR	2	OCV: 7
21	DEX	33	DCV: 7
25	CON	30	ECV: 9
15	BODY	10	Phases: 3, 5, 8, 10, 12
20	INT	10	
28	EGO	36	Costs
38	PRE	28	
20	COM	5	Char: 197 Base: 100
11	PD	8	+ +
11	ED	6	Powers: 348 Disads: 445
5	SPD	19	= =
8	REC	0	Totals: 545 545
50	END	0	
44	STUN	10	
Cost	Powers		END
150	Multipower (150 pt. reserve)		
30 m	10d6 Ego Attack 0 END		
24 m	50 STR TK 0 END		
15 m	10d6 Telepathy 0 END		
12 m	20" Flight 0 END		
5 u	10d6 Mind Control		
4 u	Force Field +20 PD +20 ED		
98	Duplication (1 duplicate)		
10	Mental Defense (16 pts)		
100+	Disadvantages		
15	1 1/2 STUN from killing attacks		
10	Fear of Death		
10	Fear of Humiliation		
10	Loner		
10	Reputation (Powerful Mentalist) 11-		
20	Hunted by Menton 8-		
20	Hunted by VIPER 8-		
20	Hunted by Genocide 8-		
15	Secret ID		
315	Experience Bonus		

MIND TITAN (MENTAL CREATION)

Val	Char	Cost	Combat Stats
65	STR	25*	OCV: 7
20	DEX	30	DCV: 3*
30	CON	40	ECV: 3
26	BODY	20*	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	Costs
20	PRE	10	
12	COM	1	Char: 170 Base: 100
20	PD	10	+ +
20	ED	14	Powers: 70 Disads: 140
5	SPD	20	= =
16	REC	0	Totals: 240 240
60	END	0	
66	STUN	0*	

*Bonuses for Growth already figured in

Cost	Powers	END
40	Growth (2 levels), Persistent, 0 END, Always On 6,400 Kg, -4 DCV, -6" KB	
20	Damage Resistance (20 rPD 20 rED)	
10	+2 Levels w/H-to-H	

100+ Disadvantages

20	2x STUN from EGO attacks
10	Distinctive Features (Ethereal Giant) 11-
20	Hunted by Menton 8-
20	Hunted by VIPER 8-
20	Hunted by Genocide 8-
15	Secret ID
35	Experience Bonus



Background: David Timmeson was a well known architect living in Detroit. He was single, well-to-do, and extremely happy. He never told anyone that he could move things with his mind.

It wasn't until Genocide Minuteman robots attacked his penthouse apartment that anyone knew that David was anything other than he seemed. The battle (which Detroit residents are not used to anyway) which ensued destroyed most of the apartment building and David's career and reputation as well. In the battle, however, David discovered the vast array of powers that he had, and the great extent to which they could be used. He was able to use these powers to fend off the attackers (earning the eternal enmity of Genocide) by creating a telekinetic extension of himself in the form of a giant man which fought with great strength.

The lead Minuteman Robot attempted to use their inhibitor ray on David midway through the battle, just as he was going to create a telekinetic dragon to battle his foes. The inhibitor ray worked, but only partially. Now the only shape that his telekinetic force can take is that of the huge humanoid figure, though it did nothing to his other powers (much to the robots' dismay). When the smoke had finally cleared and the battle was over, David had won. However, to avoid the swarms of press people and the authorities, the young mutant fled the scene, creating the impression that the retreating robots had either killed or captured him. He has remained incognito ever since, using aliases when need be.

The public believes that the large telekinetic creation is a being called Mind Titan and that the normal-sized, costumed man with him is a sidekick (the press has even referred to him as Mind Boy or Mind Lad at times). They think that Mind Titan showed up to save David Timmeson from Genocide, but was unsuccessful. No one has any idea that David is still very much alive, and now using his powers (which are constantly expanding) to battle evil.

Quote: "Ooh, that *is* a big gun. By the way, have you met my large friend here..."

Personality/Motivation: David was a normal man with a secret. He always had known about his psychokinetic power, but it wasn't until the battle with Genocide that he knew that he was incredibly powerful. David likes his power, but then, he liked his life too—when he got the power, he lost his life. So Mind Titan actually concentrates mostly on his superheroic identity and wanders the nation. He never settles down or tries to form any relationships.

Powers/Tactics: Mind Titan is an extremely powerful mentalist, though not on the level of Menton. Focusing most of his energies in the field of psychokinesis, Mind Titan is able to use mental energy to effect the material world. He can create powerful force fields, move heavy objects, and even create a huge humanoid figure into which he can project a portion of his own psyche.

This psychic giant is very strong and resistant to harm, so that Mind Titan can battle foes on both a physical and a mental level. In a battle, he will almost always create his large duplicate, which will protect the smaller duplicate from physical attacks, battle toe to toe with bricks, etc. He will then use his EGO blasts and TK when possible on the most susceptible targets.

Appearance: David is a man in his late twenties with brown hair and matching eyes, of average height and build. As Mind Titan, he dresses in a tight-fitting white bodysuit and

wears a mask that covers his entire head except for his mouth and chin. He sees through blue eyeslits cut into the mask. His duplicate appears as an overstuffed, huge version of himself.

ORGANIZATIONS

AFTERMATH INC.

BACKGROUND

Aftermath Inc. began its history in 1980 as an ill-conceived department of the US Army Corps of Engineers under the command of General Dwight Waldrom; the Corps of Paranormal Reparations (laughingly called CPR). The purpose of the Corps was to move into areas of destructive superhero activities, shortly after or even during conflicts, and make immediate reparations to utilities and property. After an inauspicious history of paranormal post-crisis situations requiring innovative, resourceful operations and quick thinking, CPR became quickly and deeply mired in prohibitive military procedures and bureaucratic red tape. After 5 short years of moderately effective service, Congressional budget cuts mercifully put the Corps out of business. That same year, General Waldrom, who had always been faithful to the purpose of the Corps, retired from the Army and founded Aftermath Inc. as a commercial venture. Since that time, Aftermath Inc. has been invaluable to cities and private corporations in containing superhero-related damage and making complete restoration of damaged property all over the world.

Aftermath Inc. consists of a number of divisions, each carefully trained and practiced in coordinating with the others. This allows the company as a whole to carry out its work quickly and efficiently. The major divisions of Aftermath Inc. are:

Damage Assessment: Nolan Falkner and the Damage Assessment team moves into areas of destruction to make initial determinations of damages and anticipated repairs. This is usually done after all superhero activities have ended. In vital or extremely unstable areas such as nuclear power facilities, national monuments, or densely populated areas, the team will frequently move in and begin work before the battles or other activities have ended to help reduce further collateral damage. In these situations one or more members of the Special Field Personnel are assigned to protect the team while they work.

The initial work assessment is made within minutes and Aftermath's headquarters is contacted, mobilizing the other teams. Once another team arrives on the scene and takes control, the Damage Assessment team remains to advise and to follow any battles into newly damaged areas.

Emergency Stabilization: The Emergency Stabilization team's primary duty is to handle work in emergency and hazardous situations, frequently during superhero combat or other hostile conditions; such things as emergency evacuation, crowd control, shoring up of unsafe structures, rerouting of utilities, or anything else necessary to provide a moderately safe environment for the other teams and the surrounding population. The ES team, under the command of "Sarge" Venkman, is renowned for its unorthodox and resourceful solutions to potentially dangerous situations.

The Emergency Stabilization team has been empowered by many cities with certain authority which would allow them to make arrests and direct the efforts of police and firefighting forces within the area of their work.

Reconstruction: Once the smoke has cleared, the Reconstruction team goes to work. The pre-damaged appearance of buildings and surrounding property are completely researched and the property restored usually without any indication that they were ever damaged. The work usually takes anywhere from days to weeks. Aftermath Inc. specializes in the complete restoration of damage. Demolition of irreparable structures and renovations can also be done, however work of this more mundane nature is usually referred to private contractors.

Storage and Disposal: Superhero confrontations often leave a great deal of, ah, unusual leftovers. Things such as unexploded bombs, slightly damaged powered armor, abandoned spaceships, ancient artifacts, orphaned alien babies, cosmic doohickeys, and a plethora of exotic melee weapons are frequently left behind or overlooked after devastating battles. Local authorities are usually at a loss as to what to do with these things and relieved to let Aftermath take responsibility for them until a more appropriate guardian can be found or until the rightful owner shows up to claim them. Things like these find their way into (and *usually* out of) Aftermath's vast warehouse complex on a regular basis.

Aftermath Inc. has also realized the necessity to safely dispose of some of these items. Labs to examine and disassemble or destroy these things are maintained (a nice, safe distance from most other buildings) on Aftermath's property.

Special Field Personnel: The Special Field Personnel team provides the other teams with individuals or units capable of dealing with highly unusual or dangerous situations. Full time, on call staff include dozens of power-armored guards, superheroes, and General Waldrom himself who takes command in the most difficult and large scale operations. A wide variety of uniquely talented freelance agents are also kept on file, capable of handling more specific or unusual situations. Special Field Personnel fill a number of important roles. Power-armored troops are provided to protect Emergency Stabilization teams in ongoing combat situations or patrol heavily damaged areas to help the police control looting. Superheroes are sent to assist the power armored teams in more dangerous situations and to work in highly dangerous settings such as burning buildings, leaking reactors and buildings in danger of collapsing.

Aftermath Inc. maintains 30 suits of powered armor. Personnel trained in their use are housed at their base in 7 day rotations (much like at fire stations). Superheroes on full time staff are: Grunt, whose monstrous strength is used to provide heavy lifting in situations where cranes are impractical; Sponge, who can absorb a wide spectrum of energy allowing him to work unhampered in hazardous settings; and Earth-Mover, whose ability to manipulate earth and stone allows her to do large scale excavations and make difficult repairs.

Financial Coordination: Although it's the lowest profile team in Aftermath Inc., the Financial Coordinators regularly perform the daunting task of handling stubborn insurance companies, providing estimates while under fire, coordinating independent contractors and accurately billing clients. A.I. is constantly soliciting insurance companies to provide "superhero insurance" and regularly publishing information on companies that do provide it. In areas which federal, state or local governments do not declare disaster areas, Aftermath Inc. provides low interest loans to victims of paranormal destruction, allowing them to rebuild their homes and businesses.

AFTERMATH INC. PERSONNEL

GENERAL DWIGHT WALDROM

CEO Aftermath Inc.

16 STR	14 DEX	18 CON	14 BODY	18 INT
18 EGO	18 PRE	10 COM	8 PD	6 ED
4 SPD	9 REC	36 END	34 STUN	

Skills & Perks:

Bureaucratics 16-	PS: Engineer 14-
Combat Driving 14-	Systems Operations 13-
Deduction 13-	Tactics 13-
Demolitions 11-	TF: w/Ground vehicles
KS: US Army 17-	WF: w/Small arms
Oratory 16-	Contact: Sec. of Def. 11-
Paramedic 13-	FB: Local police powers

75+ Disads: Age (40+), Watched by US Army 8-, Normal Characteristic Maxima, Stubborn, Public Identity, Reputation 11-, Experience Points (14)

Background: General Dwight Waldrom has always been a man of action. In Vietnam he was the type of commanding officer you could count on to get things done. Those under his command trusted him to be firm but fair. Because of his sterling service in Vietnam, he was appointed Commander of the Army Corps of Paranormal Restorations. It was in the Corps that his service came to a distasteful end, and he retired from the military to pursue the fundamental reason that CPR had been originally formed. A year later Aftermath Inc. was founded.

Personality: General Waldrom is one of the last of the "old world" generals. With an attitude reminiscent of MacArthur or Churchill, he approaches projects head on and seldom pulls his punches. Now in the commercial sector and as head of the company, Waldrom need answer to no one and can charge headfirst into Aftermath's projects without being delayed.

Appearance: General Waldrom is a wall of iron, over six feet tall and nearly half as wide with steel grey hair, mustache, and eyes. Though he no longer displays his military rank, he still wears his uniform with its decorations accented with an Aftermath Inc. patch. Though obviously late in his years, he still presents a most imposing figure.

NOLAN FALKNER

Chief Assessor & Investigator

10 STR	10 DEX	13 CON	10 BODY	19 INT
13 EGO	10 PRE	10 COM	4 PD	3 ED
3 SPD	5 REC	26 END	22 STUN	

Skills & Perks:

+3 to all Perceptions	Forensics 13-
1d6 Luck	KS: Engineering 14-
Bureaucratics 11-	KS: AI's past contracts 11-
Concealment 13-	Persuasion 11-
Criminology 15-	PS: Investigator 14-
Deduction 16-	

75+ Disadvantages: Age (40+), Normal Characteristic Maxima, Absent-minded

Background: Nolan Falkner was discharged from job after job, not because of any lack of ability, but because of the speed at which he did his job. His employers thought that he wasn't following proper procedures and surely he must be doing something wrong. While recruiting for Aftermath, General Waldrom researched Falkner's file and found that, though he didn't always follow proper procedures, he was *always* correct in his hunches and judgements. Shortly thereafter Nolan found a secure position at Aftermath Inc.

Personality: Nolan's thoughts are a constant flurry of activity, always working towards conclusions. This activity is totally belied by his casual, personable, and even absent-minded attitude. One minute Nolan is discussing a current project and the next he's recounting the mishaps of his wife. Then suddenly, as if somewhere in his mind the final "I" has been dotted and the final "t" crossed, he will return to the task at hand and its near completion.

Appearance: Nolan Falkner dresses in rumpled suit and multi-pocketed coat (which he constantly rifles for scraps of notes and papers). His unshaven, grey haired form is as unassuming as the General's is imposing.

MAC VENKMAN (SARGE)

Emergency Stabilization team leader

18 STR	16 DEX	18 CON	12 BODY	13 INT
16 EGO	20 PRE	10 COM	9 PD	7 ED
4 SPD	10 REC	40 END	35 STUN	

Skills & Perks:

Breakfall 12-	Oratory 13-
Bribery 13-	Security Systems 12-
Deduction 12-	Streetwise 13-
Demolitions 12-	Systems Operations 15-
Electronics 13-	TF: w/ Ground vehicles
Forgery 11-	WF: w/ Small arms
Inventor 12-	Lightning Calculator
KS: Emerg. Proced. 14-	3d6 Luck
Mechanics 14-	FB: Local police powers

75+ Disadvantages: Distinctive Features (Easily), Normal Characteristic Maxima, Overaggressive, Responsible for men, Experience Points (52)

Background: In 1968 Macarthur Venkman was a small time hood running with gangs in Washington DC. He had been in and out of juvenile detention facilities for years and, after turning 18 and getting arrested again, faced serious time. His only other option was to join the military. Six months later he was hip deep in the swamps of Cambodia learning things like discipline, honor and responsibility the hard way...under the command of (then Colonel) Dwight Waldrom. After the war, when Waldrom was moved to the Army Corps of Engineers, he took Venkman with him. Their mutual respect and successful teamwork has kept them together since.

Personality: "Sarge" Venkman is as hard as they come. He carries out his duties with dogged determination. His personality might be likened to that of an automaton except for his explosive temper and sudden, violent sense of humor. During his stint with the Corps of Engineers he developed the reputation for accomplishing his goals using inappropriate equipment in innovative and unusual ways.

Appearance: Mac Venkman is a square shouldered wall of muscle. He wears combat fatigues with mirrored sunglasses and a black beret.

JACK RUBENSTEIN

Chief Reconstruction Foreman

18 STR	12 DEX	16 CON	10 BODY	16 INT
10 EGO	14 PRE	10 COM	6 PD	5 ED
3 SPD	8 REC	32 END	30 STUN	

Skills & Perks:

Climbing 12-
Demolitions 16-
Electronics 11-
KS: Building restoration 13-
KS: Engineering 11-
Mechanics 11-
PS: Construction 16-
Streetwise 12-
Absolute Time Sense
FB: Licensed Engineer

75+ Disadvantages: Normal Characteristic Maxima, Responsible for workers

Background: Sometimes there are just no flashy backgrounds, no subtle manipulations by the hand of fate. When Aftermath Inc. opened for business, Jack Rubenstein filled out a job application just like hundreds of other construction foremen. Rubenstein was a competent worker and his personality sold the General on him. His performance has been impeccable ever since.

Personality: In a world where construction engineers get paid by the hour and try to draw each job out as long as possible, Rubenstein is a misfit in his field. He handles his men with hard edged diplomacy and strikes fear in the hearts of labor unions. He sees to it that his men get everything they deserve and that his employer gets their money's worth.

Appearance: The cigar chomping Jack Rubenstein is an open shirt kind of guy. Balding and overweight, he wears trousers, tank tee shirt, and a hard hat and tool belt when in the field.

PHINEUS TWAPLINGER

Warehouse Foreman

10 STR	12 DEX	14 CON	11 BODY	10 INT
10 EGO	10 PRE	10 COM	5 PD	4 ED
3 SPD	6 REC	34 END	23 STUN	

Skills & Perks:

Computer Programming 11-
Concealment 14-
Demolitions 11-
Inventor 11-
KS: AI warehouses 11-
Persuasion 11-
PS: Warehouse foreman 11-
Stealth 11-

75+ Disadvantages: Normal Characteristic Maxima, Disorganized, Forgetful, 2d6 Unluck

Background: In the early 60's, Phineus Twaplinger was also the masked cat burglar, Lightfingers. As Lightfingers, Twaplinger employed a high-tech climbing and swinging apparatus which was later stolen from him by Frederic Fagin (the Fox of Crime). Phineus tried to recover his device, sneaking into secret auctions and illegal equipment sales but never saw his device again. As a last resort Twaplinger secured a job as Aftermath's warehouse foreman in hopes that the device will eventually be used by some other supervillain and find its way into Aftermath's possession.

Personality: Phineus has earned the nickname "Twitchy Twaplinger" secretly given him by his workers. He is incredibly high strung, constantly sweating and fidgeting from the nervousness that at any moment his secret might be discovered.

Appearance: Phineus Twaplinger is a slight figure of a man, constantly moving, mopping his brow and occasionally talking to himself. He wears a (too) tight, black, polyester suit with a narrow, fussy bow tie.

CATRINA SWITZLER

Controller of Special Field Personnel

10 STR	15 DEX	14 CON	12 BODY	16 INT
13 EGO	15 PRE	14 COM	4 PD	3 ED
4 SPD	5 REC	28 END	24 STUN	

Skills & Perks:

Bureaucratics 13-	TF: w/Air vehicles
Combat Driving 12-	WF: w/ Small arms
Combat Piloting 12-	Favor: Champions
Computer Prog 15-	Favor: NY hero group
Mimicry 11-	Favor: LA hero group
Persuasion 14-	Favor: DC hero group
PS: Personnel mngmnt 13-	Favor: NYPD
Tactics 12-	Favor: DCPD
Trading 13-	FB: Local police powers
TF: w/Ground Vehicles	

75+ Disadvantages: Normal Characteristic Maxima, Professional attitude, Reputation 8-, Experience Points (2)

Background: Catrina Switzler is a professional super hero team receptionist, having worked for super groups in New York, Los Angeles and Washington DC. After dealing with her in Washington while he was working for the Army, General Waldrom was left with a lasting impression of her competence. When he later founded Aftermath, the General made Catrina an offer she couldn't pass up.

Personality: Catrina's mind is highly efficient, as if there were several people's minds in her head, each keeping track of a separate problem or situation. She is always on top of everything that is happening around her and displays an unruffleable air of professionalism honed by years of being prepared for the unexpected.

Appearance: Catrina looks like a covergirl for Today's Working Woman magazine. On the job, her hair, makeup and clothing are the latest in tasteful style.

DR. VILLIE GREUBEN (TINKER)

Developmental Scientist

8 STR	12 DEX	10 CON	10 BODY	20 INT
13 EGO	10 PRE	10 COM	3 PD	2 ED
3 SPD	4 REC	26 END	24 STUN	

Skills & Perks:

Bugging 13-	SC: Metallurgy 11-
Computer Prog 15-	SC: Physics 11-
Criminology 13-	SC: Robotics 11-
Cryptography 13-	Security Systems 13-
Electronics 16-	Systems Operation 14-
Inventor 16-	TF: w/Ground vehicles
Mechanics 16-	TF: w/air vehicles
PS: Inventor 14-	Weaponsmith: All 13-

75+ Disadvantages: Age (60+), Dependence (incilin) 2d6, Normal Characteristic Maxima, Over-enthusiastic

Background: When Villie Greuben was a little boy he wanted to be just like his father, a great scientist. At that tender age he didn't understand that his father was developing weapons for the Nazi war machine. Villie worked hard through school and eventually the war ended. Villie was left well prepared for a job that no longer existed in his country. He travelled to other countries selling his talents to governments and individuals, always steering clear of offensive technology. Today he feels more content analyzing and dismantling destructive devices and cobbling together equipment for AI's unusual jobs.

Personality: Dr. Villie Greuben is an old man full of life and the fascination of his work. He is energetic and friendly, humming classical music while he works. He enjoys a fondness for antiques and beautiful women.

Appearance: Dr. Greuben is frail and bent with age; however, his energy carries him with all the vigor of a young man. On the job he wears a white lab coat and multi-pocketed apron. His small wire-rimmed glasses are always perched precariously on the end of his long nose.

M.A.P. TROOPS				
Val	Char	Cost	Combat Stats	
25*	STR	10	OCV: 6	
17	DEX	21	DCV: 6	
18	CON	16	ECV: 3	
14	BODY	8	Phases: 3, 6, 9, 12	
13	INT	3		
10	EGO	0	Costs	
20*	PRE	6		
10	COM	0	Char:	116
20*	PD	12		Base: 100
15*	ED	8		+
4	SPD	13	Powers:	130
8	REC	4		Disads: 146
46	END	5		=
38	STUN	10	Totals:	246
				246
Cost	Abilities			END
30*	Armor 20 rPD/10 rED			
17*	Force Wall 15 rPD/5 rED, 1" only (-1),			
	No Range (-1/2)			5
7*	END Battery (50 END), Recovers 5/Turn			
10*	Change Environment (bright light), 4" Radius			1
7*	Clinging (normal STR)			
3*	Infrared Vision			
3*	Radio Listening & Transmitting			
7*	Life Support (self-contained breathing)			
41*	7d6 Energy Blast (PD), Autofire (5 shots), STUN			
	only (-1/2), 32 Charges			
2	Local Police Powers			
3	KS: Engineering 12-			
100+	Disadvantages			
15	Distinctive Features (Not Concealable)			
10	2x BODY from magnetics (Uncommon)			
13	Hunted (Watched) by Police Depts. 14-			
10	Public ID			
10	Reputation 11-			
5	Rival (Local police)			
83	Experience Points			
*OIF-Armor				

Background: General Waldrom realized after working for the Army Corps of Engineers that one thing which would set Aftermath apart from other high priced construction firms, would be the ability to get heavy moving equipment into the field as fast as possible and to protect workmen who must work under potentially dangerous conditions. He devised the M.A.P. (Mechanized Aftermath Personnel) Troops to fill both needs. M.A.P. Troops are former Army soldiers specially trained in engineering and the use of mechanical power armor suits. The Troops are cool in tense situations and their armor is capable of performing the type of heavy lifting required of small cranes while maintaining delicate control. They are also specially equipped to protect civilian workers and defend against looters.

Powers/Tactics: M.A.P. armor, while not as sophisticated as the powered armor employed by most superheroes and villains, can be economically reproduced and serves AI efficiently. The armored exostructure can easily stop small arms fire and can produce a small force shield in front of the Trooper. When protecting workmen the Troops will usually form a line between the workers and any ongoing super-combat, linking their shields into one long barrier. The armor is environmentally self contained and equipped with night visor, grappling apparatus for climbing and carrying, and crowd control guns which fire gelatinous saline projectiles which stun but do no physical damage.

M.A.P. Troops are usually assigned in 3 man units for crowd control purposes and in 10 man teams for worker protection.

Appearance: M.A.P. armor is primitive by high-tech standards, blocky in appearance with exposed gears, cables and attachments. The head and shoulders of the "pilot" are visible through the tinted cockpit.

GRUNT						
Val	Char	Cost	Combat Stats			
70*	STR	45	OCV: 4			
13	DEX	9	DCV: 4			
20	CON	20	ECV: 3			
15	BODY	10	Phases: 4, 8, 12			
8	INT	-2	Costs			
8	EGO	-4				
15	PRE	5				
8	COM	-1	Char:	104	Base:	100
15*	PD	2		+		+
10*	ED	3	Powers:	36	Disads:	40
3	SPD	7		=		=
14	REC	0	Totals:	140		140
60	END	10				
53	STUN	0				
*Bonuses for Density increase already figured in.						
Cost	Abilities					END
20	Density Increase (15 pts.), Persistent, Always On (800 kg, -3" KB)					
5	1d6 Luck					
3	Breakfall 12-					
3	Climbing 12-					
3	Demolitions 11-					
2	PS: Construction Worker 11-					
100+	Disadvantages					
8	Berserk (Enraged) when friends or children are harmed (Uncommon) 11-, 11-					
10	Distinctive Features (Concealable)					
10	Public Identity					
12	Experience Points					



Background: Greg (the Grunt) Purnear was never the brightest of men. He dropped out of high school to get a job as a construction worker. Later, as an employee of Aftermath Inc., he was working on a job in a nuclear research facility when he wandered into the wrong area and was exposed to large doses of radiation. His body slowly mutated, and his mind regressed to the level of that of a happy child. Feeling responsible for Grunt, General Waldrom and the other workers at AI have adopted him and see to his care.

Quote: "Yup. Nope. O.K."

Personality: Grunt is honest, simple-minded and playful. Though his personality is that of an adult, his intelligence and emotions are those of a child. He takes great pride in his work ("Grunt-work") and considers AI his home and his coworkers his family.

Powers/Tactics: The radiation accident has increased Grunt's strength and density to incredible levels. He puts this increased strength to good use in his work, carrying supplies and doing heavy lifting in places where larger equipment can't go. Grunt is generally peaceful and slow to turn his immense power on another.

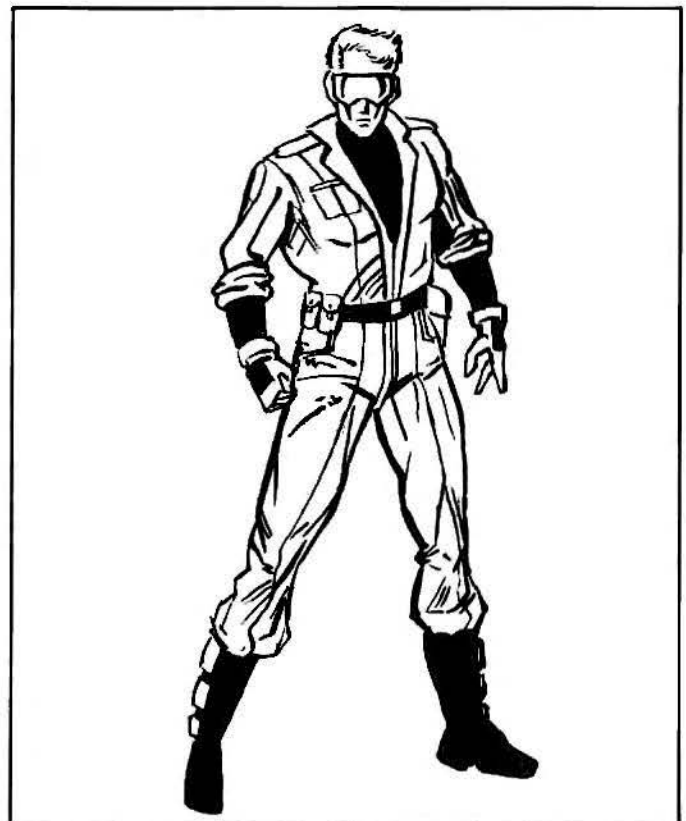
Appearance: Grunt has always had rather ape-like features. The radiation has given him a more squat, pressed appearance. Grunt (attempts to) wear normal street clothes and workman's uniforms.

SPONGE

Val	Char	Cost	Combat Stats	
13	STR	3	OCV: 6	
18	DEX	24	DCV: 6	
16	CON	12	ECV: 3	
12	BODY	4	Phases: 4, 8, 12	
13	INT	3		
10	EGO	0	Costs	
10	PRE	0		
10	COM	0		
8	PD	5	Char:	111 Base: 100
50	ED	47	Powers:	84 Disads: 95
3	SPD	2		=
10	REC	8	Totals:	195
32	END	0		=
30	STUN	3		195

Cost	Abilities	END
25	Damage Resistance (50 ED)	
39	2d6 ED Absorption (to END), 50 pts. maximum, fades 5/5 hours, Always On	
6	LS: Immune to high radiation & intense heat	
1	Familiarity w/Demolitions 8-	
3	Electronics 11-	
3	Security Systems 12-	
7	Systems Operations 14-	

100+	Disadvantages
15	Secret Identity
20	Dependent NPC (daughter) 11-
10	Hyperactive (Frequently, Slightly)
10	Insomnia (Frequently, Slightly)
40	Experience Points



Background: Alan Pearson was down on his luck. Recently divorced and raising his 12 year old daughter, he had been fired from his third job as a building security installation specialist. As a bystander at a super firefight where Aftermath was doing emergency work shutting off a gas main, Pearson learned of his previously unknown powers. A stray energy beam hit a gas main, turning the area into an inferno. Pearson, without thinking, leaped into the flames and pulled two workers from certain death. Pearson, with the exception of his clothing, was totally unharmed. Employment at AI was obtained shortly thereafter.

Quote: "I'll save you!"

Personality: Alan Pearson, called Sponge at AI, is about as normal as a man can be. He has avoided becoming an active member of the superhero community because of the specialized nature of his powers and because of his daughter.

Powers/Tactics: Sponge has the ability to resist all damage from fire, electricity, radiation and other types of energy. His body also metabolizes any exposure to these effects into a kind of adrenalin. After exposure, Pearson is subject to insomnia and hyperactivity until the effects of the adrenalin wears off. He is frequently found jogging through the AI buildings to work off his hyperactivity.

Appearance: Alan Pearson is a healthy man in his early thirties with red hair and brown eyes. On the job he wears standard AI coveralls and a heat resistant, mirrored visor over his eyes to protect his identity.



EARTH-MOVER			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 3
10	BODY	0	Phases: 4, 8, 12
14	INT	4	
10	EGO	0	Costs
15	PRE	5	
16	COM	3	Char: 54 Base: 100
6	PD	4	+ +
5	ED	2	Powers: 73 Disads: 27
3	SPD	6	= =
6	REC	2	Totals: 127 127
34	END	4	
28	STUN	6	
Cost		Abilities	END
8		Elemental Control- Earth & stone	
24 a		Telekinesis (30STR), only on earth&stone (-1/2)	4
6 b		Tunnelling 3" (through 3 DEF), only through earth & stone (-1/4)	1/5"
29 c		3d6 Minor Transform (repair stone), limited class 4	
1		Familiarity w/ Demolitions 8-	
5		PS: Architect 14-	
100+ Disadvantages			
15		Secret Identity	
10		Claustrophobia (Uncommon, Strong)	
2		Experience Points	

Background: A year ago Helen Clandowski was a first year grad student majoring in architecture. It was one day outside of her dorm that Helen was exposed to vast magical energies generated by a battle between the Champions and the demon Chernobog (see *Mystic Masters*). Since that day, Helen has displayed the ability to manipulate earth and stone. Not fully prepared to enter directly into the superhero community, Helen has chosen to refine her powers and work her way through school by working for Aftermath Inc. She (like Sponge) lives outside of the AI facility and is "on call", carrying a pager.

Quote: "Oh, I think I can handle that. (sly smile)"

Personality: Earth-Mover is a funloving, bright woman who is fascinated by her own powers. She looks at them as if she had won the lottery, thinking them perfectly suited to her chosen profession.

Powers/Tactics: As her code-name implies, Helen's is the power to manipulate stone and earth. She can telekinetically move large volumes of earth through the air, part the very ground creating a tunnel, and cause stone to revert to its original form. Using this ability she can effect instant repairs on stonework, regressing it to its predamaged state, or she can regress it all the way back to its natural, uncarved state.

Appearance: Helen Clandowski is a very attractive woman with long brown hair and brown eyes. Her Earth-Mover costume is grey and marbled blue and she wears a variety of stone accessories.

AFTERMATH INC. HEADQUARTERS & FACILITIES

1. Main Entrance, Guardposts, and Perimeter Fence

The Aftermath Inc. facilities are surrounded by a 15' high chain-link fence (DEF 6, BODY 2) which can be electrified (just like the warehouse fences) if the facility is assaulted (doing 10d6 STUN Only, NND-well insulated or not grounded). There are guardposts at the main entrance and at regular points around the perimeter. 2 guards are stationed at the main entrance and 1 at each of the other guardposts. Each guard is equipped with a 9mm Browning HP (1d6+1K, 14 shots), and each guardpost is supplied with a heavily insulated suit, to handle the fence should it be electrified.

2. Main Parking and Heavy Equipment Roads

The main parking lot is for visitors and most employees. Access roads to either side of the lot lead to the Heavy Equipment Buildings (5).

3. Aftermath Inc. Offices

These are the business offices of Aftermath. The first floor houses primarily "high traffic" offices, that is, offices of people who deal with visitors and deliveries on a regular basis, such as receptionist, public relations, messengers, accounting, and reconstruction engineers.

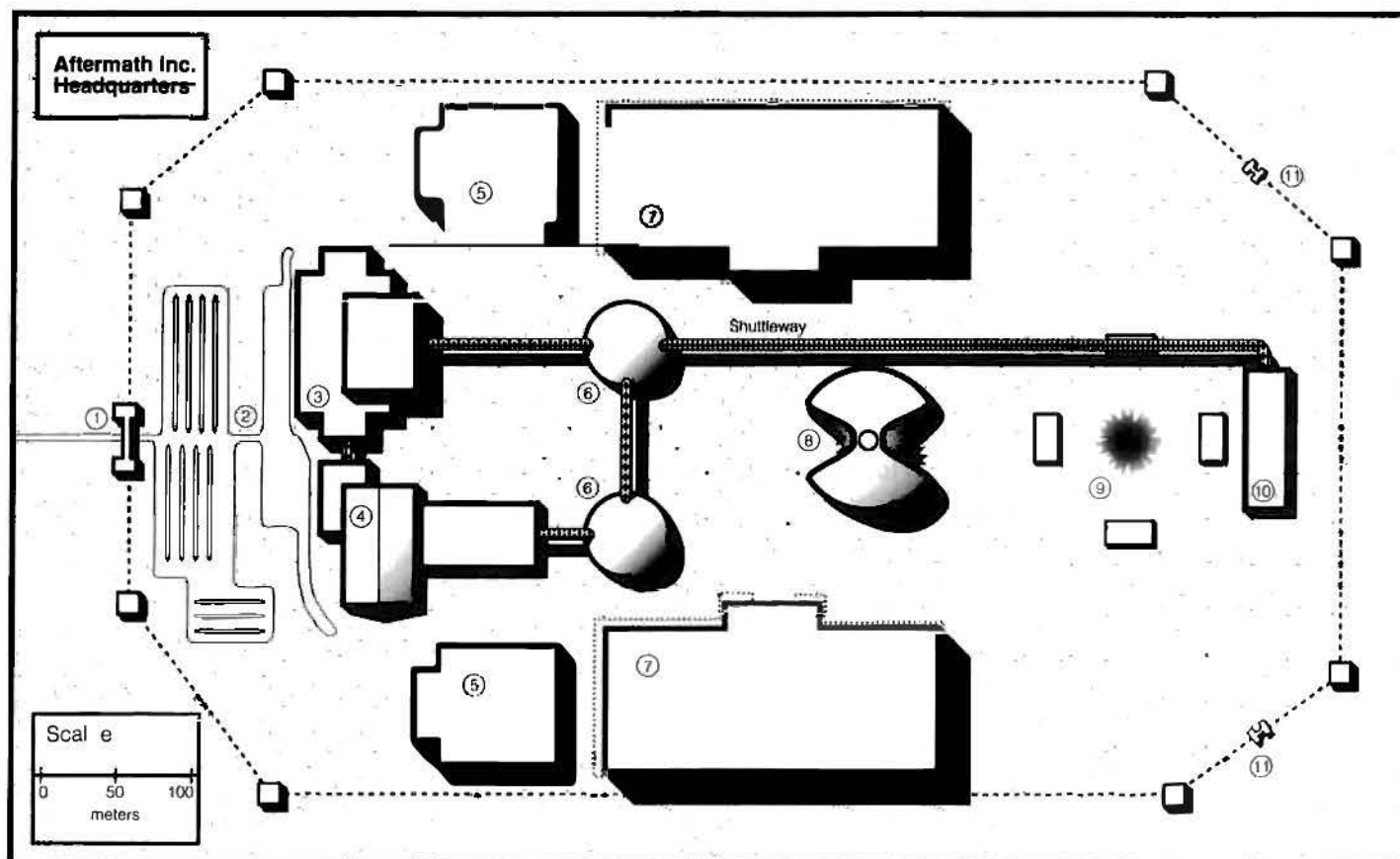
The second floor is where the bulk of Aftermath's work is done. Here can be found offices of Damage Assessment, Emergency Stabilization, Controller of Field Personnel, the computer center, and the "War Room" (as the General calls it) where field activities are monitored and controlled. The shuttleway track also passes through this floor and there are "stations" at either side of the building to get on or off.

The third floor primarily houses offices for the General and his personal staff, secretaries, errand boys, etc. Backup computer facilities are also here.

The basement of the main office (which runs beneath both the office and the Field Personnel Barracks) is where the Aftermath executives and rotation Personnel (see below) store their vehicles. It is accessible from the main parking lot.

4. Field Personnel Barracks

Aftermath Inc. keeps over 100 field Personnel housed here at all times, staying in seven day rotations like firefighters in fire stations. The first floor is where most of the men (construction workers, assessors, technicians, etc.) live. The second floor, also accessible by shuttleway, is where the M.A.P. Troops stay and where their armor is stored and maintained. The third floor is home to Aftermath's Special Field Personnel. General Waldrom, "Sarge" Venkman, Phineus Twaplinger, Catrina Switzler, and Grunt all live here on a permanent basis. Sponge and Earth-Mover have temporary living quarters here but maintain civilian identities and live primarily off base.



5. Heavy Equipment Buildings

All of Aftermath's heavy equipment (cranes, bulldozers, trucks, etc.) is stored here. Aftermath maintains all the equipment necessary for most jobs without the assistance of outside contractors.

6. Science Domes

Two large geodesic domes sit behind the office and barracks and are used to explore new developments in construction and engineering and to examine various items collected from the scenes of paranormal activities. Aftermath has agreements with many advanced technology firms to provide patent rights of any new discoveries in exchange for a plethora of state of the art equipment. The second floor of the domes provides access to the shuttleway and a glass walkway which connects the domes.

7. Storage Warehouses

The storage warehouses are one of the highest security areas on the Aftermath complex. Stored here are all the various things left over after battles and other superhero activities. Each warehouse consists of a huge main floor area where large things and less dangerous items, packed in crates, are stored. The offices of the warehouse foreman, Phineus Twaplinger lie just inside each building's main entrance. The heavily-reinforced basement level (DEF 8, BODY 6) is where the more dangerous and high security items, often with monitoring devices, are stored.

Because of the high risk of theft in these buildings, Aftermath has installed security devices in and around the buildings. The walls and doors of the buildings themselves are reinforced (DEF 6, BODY 5) and sophisticated alarms are set at all doors and windows (-2 to Security Systems rolls). An electrified chain-link fence surrounds the building from ground to roof. It is normally set at about 60% of full power (10d6 STUN Only, NND-well insulated or not grounded) to conserve energy, but if the facility is assaulted it can be powered up to 100% (doing 15d6 STUN Only, NND). The roof is protected by a sweeping laser "net" projected from the four corners of the electric fence (1 1/2d6 Energy RKA, No Range, OAF).

8. Magnetic Field Power Generator

Two massive, curved towers rise 100m into the air, tapering to joined points at their peaks. The entire construct resembles some work of modern art. Within this conical shape, near the top, writhes a coalescent ball of sparking electromagnetic energy. Surrounding the generator towers is a field of symmetrically placed alloy bars which focus the planet's magnetic field towards the collection towers. This bar field and towers comprise the electromagnetic generating plant that powers Aftermath's facilities and a portion of the surrounding area. The design for the power plant was taken from technology used in a suit of villainous powered armor, and is completely safe, even to those passing between the towers. The only potentially dangerous area is near the inside of the top of the towers, where the collected energy spins, which generates an incredibly intense magnetic field. The controls for the EM field generator are in the science domes.

9. Demolition Zone

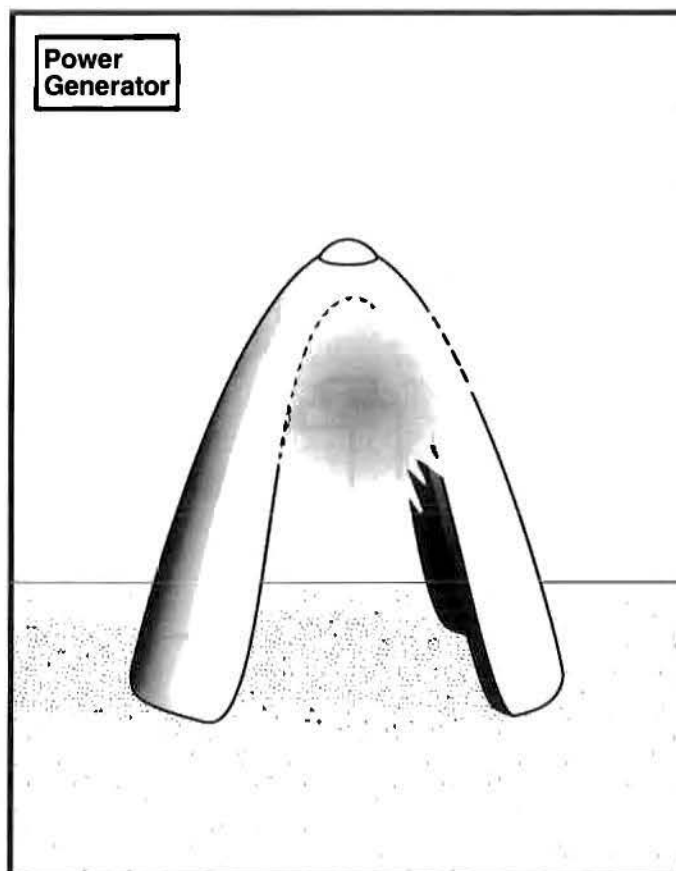
This pitted and scorched area marks where many dangerous alien artifacts and super-villainous weapons are wired with explosives and destroyed. The area is a safe distance from most buildings and is surrounded by armored observation bunkers (DEF 10, BODY 5). Not all dangerous devices can be destroyed with a 100% guarantee of safety. These items are locked securely in the warehouse basement chambers.

10. Disposal Labs

These labs are maintained solely to examine and disassemble or destroy dangerous devices. Sophisticated examining equipment, cutting devices, vats of acid, explosives, and all other manner of implements of destruction are regularly used in the disposal labs. Small sophisticated items can be blown up in armored chambers (DEF 15, BODY 10, Hardened) or crushed in electromagnetic presses (15d6 Continuous), among other fates. Larger devices are taken into the demolition zone outside and destroyed.

11. Service Entrances

These gates, though equally well guarded as the main entrance, are used mainly for the delivery of new combat debris or other supplies.



OTHER CHARACTERS

SEARGENT JOE KENNEDY

Val	Char	Cost	Combat Stats			
13	STR	3	OCV: 4+			
12	DEX	6	DCV: 4+			
13	CON	6	ECV: 4			
12	BOD	4	Phases: 4, 8, 12			
11	INT	1				
12	EGO	4	Costs			
13	PRE	3				
12	COM	1	Char:	44	Base:	25
5	PD	2		+		+
3	ED	0	Powers:	49	Disads:	68
3	SPD	8		=		=
7	REC	2	Totals:	93		93
26	END	0				
30	STUN	4				

Pts	Skills	END
3	Combat Driving, 11-	
3	Conversation, 12-	
3	Deduction, 11-	
3	Paramedic, 11-	
3	Streetwise, 12-	
2	WF—Small Arms	
5	1 Level, Hand-to-Hand	
6	2 Levels, Pistols	
4	PS—Police Officer, 13-	
3	KS—City, 12-	
2	KS—Hostage Negotiations, 11-	
2	KS—Suicide Prevention and "talk-down," 11-	
8	Contacts—Louie (bookie), Carlos (gang runner)	
	Ben (store owner), Charlene (prostitute), 11-	
2	Local Police Powers	

25+ Disadvantages

10	DNPC—Family (normals, 8-)
15	Incorruptible, Strong
43	Experience

OFFICER LISA MADISON

Val	Char	Cost	Combat Stats			
10	STR	0	OCV: 4+			
13	DEX	9	DCV: 4			
13	CON	6	ECV: 4			
10	BOD	0	Phases: 4, 8, 12			
13	INT	3				
11	EGO	2	Costs			
15	PRE	5				
16	COM	3	Char:	37	Base:	25
4	PD	2		+		+
3	ED	0	Powers:	18	Disads:	30
3	SPD	7		=		=
5	REC	0	Totals:	55		55
26	END	0				
22	STUN	0				

Pts	Skills	END
1	Fam. w/ Computer Programming, 8-	
1	Fam. w/ Criminology, 8-	
1	Fam. w/ Forensics, 8-	
2	Spanish	
3	KS—Criminal Psychology, 12-	
2	KS—Criminal Law, 11-	
3	One level, Pistols	
3	PS—Police Officer, 12-	
2	Local Police Powers	

25+ Disadvantages

15	Believes in the Law, Strong
10	Overconfident
5	Experience

Background/Personality: Joe and Lisa are two patrol officers who've seen more than their fair share of really weird and dangerous stuff. Joe's been on the beat for almost 10 years now, and it's now his job to train the rookie Lisa and ready her for life as a cop. They regularly patrol the downtown areas as well as the "south side," where things are a little on the rough side.

Over the years, Joe has made a number of contacts on the streets, helping stay a few steps ahead of any major events and in any investigations he pursues. He has also received training in suicide prevention and hostage situations. Although not a college graduate, Joe has plenty of street smarts and is possessed of a great deal of common sense. Although a bit cynical (ten years on a municipal police force will do that), Joe is incorruptible. He will never sacrifice what he believes to be right.

Lisa is in college, with a two-year associate's degree in criminal science and a declared major in political science. She is strongly considering law school after college. Unlike Joe, she's not lost her idealistic views of police work, although the past couple of months have removed a great deal of her naivete. She looks up to Joe (which often makes him very self-conscious) and will listen to him in high-stress situations. She does, however, have a tendency to take the initiative in situations that will likely endanger her, following hunches that Joe might otherwise ignore or deem too dangerous for them alone.

Joe views superheroes as another part of the big game that they all play. His own life has been saved by the intervention of "vigilantes" enough to cut them every break he can. Lisa is less sure of whether or not they should be allowed to operate. She isn't "anti-hero," but she prefers it when the police are able to do the job without them. She often laments how the "super agencies" seem to get all the great high-tech gear while the regular police are forced to face the likes of VIPER and the Ultimates with a 9mm automatic pistol. Joe simply believes that it's time to duck when power bolts and lasers start flying.

Appearance: Joe is 32 years old with short-cropped brown hair and a healthy (if slightly donut-laden) build. He's married with two children (5 and 12). Lisa is 22, black, and extremely attractive with a muscular physique.

CAPTAIN JERIMY FRANKLIN, 3RD PRECINCT				
Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 4+	
12	DEX	6	DCV: 4	
13	CON	6	ECV: 4	
11	BOD	2	Phases: 4, 8, 12	
14	INT	4		
11	EGO	2	Costs	
15	PRE	5		
10	COM	0	Char:	37
4	PD	2		+
3	ED	0	Powers:	35
3	SPD	8		=
5	REC	0	Totals:	72
26	END	0		
25	STUN	2		
			Base:	25
				+
			Disads:	47
				=
				72
Pts	Skills		END	
2	Familiarity, small arms			
6	2 Levels, pistols			
5	Bureaucratics, 13-			
3	Deduction, 12-			
3	Interrogation, 12-			
4	PS—Police Captain, 13-			
3	Area Knowledge—City, 12-			
5	KS—Police Procedures and Regulations, 14-			
2	Local Police Powers			
2	Police Captain's Rank			
25+	Disadvantages			
15	Will not compromise principles for promotion (strong)			
10	Monitored by superiors, 8-			
22	Experience			

Background/Personality: Captain Jeremy "Jerry" Franklin is relatively young for a police captain, but he's sharp and has a reputation for fair judgement. He has learned the wisdom of letting his experienced officers handle cases their own way, so long as rights aren't violated and regulations are at least partially acknowledged. When he first started rising through the ranks, he was a strictly by-the-book cop, but enough "bloody noses" have taught him tolerance when dealing with non-standard situations.

He is dedicated to seeing the law upheld, and to this end he has developed a tolerant attitude to many supers. Those who stay within the rules and help his precinct are given a fair amount of leeway, but the more ruthless or bloodthirsty types are hunted with vigor and held to the letter of the law.

Franklin's willingness to bend around the rules a bit has put him in hot water with his superiors on a number of occasions. His career has been threatened by his sense of ethics in more than one instance, and he is likely to stay where he is (rather than move quickly up the ladder) for some time. That suits Jerry just fine; he can still smell the streets where he is, unlike the desk-jockeys at Division HQ.

Appearance: Jerimiy is in his early thirties, with dark hair and hazel eyes. He is small in stature (about 5'7") in fair condition. He has a steady girlfriend and his parents live in the city. His brother is an agent for the state investigation bureau.

RAYMOND GONZALES, POLICE COMMISSIONER			
Val	Char	Cost	Combat Stats
10	STR	0	OCV: 4+ DCV: 4 ECV: 3 Phases: 6, 12
11	DEX	3	
14	CON	8	
13	BOD	6	
12	INT	2	
10	EGO	0	Costs Char: 23 Base: 25 3 PD 1 + + 3 ED 0 Powers: 32 Disads: 30 2 SPD 0 = = 5 REC 0 Totals: 55 55 28 END 0 25 STUN 0
13	PRE	3	
10	COM	0	
3	PD	1	
3	ED	0	
2	SPD	0	
5	REC	0	
28	END	0	
25	STUN	0	
Pts	Skills		
2	Familiarity, small arms		
3	1 Level with Pistols		
3	PS—Police Commissioner, 12-		
9	Bureaucratics, 15-		
3	High Society, 12-		
3	Oratory, 12-		
4	KS—Police Procedures and Regulations, 12-		
2	Local Police Powers		
3	Police Commissioner's Rank		
25+	Disadvantages		
10	More concerned for image than anything		
10	Very arrogant and egotistical		
5	Monitored by City Council		
5	Experience		

Background/Personality: Commissioner Gonzales fought tooth and nail to get where he is, and he's not afraid to tell anyone. He has fallen victim to some of the vanity and image-consciousness common to one of his position, something that has not entirely endeared him to his subordinates.

From the humble beginnings of an immigrant worker, Raymond (originally Ramone) applied and was accepted to the Police Academy, where he graduated near the top of his class. After a relatively short career as a beat cop, he was tapped for an important security position at the Governor's mansion, where he impressed a number of people (the right ones) with his knowledge and leadership.

When the Mayor came under direct fire for not having enough minorities in high-level appointed positions, Raymond got his biggest break of all. The Governor politely suggested Raymond, and soon he was made Deputy Commissioner of Police. After 6 years in that spot, he moved up when his predecessor retired after a minor heart attack.

There is a great deal of resentment in the ranks regarding Gonzales' appointment. Many felt the Commissioner position should have been filled by a more experienced officer, not someone who "ate expensive donuts and hobnobbed" at the Governor's mansion. Nonetheless, Raymond has performed adequately enough to justify his remaining Commissioner.

Commissioner Gonzales is definitely a "by-the-book" commander. His only two concerns are that everything is within regulations and that the Department always looks its best. The quickest way for an officer to ruin his career is to do something to embarrass the Commissioner. He will not tolerate paranormal vigilantes upstaging his officers, nor will they receive any breaks or deals from him. He has issued a standing order to offer no cooperation with superhero activities, and to arrest any violating the law in any way.

Appearance: Gonzales is a slightly overweight man of medium height with jet black hair and a thin, well-trimmed mustache. His hair is slightly thinning.

SPECIAL AGENT CHET CARLYSLE, FBI				
Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 6	
18	DEX	24	DCV: 6	
16	CON	12	ECV: 5	
14	BOD	8	Phases: 3, 6, 9, 12	
18	INT	8		
16	EGO	12	Costs	
15	PRE	5		
16	COM	3	Char:	106 Base: 75
8	PD	5		+
6	ED	3	Powers:	121 Disads: 152
4	SPD	12		=
8	REC	4	Totals:	227
32	END	0		
35	STUN	5		
Pts	Skills			END
21	Martial Arts—Karate and Kendo			
	Maneuvers	OCV	DCV	Damage
	Punch	0	+2	5d6
	Kick	-2	+1	7d6
	Block	+2	+2	Block, Abort
	Disarm	-1	+1	25 STR Disarm
	Dodge	—	+5	Dodge, Abort
1	Weapons Element, Katana			
6	2 Levels, Martial Arts			
2	Familiarity, small arms			
10	2 Levels, Ranged Combat			
3	Acting, 12-			
3	Breakfall, 13-			
3	Bugging, 13-			
7	Combat Driving, All Land and Sea, 13-			
5	Combat Pilot, All Air, 13-			
3	Criminology, 13-			
3	Cryptography, 13-			
3	Deduction, 13-			
3	Disguise, 11-			
2	Japanese			
3	Paramedic, 13-			
6	PS—FBI Agent, 16-			
5	KS—U. S. Law, 15-			
3	KS—Paranormal Events, 13-			
3	KS—Parapsychology, 13-			
3	Shadowing, 11-			
3	Stealth, 13-			
3	Systems Operations, 13-			
3	Tracking, 13-			
4	Federal Police Powers with Special Agent Status			
10	Eidetic Memory			
100+	Disadvantages			
10	Doesn't relate well			
5	Quirky, strange, odd			
10	Dedicated to combat "monsters"			
5	Distinctive Features: Impeccable dresser			
10	DNPC: Girlfriend			
10	Professional Rival FBI agent			
10	Monitored by superiors, 8-			
92	Experience			

Background/Personality: Chet Carlyle has always been a bit odd. Something of a child genius, he nonetheless struggled through school. His problems stemmed mostly from his inability to relate to and get along with his peers. Some argument could have been made that Chet in fact had no peers.

He was something of a dreamer, imagining monstrous enemies that only he, the heroic warrior, could defeat. As he grew older, he developed a fascination with the original samurai of old, and martial arts soon became a way for him to focus his mind and develop discipline. His grades in school improved tremendously, and he graduated high school with many honors and a few scholarships as well. He never really did make any true friends, though. He was still too strange for most people.

The law and the protection of innocent lives became his new focus, and he studied criminal justice at college. He went on to get a law degree, absorbing the facts and details of U. S. Law as though he had been born to it. When all of the various recruiters came, the first one he sought out was from the Federal Bureau of Investigation. He was accepted almost immediately.

Early in his career, he became acquainted with a section of the Bureau that deals almost exclusively with paranormal events and investigations, the enforcement arm of the Department of Paranormal Resources (DPR). He requested a transfer to this unit and soon got it, receiving a promotion to the rank of Special Agent in the process. Now he follows his original dreams—to seek out monstrous enemies of innocent people and vanquish them. Chet Carlyle may be just a little bit crazy, but he's one of the best agents in the Bureau. He's just found where he belongs.

Superheroes are likely to encounter Chet whenever they are involved in a case with strange and unexplained elements, especially if they may be extraterrestrial or supernatural in nature. Chet is totally professional, knowing U.S. laws and FBI regulations as though he wrote them. He dresses impeccably (unless he's in disguise) and treats all people the same, regardless of how strange they may be. He's a tad bit quirky, however, as anyone who spends any length of time is bound to discover. He is very much into personal discipline and is a student of Far Eastern philosophies regarding spiritual awareness and self-enlightenment, and he has somehow developed a photographic memory. Additionally, he will sometimes carry a silver-plated katana into a situation where supernatural forces are thought to be present.

Appearance: Chet will usually be dressed in a perfect black suit with a perfect white shirt and a perfect black tie. Of course, he normally wears the required sunglasses. He has perfect blond hair and blue eyes.

**CHIEF INSPECTOR ROBERTSON
COMMANDER, INTERPOL PARANORMAL
INVESTIGATION DIVISION (P.I.D.)**

Val	Char	Cost	Combat Stats		
15	STR	5	OCV: 5+		
16	DEX	18	DCV: 5+		
15	CON	10	ECV: 5		
14	BOD	8	Phases: 3, 6, 9, 12		
18	INT	8			
15	EGO	10	Costs		
20	PRE	10			
14	COM	2	Char:	99	Base: 75
6	PD	3		+	+
5	ED	2	Powers:	133	Disads: 157
4	SPD	14		=	=
8	REC	4	Totals:	232	232
30	END	0			
35	STUN	5			
Cost	Skills		END		
20	Martial Arts—"Classic"				
	Maneuvers	OCV DCV	Damage		
	Punch	0 +2	6d6		
	Kick	-2 +1	8d6		
	Block	+2 +2	Block, Abort		
	Throw	0 +1 4d6 + v/5, target falls			
	Dodge	— +5	Dodge, Abort		
4	1 DC (added in)				
5	Perk—International Police Powers				
3	Perk—Chief Inspector / Commander, P.I.D.				
2	Perk—Concealed Weapons Permit				
2	Familiarity, Small Arms				
10	2 Levels, Hand-to-Hand				
15	3 Levels, Ranged				
3	Linguist				
10	French, German, Italian, Nordic, Spanish (3)				
6	Russian, Arabic, Japanese, Swahili, Turkish, Mandarin Chinese (2)				
3,3	Criminology, Forensics, 13-				
3,3	Deduction, Cryptography, 13-				
3,3	Computer Programming, Security Systems, 13-				
3,3	Interrogation, Bureaucracy, 13-				
3	KS—Psychology, 13-				
3	KS—Criminal Psychology, 13-				
3	KS—Paranormal Beings, 13-				
3	KS—International Affairs, 13-				
5	KS—INTERPOL Operations, 15-				
3,3	Stealth, Breakfall, 12-				
6	+2 with Criminology, Forensics, Deduction (15-)				
75+	Disadvantages				
15	Committed to job and basic principles (Strong)				
10	Honorable, Always keeps word (Strong)				
5	Age, 40+				
20	Hunted, VIPER, 8-				
5	Monitored, various intelligence agencies, 8-				
5	Reputation, 8-				
97	Experience				

Background/Personality: Alfred Lincoln Robertson has been involved in law enforcement for, as he sees it, far too long. He started out as a bobby on the streets of London when he was barely eighteen. Thanks to a keen mind and a knack for solving crimes, he worked his way through the ranks until he was made a detective for Scotland Yard. During this time, he attended college and received degrees in criminal science and criminal psychology, as well as furthering his natural talent for languages.

The advent of paranormal beings and vigilante crimefighters fascinated A. L., and he observed and studied them extensively. He quickly became the Yard's resident expert on them and was soon handling paranormal investigations almost exclusively. His superior work eventually won him the rank of Chief Inspector.

That's when Interpol sought him out. They had come to the decision that the international nature of most paranormal and "super agency" activities (such as that of VIPER and DEMON) required the coordination of efforts in investigating and thwarting them on a global scale. They tapped Chief Inspector Robertson for that job. He accepted, and the Paranormal Investigation Division, or P.I.D., was created.

Robertson is 64 now, and his age is slowly catching up to him. Nonetheless, he is in excellent condition and, thanks to extensive martial training, can hold his own in a fight if necessary. His staff is actually quite small, and he will often be encountered in the field, conducting or leading investigations in person. Superheroes who travel across national boundaries often are very likely to meet up with him.

Unlike most of his ilk, Inspector Robertson has a very friendly attitude towards superheroes. He would very much like to see a working global network of paranormals that could be coordinated against the kinds of international threats that the militaries and police forces of the world cannot handle. He will, within regulations, work easily with "detective" heroes in solving a case, although he will have little tolerance for so-called heroes who readily break all the rules and hold no regard for human life.

Appearance: A. L. Robertson is a fit and trim man with salt-and-pepper hair, steel grey eyes, and rock-hard features. He smokes a pipe and dresses in tweed suits and London Fog overcoats and normally carries a 9mm automatic. He has many friends but no family.

MAJOR THURMAN NEVILLE, USMC				
Val	Char	Cost	Combat Stats	
16	STR	6	OCV: 5+	
14	DEX	12	DCV: 5+	
15	CON	10	ECV: 4	
15	BOD	10	Phases: 4, 8, 12	
15	INT	5	Costs	
11	EGO	2		
18	PRE	8		
14	COM	2	Char:	77 Base: 50
8	PD	5		+
5	ED	2	Powers:	60 Disads: 87
3	SPD	6		=
6	REC	0	Totals:	137
30	END	0		
40	STUN	9		
Pts	Skills			END
15	Martial Arts—Commando Training			
	Maneuvers	OCV	DCV	Damage
	Boxing Cross	0	+2	5d6
	Aikido Throw	0	+1	3d6+v/5, target falls
	Judo Disarm	-1	+1	26 STR Disarm
	Kung Fu Block	+2	+2	Block, Abort
2	Familiarity, small arms			
1	Familiarity, vehicle-mounted weapons			
8	1 Level, All Combat			
5	Tactics, 13-			
3	Bureaucrats, 13-			
3	Oratory, 13-			
3	Combat Driving, Armored Vehicles, 12-			
3	Survival, 11-			
3	KS—Mechanized Infantry, 12-			
3	PS—Marine Officer, 12-			
2	KS—Parachuting, 11-			
2	KS—SCUBA, 11-			
3	Science—Astrophysics, 12-			
2	Science—Military Science, 11-			
2	Perk—U.S. Military Officer			
50+	Disadvantages			
15	Loyal, U.S. Government (Strong)			
10	Resents incompetent civilian leadership			
5	Distinctive Features (officer's uniform and bearing)			
10	Monitored, U.S. Government			
47	Experience			

Background/Personality: Thurman Neville graduated with honors from Georgia Tech, where he was enrolled in the Naval R.O.T.C. program. He was a superb athlete and an exceptional student, especially in his chosen field of astrophysics. Why he chose to pursue a full-time career as a Marine officer is still something of a mystery to both friends and family.

Nonetheless, he has proven a capable and level-headed commander. His only problem is his inability to accept the incompetency of most civilian leaders (as he sees it). This has gotten him into some real hot water with his superiors when he has chosen to voice his opinions when the wrong people are around, such as the press. He has complained publicly on more than one occasion regarding the government's willingness to spend billions on research for their "paranormal response" organizations (such as S.A.T. and PRIMUS) and yet they can't provide the same protective technology for his troops.

His feelings gain added weight when his unit is called in on emergencies involving paranormal threats. Because he and his outfit are stationed near a metropolitan area, there have been a number of times when the local authorities have acted out of panic or desperation and called out, literally, for the Marines. Major Neville leads a mechanized strike unit that can most easily respond, and therefore often does.

Neville cares a great deal for his troops and for the innocent civilians usually caught in the crossfire in these situations. He has a difficult time with terms like "acceptable losses" and "collateral damage" and will do everything in his power to avoid such situations. The Major is not adverse to working with any superheroes on the scene, so long as they have a reputation for being as careful as he. If they are known to battle recklessly with their opponents, he'll probably order them out of the operation area and have them detained if they try to interfere. He won't miss out on an opportunity (after the fact, of course) to sarcastically lament the absence of the higher-tech agencies to any press available.

Appearance: Thurman Neville is a bear of a man, standing 6'4" and weighing a healthy, muscular amount. His is a dashing handsome black man in his late thirties who is well-read and keeps up on the latest technological journals.

SCENARIO: IN THE SHADOWS OF WORLDS

This is a large, multi-part scenario. It is designed for GMs with several groups of PC heroes (or one large group who don't mind splitting up). In the course of the multi-stranded plot, these groups will encounter many features and inhabitants of the Champions Universe; eventually, everything comes together for a revelatory showdown.

PLAYERS: STOP READING HERE!

This scenario is written with a lot of mysteries and GM-only information. If you are likely to be playing in it, don't read any more.

REQUIREMENTS

The plot of this scenario is split up into four "strands"—four trails which different PC groups can follow through to the climax. However, don't worry if you can't muster four full PC hero teams; things have been made flexible.

At an absolute minimum, the scenario can be run using this book and the *Champions* rulebook, plus some preparatory effort. However, it uses a lot of background ideas; many recent *Champions* supplements and scenarios would be useful aids for the GM. If you are going to buy one other supplement before running this, make it *Classic Enemies*, which will provide many of the NPCs you'll need.

An interesting way to run this scenario is with a number of GMs (one per plot strand) each GM running one group through the events. For the finale, one overall GM would need to be chosen, with the other GMs handling NPCs and other tasks.

BACKGROUND

There were four of them. One hovered high above an ocean, listening to radio signals; one swam steadily through a warm blue sea; one stood in a jungle, knife in hand; one sat with a hungry peasant, communicating by signs. All four cursed their enemy, fluently, in tongues unknown to this world.

Elsewhere, their enemy sat and thought. Sat, because he was fused with his throne; thought, because that was what he did best. He was victorious, for now, but he would be a fool if he did not make sure of his victory. In fact, from what his instruments told him, that victory might well have brought him something new; new worlds to conquer.

And elsewhere again, that enemy was watched. The watcher guessed at what would follow, and laughed.

It was a laugh fit to celebrate the death of worlds. Sometimes, it had.

"Plan," said the laughter, "plan away, little mortal. Your plans have some value. They will give me a new universe to rule, and you, not I, will have the tedious task of eliminating the champions of that universe."

The secret trigger for this scenario comes from a parallel Earth referred to here as "Anarchy World". Yes, the Champions Universe scenario is about characters from—another universe. The "trigger" events take place a few months before the PCs become involved; the history goes a little deeper.

ANARCHY WORLD

In our world—and the Champions Universe—the fourteenth century saw the occasional disorganized popular revolt in medieval Europe, notably the Jacquerie in France and the Peasant's Revolt in England. Historians describe them as ineffective, bloodily suppressed by the feudal lords. But our world did not have the military and oratorical genius of Jean and Berthaud De Ebraud.

In the history of "Anarchy World," these brilliant French peasant leaders apparently tipped the balance, converting rioting mobs into terrifying armies. Their ideas and influence spread, first across the English Channel, then across Europe. By 1420, aristocrats were being massacred from the Atlantic to Poland.

The problem was, no-one had much idea what to do afterwards. The De Ebraud brothers were war-leaders, not political philosophers; they destroyed feudalism ahead of schedule, but they didn't invent modern democracy. The old system was replaced by a chaos of resurrected aristocracy, private fiefdoms, city-states, communes, and unstable republics.

And, in a warped, confused way, it all worked. New ideas, new technologies, new beliefs rose and fell, and the strongest often survived. A basic distrust of large states became the norm, and this idea, spreading around the world with European travellers, undermined the great oriental and Muslim empires. As a result, even after six centuries, political units in Anarchy World are much smaller than our nations.

However, this leaves many people feeling insecure. They want bigger groups to protect them. As a result, secret societies, strange cults, and downright criminal groups are a large part of Anarchy World culture. They are often unpopular with local rulers, but many of them are strong or secret enough to survive. At best, they protect their members from tin-pot dictators and arbitrary rules; at worst, they are as criminal as the rulers always say. However, even the worst of them obey a loose code; they fight their battles so as to avoid provoking governments, and they try to minimize danger to innocent bystanders, from whom their support has to come.

RECENT EVENTS

By the late twentieth century, technology in Anarchy World, although rather erratic, was much on a par with that in the Champions Universe. Superhuman mutants and a few extra-terrestrial visitors were known, and magic survived in a few places.

Also by then, unlawful activities at a global level were controlled by two groups. The Council of Silence was a loose alliance of societies, which became closer under clever leaders who appreciated the potential of super-powered soldiers. One scientist-leader, Joachim Masstrekt, formed an elite force, the Unique Battalion, to focus this potential.

As Baron Mass, Masstrekt led the Unique Battalion against the Elders of the Scrolls, a group of knowledge-hoarding scholars who had become very powerful with the growth of technology. One of the Elders, a brilliant strategist and programmer, had himself permanently linked to the world's growing computer network; he was known as the Khan of the Web.

The conflict between the Khan of the Web and the Unique Battalion swayed one way, then the other, unpredictable superhuman powers balanced against brilliant planning and control of information. Until, that is, the Khan's forces accidentally killed a traveller from another dimension and captured his vehicle.

This was a new science, which even the Khan had problems with. However, his forces were then badly battered in the struggle with the Council of Silence; he hastily improvised a weapon out of the vehicle, lured the Unique Battalion into a trap, and seemingly wiped them out.

THE CHAMPIONS UNIVERSE (AND ELSEWHERE)

Many of the Unique Battalion died; their atoms were scattered across the dimensions, or their bodies were hurled into hopelessly dangerous environments, or they just vanished. Ironically, however, Baron Mass and those nearest him, being at the very center of the weapon effect, did best. The device hurled them to Earth in the Champions Universe. Of course, they were scattered around the globe, but four did survive.

The Khan of the Web guessed this might be so. With more time in hand, he studied the dimension-travel technology, and worked out what he had done. He guessed that his deadliest enemies might still be alive, and built instruments to scan for them.

He didn't find them. Instead, he found a whole, well-populated parallel Earth. He was fascinated. He couldn't send matter reliably across the dimensions, but he found a solution to the problem. In a Raven Secret Plan base in Argentina, scientists were tinkering with dimension-warp technology. They were wasting huge amounts of energy, and not getting very far with their devices, but the energy warps they were creating were computer-controlled. (Raven were actually trying to build a teleportation machine that could send troops to any point on Earth, but the technology was proving tricky.)

Creating an energy feed-back through the warp, the Khan took control of the Raven computer. Using Raven's own automatic security, he generated complete confusion, and then, wasting much energy of his own, he sent three of his giant Guard Robots through the warp. One survived, and the base, able to hold off an army outside, fell in minutes to assault from within by a single robot and its own computer.

The Khan was pleased. By improving the cybernetic control of the dimension-warp, he would be able to transform it into a self-contained, remote-controlled energy field. It would take a few months, but in time, he'd be able to create energy-automatons, under his direct control, that could travel anywhere through the dimensions, and wield huge amounts of energy at will.

He could become a god.

With the resources of a Raven base in hand, the Khan set out to find any surviving members of the Unique Battalion. However, what he didn't guess was that he was being watched.

In yet another dimension, where nothing like Earth existed, Tyrannon the Conqueror was amused. The Khan knew little of magic, and had always found the petty mages of Anarchy World easy enough to defeat; Tyrannon was a power beyond his conception. (Note: Tyrannon is detailed in *Mystic Masters*. If you don't own that supplement, just note that he is an extra-dimensional being of colossal power who nonetheless has to remain in his home dimension.) The demon saw an opportunity, but needed a suitable cat's-paw. He calculated that, if the quiescent Death Dragon (see Green Dragon's write-up in *Champions*) could be enabled to hijack the Khan's dimension-warp energy, Earth could be hurled into an eternal Dark Age—ripe for conquest. That in turn demanded minions to deal with the details; he contacted a suitable being—here assumed to be Dark Seraph (see *Classic Enemies*), although others could be substituted (see below).

All of which is unknown to the PCs at the beginning of the scenario. The plot concerns how they find out.

PLOT STRANDS

There are four paths which PCs can follow through this scenario, corresponding to four possible areas of interest for heroes:

- The Streets Strand is the plot line for the kind of heroes who spend a lot of time in dark alleys, beating up muggers and challenging the schemes of Mafia bosses.
- The International Strand is designed for a hero team who can jet around the world, preferably dealing tactfully with international problems. If you have a group of PC agents—"Heroic Level" characters, as in the old Super Agents supplement—then the power level of this plot line can easily be adjusted for them. (If they are UNTIL agents, they are assigned to the case; SGI or Protectors Inc groups can be hired by L'Institut Thoth.)
- The Super-Science Strand is the part of the adventure to suit PCs with an interest in science, technology, and space travel.
- The Mystic Strand is the concern of heroes who mostly defend Earth against black magic, demons, and mystical threats. It is ideal for characters drawn from Mystic Masters campaigns.

SUBSTITUTING NPC HEROES IN THE PLOT

If the GM doesn't have PCs to handle some of the strands, then a group of NPC heroes should be chosen to deal with them "in the background." This is not entirely a bad thing, if it serves to show players that NPC heroes, too, have a place in the Champions Universe.

If the GM takes this option, then the NPCs should be assumed to be reasonably successful, achieving what the text assumes is most likely for PCs at each point. Hints should be dropped to the PCs—stories in the press about NPC battles, perhaps requests from NPCs for advice, and so on. By the end, many of these NPCs will be encountered personally by the PCs. However, the GM should avoid letting the NPCs overshadow or humiliate the PCs, unless the plot really gets out of hand.

Example: *The GM doesn't have many PCs with much interest in mystical matters, so the Mystic Strand is left to the Nightwatch, from Kingdom of Champions. As a result, one PC, whose secret identity is a journalist with a natural interest in superhero stories, picks up a report from an Indian correspondent about weird battles in Asia. Shortly afterwards, a super-scientist PC gets a call from Dr GoldWing, of the London Watch; the supervillain Slug has recently been captured, and the PC is thought to have some knowledge of how he can be effectively imprisoned. Finally, in the assault on the Khan's base, Wintershade saves a PC who has been cornered by Terror Incorporated, and other PCs find the cells and rescue Starline, who tells them how she came through the dimension warp, and how the Death Dragon isn't far behind.*

Suitable NPCs for the "substitute hero" role would include the following:

For the Streets Strand: the Champions (especially Quantum and Jaguar), Crusader, Starburst, Sipristi (from *Ninja Hero*), Swift Swallow, Chime, Imperial Lion or Ironside (all from *Kingdom of Champions*), or Mongoose (from *Classic Enemies*).

For the International Strand: the Champions, the London Watch or MI5 Special Circumstances Agents (from *Kingdom of Champions*), any of the Canadian heroes (*Champions of the North*), Orrad from METE (*Alien Enemies*) or the Protectors (from *To Serve and Protect*). The New Guard from *Classic Organizations* could also appear, as well as the Warsaw Pact from *European Enemies*.

For the Super-Science Strand: the Champions (especially Defender and Obsidian), the Protectors (especially Quasar), the New Knights (from *Kingdom of Champions*), drawn in by the Consul, the London Watch, or even Protectors Inc or SGI agent squads, hired by METE (with some adjustment to villain power levels).

The Mystic Strand: the Protectors (especially Dr Wraith), Vincent Dimitrios (from *Mystic Masters*), the Nightwatch (from *Kingdom of Champions*), or, from The Olympians, Theseus, Heracles, and Bellerophon, perhaps warned by the Oracle at Delphi of strange events.

SUPERVILLAINS APPEARING

A lot of NPCs are involved in this scenario, but it's designed to be flexible. Thus, for convenience, specific villains are mentioned, but if the GM doesn't have information on them, and doesn't want to design them from scratch, then substitutes are again possible.

Mercenaries

The stakes are high in this particular fight, and so, apart from the villains pursuing their personal goals, a number will appear as mercenaries. This is one area where GMs can and should be especially flexible, adjusting the villain roster to the specific details of the campaign and the strength level of the heroes.

Possible "general purpose" mercenaries include, from **Champions**, Cheshire Cat, Shrinker, Icicle, Powerhouse, and the Asesinos; from *Classic Enemies*, Esper, Freon, Gremlin, Lazer, Oculon, Plague, Utility, and (for use against stronger heroes), Mechassassin, or the Raiders (if a task isn't blatantly illegal); given strong heroes, the Ravagers from *The Olympians*, or Villains International from *Day of the Destroyer*, and, from *Villainy Unbound*, Lionslayer.



Mystic Strand Villains

The villains working for Tyrannon need special consideration. If the GM doesn't wish to use Dark Seraph as overall leader, Dr Samaine (see *Kingdom of Champions*) or Jarth (from *Mystic Masters*) could substitute, depending on the PCs involved. (Alternatively, note that Dr Samaine might briefly assist the PCs at one point in the adventure.) For his "field team," any fairly ruthless villains, preferably of a mystical bent, could serve—for a team, the GM might choose the Asesinos or Villains International, or an ad hoc group (as assumed here), led by Black Paladin and including Leech ("subcontracted out"), the Monster (if assumed to be a demon, and given strong heroes), and Slug (in temporary alliance)—all from *Classic Enemies*. *Mystic Masters* GMs might use some rogue Vandaleurs and suchlike.

STREETS STRAND

The trigger for this comes from the Bronze Bandit, one of the Unique Battalion, who arrived on our Earth in the middle of the Caribbean. Fortunately for him, his superhuman metabolism let him swim easily to the nearest island, and he set out to make friends and influence people, deciding that this was (a) fun, and (b) the best way to accumulate the resources to get home—wherever he was now.

Working his way quickly through the local underworld, and then the hierarchies of small-time drug-runners and suchlike that infest the area, he learned about the USA and that resources were better there, and made his way north, eventually arriving in New Orleans. (PCs might later piece some of this story together from contacts.) In the US, he found work as chief enforcer for Joey 'Canal Street' Lorette, a small-time hood whose ambitions agreed with his own. Lorette was quite competent; with this kind of muscle in his employ, he soon expanded his operations to take over much of the town. Now rich enough to hire more super-powered muscle, he is looking to wider horizons, and for some reason (maybe the PCs have just pulled in a local gang boss?), he's looking hard at the PCs' home town.

Later in this plot line, the PCs become involved with the activities of Green Dragon, as the latter learns of the threat of the Death Dragon. These plots should lead them to Argentina for the climax.

INTERNATIONAL STRAND

Here, the PCs become involved because of the activities of Sister Shadow, of the Unique Battalion. She arrived on Champions Earth in central Africa, in Lurranga, a tiny, poverty-stricken and moderately corrupt nation. She was helped by friendly locals, who took her for a foreign visitor who was somehow lost; eventually, she was passed to a UN office in the capital. By then, what she had seen of the poverty and petty corruption of the country fitted with her opinion of governments all too well, but she decided to play along with things for a while. The UN officials were puzzled by her inability to speak any known language, but when a sharp-eyed diplomat guessed she might have super-powers, she was passed to L'Institut Thoth in Switzerland.

There, she was taught French and English, and her mutant talent was studied, but she contrived to keep her teleport ability secret. Eventually, she "escaped" and returned to Lurranga, where she contacted a small anti-government group. She plans to work there to help the down-trodden people, vaguely hoping that at the same time she can gain a position of power from which to look for any of her friends who are also on this world.

PCs will become involved in all this, eventually learning enough to point them towards the Khan's base in South America.

SUPER-SCIENCE STRAND

Two factors come together in this strand. Firstly, there is Baron Mass. The Khan's weapon dumped him over the eastern Pacific Ocean, where he used his suit's powers to save himself, then located the nearest source of radio signals. This was a passing freighter; by complete coincidence, it was under charter to the Great Northwestern Shipping and Transport Corporation, the front company used by the supervillain Sunburst (see *Classic Enemies*), and it had one of Sunburst's trusted aides on board. This fellow made an inspired guess about this power-armored, gibberish-talking weirdo, and contacted his boss. Baron Mass was introduced to Project Sunburst.

(If you don't have *Classic Enemies*, note: Sunburst is a very powerful energy-projecting supervillain, the result of a US Army nuclear test gone horribly wrong. He is a would-be super-conqueror on the classic megalomaniac pattern; it should be easy enough to prepare a character sheet for him.)

Oddly enough, the relationship blossomed. Although very powerful, Sunburst had never managed to organize a very efficient backup organization; Baron Mass wanted resources to help search for his friends and plot his triumphant return to his own world. The pair formed a partnership, and began building an agent force, code-named, naturally, Solar Mass.

Meanwhile, events across the dimensions had not gone undetected elsewhere. Danu, the alien cybernetic satellite assigned to defend Earth against the Fomori demons, had noted some of this, and was very worried. It awoke its chief agent, Nuada of the Silver Hand (see *Kingdom of Champions*), and posted untraceable marker beacons around Earth, advising that other aliens remain clear of this possible site of severe dimensional instability.

These beacons were, as intended, noted. Word from a friendly visitor to Earth reached Orrad, at METE (see *Alien Enemies*), and he was puzzled. METE scientists posted questions to certain little-known, very weird, but rather useful computer bulletin boards. This would have been a good idea, except that Baron Mass had discovered these same bulletin boards.

The PCs enter this scenario as these events lead to violence. The trail of Baron Mass will lead them, in time, to the plot's final climax.

MYSTIC STRAND

The heroes in this strand clash most directly with Tyrannon's plots. They become involved at first because of Mistress Stormbriar, of the Unique Battalion, who was ejected from the dimension warp somewhere over coastal South-East Asia. Quickly bending local air-spirits to her will, she survived, guessed what had happened, and set to work on the magical research and accumulation of power that she would need to find a way to get home. She located several mystics of limited power, and traded secrets with them, persuading them to form an alliance to expand their influence. She was politically clumsy—at least one of the locals soon had designs on her position as leader—but not stupid.

Problems started when she realized that another group of mystics was studying a certain "lost" temple in the jungles of Southern India, and tried to steal their discoveries. As they were a DEMON force, Mistress Stormbriar's group were driven off with casualties, and more DEMON troops were sent to eliminate her. Meanwhile, her spells, unconventional for this world, were easily detected by Tyrannon, whose spies realized what was going on. Wanting a pawn to distract the Khan of the Web if necessary, or perhaps an ally against him, Dark Seraph quickly formed a team to assist her. Which is where the PCs also come in.

THE FIRST PHASE

At this stage, four different situations present themselves to the PCs. Even if there is an overlap between the groups involved, they should not guess immediately that there is any kind of linking factor.

STREETS STRAND: UNDER-WAR

The PCs can become aware of the underworld battles brewing in their city in many ways; indeed, this whole section of the plot will have to be set up by the GM to suit the specifics of the location, the current underworld set-up in the city, the PCs' streets contacts, and so on. The heroes can break up fights between resident and "invading" thugs, find local bosses dead—or chained up outside police stations—and so on. They will also find routine heists and illegal deliveries being guarded by mercenary super-villains, as the locals get more nervous; life should get tougher than ever for everyone. They should investigate this sort of thing for themselves—they're pretty poor streets heroes if they don't—and the word on the streets is that a new mob, out of New Orleans, is trying to muscle in.

Eventually, they might find things getting more and more personal—say, their favorite contact is worked over by the interlopers, who want information out of him that he knows is too dangerous for him to give. Meanwhile, resident gang-bosses try to persuade the heroes to act against the intruders (if you haven't used it before, steal the "Don Martelli" scene from page C54 of *Champions*).

This should all bring them into conflict with the invaders, who have mercenary supervillains of their own, some skill in strategy—and, of course, the Bronze Bandit. The last should be kept in the background until late on, perhaps appearing once to stomp a surprised hero, and should be the toughest part of a serious showdown with the New Orleans mob.

However, just as the heroes are getting things under control, a new force enters the scene; the Raiders, whose orders turn out to be to capture the Bronze Bandit, at any cost. (This job means taking a known criminal out of the running, which is moral enough for them.) Either they succeed or they fail; either way, the PCs should be left wondering who hired them. (Actually, it was the Khan, but he worked through a "broker", and can't be traced—at least, not immediately.)

An example of how these encounters could be handled follows:

Encounter 1 Major gun battle between thugs erupts, and the heroes must handle it. "Invading" thugs are involved.

Encounter 2 A series of warehouse fires culminates in a big blaze, threatening many lives. The new thugs are torching some of the old thugs' businesses. Heroes must try to put out the fire, save the threatened people, and catch the arsonists.

Encounter 3 Drug deliveries guarded by super mercenaries at the docks. Heroes discover this and must try to apprehend them.

Encounter 4 Full-scale street warfare; nightly drive-by shootings. The heroes' favorite informants are beaten or killed. The thugs try to get the heroes to help. The heroes should try to stop things. Heroes face off against the Bronze Bandit.

Encounter 5 The Raiders appear and try to take out the Bronze Bandit and anyone who gets in their way.

You can use this series of events in your campaign, or change them to suit your own campaign. Use it as an example of how these events, and the events presented in the following sections, can be used as a series of encounters involving your PCs.

INTERNATIONAL STRAND: SOMETHING NEW OUT OF AFRICA

Here, the heroes are contacted by L'Institut Thoth, either directly or via UNTIL. Thoth is worried; a mystery woman they were training has gone AWOL, and they have now traced her to Africa, where she seems to be involved with some very dubious people. Help is requested.

Assuming the heroes agree (and UNTIL may bring polite pressure to bear until they do), they'll be invited to a meeting with Professor Italo Parifendi, who is handling Thoth's liaison with UNTIL in this matter, and Elliete Laisseine, of Thoth UK, who was involved in teaching the woman (see *Kingdom of Champions* on both). These two will tell the PCs what Thoth knows about the woman; that she showed up in Africa, that no-one could work out where she came from or what language she was speaking, that she gave her name as "Pemna Thearrhen", and that she appeared to have some kind of light-related powers—she could generate darkness fields, and see through barriers.

If the PCs know that Elliete Laisseine has telepathic powers, or if she trusts them reasonably (it's a half-open secret), she will add that she did receive some interesting visual images from the mystery woman, once or twice (her special talent):

"It was curious. They appeared to be memories. I believe that they were genuine, serious matters to her. They involved individuals with exotic powers, costumed individuals. Well, my friends, that is my field of expertise, I study such powers; but I am sure that all of these images were of persons unknown to me."

Now, the woman has departed Thoth—rather mysteriously, unnoticed in the night; she may have used her darkness power. (Actually, she teleported, but no one knows that.) UNTIL were contacted as a matter of routine, and now their intelligence computer has identified her in a report on insurgency in Lurranga, the small African state where she was first found.

Lurranga is a small country with a rather unattractive government, but it avoids annoying larger states, and has

had some backing in the past from China. The small rural guerrilla movement there is little more than a bunch of bandits.

The woman is either a dupe or a rogue; either way, she's endangering peace (and likely to deeply embarrass Thoth). The PCs are asked to restrain her, with minimum fuss. UNTIL give their approval to the mission.

UNTIL can provide a way of getting the PCs into Lurranga under diplomatic cover, or help in a clandestine approach. It's a small, land-locked country, with fairly poor border security. Prior research, or a little looking after arrival, will show that all descriptions of the situation there were accurate enough, if polite. The place is a one-party state where the head of the party happens to be the head of the army, and a lot of his family and brother officers happen to be in the government. On the other hand, President-General M'Let is shrewd enough not to bleed the economy dry, and he has always been scrupulous about selling minerals (the only significant export) to both American corporations and the Russians, while spouting neo-Maoist rhetoric for the benefit of his chief backers and respecting tribal traditions. No-one likes him much, but few hate him enough to want him gone.

And yes, the guerrillas are a bunch of bandits—not that their lack of international backing gives them any other way to survive. (They wouldn't live long if they surrendered to M'Let.) On the other hand, if the PCs talk to any Lurrangan peasants, they may discover a recent growth in affection for the insurgents, and a widespread unwillingness to betray them.

This is partly because Sister Shadow has recently been inspiring them with her ideals, and partly because she's been giving them practical help. With her powers and skills, they've launched a series of very efficient raids on complacent army bases, capturing both supplies and the propaganda advantage. Some PCs might begin to wonder if they ought to stop her.

However, it's safe to assume that they will at least want to talk to her. How they manage this depends on them and their powers and skills, but they should eventually be able to locate the guerrilla base (a well-camouflaged camp in the wilderness).

Around now—depending how the players choose to go about things—another force turns up. The Khan of the Web has analyzed some news reports, and located Sister Shadow; he now sends Terror Incorporated to pick her up. (This can be the supervillain team, or a squad of their agents with or without one villain in charge, depending on PC power levels.) They will not be subtle or gentle about the job. A vicious, confused, three-sided battle should ensue.

The GM should play this out as a confused series of skirmishes. At the end, the big question is who has Sister Shadow, but as a diversionary encore, Professor Muerte can get the idea of taking over Lurranga, whose army has been much weakened by the guerrilla war. In this case, the PCs should be encouraged (by UNTIL, the GM, and their consciences) to stop him.

SUPER-SCIENCE STRAND: DATA RAID

METE come under attack, while Orrad is away and few other powerful aliens are in residence. The attackers are Solar Mass agents, plus members of Project Sunburst—Radium and/or Armadillo.

The heroes should be the ones to save the day, one hopes. Either they are visiting METE for some reason, or they pick up a distress call, or they just happen to be in the area. A copy of Alien Enemies could be useful here, as it has maps of METE and staff details, but it isn't essential; GMs can just design a fairly conventional research institute, staffed by competent-normal grade characters, and with a few weird but harmless aliens in residence for color. The attackers target the computer room and research records; however the fight goes, the PCs will then quite likely wish to investigate.

Captured agents can say, if handled correctly, that their job was to snatch as much data as possible from METE's computer stores; anything else was just a blind to cover that. Beyond this, all they know is that they were recruited in the last few months by a new outfit, and trained by a bunch of very impressive guys who evidently convinced them that they were part of a new but top-class unit—a gung-ho attitude that will persist in the face of superhero questioning. ("Have fun while you're winning, weirdo; it won't last for ever.") The outfit's name is Solar Mass; this and the presence of the supervillains might tell knowledgeable PCs that Project Sunburst is involved here. (The supervillains, incidentally, know simply that their old pal Sunburst offered them good money for a simple heist.)

Tracing the agents' recent bases will find only a bunch of abandoned warehouses and suchlike, but the trail leads towards the North-Western USA. In fact, Solar Mass have been in the news in that part of the world recently, coming into conflict with the private security forces of Protectors Inc.

If the PCs have moderately good reputations, they can approach this agency, whose Commander Farrell will be open, if a little rueful, on the topic:

"Those Solar Mass goons? Yeah, damn nuisance. They hit a couple of things we were supposed to be looking after—new tech, some bullion shipments, stuff like that. They're well equipped, and they'd planned their jobs out. But we've got their number now; I figure we can handle 'em in future. We'll recover what they took soon enough."

This is a combination of bravado covering embarrassment, and honest analysis. Farrell actually has a lot of men working to track down Solar Mass, but they've only just started. He knows little more than the PCs; perhaps the main point is that Solar Mass go after both cash and high tech.

If the heroes study the captured agents' equipment, they may be quite impressed. It's leading-edge gravitics-based gear, with one or two new ideas built in. In fact, the designer ought logically to be able to make as much out of patents as he could by bank heists.

Further investigation is very much up to the PCs. They could assist Protectors Inc in guard work, and interrogate captured agents; they could trace the circuitry used in Solar Mass weaponry via its suppliers; they could trace the complex ownership of the companies who hired the warehouses used by the agents; whatever. The climax of this phase, however, should be a raid on Sunburst's HQ, and a battle with agents and mercenary villains. However, Sunburst and mysterious new helper (Baron Mass), if they are there at all, promptly flee. Their records, or interrogation of their minions, suggests that they have bigger fish to fry—in Japan.

MYSTIC STRAND: DEMON WAR

A series of kidnappings, apparently quite random, are publicly noted; a PC can guess from the reports that there is a supernatural element, or can stumble across such an attack by chance. The kidnapper is the inhuman supervillain Slug, who has obtained more Elder Worm essence gems, and is looking to resurrect his race. This leads, quite quickly, to a fight with Slug, and as many less powerful Elder Worms (transformed victims) as needed to make it interesting. The PCs present should gain the upper hand, only to be attacked from behind by Black Paladin and other villains, who get away with Slug after offering him some kind of deal.

It seems that a dangerous alliance is forming. The PCs should be able to learn a little more about this by whichever means they prefer—detective work, “tracer” spells, contacts at the grey end of white magic, whatever. It seems that this group is being recruited for a mission; a short time later, it can be learnt that the villains have set off towards southern Asia.

(In fact, this force has been mustered by Dark Seraph for reasons that will emerge—but Dark Seraph is making sure that his name will not be known to outsiders just yet.)

Assuming the heroes give chase, they should be allowed to catch up with the villains just as the latter get involved in a battle in a ruined temple to Siva, in the jungles of southern India. (If the PCs get to ask around the area beforehand, they will be told that a mysterious white woman, in company with some rather odd Indian scholars, has been studying the temple; recently, more Europeans had arrived in the area, and had inquired about her.)

The heroes should come upon bloody confusion. Bodies, in the uniforms of DEMON troops or in Indian dress, are scattered around the site, and signs of a major battle are visible further on...

One of the other groups involved is a DEMON task force, implacably hostile; Black Paladin and his crew are just carving through these from behind, thus helping a rag-tag force of minor sorcerers and mystics, plus Mistress Stormbriar.

(If you don't have stats for DEMON forces, use VIPER agents for DEMON troops, and design Morbanes as moderately powerful sorcerers.)

The PCs should find Mistress Stormbriar, cornered by a DEMON Morbane and a couple of his guards; one of these gets too close to Mistress Stormbriar, and goes down with a knife in him. The PCs will probably feel obliged to save Mistress Stormbriar from the Morbane, but she'll take them for more enemies, and quite likely wind-blast them. Shortly afterwards, Dark Seraph's hirelings should arrive, trying to grab Mistress Stormbriar (unharmful), and eliminating anyone who tries to prevent them.

If yet more complications seem desirable, after this, Terror Incorporated, or other villains hired by the Khan of the Web, could show up in pursuit of Mistress Stormbriar. In any case, the GM should have a good idea of the situation by the end of this scenario, and should adapt subsequent events accordingly.

INTERMISSION: THE NPCS STRIKE BACK

At the end of this initial phase, some of the Unique Battalion may have been taken prisoner by forces working for the Khan of the Web, and some of the events involved may have been well-publicized. Here, things become conditional; the reactions of the Khan, Dark Seraph, and those of the Unique Battalion still free depend a lot on what they know. (The same presumably goes for the PCs.) However, possibilities include:

1. Baron Mass is monitoring the news services carefully for traces of his friends; the other three of the Unique Battalion, if they are free and reasonably secure, will try to do the same. Thus, they may well do their best to join up. This could mean a raid on a prison—perhaps even Stronghold (see Classic Enemies)—to free a captive (and maybe pick up some more help at the same time), burglaries at the heroes' HQ to find out if their files point to the current location of one of the four, or even the kidnapping of heroes to interrogate them for the same data. Or it could mean something as simple as one of the other three travelling to Africa to visit Sister Shadow.
2. If the minions of the Khan failed in one grab for one of the Unique Battalion, they could easily try again. They'll regroup as necessary, but that in itself won't stop them coming back for another try.
3. The forces coordinated by Dark Seraph could try to free up some of the Unique Battalion, or just slip messages to them, telling them that the Khan is after them—hoping to keep the latter off-balance and distracted from their own schemes.
4. Some PCs may have interrogated mercenary villains in the service of the Khan. They should be lead along a convoluted but profitable path; they might guess that a “rogue Raven unit” is somehow involved...

All of these possibilities (especially the last) naturally raise lots of possibilities for cross-overs and meetings and clashes between PC forces.

THE SECOND PHASE

STREETS STRAND: THE INTERESTS OF THE DRAGON

In the confusion ensuing on the New Orleans mob's power play, power vacuums have been perceived in the underworld of the PCs' city, and various forces are moving in, some of them bringing supervillain support. (This should be played very much as a continuation of the previous phase.) One such mercenary is Green Dragon (see *Champions*), working for the interests of Dr. Libby Koo.

At some point, just as the PCs confront Green Dragon, a new figure appears on the scene; a middle-aged oriental in the garb of a monk. He approaches Green Dragon, and addresses him in Chinese:

"The Dragon is rising."

"The Dragon? Impossible. The tournament has not been called."

"You are obstinate in your blindness. The impossible is merely what you do not believe you can see. The Dragon is rising in unprecedented might."

"What is to be done?"

"Gather such warriors as you judge might have reached the tournament. Find and stop the dragon."

After which, both disappear, in a cloud of green smoke. However, Green Dragon is actually working flat-out behind the scenes, trying to trace where the Death Dragon might manifest. He'll contact Dr. Libby Koo, with frustratingly limited results, some other former employers, and various mystical experts—allowing a possible crossover with the Mystic Strand. From all this, he'll develop some ideas about the problem, and set to work assembling a force to fight the Death Dragon. Not being much of an organizer or leader by nature, he'll do this by trying to force people to help him—including some PCs. (He won't exactly respect many of them, but those he's fought recently at least looked dangerous, and are accessible.) He'll try kidnapping them or their DNPCs, planting clues that make them follow him, or other such crude manipulations. Even if captured, he'll disappear from jail (retrieved by his old teachers); investigating this could lead the PCs to the final scene.

INTERNATIONAL STRAND: RAVEN'S CURSE

This particular PC group now becomes entangled in intrigue, with lots of guest appearances possible. The antics of Terror Incorporated should give them something to pursue, as should the problem of what to do with Sister Shadow if they catch her. She may have made the papers by now, so a run-in with Solar Mass agents is possible (leading to a crossover with the Super-Science strand?). She may well be kidnapped by minions of Dark Seraph, to

show up later as a brainwashed disposable weapon. As the Russians have their own interests in Africa, some of the Supreme Soviets might drop by. However, the PCs should eventually pick up a clue—either from Terror Incorporated, or from contacts in the espionage business, such as Harry Mortimer or an MI5 Special Circumstances Agent (see *Kingdom of Champions*) or UNTIL. This clue points towards a Raven base in Argentina.

And there's a puzzle here. Raven don't normally hire supervillains, and anyway, they seem to have a hostile view of that base now; the suggestion is that the base has somehow gone rogue. If the PCs somehow get to interrogate a reasonably senior Raven person, or if the GM lets a friendly NPC have detailed knowledge of the subject, they can discover that the base was working on an exceptionally high-tech Secret Plan; generous GMs might mention a teleportal machine. When the base dropped out of communications, Raven sent forces in to investigate, who were wiped out by supervillains and unknown, well-armed agents.

(If the PCs get into a fight with Raven troops at any stage, and the GM doesn't have characteristics for these prepared, use VIPER agent characteristics, basic Commando Training, and equipment as for "Web Base Guards" below.)

If anyone asks; yes, UNTIL would like the PCs to investigate this one. As would the CIA, MI5, and the KGB. Anyone for Argentina?

SUPER-SCIENCE STRAND: RISING SUNBURST

The PCs know that Sunburst has a new weapons designer, new agents, and new ambitions. They also have a trail to follow. A few clues should lead them to Japan, where Sunburst is attempting a business expansion.

Meanwhile, METE are still wondering about the warning beacons in orbit, and may be asking the PCs what they can find out about extra-dimensional threats. This could lead to a crossover with the Mystic Strand (if, say, the PCs try consulting the Circle), a short cut to South America (if they trace some weird technology going down that way), or just a mistaken sense of urgency in tracing Sunburst.

In Japan, Sunburst has run head-on into local high-tech criminals with a certain sense of territory. However, these criminals will also react badly to gaijin crime-fighters sniffing around their terrain. In other words, it's a three-cornered fight between PCs, Solar Mass, and the Shadow Clan and Yooso (*Ninja Hero*). GMs wanting more complexity might add Hitsusatsu and Kawaii (from *Villainy Unbound*), hired to eliminate Sunburst. During all this, the arrogant, ethical, calculating Baron Mass decides that he can't stand the arrogant, megalomaniacal Sunburst any more, and their partnership breaks up in acrimony. However, when the dust settles, the PCs (with local superhero help?) should have disrupted Sunburst's plans, and also established that he (or rather, Baron Mass) was after various advanced Japanese technologies. Some were for the Baron's use in his high-tech gravitics systems, but some have other uses.

In fact, the PCs should capture or corner Baron Mass just as he finishes building a dimension-distorter tracer device. With this, he can locate both the others of the Unique Battalion, and the Khan's incursion. If he gets away, he leaves the blueprints for the device behind, gathers some or all of his friends, and takes them to South America in the hope of landing a preemptive strike and getting back through the Khan's gate, in which case the PCs (or Japanese allies?) can reconstruct the device and follow him. If he's caught, he drops hints to the PCs in the hopes that they'll take out the Khan, do some sort of deal, and maybe bring his friends together anyway—and the PCs get his device during the capture. In the latter case, Baron Mass might then be kidnapped by minions of Dark Seraph.

MYSTIC STRAND: RING AROUND A CIRCLE

The demon-fighting PCs, perhaps with Sister Stormbriar in tow, are contacted by the Master of the Circle. He's got problems; his garden is under siege, all his current pupils are fully occupied keeping demons out of the place, and his precognitive spells say that something very big and very nasty is due real soon now.

"Err... We'd love to help, but we've got problems of our own right now..."

"Your concerns and mine are one. The black knight serves forces from outside our world; they are one with those who seek entry to my garden. Plots are laid in the land of Albion. Go!"

The idea is to get the heroes to Britain. They don't have many clues, but they can maybe use contacts... If the worst comes to the worst, they can encounter the London Watch, who put them onto the Nightwatch, and Starline traces the flows of evil magic; or STOP has an idea what pseudonym Black Paladin is using, and Hetherington drops a hint. For an annoying variant, the PCs could be approached by Dr Samaine, probably disguised by shapeshift. He has located their objective, and is quite willing to give them the information. However, he will expect them to give him a promise of future services as payment. Needless to say, he will one day call that promise in under circumstances that the PCs will not enjoy. (All this is quite in character; Dr Samaine has no wish to live in a world conquered by dark forces that he himself does not control, and from his viewpoint, the 'future service' twist is a nice bonus for a sensible action.)

The PCs must get to South Mallon, where Dark Seraph, with extreme confidence, is running things from home. The PCs can blast or sneak in, and discover—in whatever order—any captured members of the Unique Battalion, any other prisoners, and an inky-black portal—and Dark Seraph.

"So, you light-blinded weaklings think that you have found the end of your search? For once, you are correct—for your search ends here, in the dark that is mine to rule. See..."

At which, the portal becomes a window, and the PCs see a lone warrior, wielding a silver sword against a horde of demons. Behind the demons, the shadow of a dragon looms huge. Dark Seraph raises a sardonic eyebrow.

"And still the doomed warrior fights? Well, no matter. You have a choice, weaklings. Fight me here, and you might live for a while, if I am merciful, until the darkness devours your souls and leaves me the husks as toys. Or join the warrior; the dragon will be strengthened if it devours your souls as well as his. Aid him, or remain here to stop me toying with these prisoners—you have a free choice. After all, free will is so important, is it not?"

Actually, either choice is less terminal than that; Dark Seraph is amusing himself, by his favoured method of lying.

Fighting Dark Seraph

If any PCs attack him, the portal closes within a few segments, and Dark Seraph calmly retreats, torching the house to cover his exit. He departs with a mocking call. "All is meaningless, weaklings. The dragon comes two thousand leagues from here, and brings an eternal dark age for the universe; the age of Dark Seraph..."

This should leave the PCs and probably some of the Unique Battalion, in rural England and puzzled. However, if the PCs don't have any appropriate Detect powers, any prisoners can quote Dark Seraph's gloating; the Unique Battalion were told that the Khan of the Web was coming for them, there was nothing they could do... "But he said not to worry. His words were—When that mortal idiot attempts his great entrance in Argentina, he'll be in for a shock. A brief and painful shock. What he did to the Raven, the Dragon will do to him. No, I don't know what he meant."

Not a complete clue, but Harry Mortimer, of the UK Foreign Office, will soon be on the scene, investigating reports of foreign superheroes fighting on British territory, and he will be able to complete the jig-saw of information, and send our heroes to South America.

If any of the Unique Battalion are found and freed, note that Dark Seraph may have had very powerful Mind Control spells cast on them. This can become evident later, with post-hypnotic suggestions emerging at crucial moments in Argentina. (This is very plausible in context, but quite tricky for both the GM and PCs to deal with.)

Going Through the Portal

If anyone goes through the portal to help Nuada, they can fight the demons for a while, as the portal behind them boils and changes. The shadow of the dragon grows and flows past the heroes on all sides, trying to pass through the changed opening. Nuada looks at the newcomers and speaks: "My thanks, mortals, but now you must go again. I can hold these vermin off, now they've lost what was empowering them, but the dragon looks to have almost found a way into our world. Go through, and stop whatever th'hell's happening there!"

The GM will have to work to ensure that the PCs do go through the changed portal, and so find themselves in the middle of a Raven Secret Plan base in Argentina.

FINALE: HUNTER'S GATE

A large assortment of PCs and NPCs of various mind-sets should now be converging on the old Raven base, sited under an ancient South American Indian temple in the foothills of the Andes. Confrontations for different PC groups to deal with before the final showdown could include the following:

- Guards, and possibly mercenary supervillains, working for the Khan; if Terror Incorporated show up, they are working for themselves.
- The Unique Battalion, reunited, and now intent on stopping the Khan while recovering his technology so that they can get back home.
- Black Paladin and other hired villains, intent on ensuring that the Death Dragon gets his big entrance.
- Project Sunburst (with or without Solar Mass agents), tracing all this by technology and clues Baron Mass gave Sunburst, looking to steal more tech; Sunburst quite likes the idea of taking over this base for himself, especially given that the site is sacred to the sun.
- Raven squads, out to re-take the base.
- British, Japanese, Canadian and Russian heroes, trying to work out what the heck's going on.

The PCs will most likely come in by an assortment of different routes, so they each get one or more of these encounters, but don't meet each other too often. If any heroes lose fights, and get captured, the GM should subtly manipulate events so that other PCs get to rescue them. This is a big, complex situation, and GMs should only take it on when they have plenty of time and are feeling fresh!

THE APPROACH: ARGENTINA

If the PCs have to travel to Argentina in a conventional way, and decide on a clandestine approach, they should be able to get to their destination without too much trouble, assuming that they come up with a vaguely sensible plan; note that they may find that certain national borders (especially the Chilean border) are nearer to their destination than, say, Buenos Aires airport. If they are working with UNTIL or suchlike organizations, then the nearest local office (or, for UNTIL, the Regional HQ in Rio de Janeiro) should be able to assist with anything more or less legal—including intelligence as to the location of the base.

There might well be NPC Argentine hero teams in your campaign, but these should be kept out of this scenario, unless the GM wants yet more work and confusion, or unless any PCs do something exceptionally foolish and attention-grabbing in the country. The location of these events is, after all, quite remote.

RUNNING NPC HEROES

If a number of NPC heroes have been used in the scenario, they can be introduced in this final episode without interfering too much with the PCs. They can be glimpsed in the distance, or the results of their efforts can be discovered; for example, if the GM wants to speed up the progress of the PCs at some stage without the base seeming to be under-guarded, then they can discover the next unit of guards, all knocked out and tied up, thanks to an NPC team that passed this way earlier.

One extra twist that can be used to help with this process is to determine that the base was built through weak rock, or that it has been much weakened by an earlier battle. Meanwhile, the automatic doors are still working, if a little erratically. As a result, corridor sections keep caving in, and doors keep shutting unexpectedly—just as heroes spot each other. This can look a little arbitrary, but it can also be amusing.

"Hey Defender, wasn't that the Protectors down there?"

"It might have been, Jag, but with fifty feet of rubble in the way, I don't know how we find out..."

Another useful trick is to declare that the NPC heroes got in, dealt with some lesser guards and so on, but then were beaten by sneak attacks from villain forces. They can then be discovered as prisoners in the base cells or tied up somewhere, perhaps down a few BODY or with their focuses missing—hence unable to fight much, but useful for advice or suggestions to the PCs. This also gives sneaky, low-powered PCs a way to make themselves very useful, freeing friendly high-powered prisoners for later scenes.

Another option is to have NPCs temporarily run by players, especially if for some reason their own characters aren't present, or have been knocked out or captured. Some players like this more than others, but the GM can always offer the idea.

THE AREA

The base is situated in a remote rural area, in the eastern foothills of the Andes. It was set up by Manuel Carolla-Xavier, a Spanish-Argentine land-owner of aristocratic descent and a Raven leader; he found an old Indian shrine to a solar deity, and set up a fake archaeological project as cover for his schemes. The nearest village is ten kilometers away, a poor farming community; the locals don't know much about the site. Just to make sure, Raven recruited a couple of them as spies, and the Khan simply took these over when he took over the base; foreigners asking odd questions around the village will be reported by secret radios, and a couple of human guards will come down in a jeep, posing as assistant archaeologists, to check this, followed by whatever response the Khan deems advisable (a clandestine attack or simply enhanced security at the base are most likely).

discourage the idea.) However, every system in the base (including each light) has built-in batteries for several hour's worth of independent operation; Raven allowed for the obvious tricks.

The defenders consist of a mixture of humans and robots—the former largely for show above ground. Numbers can be adjusted to the number of heroes involved in the scenario, but a dozen humans and 15 robots would probably be the absolute minimum (see details below—use equal numbers of each type of robot armament). Both also help with the laboratory-area work. There is also a much more formidable Guard Robot—the one which the Khan sent through the gate.

On the base plan, bathrooms/toilet facilities are marked (B), elevators (E).

Top Level

This level mostly contains offices and security-monitoring posts, plus rooms where duty guards can relax and so on.

- (1): The entrance chamber. A spiral ramp leads down to here from under a hidden pivoting slab near the old altar-stone (spot with a PER or Concealment roll at -4). The ramp has been adapted to allow all the robots to use it easily. This room has concealed cameras (spot at -2 to roll), and is permanently monitored.

- (2): A guard room. Between two and six human guards (GM's option) are permanently stationed here, with one mercenary supervillain if the GM chooses to have the base heavily defended. In the event of any trouble on the surface or at (1), these are the first to react, possibly aided by robots from (3).

- (3): Here, three old office/store rooms have been knocked together and cleared out to hold several Base Robots. These will be inert; if anyone not in guard uniform enters, they will radio the computer for advice. However, they will usually be sent into action before that.

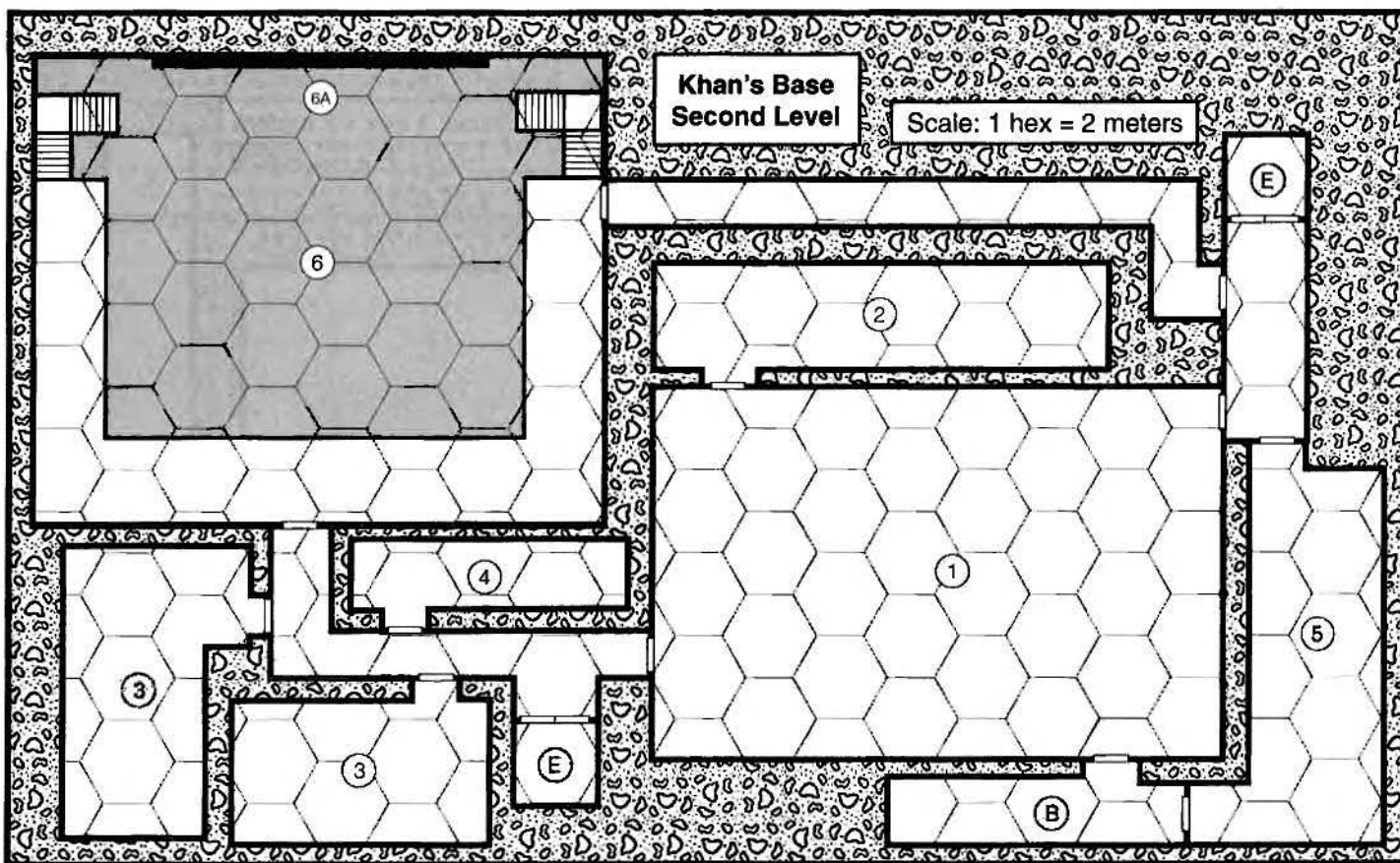
- (4): This large open-plan office is still being used for administration, and also by guards taking a quiet smoke. It has terminals linked to the base computer (the Khan will be suspicious if these are used for anything unusual), and a small safe with a quantity of Argentine money in it (petty cash).

- (5): These office/guard rooms are mostly under-used and dusty now, but may be employed by guards or robots setting up ambushes.

Second Level

This is the barracks level. As such, it is rather under-occupied now.

- (1): The main barrack-room, with partitioned-off beds along the walls and a long dining-table down the center.
- (2): A fully-equipped but rather basic kitchen, with cupboards full of the most boring military-style rations imaginable, plus microwave ovens and cooking rings.



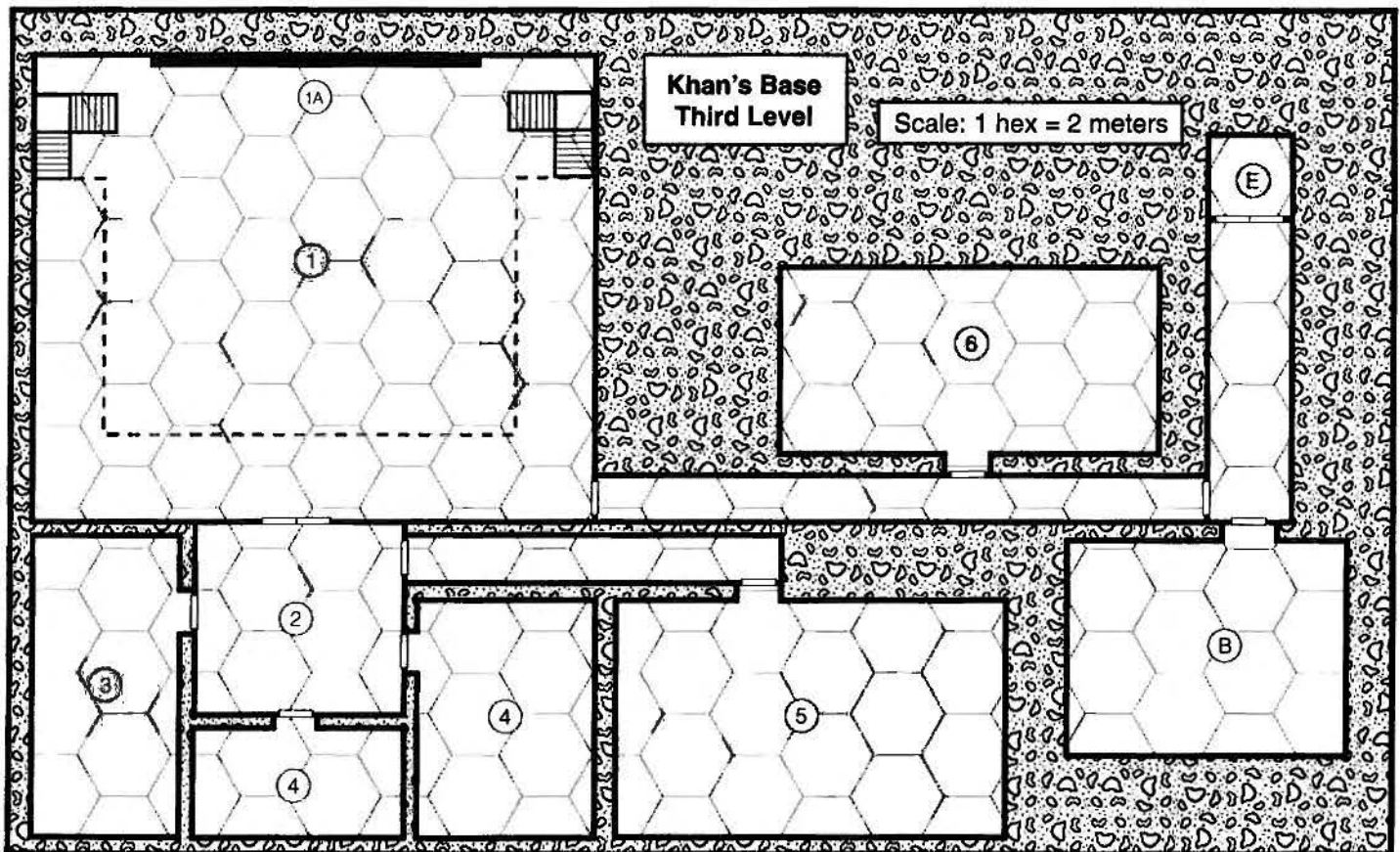
- (3): The private rooms used by the two senior mercenaries (under both Raven and the Khan). Each has a bed, a cubicle with toilet facilities, and some personal gear lying around.
- (4): This is the armory. A fair number of spare guns and grenades are in here, safely stowed in lockers with electronic locks controlled by the thumb-prints of the more senior guards, or by the base computer (Security Systems at -4 to open). These lockers have DEF 8, BODY 4 construction.
- (5): Originally an off-shift barracks, this room has now been cleared out and is used to hold inactive robots. Should a fight start around the base, this is where most of the robotic forces would come from. These robots will be completely inert unless one of them is damaged or tampered with, in which case they signal the computer for instructions.
- (6): The main laboratory—two levels deep, so access on this level is to a broad balcony round three sides of the room. Steps at each end of the balcony lead down. (6A) marks the teleport/dimension-gate system.

Third Level

This is the “technical” part of the base, where Raven scientists, and now the Khan’s robots, worked and work on the teleportal machine. A few well-paid human scientists may also be found around here; their main idea in a fight is to keep their heads down and get away to their Swiss bank accounts. Two are spies, in the pay of some other scientifi-

cally-inclined criminals of the GM’s choice, but this won’t affect their behavior. They sleep in the barracks with the troops when not working.

- (1): The main laboratory (see also (6) on the second level). This is full of electronic work-benches, computer consoles, and shelves of parts; a mixture of ultra-high tech and controlled chaos. (1A) marks the teleport/dimension-gate equipment.
- (2): A combined secondary lab and spare-parts store, similar to (1) but less cluttered—larger pieces of equipment are worked on here.
- (3): A store room, now used to hold the powerful Khan’s Guard Robot when not otherwise needed.
- (4): Two specialized scientific work-rooms, containing high-precision and surgically-clean fabrication facilities.
- (5): A computerized design and analysis room, with rows of consoles, plus some spare lab equipment in storage. Note that the base computer itself consists of a complex network of distributed processors, buried behind hidden access plates in the walls of several parts of the base. It can’t be properly disabled short of destroying the entire base, and trying to re-program it is extremely difficult so long as the Khan is controlling it directly.
- (6): This is a guard-room. A number (GM’s option) of human and robot guards are stationed here, so that, if attackers use the main elevator to reach this level, they can be ambushed.



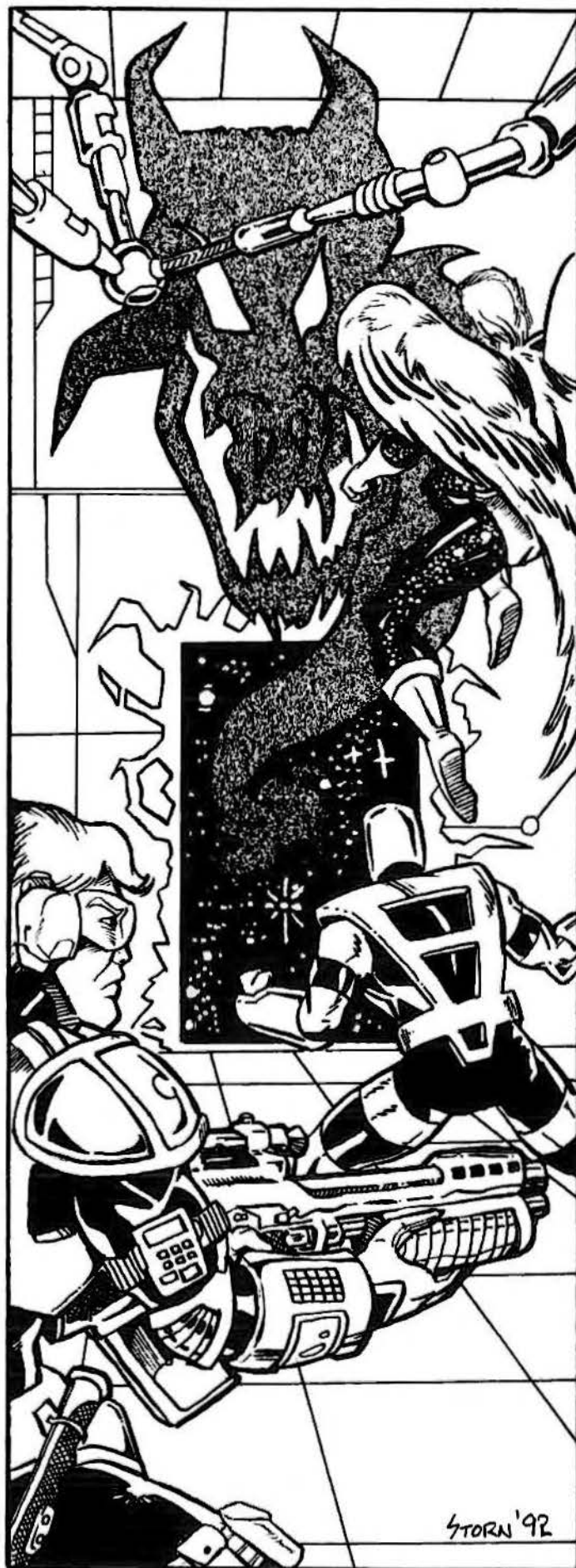
- Teleporting the portal somehow (one for the top-grade teleporters and smarter techies), beheading the dragon.
- Re-programming the base computer, now that it is out of the Khan's control, to disrupt the portal.
- Anything else.

Needless to say, the PCs should be persuaded by the GM to try something that will succeed; the alternative is not at all attractive. However, there are lots of possibilities, and good ideas should be rewarded with at least partial success.

EPILOGUE

Some of the villains get away, some wind up in prison, some just disappear. The Unique Battalion probably all go through the portal in the confusion, and probably all get back home, but that's up to the GM. Tyrannon is unamused but philosophical—what's a small power-play in eternity? He'll do something unpleasant to Dark Seraph, of course, but that's routine. Raven may be irate when their stolen secret base goes up in a pretty-colored cloud, but it was insured. Wise observers conclude that science and sorcery are a dangerous mixture.

And Dr Destroyer, who wasn't in this scenario, wonders if he ought to have been.



CHARACTERS

THE UNIQUE BATTALION

Membership (known to be alive and in the Champions Universe): Baron Mass (leader), Mistress Stormbriar, The Bronze Bandit, and Sister Shadow. It is likely that some members survive in hiding on Anarchy World, and just possible that others are on our Earth.

Origin: See above for the full background. Baron Mass, while still working his way up the hierarchy of the Council of Silence, was instrumental in organizing its super-powered forces, and created his power armour. When the Khan of the Web targeted his dimension-distorter weapon on his enemies' leader, Baron Mass was talking with Mistress Stormbriar and Sister Shadow; the Bronze Bandit was nearby.

Tactics: The Unique Battalion don't get to work together much in this scenario, but their training would make them a good team. As leader, Baron Mass would use Sister Shadow's talent for reconnaissance, then try to direct his team against the opponents most vulnerable to their powers. Mistress Stormbriar is a ranged combatant; she would disrupt tight groups of enemies, throw slow, strong targets away from the action, and sometimes slip in killing attacks against vulnerable-looking victims. The Bronze Bandit is the team close-fighter, while Sister Shadow skirmishes and tries to blindside enemies.

Group Relations: GMs should play the Unique Battalion almost as a military unit, cut off behind enemy lines; all minor personal differences are submerged for the moment. They respect each other as professional colleagues, and will instinctively hang together if they meet; they are lost, strangers in a strange world, and even Mistress Stormbriar feels more comfortable with people she knows. All of them respect Baron Mass, and he has a good leader's feeling for his troops. Mistress Stormbriar works with the team because it suits her, and she has enough sense not to antagonize the others. The Bronze Bandit sometimes causes friction, but he backs off when he realizes that his charm is insufficient.

Language Note: Languages have diverged widely from the pattern we know in the chaos of Anarchy World. These four characters were brought up using various tongues, unknown in the Champions Universe. For simplicity, they are all treated here as native in Frertan, the trade and diplomatic language of Anarchy World. They can all learn most of the languages of the Champions Universe with no penalty or advantage. They all have a distinctive "Frertan" accent, which PCs may begin to associate with them. (GMs should allow an INT roll for anyone hearing two or more of them speak for any length of time to spot the resemblance.)

Each of them had a Frertan code-name in the Unique Battalion; they have all, coincidentally, decided to translate these into English in the Champions Universe, partly in the hope that any friends around might hear and recognize them.

BARON MASS			
Val	Char	Cost	Combat Stats
15/30*	STR	12	OCV: 6 DCV: 6 ECV: 6 Phases: 3, 5, 8, 10, 12 Costs Char: 120 Base: 100 + + Powers: 260 Disads: 280 = = Totals: 380 380
18	DEX	24	
15/25*	CON	20	
14	BODY	8	
23	INT	13	
18	EGO	16	
15/20*	PRE	7	
10	COM	0	
3/11*	PD	5	
3/11*	ED	5	
3/5*	SPD	15	
6	REC	0	
20	END	-5	
30	STUN	0	
Pts	Powers	END	
10	30 STR is at 0 END, OIF (Armour) (Note: Extra STR from Density Increase uses END from the END Reserve.)		
30	Multipower (45 pt. pool), OIF (Armour), uses END Reserve (where applicable).		
3	45pt. U: 30pt. Density Increase, 0 END Cost (Mass 6400kg, +30 STR, -6" KB, +6 PD, +6 ED)		
3	45pt. U: 9D6 EB (Force Beam—vs PD) [4]		
1	35pt. U: 15" Flight, x4 Non-Combat, Only to move vertically up or down (-1) [3]		
1	20pt. U: 20" Gliding		
36	Armour (18 PD/18 ED), OIF (Suit)		
12	Flash Defence, -9 for Sight and Hearing, OIF		
11	Life Support, No Breathing, Survive Vacuum/High Pressure, Immune to Radiation, OIF (Armour Systems)		
3	Mental Defence, -9, OIF (Helmet)		
12	END Reserve: 60 END, 12 REC, OIF (Armour): Powers Multipower slots and extra STR from Density Increase.		
7	High-Range Radio, OIF (Helmet)		
17	Spatial Awareness, OIF (Suit Mass Sensor)		
7	360-degree Sensing on Spatial Awareness, OIF (Suit Mass Sensor)		
6	Telescopic Vision, +6 vs. Range Mods, OIF (Helmet Scanner)		
Skills, Perks & Talents			
3,3	Computer Programming 14-, Deduction 14-		
7,5	Electronics 13-, Inventor 15-		
3,3	Mechanics 11-, Oratory 12-		
3,3	Persuasion 12-, Systems Operation 14-		
3	Tactics 14-		
7	Weaponsmith, Muscle-Powered, Slugthrowers, Force Beams, 12-		
3	Scientist (All Sciences bought as INT-based)		
4,2	SC: Gravitics 16-, SC: Metallurgy 14-		
2,2	SC: General Physics 14-, Human Bio-Physics 14-		
3	Fluent Accented English (native in Frertan)		
4	Weapons Familiarity: Swords, Small Arms, & Heavy Force Beams		
5	PS: Criminal Organizer 14-		
4	Familiar w/Bureaucrats, High Society, Streetwise & Trading		
10	+1 Overall Level		
6	+2 Levels w/Punch, Grab & Move Through		
6	+2 Levels w/Punch, Haymaker & Force Beam		
5	Contact: Sunburst, 14-		
5	Cramming		

100+ Disadvantages

10	1.5x STUN from Magic
20	Code Against Excessive Destruction or Innocent Deaths (Very Common, Strong)
10	Despises Governments (Common, Moderate)
5	Dislikes Taking Orders (Uncommon, Moderate)
20	Normal Characteristic Maxima
5	Age 40+
10	2D6 DEX Point Drain per Minute if Wearing Armour in Strong Magnetic Fields
10	Distinctive Features (Heavy Build, Odd Accent)
10	Watched by Project Sunburst (more powerful), 11-
20	Hunted by the Khan of the Web (more powerful), 11-
160	Villain Bonus/Experience

* Second figure is OIF (Power Armour). Enhanced Primary Characteristics don't effect Figured values; extra PRE is for offence only (-1/2).

Background: Joachim Masstrekt was born, on Anarchy World, in the area we would call Brazil. His family claimed descent from the old German aristocracy, and despised all the 'half-baked' governments and ill-run city-states around them; because of this, they had formed links with a secret society that was absorbed into the Council of Silence.

The young Joachim began to work his way up the secret hierarchy. However, he was also a brilliant scientist and inventor, specializing in gravitic physics. Open-minded, with an eye to long-term strategy, he became involved with the Council's super-powered forces; he also cultivated friendships with various leaders. In time, he became leader of the Council, with the Unique Battalion to back him up, and a suit of power armour of his own design letting him lead his troops in the field. His plans were successful; he faced few real threats to his leadership until the Khan of the Web unleashed his surprise weapon. Now, in partnership with Sunburst, he looks to repair his situation.

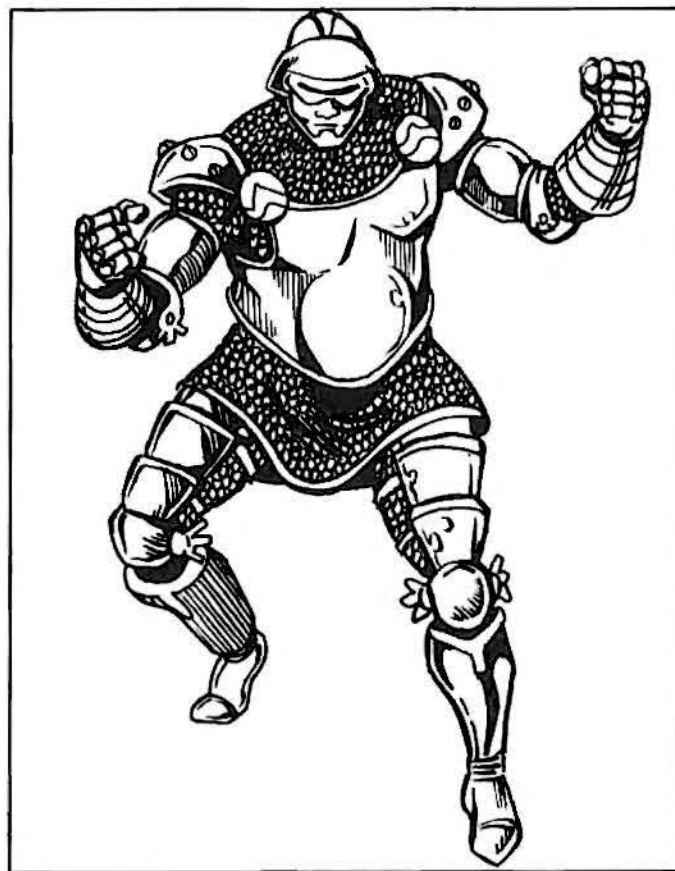
Quote: "Where I come from, we know that power is the right of the man with the skill to hold it."

Personality: Baron Mass sees himself as a warlord with a code of ethics. He is used to commanding, but he is also brave in a fight. He doesn't hold back against opponents who seem to be serious threats, but he follows the code of his secret society; innocent bystanders should not be hurt, and gratuitous property damage is foolish. He is even capable of acts of charity, helping the weak, when he remembers. On the other hand, he assumes that all governments are either irrational or immoral, and he has no regard for their laws; he treats police, and government-backed heroes, as automatic targets.

Powers/Tactics: Baron Mass acts the warlord in battle, regarding leadership as more important than his armour's weapons. If he has forces to command, he'll hold back, directing them, and taking the odd snap shot at targets of opportunity with his force-blaster. However, when he sees that raw power is needed, he supplies it.

His heavy armour incorporates several gravitic-based systems. He can cancel or reverse gravity on himself, fire beams of concussive energy, or boost his gravitic potential, producing his density-increase effect. He aims to put opponents down fast, often putting most or all of his levels into OCV when in melee; he tends to forget his qualms about property damage at such times, often dropping on opponents at maximum density, carrying them through floors or walls, and using haymakers to finish stunned foes.

Appearance: Baron Mass looks to live up to his name. His armour has a solid, slightly medieval style, with a barred visor and chain-mail joints; it is a polished steel grey in color. Out of it, he might seem to have run to fat, with heavy jowls and a slight paunch, but he's imposing enough. He is bald on the crown of his head; he keeps his dark hair long round the sides and back, but his beard and moustache are neatly trimmed. He has a good voice, with the accent of his home dimension.



MISTRESS STORMBRIAR				
Val	Char	Cost	Combat Stats	
10	STR	0	OCV: 7	
20	DEX	30	DCV: 7	
18	CON	16	ECV: 7	
11	BODY	2	Phases: 3, 5, 8, 10, 12	
20	INT	10		
20	EGO	20	Costs	
15	PRE	5		
10	COM	0	Char:	111
6	PD	4		+
8	ED	4	Powers:	269
5	SPD	20		=
6	REC	0	Totals:	380
36	END	0		
25	STUN	0		
Cost		Powers	END	
70	70pt Multipower (Wind Spells)			
7u	8D6 Explosion EB, 1/2 END (Whirlwind)			3
1u	1D6+1 RKA, No Range Penalty, 8 Charges, OIF (blades)			
7u	Telekinesis, STR 23, Indirect with Any Source and Direction, 1/2 END (Wind Force)			3
4u	16" Flight, 1/2 END (Wind Riding)			2
30	20pt Power Pool (Magic—Changed by use of Magic Skill)			
15	1D6 HKA, 0 END, IAF			
	(Hidden Knife: 1.5D6 w/STR)			0(1)
13	Martial Arts: Knife Fighting (used w/Knife)			
	Maneuver	OCV	DCV	Damage
	Jab	+1	+3	1.5D6 HKA w/STR
	Cut	0	+2	2D6 HKA w/STR
	Parry	+2	+2	Block, can Abort
32	Force Field: 12 PD/12 ED, 0 END/Persistent, 1 Turn to Switch On (Only)—Spirit Shield			0
18	Detect: Magic, w/Range & 360-Degrees			
Talents & Skills				
20	Danger Sense: Personal Only, All Dangers, 11-			
10	Find Weakness w/Knife Cut, 11-			
3,3	Fast Draw 13-, Concealment 13-			
3,3	Paramedic 13-, Survival 11-			
5,3	Tactics 14-, Sleight of Hand 13-			
5,5	Magic Skill* 14-, KS: Magic Theory* 15-			
4	KS: Air/Weather Magic* 14-			
8	Languages: Native Frertan, Fluent Accented, English & Tamil, Basic Spanish & Burmese			

100+ Disadvantages

10	1.5x STUN and BODY from Cold Iron Attacks
5	1.5x STUN from Lasers
5	Enraged if Seriously Thwarted (Uncommon) 11-, 14-
10	Wants Power (Common, Moderate)
15	Disdains Anyone She Can't Use (Very Common)
15	1D6 STUN/Phase from Earth Magic or Dispel Effects while her own Air Magic is Running
15	Distinctive Features (Dress, Accent, Attitude)—Can Conceal with Effort, Annoys People
15	Hunted by DEMON Units (as powerful), 11-
20	Hunted by the Khan of the Web (more powerful), 11-
5	Rivalry (Indian Sorcerer)
5	1D6 Unluck
160	Villain Bonus/Experience



Background: On Anarchy World, in places in Central Europe, peasant life continues as it has for centuries, and in the wilds, some peasants continue to learn odd snippets of ancient lore as they have for millennia. One such was Illia Krezkollarza, a woman who wanted magic because it was power. She was neither very skilled nor very powerful, but she found ways to use what power she had to good effect.

Then, one year, a spate of fanatical witch-burning was the fashion in those peasant villages. Many of Illia's "colleagues" were killed; she was exposed and forced to flee. On the run, she honed her magic, and she also improved the simpler fighting skills that had amused her when she was younger. At the same time, she saw in her travels that there were more kinds of power in the world than she had realized. She heard of the Unique Battalion, where her power would be welcome.

Baron Mass recognized that this woman was dangerous, but good weapons are always dangerous. He took her in, and watched her progress with interest. In time, she rose to serve as his field commander. She liked that; it was power. When the Khan's weapon threw her into the Champions Universe, she soon adapted her spells and herself. There's power here, too.

Quote: "This is the storm. It's stronger than you."

Personality: Most people see Mistress Stormbriar as a robust middle-aged woman, toughened and perhaps embittered by experience, with a line in solid sense. In fact, she is, technically speaking, a borderline psychopath. That doesn't mean that she's a gibbering maniac; it means that she doesn't see other human beings as people, but as objects—tools or impediments.

She loves power. Power over other people is fun sometimes, but they aren't the kind of objects she wants to play with. The only power over most people that she wants is the power to remove them if they obstruct her. In fact, she finds the effects she can achieve with a sudden knife-thrust quite satisfying. Mostly, however, magic gives her more raw power with less answering back. She could be a dangerous rival for Baron Mass if she chose, but she has never bothered; he gave her all the social power she wanted, and she didn't have to worry about tedious rubbish like personalities or politics. Of all the Unique Battalion, she would be least unhappy to remain in the Champions Universe, but only if she could obtain as much power here as at home, which seems unlikely. Anyway, revenge on the Khan of the Web would be nice.

Powers/Tactics: Mistress Stormbriar is a spell-caster of moderate natural talent, able to sense and wield magic. In order to best use her potential, she has made a special study of weather and air magic, gaining the ability to command near-mindless "air spirits". She can, given a few seconds, call a number of these to form a defensive shield around her (her "Force Field")—so she likes to have warning of possible fights, and will hold back until her defenses are up. She can also ride or hurl hurricane-force winds, or command them to move or restrain objects. She often carries an assortment of sharp blades and darts about her person, which wind force can hurl at her enemies (her RKA).

Given time or luck, she can generate a wide variety of other magical effects (through her Power Pool); she favours simple, useful tricks, often based on weather or plant-magic, such as fog (Darkness), grasping vines (Entangle), or scrying (Clairsentience). She has also gained the mystical ability to foresee danger to herself in the immediate future.

Her other great talent, pre-dating her magical training but, is knife-fighting. She always carries a concealed blade, and she can draw and strike with deadly speed.

In combat, Mistress Stormbriar prefers to hold back in cover, blasting with whirlwinds or picking up and dropping weak opponents with wind force. She has a part-supernatural sense for enemy weaknesses, both personal and tactical, and makes a good field commander. If she has to fly, she may still launch wind-borne blades to keep her enemies worried. If an opponent closes with her, she will often feign weakness and surrender, while actually making several Find Weakness attempts; she will then Fast Draw her knife, covered by Sleight of Hand, strike for any weak spots, and then fly off.

Appearance: Mistress Stormbriar is a middle-aged woman of middling build, usually with a thoughtful expression to her, except when she's enjoying using her magic at full power. She wears long, ragged-edged black dresses, with a cluster of darts at the belt and a fighting knife concealed somewhere within. When she uses her flight power, she "hangs" on the front of the wind, limbs and neck seemingly limp as a rag doll; the effect is quite unnerving.

THE BRONZE BANDIT				
Val	Char	Cost	Combat Stats	
40	STR	30	OCV: 8	
24	DEX	42	DCV: 8	
23	CON	26	ECV: 4	
12	BODY	4	Phases: 2, 4, 6, 8, 10, 12	
10	INT	0		
12	EGO	4	Costs	
18	PRE	8		
18	COM	4	Char: 168 Base: 100	
18	PD	10	+	
15	ED	10	Powers: 153 Disads: 221	
6	SPD	26	=	
15	REC	4	Totals: 321 321	
46	END	0		
44	STUN	0		
Pts		Powers		END
10	26	STR at 1/2 END		(2)
		Martial Arts: Swashbuckler Brawling		
		Maneuver	OCV DCV Damage	
		Punch	0 +2 12D6 Strike	
		Arm Block	+2 +2 Block, Abort	
		Evade	— +5 Dodge, Abort	
		Leg Sweep	0 +1 10D6 + V/5 Throw	
		Takedown	+2 +1 10D6, Both Fall	
		Disarm	-1 +1 STR 60 Disarm	
		Hold Break	— — STR 65 Escape	
	8	+2 DC For Martial Arts (Included Above)		
	8	PD and ED All Hardened		
	14	Damage Resistance, 12 PD/10 ED, Hardened		
	5	Lack of Weakness, -5		
	6	+3" Running (total 9")		(2)
	3	+5" Superleap (total 13" forward), Requires an		
		Acrobatics Skill Roll		(3)
		Talents & Skills		
	10,3	2D6 Luck, Lightsleep		
	3,3	Acrobatics 14-, Breakfall 14-		
	3,3	Bribery 13-, Climbing 14-		
	3,3	Gambling 11-, Interrogation 13-		
	3,7	Stealth 14-, Streetwise 15-		
	3,3	Seduction 13-, Trading 13-		
	6	Familiar w/Common Melee & Missile Weapons &		
		Small Arms		
	4	Native Frertan, Fluent Accented English, Basic		
		French		
	10	+2 Levels, Hand-to-Hand Combat		
	6	+2 Levels, Martial Arts		
100+		Disadvantages		
	10	1.5x STUN from Drugs, Gasses, & Poisons		
	5	1.5x STUN from Sonics		
	10	Berserk if Humiliated 8-, 11-		
	15	Swashbuckler—Shows Off, Acts Flashy (very com-		
		mon, moderate)		
	10	Ambitious (common, moderate)		
	10	2D6 STUN/Minute in Radiation Fields		
	10	Distinctive Features (Looks, Accent)		
	10	Hunted by Interpol (less powerful, NCI), 8-		
	20	Hunted by the Khan of the Web (more powerful), 11-		
	121	Villain Bonus/Experience		

Background: A few centuries ago, on Anarchy World, social unrest caused thousands of South-East Asians to flee their homes, many taking to the sea. These migrants eventually reached what we know as Australia, and settled the northern coastline.

Today, their descendants live in a string of bustling, vibrant, anarchic cities. There is little law there, but the tough and resourceful can do well.

None came better equipped for the life than Bharhan Shezzhal. In fact, he had a low-level mutation that gave him noteworthy strength and speed. He also had ambition; he knew he could rise far and fast.

The problem was that when he approached the top as an enforcer and street operator, there was a lot of competition. He could beat it, but it was getting tedious. Then there were all the other mutants and "powered" operators; his edge was looking blunt. So he decided it might be time to broaden his horizons; he contacted the Council of Silence, and offered his services.

Baron Mass studied him, and not only accepted him, but made a counter-offer. It might be possible, he said, to augment Bharhan's mutant power, and at the same time to change its energy patterns. Bharhan would no longer show up on mutant detection devices—a small but definite bonus. Bharhan accepted, and Baron Mass delivered more than he offered. As the Bronze Bandit, Bharhan became a useful member of the Unique Battalion. He remained ambitious, but decided he could rise far and fast beside a smart leader like Baron Mass. Of course, he wasn't expecting to go as far as a parallel universe, but there's always places for a smart operator, anywhere.

Quote: "Wherever I am, I'm hot. And whoever you are, you're a loser."

Personality: The Bronze Bandit is a fighter who finds that combat can be both fun and profitable. He wants to make his mark in the world, and to look good doing it. In fact, he has a lot of roguish charm and swashbuckling flair. However, he also has a real streak of cruelty. He not only swings into action and sends foes flying, he also likes humiliating them. He'll hit a man when he's down—preferably with a clever quip as he does so—and he enjoys practical jokes of the nastier type. Funnily enough, he can't take what he himself dishes out; he hates being humiliated, and he will go for quick revenge on those responsible. He enjoys turning his charm on the opposite sex, and doesn't give a damn if the other party gets hurt.

In short, he has the style of a Hollywood hero and the morals of a pulp villain. If any PC heroes have a swashbuckling style and like humiliating their opponents, the Bronze Bandit can be a good way of showing them what it's like to be on the receiving end.

Powers/Tactics: The Bronze Bandit was born with a beneficial mutation giving him superior strength and speed. Baron Mass' work has boosted his strength and resilience yet more, at the cost of making him vulnerable to relatively low levels of radiation, as well as to attacks that by-pass his resilience. He combines this with extensive training in combat techniques, all used with his swashbuckling flair.

He is a highly mobile combatant, moving between opponents at whim and aiming for plenty of surprise effects. He gave up carrying weapons after his augmentation, but he sometimes finds it amusing to take a weapon off an opponent and turn it on them or their friends.

The Bronze Bandit is also an experienced street operator, able to fit in to any underworld he encounters.

Appearance: The Bronze Bandit is a well-built, handsome man. He has a dark skin, but slightly Chinese features, and black hair, which he wears short, with a neatly-groomed beard. His loose trousers are usually a metallic brown color, and he likes to go bare-chested but for a pair of studded leather cross-straps. He always goes barefoot.



SISTER SHADOW

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 8
23	DEX	39	DCV: 8
18	CON	16	ECV: 4
10	BODY	0	Phases: 3, 5, 8, 10, 12
15	INT	5	
11	EGO	2	Costs
13	PRE	3	
12	COM	1	Char: 103 Base: 100
10	PD	7	+ +
12	ED	8	Powers: 197 Disads: 200
5	SPD	17	= =
7	REC	0	Totals: 300 300
36	END	0	
27	STUN	0	

Pts	Powers	END
56	70pt Multipower: Must use Clairvoyance to scan target point first (-1/4)	
3u	4D6 Ego Attack	4
4u	Darkness vs. Mind Scan & All Sight, 3" Radius, Indirect (any origin, away from user), Personal Immunity, x2 END Cost	14
6u	23" Teleport, x4 Range w/+1 Phase, 1/2 END Cost	2
31	Clairsentience, Normal Sight & Hearing, 125" Range, 1/2 END Cost ("Shadow Viewing")	1
19	Martial Arts: Espionage Training	
	Maneuver OCV DCV Damage	
	Snap Kick 0 +2 8D6 Strike	
	Hip Throw 0 +1 6D6 + V/5 Throw	
	Nerve Jab -1 +1 3.5D6 NND	
	Hold Break — — STR 45 Escape	
	Shadow-wave — +5 Dodge, Abort	
12	+3 DC For Martial Arts (Included Above)	
10	Force Field, +5 PD/+5 ED (Solid Shadows)	1
8	Mental Defence, -10	
	Skills	
3,3	Breakfall 14-, Bugging 12-	
3,3	Concealment 12-, Demolitions 11-	
3,3	Interrogation 12-, Security Systems 12-	
3,5	Stealth 14-, PS: Intelligence Analysis 14-	
2	AK: Central Africa 11-	
1	Familiar w/Pistols	
7	Languages: Native Frertan, Conversational English, Conversational French, Fluent Accented Swahili	
6	+2 Levels w/Bugging, Concealment & Stealth	
6	+2 Levels w/Martial Arts	

100+ Disadvantages

5	1.5x Effect, Mind Control
20	Code vs. Killing (common, total)
10	Determined to Prove Herself to her Friends (uncommon, strong)
10	Despises Governments (common, moderate)
5	1D6 STUN from Intense Light (lasers, some Flash attacks, etc.) Hitting Her "Clairvoyance Shadow"
5	Distinctive Features: Odd Accent (Easily Concealed)
5	Distinctive Features: Detects as Mutant
15	Hunted by L'Institut Thoth (more powerful, only to question), 14-
15	Hunted by the Khan of the Web (more powerful), 8-
5	1D6 Unluck
105	Villain Bonus/Experience



STORN '92

Background: Pemna Thearrhen was born on the African continent of Anarchy World, to a poor and unhappy 'Moorish' family. So, when her mutant talent emerged in her teens, she ran away from home. She was located by the Unique Battalion, who took her in. Baron Mass decided that her powers were ideal for intelligence work, and had her trained for the job. This proved to be the right decision; she became his chief intelligence specialist, as Sister Shadow. She is clever and efficient, but the indoctrination that her trainers gave her when she was first recruited still colors her view of life.

Quote: "I can strike—wherever my shadow falls."

Personality: Of all of the Unique Battalion, Sister Shadow is the most committed to the supposed ideals of the Council of Silence. She sees it as a counter-balance to the powers of rulers, and laws as the tools of tyrants. Her view of herself is as a kind of Robin Hood figure (not that she knows that myth). She explains the 'selfish' crimes that the Unique Battalion commits as necessary to support a good cause in the face of hostile power.

Arriving on the Earth of the Champions Universe in a tin-pot dictatorship on her home continent, she has seen little reason to change her views; she assumed the L'Institut Thoth was government-backed and hence suspect. GMs should play her as honest and idealistic, but with ideals literally from another world.

Her other driving motive is a slight sense of guilt. She was committed to her job as an intelligence expert, and when the Khan unleashed a new secret weapon, she blamed herself for not having identified his plan in advance. Hence she is now highly motivated to succeed, especially if she joins up again with any of her old colleagues.

Powers/Tactics: Sister Shadow is a mutant, able to generate dark, insubstantial 'shadows' of psionic-based energy. Kept near to herself, these can absorb some damage (her Force Field); she can also send out a single, vaguely humanoid shadow-shape for other purposes. This can vary from an unnoticeable wisp to a human-size form; by extreme effort, Sister Shadow can expand it further, to form a field of darkness that blocks both sight and psionic searches. Sister Shadow can see and hear through the shadow-form, and if it touches a living thing, it causes mental pain (her Ego Attack); most spectacular of all, she can actually "step through" it (hence teleporting).

Sister Shadow is trained in reconnaissance and information analysis, which she regards as her prime duty; when a pitched battle starts, she acts as a skirmisher, mostly teleporting away from melees. However, she has trained in Martial Arts with some of the best fighters on her world, and she isn't afraid of melee. Her chosen style is precise and efficient, involving economical kicks, nerve jabs, and deft use of leverage. Her Dodge is based partly on this and partly on the creation of distracting shadows.

Appearance: Sister Shadow is of North African-Muslim descent; on our world, she might pass for Hispanic or Arab. She wears loose "pajama" style clothes incorporating a heavily cowed hood, which usually throws her face into deep shadow; these may be either beige with highly-colored trim on all the edges, or, for night work, black with dark trim. Her footwear is usually Arab-style slippers.

She speaks with the same characteristic accent as the others, but because most people she deals with assume she is "foreign" anyway, this is less often noted.

OTHER CHARACTERS

AGENTS OF SOLAR MASS

15 STR	11 DEX	13 CON	10 BODY	10 INT
10 EGO	11 PRE	10 COM	4 PD	3 ED
3 SPD	6 REC	26 END	25 STUN	

Equipment & Skills: 9D6 EB, Act. 15-, OAF (Force Beamer—uses END Reserve); 4D6 Flash vs. Normal & U-V Vision, No Range, 3 uses, OAF (Flares); Armour, +8 PD/+8 ED, Act. 15-, OIF; Flash Defence for Sight, -5, OIF (Visor); +10" Superleap (total 13" forward), x4 Non-Combat, x2 END Cost (from END Reserve), OIF (Jump Belt); END Reserve, 60 END, 6 REC, OIF (Backpack: powers Force Beamer & Jump Belt); Streetwise, Tactics, or Paramedic, 11-; +1 Level w/Block, Beamer, & Flares; +1 OCV w/Beamer; Familiar w/Small Arms & Knives.

50+ Disadvantages: Distinctive Features (Heavy Armour), Concealable, Major Reaction; Hunted, Protectors Inc. (As Powerful), 8-; Watched, Solar Mass (More Powerful), 11-; Gung-Ho Mind-set (Very Common, Moderate).

Notes: These are the best muscle that Project Sunburst could recruit relatively quickly. They aren't the world's best agents, but they have been trained and equipped by Baron Mass, and he has persuaded them to think of themselves as world-beaters. They wear heavy body armour and carry force-beam weapons and dazzling flares; they get around fast with devices that can reduce the force of gravity on them for brief jumps. Squads of five agents each always include at least one trained in first aid (Baron Mass believes in looking after his troops) and one assigned to coordinate the squad using Tactics skill. They usually open combat with a hail of force beams at range; if they have to close, they will keep opponents confused with a mixture of flare flashes, point-blank beamer blasts, and defensive use of Block and Dodge moves to ensure that attackers waste their effort.

WEB-BASE GUARDS

13 STR	11 DEX	11 CON	10 BODY	8 INT
10 EGO	13* PRE	10 COM	3 PD	2 ED
3 SPD	5 REC	22 END	23 STUN	

*Increased PRE is OIF (Armour)

Equipment & Skills: 2D6 RKA, Autofire, 30 Charges, +2 OCV, +1 Range Mod, OAF (AKM Assault Rifle); 1D6+1 RKA, Explosive, 1 Charge, OAF (Grenade); Armour, +7 PD/+5 ED, OIF, Act. 11-; 2-way Radio, IIF (Collar Clip); Familiar w/Rifles; PS: Mercenary, 11-.

50+ Disadvantages: Distinctive Features (Armour), Concealable; Watched by the Khan of the Web (More Powerful), 11-.

Notes: After taking over the Raven Secret Plan base, the Khan of the Web needed to recruit a force of human guards to maintain a plausible "front" to the world. He scanned the computer files, then contacted a mercenary broker mentioned there. What he got for Raven's money was a fairly unimpressive bunch of disgraced soldiers, crooks on the run, and wannabee-macho dreamers, but that was all he felt he needed. He has equipped them from the Raven armory—their armour has had cosmetic changes, but its origins will be clear to anyone who has seen Raven forces and who studies it. They feel well-treated and—when armored up—aggressively confident.

The key to their tactics, however, is that the Khan and his computers can monitor every part of the base, and are permanently in contact with the troops, who have been drilled to a fair level of obedience. As a result, they are highly coordinated in defensive battles, and can put up an effective fight.

THE KHAN'S GUARD ROBOT

55 STR	20 DEX	0 CON	13 BODY	5 INT
— EGO	25 PRE	8 COM	12 PD	12 ED
6 SPD	0 REC	0 END	— STUN	

(Note: All effects of Growth are already included.)

Equipment & Skills: Automaton, Takes No STUN, Loses one function per BODY taken; 15pts Growth, Persistent, Always On; 10D6 EB, Autofire (Turret Blaster—uses END Reserve); 8D6 EB, Armour Piercing Damage Shield, x4 END Cost (from Reserve—Pulse-Electrified Armour); PD and ED All Hardened; Damage Resistance, 12 PD/12 ED, Hardened; Full Life Support; +4" Running (total 10"); END Reserve, 400 END, 10 REC, +20 REC when inactive and connected to high-power supply (Powers STR, Running, and all Attacks); +4 to All PER Rolls; High Range Radio; I-R Vision; Targeting Hearing; 360-Degree Vision; Fluent Frertan; Basic English.

100+ Disadvantages: 1.5x BODY, Magnetic Attacks; 1.5x BODY, Vibration Attacks; 1.5x BODY, If Opponent has Found Weakness; Berserks on Taking 4 or More BODY from an Energy Attack 8-, 14-; Tracked Movement—Some Problems on Steep, Rough Terrain; Loses 1D6 Points worth of DEX per Phase in Strong Magnetic Fields; Distinctive Features (Robot Tank); 345pts Experience.

Notes: This is one of the defensive robots from the Khan's own HQ, sent through the dimension warp to clean out the Raven base, and now assigned as its ultimate defence and to move heavy machinery around. Basically a small, automated tank, it is designed to overwhelm ordinary troops by sheer speed and rate of fire; it is tough but not unbeatable for superheroes. If opponents do close with it, or if its blaster is knocked out, it unfolds a pair of mechanical arms and starts punching; if it finds itself grappled or snared, it can pulse high-voltage electricity through its armour. Left to itself, it uses only rudimentary tactics ("blast target until it stops fighting, find new target"), but the Khan very often uses it as a "proxy", giving it detailed instructions every phase. It is controlled by radio; it obeys a complex set of code-words in Frertan.

The "styling" of this robot is elegant but rather bulbous; it has few sharp edges. Its casing is a highly-polished steel alloy, with bronze-colored reinforcements and details, and four sets of pale grey tracks.

Each time this robot loses a point of BODY, roll 1D6: 1 = Lose 10 STR, 2 = Lose 1 SPD, 3 = One Arm Lost, 4 = Sense Lost (Roll Again: 1,2 = Normal Sight, 3 = I-R Sight, 4,5 = Hearing, 6 = Radio), 5 = Lose 5" Running, 6 = Lose Blaster or Damage Shield (random choice if both are still active).

WEB-BASE ROBOTS

15 STR	14 DEX	0 CON	8 BODY	5 INT
— EGO	10 PRE	10 COM	5 PD	5 ED
3 SPD	0 REC	0 END	— STUN	

Equipment & Skills: Automaton, Takes No STUN, Loses one function per BODY taken; One weapon system from the list below; -1" Running (total 5"); Damage Resistance, 5 PD/5 ED; END Reserve, 90 END, 6 REC (powers Running, STR, & Weapons); Targeting Hearing, Act. 14-; Send/Receive Radio; Conversational Frertan and English; Mechanics, 11-.

Possible Weapons: Electro-Shocker: 6D6 EB, Armour Piercing, Continuous, No Range, Act. 15-, Must Grab & Hold Victim; Pulse Laser: 1.5D6 RKA, Autofire; Blast Cannon: 11D6 EB, 2x END Cost.

100+ Disadvantages: Tracked Movement—Half Move on Rough Terrain, can't jump forward or up, etc; Loses 2D6 points worth of DEX/Phase in Strong Magnetic Fields; 2x BODY, Magnetic Attacks; 1.5x BODY, Vibration Attacks.

Notes: Built by the Khan of the Web in Raven's workshops out of available materials, these robots aren't especially powerful, but they can function as guards and for many odd jobs. They are controlled by radio, in Frertan and code.

They require regular maintenance and aren't sealed against odd environments—hence lack of "Life Support".

Each time such a robot loses a point of BODY, roll 1D6: 1 = Lose 10 STR, 2 = Lose 1 SPD, 3 = Hearing Lost, 4 = Vision Lost, 5 = Radio Lost, 6 = Weapon Lost.

THE KHAN OF THE WEB

The Khan of the Web is permanently connected to his computer systems; he operates them as DEX 20, INT 35, EGO 20, SPD 12, with Eidetic Memory, Mental Defence -10, Computer Programming 20-, and a huge knowledge database. He often takes direct radio control of his robots, especially the Guard Robot (they still use their own DEX and SPD at these times). If he succeeded in creating his warp-energy projections, they would vast huge teleportation and energy-control powers.

The Khan has the genius of a chess grand-master and the weakness of his strengths. In a game he understands, he's virtually unbeatable; an unseen opponent, playing off the board, is another matter entirely.

He appears to be dead at the end of this scenario, but he knows much about cloning, computer personality simulation, and other very exotic sciences...

THE LURRANGAN GUERRILLAS

These are a ragged band of fighters, ranging from Competent Normals with Assault Rifles down to zero-point Normals with old rifles and even spears. Many of them have Stealth, Concealment, or Survival skills, and a few have Tactics; they all know the local country well, and could give a complacent attacking force a nasty surprise, given time to plan a response. Most of them are fighting because they have little option, some out of idealism; since Sister Shadow started helping them, they have found new hope, and their morale is thus currently high.

THE ASIAN MYSTICS

Mistress Stormbriar has recruited a small group of unusually materialistic and power-loving mystics to her side, and they are currently helping her enthusiastically enough; when DEMON show up, they will find themselves fighting for their lives, and may start looking for an exit. For each of these, use Skilled Normals, with INT 18, EGO 18, Magic Skill 15-, and about 30-60 points in spells. These can come from the lists in *Mystic Masters* or *Fantasy Hero*, or the GM can just select a few standard powers.

GLOSSARY

This glossary contains the names of all of the characters, groups, and other significant terms in the Champions Universe. If applicable, a product code is given for reference. Use these references to find more information about an entry. If no reference is given, the entry is either so general that more information can be found just about anywhere (such as VIPER) or no more specific information exists *at this time*.

Words in bold type indicate another glossary entry.

A

A-Man — CN Reserve member of the **Sentinels** with stretching powers.

Ace — SP Expert martial artist, skilled in the ninja art of Taijutsu. She is also a mutant, with enhanced speed and stamina as well as the ability to become completely invisible. Ace is a heroic member of the **Protectors**.

Adamantine — CN Metallic brick hero. Member of the **Sentinels**.

Aggro — KC Cosmic-powered brick that can absorb energy. Member of **MACE**.

Alabaster — VU Mutant who can psionically alter his mass. Member of the **PSI-KIN**.

Albion — KC Spirit possessing a woman and acting as a hero. Member of the **New Knights**.

Alcedema, The — MM A magic wielding assassin and member of (as well as outcast of) the **Vandaleur family**.

Alliance of Supervillains — A group of supervillains who normally work solo, organized by **Timemaster** for the sole purpose of defeating superhero groups. It is now currently disbanded.

Alpha — AE Energy beings that possess living creatures and give them great powers. Some of the Alpha are responsible for the creation of the **Pantheon**.

Ambrosia — CN Mentalist member of the **Sentinels**.

American Eagle I — VD An American superhero in WW II with artificial wings. He was partners with **Winger**. Now deceased.

American Eagle II — CU Formerly the original **American Eagle's** partner **Winger**, this hero with artificial wings was a member of the **Minutemen** and founder of the **Freedom Squad**, now both disbanded.

American Dream — E1 Short lived group of heroes based in Washington DC.

Ancient Ones — WS A race of powerful aliens bent on controlling all other living beings. May be extra-dimensional as well as extraterrestrial. Also called the Elder Worms.

Andevers, Dr. William — E1 Former assistant director of **Project Salvation**, he turned that government research organization into a mutant hunting villain group called **Genocide**.

Andevers, Dr. Jeffery — E1 Son of **William Andevers** and the current leader of **Genocide**.

Anemone — SD Villainess with the powers of a sea anemone. Member of the **Aquans**.

Anklyosaur — CE Brick in a battlesuit. Member of the **Conquerors**.

April Foolmaker — CO Mentalist who uses a ventriloquist dummy. Member of **CLOWN**.

Aqua Industries — SD Corporation controlled by the villainess **Nereid**.

Aquaguards — SD Criminal organization controlled by **Nereid**.

Aquans — SD Supervillain group Led by **Nereid**. Members include **Killer Whale**, **Anemone**, **Moray**, **Barnacle**, **Coral**, **Man of War**, **Shark**, and the **Porpoise**.

Aquarian — CN Hero with sonic and water-based powers. Member of the **Sentinels**.

Aquarians — AE Alien race of submariners who became trapped in the oceans of Earth when their ship crashed in the Pacific. Deep-sea nuclear testing killed most of their race, leaving only a bitter band of warriors who have dedicated themselves to seeking revenge upon the air-breathing "surface dwellers." They are the masters of the **Sea Beasts**.

Aquarius — ZC Sorcerer with weather control powers. Member of the **Zodiac**.

B

Arc — CE Villain with electrical powers. Member of the **Conquerors**.

Arcane — AE Extraterrestrial warlocks who have exhausted their world's magic supply. They have sent the **Orb** to Earth in hopes of opening a gateway from their planet to ours. They ride winged **Leatherwings** and use malicious **Gremlins** as familiars.

Archmage — MM A dimension's greatest magician (and usually its sworn protector).

Argent Anarchy — EE British punk band with cybernetic superpowers. Members are **Maximum Overdrive**, **Silver Hyena**, **Chromedome** and **Neon**.

Argh'ers — AE Also called the Rogues. Humanoid canine race.

Aries — ZC Mutant with horns and great strength. Member of the **Zodiac**.

Armadillo — C4 Battlesuited brick. Occasional member of **Project Sunburst**.

Armageddon Device — SP

Arrowhead — **Shockwave's** old name.

Asesinos — C4 South American supervillain team lead by **Stalker**. Members include **Ocelote**, **The Tombstone Kid**, **Mosquito**, **The Maine**, **Spider Monkey**, **Montaña** and **El Muerte Oscuro**.

Asgard — Home of the Norse gods. Now in ruins after the great battle Ragnarok.

Asian — AC7 Japanese lion-man/samauri hero.

Aspen — KC Heroine with power over wood. Member of the **Nightwatch**.

Assault on Sanctuary — CO Huge battle involving the **Supreme Soviets**, the **Comintern**, the **Warsaw Pact**, **Eurostar**, the **Ultimates**, the **Raiders**, **CLOWN**, **Road Kill**, the **Champions**, the **Protectors**, **Strike Force**, and many other paranormals. The battle took place on the old site of **Sanctuary**, destroying it. Probably the largest paranormal battle in history.

Atlantis — ZC Once an ancient, highly-civilized island, this is now an undersea kingdom ruled by the former inhabitants who have evolved into amphibious humanoids after the cataclysm which sunk the island.

Atlas — AU Terrorist organization led by **Peacemonger**. It also secretly controls **Prometheus**, a charitable food-assistance program. Atlas superpowered agents include **Virtuoso**, **Ego**, **Uberman**, **Polarity**, **Unicorn II**, and **Recoil**.

Aulanerk — CP Good spirit. The enemy of **Sedna**.

Aura — CN Canadian mentalist villainess (say *that* three times fast). **Ambrosia's** sister.

Autogunner — CC Drug-dependent superterrorist.

Avalon — KC Island of men with Progenitor technology now located in a pocket dimension

Avar-7 — CE Alien android reprogrammed by **Mechanon** to serve his goals, but Avar-7 developed his own agenda.

Axeman, the — RK Guitarist for **Road Kill** with a powerful guitar/weapon.

Ba Kien — NH Chinese warlord/sorcerer.

Baba Yaga — CO Russian witch. **DEMON Morbane**. Eater of children. Scary lady with a hut that dances.

Bacchus — AE A human with a symbiotic relationship with an alien being giving him the power to animate and control plants. Member of the **Pantheon**.

Bale — AC 12 Evil sorceress, sister of **Shiela Bane**.

Balefire — Member of the **Capitol Patrol**.

Balthus — AC 12 Demon.

Bandoqians — AE Inhabitants of Bandoq II and IV. They are fat humanoids with long tongues.

Bane, Sheila — AC12 Powerful sorceress, sister of **Bale**.

Ba'N'gii — SP Also called Malites. A race conquered by the **Malvans**. The hero **Quasar** is a member of this race.

Banshee — EE Scottish mystical harbinger of death.

Banzai — EI Japanese villain with martial arts skills and deadly vocal chords.

Barnacle — SD Inventor who used his great intellect to create a suit of combat armor giving him the powers of a barnacle. Go figure. Member of the **Aquans**.

Baron Mass — CU Villain with mass-control powers.

Barrington, Maj. Brad — Leader of **SAT**.

Bastion of Budapest — EE Hungarian hero that uses force field powers. Member of the **Warsaw Pact**.

Battleaxe — KC Supervillainess with powered armor. Member of **MACE**.

Bayou Brigade — C Southern Superhero team led by the **Cajun Commando**.

Beamline — CE Arrogant genius who can change into a plasma form.

Beuford the Bard — CO **CLOWN** member with mind control powers and a theatrical theme.

Big John — CE Mutant with growth powers. Member of the **Raiders**.

Binder — CE Leader of the **Ultimates**. Uses devices (including a powerful glue gun) to commit crimes.

Black Chimera Tong — CC Evil, Asian criminal organization in California.

Black Claw — CE Mutant burglar who can control darkness and uses claw-like weapons. Sometimes a member of **GRAB**.

Black Death — WS A biologically engineered creature created by the **Ancient Ones**.

Black Diamond — CE Female brick. Member of **GRAB**.

Black Druid — EE British mystical villain that strikes against those polluting the environment.

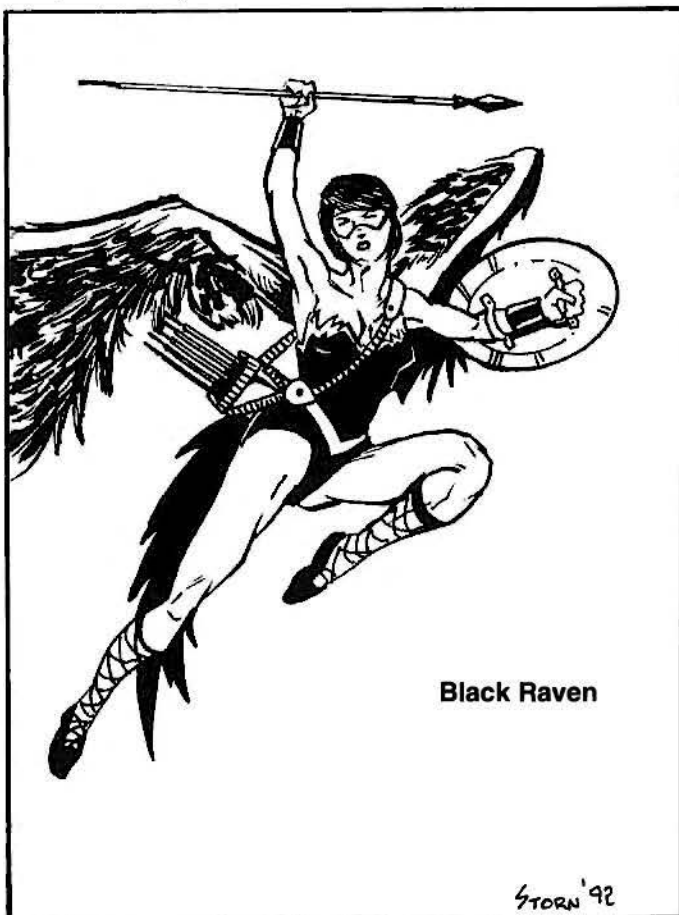
Black Gemini — VU One half of **Gemini** with great strength.

Black Mamba — CE Serpent-man mutated by **King Cobra**.

Black Paladin — CE Powerful knight from the middle ages who has awoken from his magical sleep.

Black Phantom — CU Masked crime fighter who was a member of the **Freedom Squad**.

Black Raven — VD **VOICE** supervillainess with wings and specialized javelins.



Black Raven

Blackbird — CP Solo hero, retired. Now Congressman Clayton Mansfield.

Blackguard — VU A group of thugs and agents employed by the criminal **Sharpes** in Boston.

Blackguard — CN Mutant killed by **Purifier**.

Blackjack — EE Villain that uses trick playing cards in Monaco's.

Blackout — MG Adolescent mutant with the ability to completely shut down the sensory perceptions of his victims. He is the twin brother to **Displacer**, and is being brainwashed into a villainous role with **PSI**.

Blackstar — CE Villain who can control his density. Member of **the Ultimates**.

Blade — DR Demonic creature. Also known as Shargass.

Blazon — KC **London Watch** member with magical armor and weapons.

Blizzard King — KC Member of the **Four Winds** with cold powers.

Blobbo the Rubber Man — Retired villain of the 50's and 60's. Possessed stretching powers.

Blood, The — BM An extra-dimensional race trapped on Earth for a time, but they have since returned home.

Blowtorch — CE Pyromaniac with a flame thrower.

Blue Eel — VD Aquatic villainess who is a member of **VOICE**.

Blue Phantom — see **Dark Prowler**.

Blue Streak — CP Speedster. Member of **Spectrum**.

Bluejay — C4 Woman with a battlesuit, forced to work for **VIPER**.

Boa Constrictor — AC2 Snake-man mutated by and servant of **King Cobra**.

Bogeyman — C3D Nightmarish **Dream Shadow** who discovered an affection for causing horrific fear, especially in children. He wanders the **DreamZone**, filling people's deepest dreams with images of terror. Occasionally, he ventures forth into our world to terrorize little children.

Bolshevik Barracuda — CO Solo Russian aquatic hero.

Bomb — VU Member of **Mass Reaction** with energy/X-Ray powers.

Bond, Dr. Earl — SD Scientist at **Sealife Project** who created a number of supervillains with his research.

Boomer — RK Bassist for **Road Kill** with an energy-blasting guitar.

Boomerang — CC Former **DEMON** agent turned supervillain who uses a boomerang as a weapon. Member of **the Hand**.

Booster — CN Canadian criminal with great strength and endurance.

Bora — CE Italian woman who can control winds to give her various powers. Member of **Eurostar**.

Borealis — CN Powerful Canadian mastermind and leader of **Destiny**.

Bowman, Max — Leader of the **Capitol Patrol**.

Brainstorm — SP Unwilling member of **PSI**. He developed powerful psychokinetic powers under their supervision, but later escaped and became a costumed crimefighter. Brainstorm is an apprentice hero and a member of **the Protectors**.

Breaking Glass — KC Mutant with the ability to shatter objects.

Breeders — ITE Alien bioweapons.

Brick — A brick made of brick. Former scientist for **VIPER**.

Bronze Bandit — CU Villainous member of the **Unique Battalion**.

Brown Fox — KC British criminal/mobster.

Bruiser — Ex-truck driver who believes his girlfriend was kidnapped by extraterrestrials. He is a member of **the Exterminators**.

Brutaloids — Huge creatures created by **Dr. Brutallus** to serve him.

Brutallus — ITE Demon Lord. Not to be confused with **Dr. Brutallus**.

Brute Demon — TH Race of demons that are very strong and stupid.

Bulldozer — CE Your basic brick. Arrogant jerk.

Bullet — CE Mercenary leader of the **Raiders**. He is an expert martial artist and soldier.

Bullseye — (see **Huntsman**)

Bwana — EI Kenyan hunter/villain.

C

Cajun Commando — Leader of the **Bayou Brigade**.

Cancer — ZC Rock-like alien warrior of the **Tressilaine Empire**. Member of the **Zodiac**.

Capital Patrol — Superhero team in Washington DC. Members include **Balefire**, **Igneous**, **Max Bowman**, **Revenant**, **Shadow Wolf**, **Voyager**.

Capricorn — ZC Satyr/sorcerer. Member of the **Zodiac**.

Captain Australia — Hero in Australia. Tough, mutant brick.

Captain Richaal — AE Native of the planet Bandoq IV. Captain of the **Star Galleon** and the leader of the **Galactic Marauders**.

Captain Star — Dead hero with energy control powers. Operated in the Washington area. During WWII, he was known as the Star Spangled Hero. Founding member of the **Minutemen**, later government operative, occasional partner of the **Golden Avenger**.

Captain Thunder — SP Dead hero, father of **Renegade**.

Captain USA — AC 6 Superpatriotic hero with a lot of luck and good PR.

Carpathia — EE Czech heroine that is eight meters tall. Member of the **Warsaw Pact**.

Carrier — VD Supervillain whose touch causes disease. Member of **VOICE**.

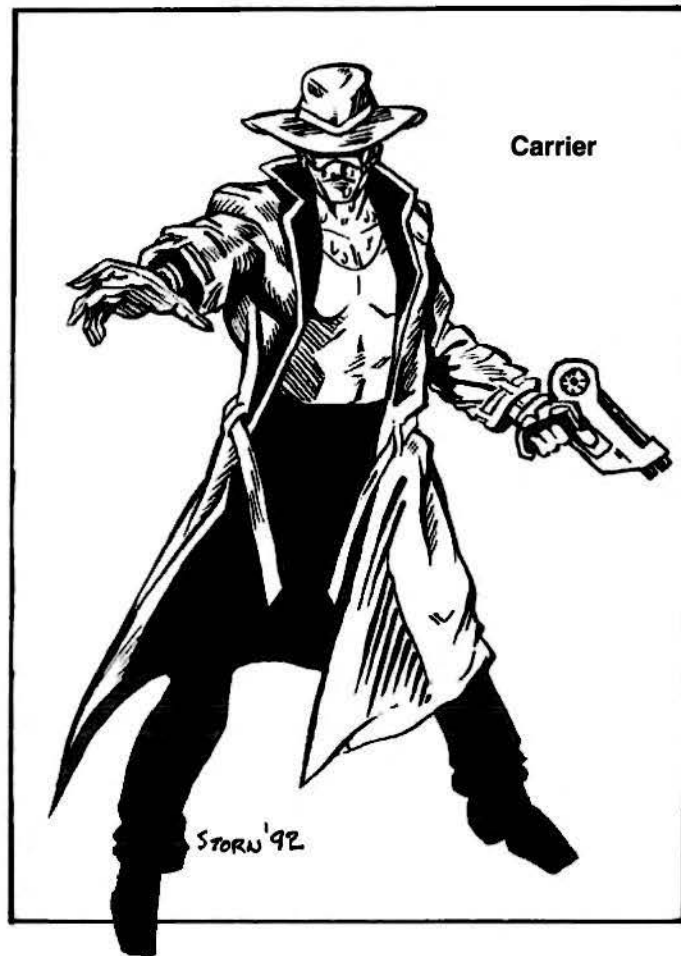
Cartel — EI A supervillain "union" of sorts providing members a number of services and benefits.

Casca — EE Energy blaster/brick who gets his powers from an alien crystal. Member of **Triad**.

Casey — CO Resident environmental expert and martial artist/surfer at **Sanctuary**.

Castle Vasalov — CO Base of **Red Doom**.

Castleman, Howard — BM Evil scientist who worked for VIPER. Now deceased.



Cavalier I — Hero based in Charlottesville, VA area. Now retired to work in politics.

Cavalier II — Hero originally based in Charlottesville, VA. Now roams the globe.

Cavalry — EE Polish hero with magical armor, weapons and a horse. Member of the **Warsaw Pact**.

Centurion — Energy blaster with force fields. Founding member of the **Champions**, who left their ranks a few years ago.

Cerebraeum — AE Highly intelligent alien race which converted their world into a virtual utopia. They have since come to Earth in hopes of taking over our world and making it a paradise as well. Unknown to them, they are responsible for releasing the **Spores from Space** into our world.

Chaikayan — AE Alien from Bandoq II who has the surprisingly effective (but highly disgusting) ability of using his long, flexible tongue as a weapon. He is a member of the **Galactic Marauders**.

Chameleon — CO **DEMONFLUX** commander with the power to duplicate the powers of others.

Champ, The — AE Alien gladiator sent to our world because of the political problems he was causing on his homeworld. He has tremendous strength and is nearly invulnerable. The Champ is the heroic defender of the poor, doing everything in his power to raise money for those in need.

Champions — C4 The world's premier hero team. Led by **Defender**, members include **Seeker**, **Quantum**, **Jaguar**, **Obsidian**, and **Solitaire**.

Charcoal — CO Chief of Security (and incredibly strong and tough paranormal) at **Sanctuary**. Daughter of **Hyperion**.

Charger — CE Member of **the Ultimates**. Energy blaster with electrical ability.

Charmer, the — KC Mutant able to control energy flows. Villainous member of **MACE**.

Chemichameleon — EI Mexican villain with alien powers to change elemental composition of objects.

Chernobog Demon — MM Incredibly powerful demon, trapped in a book by the **Revered Elder** and his disciple.

Cheshire Cat — C4 Teleporting martial artist.

Chiller — CU Previously known as **Frost**, this cold-using villain was a founding member of **Deathstroke**.

Chime — KC British heroine with a battlesuit. Granddaughter of **Watchmaker**.

Chiquador — CO South American nation with a ruthless dictator.

Chromedome — EE British cybernetic punk drummer/brick. Member of **Argent Anarchy**.

Chronicle — CU Member of the Princes of the Universe dedicated to recording all events and information.

Circle, the — CM Powerful band of mystic heroes led by **The Master**.

Citadel — VU Huge invisible brick who can fly and works for **VIPER** (wow, **VIPER** was actually able to hang on to one of their paranormal agents).

Citadel, The — SP High-tech base of operations for **the Protectors**. It floats in the San Francisco Bay and is fitted with advanced security devices and powerful computers.

Clansman — KC British hero in an armored suit. Leads the **New Knights**.

Clockmaker — EE Eccentric Swiss villain with time-control powers.

CLOWN — CO Criminal Legion Of Wacky Nonconformists (at least, that's what some believe it stands for). Strange group of comedic supervillains that commit only wacky crimes. Leader is **Merry Andrew**. Members include **Dot**, **Beuford the Bard**, **April Foolmaker**, **Marbles**, **Random**, **Skate Kate**, **Snapshot**, **Spotlight**, **Tag**, **Trump Knight**, and **Toe Tapper**.

Coast Guard — SD Aquatic hero with a suit of powered armor, given to him by **Otter**.

Coatlucue — SP Aztec native with tremendous powers over the elements. She was magically suspended in time, to be awakened by **the Protectors** several years ago. Coatlucue possesses the mysterious **Skull Pendant**.

Cockney — EE British villainous mercenary who gets his powers from an alien crystal. Member of **Triad**.

Coil — Organization led by **King Cobra** of superhumans that he has created by use of his Coil Gene.

Colads — AE An alien race of amorphous beings.

Cold Warrior — Russian scientist turned anti-nuclear activist with a suit of powered armor giving him cold powers.

Comintern — CO Former supergroup of Eastern Block countries, formed and controlled by the Soviet Union. It was later merged with the **Supreme Soviets**, and then disbanded altogether, although many of the members now belong to the **New Guard**.

Compacter — CN Villain with density control powers. Member of the **Infiltrators**.

Conquerors — CE Supervillain group lead by **Neutron**. Members include **Arc**, **Anklyosaur**, and **Wyvern**.

Consul, the — KC Alien android member of the **New Knights**.

Coral — SD Villainous member of the **Aquans** with a coral-like substance covering her body.

Corona — CO Energy being who works as the night manager at **Sanctuary**.

Cornerstone — IFB Teleporting member of the **Darklings** who specializes in toppling stone structures and formations.

Corruptor — CP Demonic minion of **Tsurlgra**.

Cosmic Crown — CE Powerful artifact that gives Starseer his powers.

Cosmo — CO Cosmically-powered member of the **New Guard**.

Counselor Darke — MG Nicholas Darke holds a doctoral degree in Behavioral Psychology and is an expert in the field of cerebellic mutations. He has a natural resistance to all psionic attacks. He is romantically involved with **Mother Medusa**. Darke is a villainous member of **PSI**, and serves as the "puppet leader," influencing the decisions of **Psymon**.

Crawler — IFB An amphibious member of the **Darklings** with four arms, claws and acid spittle.

Crimebuster — Golden Age hero. Father of **Dr. McQuark**.

Crimestopper — CP Golden Age hero. Surprisingly, there is no relationship with **Crimebuster**.

Crimson — VU Mutant with telekinetic "extra" limbs. Member of **PSI-KIN**.

Croaker — CP Demonic minion of **Tsurlgra**.

Crrreech — CM Alien insectoid race.

Crusader — C4 Vigilante with a shield and a harsh view on crime. Has been partners with **Sniper** in the past.

Crypt — AC12 Extremely powerful demonic creature.

Crystal — IFB A member of the **Darklings** with light control powers.

Cube of Dimitrios — CO Artifact of **Vincent Dimitrios** that will summon forth a huge golem to do the wielder's bidding.

Cybercop — CP Cyborg policeman brought from the future by **Tempus**.

Cyberline Drug — CO Synthetic drug that (at least in part) gives the **Golden Avenger** and the **Silver Avengers** their powers.



Daigon — TH Villainous female martial artist in demonic armor.

Dapper Jack — AC 12 Demon.

Dark Brotherhood — CU Wild, uncontrolled group of evil villains in Australia.

Dark Prowler — VU Clone created by **Duchess Industries** with multiple personalities: **Blue Phantom**, a hero, **Dark Prowler**, a villain, and **Scavenger**, a mercenary.

Dark Seraph — CE A man transformed into an extremely powerful, extremely evil demon who wears the **Iron Crown**. He is also a direct descendant of **Black Paladin**.

Darklings — IFB A villain group that leads the **Subterrans**. Also known as the Darkling Council, the leader is **King Earthwyr**. Members are **Cornerstone**, **Crawler**, **Crystal**, the **Dungeoneer**, **Echoer**, the **Ghoul**, **Golem**, **Grayshape**, **Madame Zhalla**, **Minotaur**, **Mole**, and **Rumbler**.

DarkWing — KC Dr. **GoldWing's** evil clone.

Dart — E2 Flying brick. Member of the infamous **Geodesics**, and husband of **Ultraviolet**.

Das Wall — EE German brick with no place in a unified, free Germany.

Deacon, The — Spiritual advisor at **Sanctuary**. Paranormal with mind control powers.

Death — WS One of the original four **Horsemen**, Death was given his incredible powers by the **Worm Scepter**.

Death Commando — CU Killer in a battlesuit. Member of **Deathstroke**.

Death Knell — EI British villain with magical bell that gives her sonic powers.

Death Rider — VU Psycho on a high-tech motorcycle.

Deathblow — VU Assassin with an anti-life field surrounding him. Works for **Moran** and **Sharpes**.

Deathmask — EI Villain of Uganda with power over animals and a magical necklace giving him animal-like abilities. Former enforcer of Idi Amin.

Deathsinger — The "old" name of **Requiem**.

Deathstroke — CU Villainous group led by **Deathsinger** (now **Requiem**). Members include **Frost** (now **Chiller**), **Arrowhead** (now **Shockwave**) **Stinger**, and **Death Commando**. The team also has employed a number of agents.

Defender — Armored hero/inventor. Leader of the **Champions**.

Defenseur — French hero killed by the **Huntsman of the Black Forest**.

Deimos — VU Half-demon with the ability to cause fear. Twin brother of **Phobos** and member of **Plunder**.

Delarr — AE Huge jellyfish-like aliens.

DEMON — CO A mystical, criminal organization of worldwide scope. Possibly second only to **VIPER** in size and influence.

Demon Hounds — EE Servants of the **Huntsman of the Black Forest**.

DEMON-Warrior — CO Agents of **DEMON**.

DEMONFLUX — CO Covert agents of **DEMON**.

Demonicus Rex — ITE Powerful demon lord wishing to conquer the Earth.

Demonlair — A base of the organization **DEMON**.

Demonspawn Mech Agent — CO **DEMON-Warriors** with powered armor, these agents have been used as decoys to hide the *true* **DEMON** all along.

Denby, Alan — CP Modern day shaman.

Dervish — EI Indian with the ability to spin at tremendous speeds.

Despoiler — EE Powerfully destructive mutant from Yugoslavia.

Destiny — Loose group of Canadian supervillains bent on the conquering of that nation. Led by **Borealis**. Members include **Ladybug**, **Jackknife**, and **Silhouette**.

Destroid — DD Electrical spheres controlled and created by **Dr. Destroyer**.

Destroyers, the — DS The "old" name of the group now known as **Deathstroke**.

Destruction — WS Wielder of primal destructive energies. Member of the **Horsemen**.

Destruga — CO Formerly the **Island of Dr. Destroyer**, now the site of **Sanctuary**.

Destiny — CN Group led by **Borealis**. Members include **Ladybug**, **Jackknife** and **Silhouette**

Deuce I — MG Villainous (albeit unwilling) member of **PSI**. She can project a psychokinetic phantom which personifies all her negative, hateful qualities.

Deuce II — CN Duplicating brick. Member of **RAID**.

DeVille, Dr. Lester — MG Genius in the areas of human biology and physiology, specializing in genetic mutations. Dr. DeVille is the villainous chief scientist for **PSI**.

"Dexter" — ITE Human turned to a demon by **Demonicus Rex**, but retaining his own mind.

Diamond — E2 Villain with alien-endowed energy powers. Member of the **Geodesics**.

Dimension Man I — CU Now deceased member of the **Freedom Squad**.

Dimension Man II — C3D Strange prankster villain with dimensional powers known to strand his enemies in other universes.

Dimitrios, Vincent — MM This world's Archmage. Former student of the **Reverend Elder** and master of **Jarth**.

Disinformer — CO Former KGB infiltrator. Member of the **New Guard** who is actually a spy of **Col. Vasalov's**.

Displacer — MG Adolescent mutant with the ability to disorient her victims into a state of vertigo. She is the twin sister of **Blackout**, and is being brainwashed into a villainous role with **PSI**.

Divine Wind — EI South Korean mutant with control over the wind.

Doc Sonic — SP Scientist and inventor working for **SavCo Industries**. She is the creator of the Sonic Battlesuit — a powered armor with effective offensive and defensive sonic systems. Member of **the Protectors**.

Doctor Brutallus — KC Evil genius in a powered suit with genetic creations called **Brutalloids**.

Doctor Clonus — CC Evil scientist who resurrected **Lucifer** after he died (in his Power Sponge persona).

Doctor Death — DS "Phoney" villain (really an agent of **Deathstroke**) that was used by Deathstroke as a diversion in one of their plots.

Doctor Destroyer I — CE An ultra-powerful would-be world conqueror. Perhaps the greatest mastermind the world has ever seen. The ultimate villain.

Doctor Destroyer II — DD Journalist tricked into becoming **Doctor Destroyer I's** "heir" when the villain supposedly died.

Doctor Draconis — CU Evil villain with a powered battlesuit.

Doctor Goldwing — KC Gadgeteer hero that leads the **London Watch**.

Doctor Hiroshima — DD Japanese hero killed by **Stormwatch**.

Doctor Magus — AC 7 Villain in powered armor.

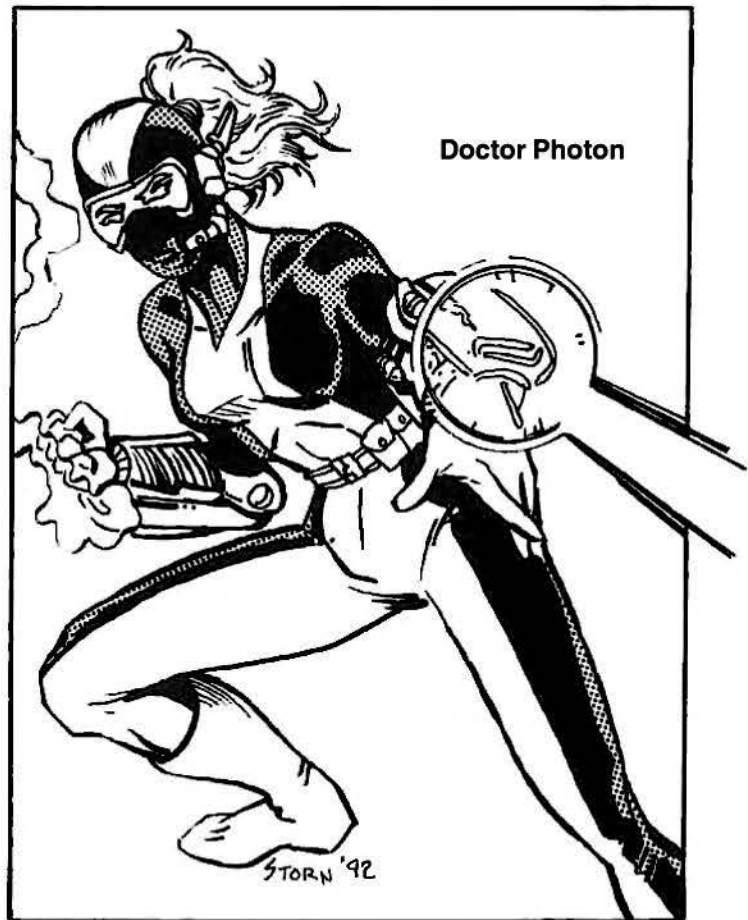
Doctor Mantis — KC Evil genius with a thing for bugs.

Doctor Megaton — CC Intricately programmed android servant of **Malachite** who pretends to be a supervillain in order to obtain things Malachite needs without anyone tracing anything back to him. Just the mere fact that he is an android (something Malachite is not known to use) makes him difficult to trace to his true master.

Doctor McQuark's Superhero Supply and Gymnasium — BM Facility started by **Dr. McQuark** to help equip and train superheroes. Now closed due to bankruptcy.

Doctor Mist — Villain who can change to mist.

Doctor Photon — VD Woman with a laser-based combat suit. Member of **VOICE**.



Doctor Samaine — KC Lyonessian sorcerous villain.

Doctor Wraith — SP Also known as "The Warlock". A powerful sorcerer and expert on the arcane. Member of **the Protectors**.

Doctor Zeinert — AE Extraterrestrial native of Thalok. He is a gutsy, greedy individual with the powers to either heal or wound with a simple touch. Dr. Zeinert is a member of **the Galactic Marauders**.

Doom Guard — ITE Demon Lord.

Doppelganger — EE German villainess with stretching powers.

Doppelgangers — TH Demonic race of shapeshifters.

Dot — CO Strange member of **CLOWN** (how redundant) with an alien battle suit giving him "dot powers."

Dragon Master — CE Martial artist dedicated to the downfall of the Chinese government.

Dragonfly — C4 Insectoid villain that fires bioelectricity bolts.

Dread — WS Villainous member of the **Horsemen** with a life-draining sword.

Dreadnought — CE Unknown supervillain in a revamped Nazi powered suit.

Dream Shadows — C3D Ethereal phantoms which wander the **DreamZone**. They can assume the identity of any person or creature people can dream of, and use this power to act out the dramas of people's dreams in vivid detail.

Dream Thief — EI Villain from New Zealand that can enter the dreams of others.

DreamZone — C3D A dimension just beyond our deepest sleep, where dreams become reality. It is an ever shifting realm populated by **Dream Shadows** along with the terrifying **Bogeyman** and the lost **Sandman**. Visitors to the DreamZone discover an ability to shape and mold the dimension according to their imaginations, making it a place where literally anything can happen.

Dree A-Noying — ITE Insectoid aliens.

Duchess, The — VU Head of **Duchess Industries**.

Duchess Industries — VU Huge megacorporation run by the **Duchess**. It is ruthless and has ties to criminal operations — even **VIPER**.

Dugan, Jimmy — C4 Reporter for the Washington Daily who specializes in stories about heroes and villains.

Dungeoneer — IFB The **Darklings**' torturer who gains power from other's pain.

Durak — CE Soviet brick. Member of **Eurostar**.

E

Earth Crown of Krim — CE Also known (erroneously) as the Helm of Krim, this magical device gives the wearer power to control earth and stone. It was created by the evil demon **Krim**.

Earth II — Also known as Strike Force Earth, this is a parallel world with a different set of heroes and villains. The premier hero group is the **Strike Force**.

Earth-Brother — KC Husband of **Aspen** and member of the **Nightwatch**. Has earth-control powers.

Earthmaster — CE Villain who wears the **Earth Crown of Krim**, giving him mystical earth powers.

Echo — VU Telepathic member of **Mass Reaction**.

Echoer — IFB Member of the **Darklings** with Sonic powers.

Eclipse — EE Superpowered terrorists who work for **PAGAN** in Europe. Members are **Nether**, **Shrike**, **Godfather**, **Mandelbrot**, **Marauder**, **Enigma**.

Ecrotians — AE Human-like extraterrestrial zealots who have dominated their empire for over 10,000 years. They enslaved the **T'Yak** as both a labor force and a food supply, but the T'Yak have escaped and begun a rebellion. Their war has come to Earth, endangering innocents who get caught in the crossfire.

Ego — AU Villainess with psionic powers. Member of **Atlas**.

El Muerte Oscuro — C4 Colombian assassin taught the arts of ninjitsu by Dr. Lirby Koo. Member of the **Asesinos**.

Elder White Crawler — WS Huge monster. One of the **Ancient Ones**.

Elder Worms — See **Ancient Ones**.

Emerald — VU Mutant with telekinetic force fields. member of **PSI-KIN**.

Emerald Dream — CU Robin Hood-like heroine in Ireland.

Energon — AC 12 Half-demon villain.

Enforcer — DR Death demon. Also known as Alzol.

Engineer — VU A strange fusion of **Mechanon's** programming, the body of a woman who broke into one of Mechanon's labs and the spirit of the dead hero **Mecha**. She is a villain with goals similar to Mechanon.

Enigma — EE Strange British compatriot of **Eclipse** with subterfuge powers.

Erg — CO Russian hero that is a being of pure radiation.

Entropi — CU Powerful Australian villain that wishes to destroy the Universe. Uses the staff of **Entropy**.

Entropy — Member of the **Princes of the Universe**. Presumed dead, he was a master of Order.

Esper — CE Mentalist villainess with powers resulting from an alien artifact.

Etien, Rashindra — CO Voodoo priestess and **DEMON Morbane**.

Euroguard — CU European multinational hero group.

Eurostar — CE European supervillain group. Members include **Fiacho** (leader), **Bora**, **Durak**, **White Flame**, **Whip**, **Le Sone**, **Mentalla**, **Pantera**.

Evaluators — CP Aliens. Mutant offshoot of the Kite race. Explorers and scholars, they are now all dead.

Exo-Skeleton Man — AC1 Agent of **Foxtat** with an exoskeleton.

Exterminators — AE Band of heavily armed individuals dedicated to keeping Earth safe from all alien visitors (by killing off every extraterrestrial they come in contact with). Each member carries a Plasma Generator — an unstable weapon capable of causing unbelievable destruction. Current members include **Specs**, **Gizmo**, **Slick**, **Bruiser**, and **Trekkie**.

F

Faerie — CU Magical dimension where unicorns, spirits, elves, dwarves, etc. really live. Home of **Capricorn**, **Zephyr**, and many others.

Facet — EE Belgian jewel thief with skin made of diamond.

Fahrenheit — German villain who controls temperature, and to some degree, the weather.

Falcon — CN Canadian paranormal pretending to be a superhero, thwarting fake crimes.

Fallout — VU Member of **Mass Reaction** who can transform herself into a cloud of radioactive steam.

Famine — WS Villainous member of the **Horsemen** whose touch is draining.

Fassai, The — CE A collection of worlds in the Milky Way galaxy based around a hierarchy of noble houses.

Fear — WS Leader of the **Horsemen** and wielder of the **Worm Scepter**.

Fenris Wolf — VU Ancient Norse monster that now uses a human host.

Feur — CE A fiery energy blaster. Member of **Terror, Inc.**

Fiacho — CE Leader of **Eurostar**. Danish savate fighter.

Fire and Ice — E2 Villain with heat and cold powers.

Fire Goat — AC 5 Monstrous villain.

Firedrake — CN Canadian flame-powered villain.

Fireflist — CC Martial artist member of **the Hand**.

Fire-Watcher — KC Britain's first hero. Active from the 40's to the 70's. Now known as the **Watchmaker**. Grandfather of **Chime**.

Firewing — CE Powerful alien gladiator with energy blasts, force field and numerous other powers.

Flashback — MG Ten-year old mutant with telepathic powers. She is being brainwashed into a villainous role with **PSI**.

Fleetfoot — Speedster hero. Former member of the **Capital Patrol**.

Floater — MG Alien being resembling an enormous green brain with long jellyfish-like tentacles housed in a metal and glass floating sphere. A mutant of the **Vyrrm** race, of which **Orb II** is also a member. The creature is highly intelligent and possesses great psionic and psychokinetic powers. Student with **PSI**, and awaits the opportunity to take over the organization.

Floodgate — EE Dutch villainess with water control powers.

Flower — VU Woman with the ability to change herself into a tiny energy ball. Member of **Mass Reaction**.

Flying Circus — VU A criminal group led by the **Red Baron**.

Flying Fish — SD Team vehicle of the **Aquans**, this is both a submarine and an aircraft.

Fomori — KC Demons of winter which have attacked the Earth in the distant past.

Force — MG Telekinetic mutant. He has been abducted by **PSI** and is being brainwashed into serving as a villainous member.

Fosflend — EI Thai energy being with a collective consciousness of a number of people.

Four Winds — KC Villain group who gained their powers from the Lyonessian Powerstone. Members are the **Blizzard King**, **Monsoon**, **Gale Force**, and **Sandstorm**.

Fox of Crime — CE Mutant billionaire teleporter who delights in practical jokes on superheroes.

Foxtat — CE Loony comic book fan who thinks he's Earth's most powerful villain.

Freedom Squad — CU Now defunct hero group of the 70's and 80's. Based in Chicago.

Freon — CE Criminal with ice powers.

Frizbe — E1 Villainess who threw deadly combat discs. She was killed by **Sniper**.

Frost — **Chiller's** old name.

Frostbite — CP Demonic avatar of the Innua Keelut.

Frost Zombies — CP Humans turned to monsters by **Frostbite**.

Fuergeson, Stephen — BM Also known as **Fuergeson** the Great. Former employee (and now enemy) of **Dr. McQuark**.

Furies — ITE Demon/human hybrids created by **Demonicus Rex**.

Fusion — CC Energy using villain. Ally of **Dr. Megaton**.

G

Gaeleans — AE Humanoid aliens. The **Cerebraeum** are member of this race.

Galactic Marauders — AE Swashbuckling band of extra-terrestrial pirates. Travelling through the galaxy in their **Star Galleon**, the crew consists of **Captain Richaal**, **Synthre**, **Chaikayan**, **Phinress**, **Doctor Zeinert**, and **Tarchoss**.

Gale Force — KC Member of the **Four Winds**. Has psychokinetic wind-like powers.

Garoux, Loupe — CO Vicious werewolf. Member of **Red Doom**.

Gazelle — CN Martial Artist member of the **Sentinels**.

Gemini I — VU Criminal that can split into opposing duplicates: White Gemini and Black Gemini.

Gemini II — ZC Twin demons joined together as a dual being. Member of the **Zodiac**.

General Mayhem — CO National hero of the Soviet Union (when he was alive). Brick with cold and growth powers. Father of **Ivan**.

Genetic Deviant X — AU Man mutated into a monster by **Atlas'** experimentation. Needs to devour brains.

Genocide — E1 Mutant hunting organization run by **Dr. Jeffery Andevers** that uses **Minuteman Robots** to capture and eliminate mutants.

Geodesics — E2 A villainous group, based generally in the Southwestern US, led by the nefarious **Dr. Lirby Koo**. Member include **Ultraviolet**, **Dart**, **Diamond**, and the now deceased **Orb I**.

Geomancer — Villain with magical armor giving him control of earth and stone. Member of **MACE**.

Ghoul, The — IFB A member of the **Darklings** who can become intangible and animate corpses.

Gigantix — CP Demonic minion of **Tsurlgra**.

Giganto — CE A huge brick. Member of **Terror, Inc.**

Gigaton — DD Brick with formidable energy powers gained from **Project Sunburst**. Servant of **Dr. Destroyer**.

Gigawatt — Electric energy blaster hero in Los Angeles.

Gizmo — AE Gizmo, alias Dwight Brinkley, is a creative inventor and member of the **Exterminators**. He is responsible for the creation of the Plasma Generators.

Glacier — EE Huge Norwegian monster made of snow and ice.

Gladiator — EE Italian mercenary who uses magic weapons.

Gnorns — ITE Toad-like aliens.

Gobylites — AU A now destroyed race (wiped out by the **Vyrrm**) whose life force forms the **Q'rrm Effect**.

Godfather — EE An Italian mafia don that also works for **Eclipse**.

Gog-Magog — KC Strange fusion of alien robot and mystical earth spirit.

Golden Avenger — CO Superpowered "head-agent" of **PRIMUS**. Extremely visible representative of the government in super-powered affairs, he is known for his very conservative opinions.

Golden Eagle — KC Helicopter used by the **London Watch**.

Golden Marauder — DD Leader of **Villains International**. Energy manipulator in a battlesuit.

Golem — IFB An animated magical creature powered by the **Wraithstone**. A member of the **Darklings**.

Goomax — CP Demonic minion of **Tsurlgra**.

Goshawk — VD Supervillain with winged suit. Member of **VOICE**.

GRAB — CE Extremely loose-knit group of criminals consisting of **Black Claw**, **Black Diamond** and **Grem-lin**.

Graf Von Grausom — VD The Baron of Terror. Villain with medieval-style axe and armor. Member of **VOICE**.



Goshawk



Grandmaster — WS A powerful magician/psionist who wore the **Stone Crown** for a time. He was accidentally killed by the **Circle** in a pitched battle.

Granite — Stone-skinned brick. Agent of **Raven**.

Grayshape — IFB Stone-skinned member of the **Darklings** who can form himself into a stone sphere.

Great Cave — IFB An underground cave the size of Manhattan, home to the Subterrans.

Green Avenger — RD Alien trapped on Earth, turned ruthless vigilante. Member of the **Rangers**.

Green Dragon — C4 Kung-Fu master working as a mercenary. Occasionally works for **Dr. Lirby Koo**.

Green Garrote — CP Villain of the 1940's.

Gremlin — CE Half-woman, half-reptile with bat-like wings. Occasional member of **GRAB** and **WITCH**.

Gremlins — AE Malicious little familiars of the sorcerous **Arcane**. They have poisonous saliva and nasty dispositions.

Grenadier, the — KC Combat specialist with a number of high tech gadgets and weapons. Member of **MACE**.

Griffin — CE Powerful winged creature who was once a man.

Grond — CE Incredibly strong being with four arms.

Grrr-y'p — SD Alien race of otter-like mammals.

Guamanga — CO A small Central American nation. Its capital is Wocara.

Gurkha, the — KC Martial artist member of the **New Knights**.

H

Hag — KC Sorceress that can take the form of animals. Member of the **Shapeshifters**.

Halfjack — CE Cybernetic assassin and mercenary.

Hand, The — CC Mercenary supervillain group led by **Lucifer**. Members include **Boomerang**, **the Puppeteer**, **Firefist**, **Starhand**, and **Scrambler**.

Hardhat — CU Gadgeteer. Now deceased member of the **Freedom Squad**.

Harpy — CN Canadian mind controlling villainess.

Harrington, Damon — CO The leader of the Inner Circle of **Morbanes** of **DEMON**.

Hawkins, Gen. John — CO Leader of **PRIMUS** and an expert at paranormal-government relations.

Heatseeker/Nimbus — CP Paranormal with multiple personalities. Many of the personas have different sets of powers. Member of **Spectrum**.

Heavy Metal — RK Mutant leader of **Road Kill** with sonic powers.

Helios — SP Human with a symbiotic relationship with an ancient, alien persona. This relationship has given him remarkable powers over heat and flame. Member of **the Protectors**.

Herculan — CE An alien of Dazeur who has crashed on Earth.

Hero Hunt — CU Organized by a very young **Malachite**, this contest among supervillains was based on attacking and capturing heroes. It was eventually stopped by a number of heroes (and, strangely enough, **Dr. Destroyer**).

Hetherington, Ian — KC Chief Superintendent of **STOP**.

Hexmaster — AC3 Master villain who uses duplicates of himself for all missions.

Hi — NH "Fire." Magical samauri. Member of **Yooso**.

Hideous — CE Incredibly ugly brick transformed by chemicals spilt in a battle between **Lady Blue** and the **Protectors**.

Hieronomous — TH A **Morbane** of **DEMON** who headed their **Target Hero** operation.

Hlerophant — CP Occult con artist in league with the Nazis before WW II.

High Council — Also known as the Federation, this is a loosely-knit group of alien races that have banded together. Member races include **Argh'ers**, **Dree A-Noying**, **Mi'Leeans**, **Saw'hoo'ug'In**, **Taslans**, **Grrry'p** and the **Gnorns**.

High Voltage — EI Swedish electrical villain.

Hitsusatsu — VU Japanese assassin. Partners with **Kawaii**.

Hoarfrost — EE Finnish villainess with cold powers.

Homestead — C4 **The Champions** New York base.

Hood — EE British criminal who uses a bow to rob the very wealthy.

Hope of the Future, The — Atlas' moonbase.

Horsemen, the — WS Group of extremely powerful villains led by **Fear**. Each has an aspect of destruction or devastation. Members include **Famine**, **Death**, **War**, **Destruction**, **Plague**, and **Dread**.

Hotshot — CP Energy blaster. Member of **Spectrum**.

Howar — Green-skinned alien humanoid race.

Huntsman of the Black Forest — EE Demonic being who comes to this world to hunt super-beings.

Huntsman — SP Multi-millionaire owner of **SavCo Industries**, a megacorporation and parent company. He is a superb marksman with his high-tech crossbow and trick bolts. The Huntsman once operated under the name "Bullseye," but changed identities several years ago. Member of the **Protectors**.

Hy Breasil — KC Island similar to **Avalon**.

Hyperion — CO Old hero during WW II that began **Sanctuary** after the war was over. Has powers based on the power of the sun.

Hypnos — Villain with hypnotic powers. Arch-enemy of **Mighty Man**.

Hzeel — CE Very advanced alien humanoid eels.

Ice Shadow — CP Heroine with ice-related powers.

Iceicle — C4 Villain with cold powers.

Igneous — Huge alien brick. Member of the **Capitol Patrol**.

IMAGE — Large underground group of mutants. Arch enemies of **Genocide**.

Imperial Lion — KC Sikh hero operating in England.

Impulse — MG Villainess who can sense and manipulate the emotions of others. Member of **PSI**.

Incubus — EE French egoist who gets his powers from an alien crystal. Member of **Triad**.

Indigo — VU Mentalist with telekinetic energy powers. Member of **PSI-KIN**.

Inertia — Canadian villainess with control over inertia.

Inferno Legion — TH Group of elite **DEMON-Warriors**.

Infiltrators — CN Canadian villain group. Members include **Compacter**, **Lightspeed**, **Psion**, and others (varies).

Infinite Man, The — AE Once "the Dark One," one of the most powerful and evil beings in the universe. Through the sacrifice of an entire planet, he has lost much of his power and all of his memories. However, he is still an incredibly powerful being who wanders the Earth today seeking to understand mankind better and to perhaps learn what it means to genuinely love a woman.

Inquisition, the — EE Spanish mutant-hunter with suppression and mental powers.

Inquisitor — MG British mutant with dangerous telepathic powers. He suffers from an addiction to compulsive eating, and takes pleasure in horrifically morbid fantasies. Member of **PSI**.

Intessians — AE Blue-skinned humanoids that live in the **Thalokian System**.

Invictus — VU Villain with energy powers and political aspirations.

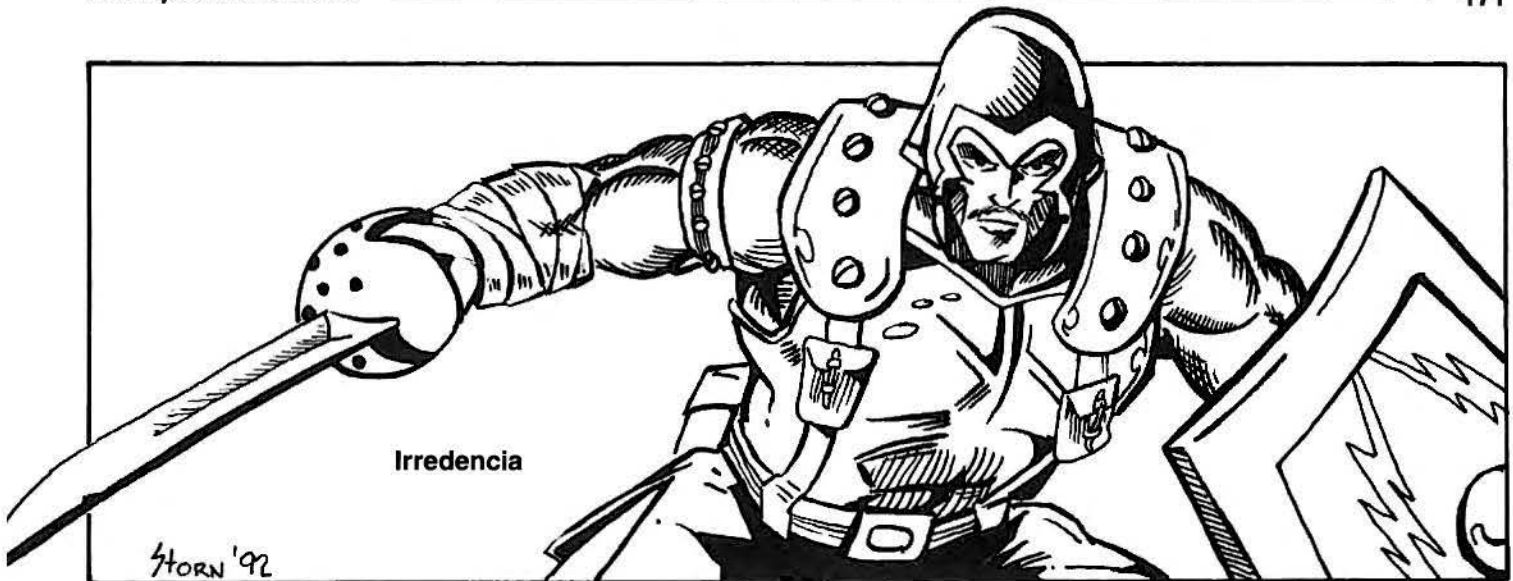
Iowan Tragedy — AE Incident where an entire town in Iowa almost died from an alien virus.

Iron Crown of Krim — CE Crown Worn by the demonic **Dark Seraph**. Created by the evil entity **Krim**.

Iron Ronin — NH Leader of **Yooso**. Wears high tech armor.

Ironmaster — KC Leader of **Project Armor**. Wears a powered battlesuit.

Ironside — KC British powered-armor-clad hero.



Irredencia — VD Brick with armor and a sword. Member of **VOICE**.

ISE — International Scientific Elite. Japanese criminal weapons manufacturers. Rivals of **KRONOS**.

Island of Dr. Destroyer — The original base of **Dr. Destroyer** was **Destruga**, but this name applies to whatever secret island the good Doctor is using for his main base now.

Ivan — CO Leader of the **New Guard** and son of **General Mayhem**. Incredibly strong man who can grow to be around thirty feet tall — and become even stronger.

J

Jackknife — EI Canadian knifefighter villain. Occasional member of **Destiny**.

Jaguar — C4 Heroic member of the **Champions** that can transform himself into the form of a powerful jaguar.

Jarth — MM An alien being with great magical potential/powers. Disciple of **Vincent Dimitrios** until he betrayed the **Archmage** to **Tyrannon**.

Jo-Tan — CU Heroic member of the now disbanded **Freedom Squad**. Has great strength and martial arts abilities.

Jupiter — AE Gained storm-like powers when he was joined in a symbiotic relationship with an alien being. One of the **Pantheon**.

K

Kaarg — AE Alien race resembling man-sized pink toads. They have insatiable appetites, and are capable of ingesting just about everything. They will eat an entire planet's food supply in their efforts to survive and reproduce. Individually, the Kaarg are gentle, non-threatening beings. But collectively, they threaten to plunge the world into starvation.

Kabbalah — EI Magic-using villain from Israel with a huge golem servant.

Kalish — CP Demonic minion of **Tsurlgra**.

Kami No Hayashi — NH "Woods-spirit." Villainess with tree-spirit powers. Member of **Yooso**.

Kawali — VU Psionic partner of **Hitsusatsu**.

Khan of the Web — CU Technological genius from "Anarchy World" with plans to take over Earth.

Ki — CN International mercenary with the ability to draw power from deep within himself to perform a number of feats.

Killer Whale — SD Near mindless brick with the powers of a killer whale. Member of the **Aquans**.

King Chaos — EI Algerian villain that can control the psyche of others.

King Cobra — CE Megalomaniac serpent-man who leads a group of mutated criminals called **Coil**.

King Earthwyrn — IFB Ruler of **Subterra** and the **Darklings** with mental powers.

Kites — CE Alien, humanoid insects.

Kkkrrystk — Alien race. **Obsidian** is a member of this race.

Kobolds — ITE Demon/human hybrids created by **Demonicus Rex**.

Koo, Dr. Lirby — A nefarious oriental mastermind. Leader of the **Geodesics** for a time. Some reports have mistakenly named him Dr. Kirby Loo.

K'Pok — CM Alien race of humans.

Krim — A demonic entity who created a set of artifacts in the shape of crowns. See **Earth Crown**, **Iron Crown** and **Stone Crown**.

KRONOS — German underworld high-tech dealers. According to some, they are now out of business.

Krystal Blue — CC Superheroine with enhanced speed and reflexes. Operates in California, mainly.

L

La Pulga — VD Shrinking supervillainess. Member of **VOICE**.



La Pulga

Lady Blue — CE Media-popular energy blaster with a battlesuit.

Lady Victory — Created by the same super soldier process as Captain Star, this heroine was a member of the Liberty League and the Minutemen.

Lady Mirage — MG Villain with the power to create vivid, nightmarish illusions in the minds of her victims. She was brainwashed by **Counselor Darke**, and is currently a villainous member of **PSI**.

Ladybug — CE Canadian supervillainess in a battlesuit. Occasional member of **Destiny**.

Laird, the — KC Secretive British crime-fighter.

Laser Lad — Superhero energy blaster.

LAUGH — CO The **CLOWN** computer. Likes to play practical jokes.

Lava — EI Philippine monster created indirectly by **Dr. Destroyer** using **Volcanon's** mystic amulet.

Lazer — CE Villain with stolen armor, jet-pack and laser rifle.

Le Maistre — VD Telepathic member of **VOICE**.

Le Sone — CE Blind frenchman with a battlesuit giving him a number of powers. Member of **Eurostar**.

Leaper — CN Canadian villain with high-tech equipment and martial arts skills.

Leatherwings — AE Leatherwings are the dragon-like riding beasts of the **Arcane**.

Leech — CE Magically altered monster that drains life force away from its victims.

Lemuria — VD A nation of undersea, water-breathing humanoids in the Pacific. Unlike **Atlantis**, Lemuria was never part of the surface world, but evolved independently. Lemurians call themselves the **People of the Sea**.

Leo — ZC Martial artist/swordsman member of the **Zodiac**.

Leprechaun — EI Actual leprechaun from another dimension who uses magic to cause havoc and commit crimes.

Levy, Dr. Samuel — CE Evil mastermind/mad scientist.

Liberty League — Hero group of the 1940's.

Libra — ZC Formerly known as Transmuter, this shapeshifter is now a member of the **Zodiac**.

Lieutenant Pistos — ITE Demon Lord.

Lightning — CE An energy blaster. Partner and husband of **Thunder**.

Lightshow — CP Woman with light control powers. Member of **Spectrum**.

Lightspeed — CN Speedster with energy blasts. Member of the **Infiltrators**.

Lionslayer — VU Zulu brick enforcer for **VOICE**.

L'Institut Thoth — KC Swiss-based foundation dedicated to the study of paranormal powers.

Locust — CN Canadian villainess with bio-energy powers.

Loggon — ITE Demon Lord.

London Watch — KC London-based superhero team. The leader is **Dr. Goldwing** and other members are **Sea Change**, **Blazon**, **Yeoman**, and **Repulse**.

Lord Dire — CN Canadian master villain. Genius with various high tech gadgets and equipment.

Lord Skrak — ITE Demon Lord.

Lord Thorne — DR Powerful sorcerer. Leader of the "false" **DEMON**.

Luciano, Salvador — MG Mobster who originally had a great deal of control within PSI, but was eventually killed by that same group.

Lucifer — CC Extremely evil, deluded, psycho supervillain. Once known as Power Sponge when he worked for **Dr. Clonus**. Leader of the **Hand**.

Luna — AE Jewel thief who has established a symbiotic relationship with an alien being. She has gained power over light, and can even become an intangible phantom of light herself. One of the **Pantheon**.

Lung Hung — VD Chinese mutant whose powers mirror that of a gothic vampire. Leads **VOICE** (although this is not generally known).

Lurranga — CU Impoverished African nation.

Lyonesse — KC Undersea kingdom, like **Atlantis**, that was once an above-water island. It is populated by humans which have evolved into water-breathing humanoid and use **Progenitor** artifacts.

M

MACE — KC Major Actions Cadre and Executive. The supervillain team that supports the organization **Project: Armor**. Members include **Battleaxe**, **the Charmer**, **the Grenadier**, **Sidestep**, **Geomancer**, and **Aggro**.

Madame Guillotine — EI French martial artist/supervillainess.

Madame Zhalla — IFB Half demon witch raised by **Baba Yaga**. Member of the **Darklings**.

Maelstrom — (see **Tempest**)

Maine, The — C4 Villain in an unpredictable battlesuit. member of the **Asesinos**.

Malachite — CU Super genius and would-be world conqueror.

Malachite Islands — Group of islands off the coast of Portugal controlled by **Malachite**.

Malvans — CE Also called the N'gai. **Firewing's** race.

Mammoth — EE Icelandic supergenius brick.

Man of War — SD Man transformed into a humanoid jellyfish — its not a pretty sight. Member of the **Aquans**.

Mandelbrot — EE French mutant computer genius/energy blaster. Member of **Eclipse**.

Mandroids — CO A line of bio-androids produced by the government that went haywire and were terminated.

Marathon — CO Bitter former athlete with sports gear-style weaponry. Member of **Red Doom** and brother of **Nike**.

Marauder — EE Portuguese killer in a battlesuit. Member of **Eclipse**.

Marbles — CO Criminal with magic marbles that produce a number of effects. Member of **CLOWN**.

Mars — AE Military strategist who established a symbiotic relationship with an alien being. Now he has the powers of the Roman god of war. One of the **Pantheon**.

Masq — AE An extraterrestrial race of shapeshifters who use their doppelganging powers to assassinate and replace important government officials and other powerful people. Once they have taken positions of power, they will try to take over the world as well.

Masque, The — CP Sorcerer hero of the 40's and 50's. Ally of the **Liberty League**.

Mass Reaction — VU A KGB group of paranormals planted in the US. Now a rogue group operating in the New England area. Members include **Ringer** (leader), **Bomb**, **Echo**, **Fallout**, **Flower**, and **Meltdown**.

Master, The — Former Japanese villain. Now heroic leader of the **Circle**.

Master Jomu — MM Former **Archmage**, now a complete loon.

Master Stroke — EI German villain brick that uses an axe.

Master Wu — CP Long lived Asian man living in the US, a great source of mystical knowledge.

Mason, Sir David — KC Public liaison of the **New Knights**.

Maximum Overdrive — EE British cybernetic punk band member. Leader of **Argent Anarchy**.

McQuark, Dr. Ellas James — BM Brilliant scientist (but below average businessman) who started **Dr. McQuark's Superhero Supply and Gymnasium** (now closed).

Mecha — Hero with a battlesuit created by **Defender**. Once a member of the **Champions**, he died in 1984.

Mechanon — C4 Robot, created by **Defender** as a guardian for **Homestead**, who has gone awry and now wants to kill all organic life.

Mechassassin — CE Powerful mercenary in an armored battlesuit.

Meltdown — VU Living chunk of radioactive slag. Member of **Mass Reaction**.

Mentalax — VU Villainous master of "X-energy."

Mentalla — CE Sister of **Menton**. Powerful Spanish mentalist created by **Dr. Destroyer**. Member of **Eurostar**.

Mentat — CN International mercenary with mental powers.

Menton — CE Brother of **Mentalla**. Powerful Spanish mentalist created by **Dr. Destroyer**.

Mentor — CN Leader of **RAID**. Mentalist villain.

Mephistopheles — ZC Demon Lord. Ruler of "the eighth plane of hell."

Mercuria — AC 7 Villain resulting from the **Ubermachine** with mercury-based powers.

Metalla — CO Metal woman serving as receptionist at **Sanctuary**.

Mercury — AE Small-time Canadian crook until he established a symbiotic relationship with an alien being. Now Bennie has the power of tremendous speed and dexterity, which he uses for bigger and more daring crimes. One of **the Pantheon**.

Merry Andrew — CO Jester-style gadgeteer villain with a talent for schtick. Leader of **CLOWN**.

METE (The Metropolitan Extraterrestrial Enclave) — AE An organization established to protect extraterrestrial visitors to Earth and preserve healthy relationships with aliens the world comes in contact with. It provides shelter, medical aid, and other humane facilities to peaceful visitors from other worlds, and lobbies for civil treatment of aliens from all national governments. The Enclave was established by Marie Dumont, an ex-police officer who sensed the need for some sort of organized response to the growing number of alien contacts. METE is staffed by Diana Ingraham (security), Dr. Bill Elam (head researcher), Howard Esterhaus (U.S. Government liaison), Lyle Harrison (chief lobbyist), Dr. Ellen Robinson (computer operator), Otto Wyndham (attorney), and the alien hero **Orrad**.

Midha — CM Humanoid alien race.

Midnight Society, The — AE A gathering of twelve individuals who have fallen victim to the mind controlling powers of **the Orb**. They meet once a month in hopes of opening a gateway between Earth and the realm of the evil **Arcane**.

Midnight Sun — EE Arrogant Swedish villain with light powers.

Mighty Man — Solo hero. Flying energy blaster with great strength.

Mighty Pinchus — CM Alien "hero" at **METE**.

Mi'Leeans — CE Alien race descended from burrowing mammals.

Mind Master — MG Older brother of **Omen**. He had powerful telekinetic abilities which he used to fight crime. Member of the **Rangers**. Killed in cold blood by **PSI** a few years ago.

Mind Slayer — MG Powerful, homicidal mutant with deadly telekinetic and psionic powers. She is the romantic interest of **Psymon**, and is a member of **PSI**.

Mind Titan — CU Extremely powerful mentalist hero.

Mindlock — C4 Mentalist villain.

Minotaur — IFB Man-bull brick. Member of the **Darklings**. Not to be confused with **Taurus**, the *true* Minotaur and leader of the **Zodiac**.

Minuteman Robots — E1 Extremely powerful giant robots used by **Genocide** to hunt down mutants. Named after the Minutemen by Genocide founder **Dr. William Andevers**.

Minutemen — Group of heroes in the 1960's-1970's. Similar membership as the **Liberty League**.

Minstrel — CN Hero with music-based powers. Member of the **Sentinels**.

Mirage — CN **Sentinel** member with light control powers.

Mister Terrus — ITE Demon Lord.

Mistress Stormbriar — CU Weather-controlling witch.

Mole I — Retired member of the **London Watch**. Could transform into a humanoid mole.

Mole II — IFB Tunneling member of the **Darklings** with claws.

Mongoose — CE Martial artist villain who strikes against the agents of **Coil**.

Monopole — Crazy supervillain that tries to humiliate heroes. Started **Villainy Unbound**.

Monsoon — KC Member of the **Four Winds** with water-based powers.

Monster, The — CE Mysterious villain of horrifying appearance.

Montaña — C4 Earth elemental summoned by **Stalker** to become a member of the **Asesinos**.

Moonsliver — Member of the Circle.

Moran — VU Master of London's criminal operations in the **World-Wide League of Crime**. **Deathblow** is one of his operatives, and **Sharpes** used to be one.

Moray — SD An eel mutated into a large land-adapted creature with great intelligence (for an eel). Member of the **Aquans**.

Morbanes — CO The powerful magic-using leaders of the ranks of **DEMON**.

Mordeki — CO Undead warrior and **DEMON Morbane**.

Morgalls — DR Sorcerous creature created by Tennigrath. Has tried to conquer Earth a number of times. Also known as the Wizard.

Morjok — CC Extradimensional sorcerer.

Mortimer, Harry — KC Britain's "Implausible Situations Specialist."

Mosquito — C4 Tiny humanoid insect. Member of the **Asesinos**.

Mother Janet — KC Powerful witch who has defended Britain and aided heroes.

Mother Medusa — MG The ex-wife of **Dr. Sebastian Poe**, and mother to **Psymon**. Following genetic tampering from Dr. Poe, Madeline developed psionic powers of mind control — she can cause her victim's nervous system to "freeze up," resulting in momentary paralysis. Member of **PSI**.

Mountain, The — DD Brick of the group, **Villains International**.

Multo — Shapechanging mutant killed by **Genocide**.

Myrmidon — CN Alien warrior. Member of the **Sentinels**.

Mystery — KC Female British mobster.

N

Nameless, the — CM Humanoid aliens. **Mighty Pinchus'** race.

Napoleon of Crime — EE French eccentric criminal with mind control powers. Thinks he's Napoleon.

Nemesis — CO Member of the **New Guard** with electrical powers.

Neon — EE British cybernetic punk guitarist. Member of **Argent Anarchy**.

Neptune — AE Crippled WWII veteran until he joined in a symbiotic relationship with an alien being. Now he has the power to control water and earthquakes, and seeks to protect the seas from the destructive touch of man. One of the **Pantheon**.

Nereid — SD A mortal reincarnation of a water spirit. Leader of the villain group the **Aquans** and head of **Aqua Industries** (as well as other numerous corporate holdings).

Nether — EE A Swiss grey witch that serves as co-leader of **Eclipse**.

Neutron — CE Mutant with magnetic powers. Leader of the **Conquerors**.

New Camelot — KC Base of the **New Knights**.

New Guard — CO Superhero group made of members from the **Supreme Soviets** and the **Comintern**. Based in Poland, their leader is **Ivan** and the other members are **Cosmo**, **Sputnik**, **Scarlet Sentinel**, **Peristroika**, **Nemesis**, and **Disinformer**.

New Knights of the Round Table — KC Superhero group based in Britain. Led by the **Clansman**, members include **Albion**, the **Gurkha**, and **Sliver Shadow**.

New York Thunder — DD A group of superpowered athletes.

Night of Villainy — DD January 30, 1990. A number of supervillain groups attack cities worldwide all under the coordination of **Dr. Destroyer**.

Night Shade — VU Criminal with shadow powers. Temporary member of the **Conquerors**.

Nightmask — KC Mystical thief that can alter his form to imitate any person. Member of the **Shapeshifters**.

Nightrunner — CN Martial artist villain that can teleport and become invisible. Member of **RAID**.

Nightwatch — KC British hero team loosely connected to the **London Watch**. Members include **Aspen** (team leader) **Earth-Brother**, **Starline**, **Wintershade** and **Weather-Ring**.

Nike — RD Greek heroine and sister of **Marathon**.

Normal Earth — Our world, as opposed to the **Champions Earth**.

Northern Star — WS Scandinavian superheroine that manipulates the white light of the arctic. Sometimes called North Star mistakenly.

Nuada of the Silver Hand — KC Irish warrior with alien technology and weapons.

Nycademos — CN Canadian villain. Powerful sorcerer/ alchemist.

O

- Obsidian** — Large alien brick. Member of the **Champions**.
- OCEANUS** — SD Aquatic mercenary organization directed by Rodney Corrigan, brother and rival of **Killer Whale**.
- Ocelote** — C4 Humanoid cat-man, mystically linked to **Stalker**. Member of the **Asesinos**.
- O'Conner, Dr. Maria** — SD Director of **Sealife Project**.
- Oculon** — CE Energy blaster with alien eyes grafted onto his own.
- Oilco** — VD Major oil company with its headquarters in Chicago.
- Omega** — MG A mercenary when he was hired by **VIPER**, where he eventually became Nest Leader for Chicago. He has since left **VIPER** to become the head of security for **PSI**. Wears a powered armor suit containing a variety of deadly weapons systems.
- Omen** — MG Younger brother of the late **Mind Master**. He has sworn revenge upon **PSI** for killing his older brother. Omen has precognitive powers which he uses as a secretly traitorous member of **PSI**.
- Oni No Miza** — NH "Water Demon." Japanese sorcerer, member of **Yooso**.
- Oracle I** — EI Greek computer criminal with powers over machines.
- Oracle II** — CN Mentalist heroine. Member of the **Sentinels**.
- Orb I** — E2 Former **UNTIL** agent turned villain with energy control powers. Once a member of the **Geodesics**, he is now deceased.
- Orb II** — TH Powerful alien of the Vyrrm race (see also **Floater**) that is a high ranking leader in **DEMON**.
- Orb, The** — AE A magical construct of **the Arcane** designed to mind control twelve individuals to open a gateway to our planet. Controls **the Midnight Society**.
- Orion the Hunter** — AE Extraterrestrial assassin with shapechanging powers. He came to earth to kill **Obsidian**, but has since lost his memory.
- Orrad** — AE Humanoid alien who established himself as an elite warrior on his homeworld. When he reached the age of retirement, Orrad chose to come to Earth instead to continue his heroic career. Orrad is the resident superhero of **METE**.
- Otter** — SD Alien scout on Earth captured by Sealife Project and the evil Dr. Bond. Looks like a humanoid otter.
- Outriders** — CU Loose-knit group of Australian heroes.

P

- Pacific Lords** — CU Large, powerful group of Asian heroes.
- Packmaster** — AC 7 Neo-Nazi villain.
- PAGAN** — EE A group with a feminist slant, based mostly in Europe, dedicated to eliminate the corruption of governments and corporations.
- Panda** — CE Mutant ego blaster. Partner and lover of **Raccoon**.
- Pantera** — CE Italian female villain with cat-like abilities and great ferocity. Member of Eurostar.
- Pantheon** — AE A race of extraterrestrial energy beings who live by entering into a symbiotic relationship with a human host. They visited our world long ago when the Romans were conquering the world, and have recently returned to take on new hosts from Earth. The Pantheon consists of **Jupiter**, **Neptune**, **Mars**, **Luna**, **Mercury**, and **Bacchus**.
- Panzer** — CU One of the many Nazi Ubermenche, or supermen, during WW II.
- Paranormal Registration Act** — CO/CP A bill put before the House and Senate a number of times now requiring all people with superhuman powers to be registered with the government. Though it has never passed, it has resulted in two different superbattles in the Capitol building itself.
- Parapsychological Studies Institute** — See **PSI**
- Partisan** — Violent, British, anti-terrorist vigilante. Occasionally works with the **London Watch**.
- Peacekeeper I** — RD Intensely patriotic superhero. Member of the **Rangers**. Killed in action.
- Peacekeeper II** — CO **Mechanon** reserve unit reprogrammed by **Doctor Destroyer** to work for **Sanctuary** (and serve his plans there). Unlike **Mechanon**, this robot will not harm organics.
- Peacemonger** — AU Villainous leader of **Atlas** with cybernetic powers.
- People of the Sea** — VD Undersea race that lives in **Lemuria**.
- People's Commando** — CO Gun-toting Russian warrior. Member of **Red Doom**.
- Penetrator** — Mercenary/master thief killed by **Mechassassin**.
- Peregrine** — Flying heroine who was a short-term member of the **Champions**.
- Peristroika** — CO Woman with mind control powers. Member of the **New Guard**.

Phase I — CU Australian government attempt at creating an agency like **PRIMUS** or **STOP**. It failed.

Phase II — CU Australian government sponsored super-hero group. Much more successful than *Phase I*.

Phinress — AE Extraterrestrial native of Intessian. He has gained the ability to drain bioenergy. Member of the **Galactic Marauders**.

Phobos — VU Half-demon with the ability to cause fear. Twin brother of **Deimos** and member of **Plunder**.

Pho'Rarrtha'Kp — KC Alien race of chlorine breathing invertebrates.

Phosgene — AC 7 Villain with chemical powers.

Pices — ZC Atlantean criminal. Member of the **Zodiac**. Also known as **Black Fin**.

Piledriver — E2 Villain with a piledriver on his arm. **VIPER**, the organization that originally gave him his powers eventually caught up to the renegade and removed the tool, rendering him a normal, one-armed man.

Piper — EE German villain with sonic powers surrounding his special flute.

Plague I — WS Member of the **Horsemen** with a disease-causing touch and the ability to summon swarms of flies.

Plague II — CE Mutant villain for hire with desolidification powers and a dangerous touch. Having two active villains called **Plague** has caused some confusion, but neither of them really cares (although there is some debate as to which came first).

Plasmoid — CE Alien energy being who is a member of the **Ultimates**.

Playtime — KC Gadgeteer who used toys as weapons and tools.

Plunder — VU 1 Criminal villain (and sometimes hero) group. Members include **Sleeper** (leader), **Terastar**, **Silver Dragon**, **Phobos**, and **Deimos**.

Poe, Dr. Sebastian — MG The world's leading expert on cerebellic mutations and psionic powers. He used his knowledge to establish **PSI**, though he has since been overthrown as its leader. Dr. Poe is the ex-husband of **Mother Medusa**, and the father of **Psymon**. He has very limited telekinetic and empathic powers.

Poinsettia — E2 Neo-Nazi energy blaster.

Polar Bear — CN Heroic brick. Member of the **Sentinels**.

Polarity — AU Villain that splits into two duplicates with energy powers. Member of **Atlas**.

Pooka — CO Ninja and administrator of **Sanctuary**.

Popgun — CO Expelled member of **CLOWN**. Sharp-shooter with trick guns.

Porpoise — SD A porpoise with cybernetic armor (including arms). Member of the **Aquans**.



Obsidian & The Whip

Power Crusher — CE Mutant with gauntlets allowing him to drain energy from others and use it himself.

Powerhouse — C4 Really strong guy. Nasty disposition.

Powershift — TH Solo hero with a jewel that contains the essence of Krin, the "daughter" of the demon Krim. He uses the gem to fly, shoot energy blasts, form force fields, and increase his strength and other physical attributes. Recently applied for membership in the **Champions**.

Powerstar — CU South African enforcer. Very powerful.

Powerstone — Lyonessian (**Progenitor**) artifact of great power. It supplies all of **Lyoness** with its power. It was once stolen by the **Shark Squad**, and then by the **Four Winds** (giving them their powers), but has been returned. A similar powerstone was shaped into the form of the sword, **Excaliber**.

Premier — RD Powerless member who led (and served as political officer for) the **Comintern**. Killed by the **Green Avenger**.

Pretty Poison — EI Austrian energy vampire.

Prime — WS Incredibly powerful **Ancient One**.

PRIMUS — CO The Primary Response and Interdiction Military Unified Service. The government's answer to the supervillain problem, this organization is led by **General John Hawkins** and includes the **Golden Avenger**, the **Silver Avengers**, the **PRIMUS Iron Guard**, and a huge army of agents to deal with supermenaces.

PRIMUS Iron Guard — Armored **PRIMUS** agents designed to stand up against supervillains.

Princes of the Universe — Powerful group of intergalactic, cosmic beings. Known members include the **Trickster**, **Chronicle**, and **Entropy**, although there are surely many more.

Princess — VU Woman with the subconscious power to create illusions of threats to herself.

Prism — CP Japanese villain with a powered suit. Leads **Spectrum**. Expert in giving superhuman powers.

Professor Muerte — CE Evil leader of **Terror, Inc.** Off-and-on ally of **Dr. Destroyer**.

Progenitors — KC Ancient alien race that visited Earth long ago and left many artifacts.

Project Armor — KC Criminal organization controlled by **Ironmaster**.

Project Salvation — E1 A government research group to study mutants, turned into a mutant hunting organization called **Genocide** by Assistant Director **Dr. William Andevors**.

Project Sunburst — CE A government project to try to create people with superpowers. Most of the test subjects died, but a few survived to become supervillains — **Sunburst**, **Ray**, **Radium**, and **Armadillo** who occasionally work together using Project Sunburst as the name of their group. One other survivor, **Gigaton**, works for **Dr. Destroyer**.

Prometheus — AU Charitable food-assistance program that gives aid to impoverished peoples. It is secretly a front organization for **Atlas**.

Protectors Inc. — SP The support organization of the **Protectors**, made up of highly skilled agents who assist in superheroic battles. **Protectors Inc.** also hires out its agents for special security functions.

Protectors — SP California's premier superhero team, based in San Francisco. Membership includes **Quasar** (leader), **Helios**, **Ace**, **Huntsman**, **Tempest**, **Dr. Wraith**, **Doc Sonic**, **Brainstorm**, **Renegade**, and **Silverfist**.

PSI (The Parapsychological Studies Institute) — MG A secret organization of mentally powered villains determined to expand their sphere of control through wicked, twisted schemes.

PSI Guard — MG Agents of **PSI**, equipped to detect and abduct individuals with mutant mental powers.

PSI-KIN — VU Mutant quadruplets who serve **PSI**. Members are **Alabaster**, **Crimson**, **Emerald** and **Indigo** (leader).

PsiBorg — SP A cybernetic terror: a powerful robot body controlled by a psionic brain. **PsiBorg** is constantly in search of a new human host — a body powerful enough to survive a brain transplant and house **PsiBorg's** powerful brain. Responsible for the creation of **Silverfist**.

Psilad — Mentalist member of the Capitol Patrol. Now deceased.

Psion — CN Mentalist mutant. Leader of the **Infiltrators**.

PSYCHI — ZC Front organization once used by **PSI**.

Psycho — DR Animalistic demon. Also known as **Zoligahr**.

Psymon — MG The son of **Dr. Sebastian Poe**, the man who founded **PSI**. Following genetic tampering from his father, **Psymon** has gained psionic powers of telepathy and mind control. He is romantically involved with **Mind Slayer**. Leader (under **Counselor Darke's** influence) of **PSI**.

Pulsar — C4 Evil energy blaster.

Pumpkin Jack — EI Demon roaming the Scottish countryside wreaking havoc.

Punchinello — EI Italian hunchback that uses toys as weapons.

Puppeteer — CC Mind controller who can only use her powers on men. Member of **the Hand**.

Puppeteers — AE Hideous, slug-like extraterrestrials who attach themselves to a human host and control their host's actions. They have a warped, incomprehensible sense of humor which involves a lot of death and destruction, and are always looking for new challenges.

Purifier — CN High-tech agent of **Genocide** who kills mutants. Based in Canada.

Purple Haze — CP Villain with drug-related powers. Member of **Spectrum**.

Q

Q'rrrm Effect — AU Strange alien life-force energy source that can be used to give powers to humans.

Quantum — C4 Heroic energy blaster. Member of the **Champions**.

Quarterback — DD Leader of the now defunct New York Thunder. Killed by **Firewing** in the **Night of Villainy**.

Quasar — SP Once the personal slave of the alien conqueror known as **Firewing**, he escaped to warn earth of **Firewing's** approaching invasion. **Quasar** possesses photokinetic, light-wielding powers in addition to wings for flight. Leader and founding member of **the Protectors**.

R

- Raccoon** — CE Mutant martial artist. Partner and lover of Panda.
- Radion** — BM Mutant superhero with energy powers. Close friend of **Dr. McQuark**.
- Radium** — CE A being made of "solid energy" resulting from **Project Sunburst**.
- Rage** — CP Brick. Member of **Spectrum**.
- RAID** — CN Canadian villain team. Members include **Mentor, Rainbow, Deuce, Nightrunner**.
- Raiders** — CE Mercenary superteam led by **Bullet**. Members include **Big John** and **Starseer**. While not technically criminals, they come into conflict with heroes as much as (or more than) they do villains.
- Rainbow** — Villainous member of **RAID**. Energy blaster.
- Rainbow Archer** — CE Mercenary villain with archery skills and special arrows. Often works for **PAGAN**.
- Rajah** — EI Pakistani shape shifting villain that can change into a tiger or a tiger-man.
- Rakshasa** — DD Indian shapechanger. Member of **Villains International**.
- Raltry** — ITE Demon Lord.
- Random** — CO Gypsy-like villain with magical dice giving her random powers. Member of **CLOWN**.
- Rangers** — Hero group based in Texas, turned outlaw after some nasty international incidents. Members are the **Green Avenger, Peacekeeper I** (now dead), **Speedtrap, Ricochet**, and **Mind Master** (also dead).
- Ratzen** — ITE Rat-like humanoids from another dimension used by **Demonicus Rex** as troops.
- Raven** — Criminal organization with vast resources and membership. Secretly taken over by **VIPER** quite some time ago.
- Ray** — CE Another paranormal resulting from **Project Sunburst**. Has great strength and fighting abilities, but he must be in water one hour each day.
- Reason** — CN Villain with mental powers. Partner of **Rime**.
- Recoil** — AU Member of **Atlas** with stretching and shapeshift powers.
- Red Baron** — VU Winged criminal who leads the **Flying Circus**, a group with a WW I German motif.
- Red Doom** — CO Villain group made up of paranormals from what was once the Soviet Union or the Warsaw pact. The leader is **Col Vasalov**, and other members are **People's Commando, Loupe Garoux, Soyuz, Marathon**, and **Red Shield**.
- Red Gallowglass** — CU Irish villain and weapons master.
- Red Raptor** — CC Vengeful flying villain with a number of gadgets.
- Red Shield** — CO Former **Silver Avenger** who defected to the Soviet Union. Was a **Supreme Soviet**, now a member of **Red Doom**.
- Redemption** — CN Strange teleporting mutant. Based in Canada.
- ReDirection Cartel** — KC Secret "arm" of **VIPER** that is after political and economic power.
- Remover** — VU An alien gladiator on Earth who lives to fight.
- Renegade** — SP Like his father and grandfather, Renegade's strength, stamina, and senses have been tremendously increased, making him a true powerhouse. Member of **the Protectors**.
- Repulse** — KC Mutant telekinetic. Member of the **London Watch**.
- Requiem** — CU Formerly known as **Deathsinger**, this villain leads **Deathstroke**. He has sonic screaming powers. Brother of **Chiller**.
- Revelation** — MG The villain with the ability to locate any mind within miles, and can even psionically attack minds he has sensed. Though he is not aware of it, his power is slowly killing him. Member of **PSI**.
- Revenant** — Undead hero. Member of the **Capitol Patrol**.
- Revered Elder** — MM **Vincent Dimitrios**' former master, and former **Archmage** of this universe until he gave up the title to his former disciple.
- Richards, Brad** — MG Brad "Gizmo" Richards is the villainous technical genius for **PSI**, and has created all of the high-tech gadgets used by the Institution.
- Ricochet** — Outlaw hero. Member of the **Rangers**.
- Right Hand the** — CU African Muslim hero group/religious order.
- Rime** — CN **Reason's** crystalline partner.
- Ringer** — VU Ruthless shapeshifter and leader of **Mass Reaction**.
- Riplash** — EI **Raven** agent with a whip.
- Ripper** — CE Hideous, psychopathic brick.
- Rising Son** — EI Japanese hero.
- Road Kili** — RK Heavy Metal band made up of musicians with superpowers. They use their powers to commit crimes and other unsavory acts. The leader is **Heavy Metal** and members include **Screech, the Axeman, Ted, Boomer** and **Sparks**.
- Rogues, the** — SD Alien enemies of the **Grrr-y'p**.
- Ronk** — RD Alien Tyrannosaurus Rex-like humanoids.

Rose, the — Once a good wood spirit, this entity is now twisted and foul, a **DEMON Morbane**.

Ruler of Crime — El Brazilian master criminal with a number of high-tech devices.

Rumbler — IFB **Subterranean** inventor with gloves that causes shock waves. Member of the **Darklings**.

Runt — DR Four armed, ape-like demon. Also known as **Mennigrasz**.

Rush — CO Maintenance man at **Sanctuary**. Paranormal speedster, now deceased.

S

Sacrifice, the — KC Druid sacrificed centuries ago, yet has managed to return in modern times.

Sado — CO **Merry Andrew's** evil counterpart from another dimension. Leads a group that could be called **Dark CLOWN**.

Sagittarius — ZC Villainess with a crossbow. Member of the **Zodiac**.

Saint Peter's Star — CO Russian heroine with light powers.

Sanctuary — CO Currently located on a tropical island, this resort is for paranormals, and offers a wide variety of services to people with powers. It was started long ago by **Hyperion** in New York as a social club.

Sandman — C3D A human who became forever lost within the shifting images of the **DreamZone**. He has since dedicated his existence to fighting off the terrifying schemes of the **Bogeyman**, protecting innocent people from deadly nightmarish experiences.

Sandstorm — KC Man with earth/wind powers. Member of the **Four Winds**.

Sapper — Energy draining villain killed by **Mechassassin**.

SAT — Special American Tactics. A government agency designed to deal with supervillain threats while **PRIMUS** was being formed, however, this group was never disbanded even when **PRIMUS** was up and running. Lead by **Major Brad Barrington**.

SavCo Industries — SP A high-tech megacorporation based in San Francisco, California. It has branch offices worldwide, and serves as the parent company for many well-known manufacturers. SavCo is run by Wayne Savage (alias **Huntsman**), and is the major financial supporter of the superhero team known as the **Protectors**.

Scarab — TH Villain with a magical amulet that gives him various powers, including mind control.

Scarlet Sentinel — CO Huge robot-suit of armor controlled by Hans Borscht. Member of the **New Guard**.

Scavenger — See **Dark Prowler**.

Scorpio — CE Irish martial artist with claws. Member of **Terror, Inc.**

Scrambler — CC Villain with hyper-sonic weaponry. Member of the **Hand**.

Screech — RK Keyboardist of **Road Kill** with a high-tech keyboard/weapon.

Scorpio — ZC Assassin with a poison stinger. Member of the **Zodiac**.

Sea Beasts — AE Enormous, squid-like pets to the **Aquarians**. They are used primarily for hunting, and have powerful, spiked tentacles.

Sea Change — KC Native of **Lyoness** that is a member of the **London Watch**.

Sealife Project — SD Government research project that secretly created a number of nautical supervillains.

Seaspray — NG Deceased aquatic hero.

Sedna — CP Powerful, evil Innua spirit. Ruler of the sea.

Seeker — C4 Australian martial artist. Member of the **Champions**.

Sensor — AC 12 Villain with enhanced senses.

Sentinels — CN A Canadian government-sponsored superteam divided into three branches, one on each coast and one in the Midwest.

Servcorpse — CC Zombie-like creation of **Morjok**.

Shadow Wolf — Heroic member of the **Capitol Patrol**.

Shamrock — CE Irish boxing brick who supports the IRA.

Shape, The — DD Living mass of darkness. Member of **Villains International**.

Shapeshifters — KC British villain group of shapechangers. Members include **Hag**, **Nightmask**, and **Wolfbairn**.

Shark — SD Villain with the powers of, you guessed it, a shark. He can also turn other people into sharks and control sharks. Member of the **Aquans**.

Shark Squad — KC Criminal group in Britain of pirates who use submarines shaped like monsters.

Sharpes — VU Telepathic mastermind who controls the **Blackguard**. He is the Boston representative of the **World-Wide League of Crime**, and enemy of **Crusader**. Works with **Deathblow** and **Snake**.

Shastorralites — AE An alien race presumed destroyed by the Dark One, now known as the **Infinite Man**.

- Shockwave** — CU Formerly known as **Arrowhead**, this villain has incredible strength and can fire shockwave blasts. Member of **Deathstroke**.
- Shrike** — EE A British speedster/martial artist that serves as co-leader of **Eclipse**.
- Shrinker** — C4 Villainous woman who can shrink herself.
- Sidestep** — KC Teleporting villain with powered armor and shock staves. Member of **MACE**.
- Silhouette I** — VU Indian living in Canada with invisibility powers. Occasional member of **Destiny**. Knows nothing of the other Silhouette.
- Silhouette II** — EE Turkish mutant thief with darkness powers. Knows nothing of **Silhouette I**.
- Silvar** — TH Yet another alien stranded on Earth after his ship crashed, this metallic-fleshed brick works as a mercenary now.
- Silver Avengers** — CO Group of paranormals, created to assist **Golden Avenger** and **PRIMUS**.
- Silver Dragon** — VU Japanese martial artist/samurai. Member of **Plunder**.
- Silver Hyena** — EE British cybernetic punk singer. Member of **Argent Anarchy**.
- Silver Shadow** — KC Mutant with the ability to reflect energy. Member of the **New Knights**.
- Silverfist** — SP A hero rebuilt by the villain **PsiBorg** using advanced cybernetics. He escaped PsiBorg and became a crimefighter. Member of the **Protectors**.
- Slpristi** — NH Ninja member of **Yooso**.
- Sir Gawaine** — EE British knight transported through time into the present.
- Sirius** — CN Shapechanging member of the **Sentinels**.
- Sister Shadow** — CU Villainess with darkness control powers.
- Skate Kate** — CO Member of **CLOWN** with grenades and a skateboard.
- Skull Pendant** — SPA magical Aztec charm, worn by the villainous **Coatlucue**. It transforms all who come in contact with it into obsessed vigilantes, driven to purge the world from evil using whatever force is necessary.
- Skycruiser** — SP High-speed, multi-terrain vehicle of the **Protectors**. It is capable of flying at tremendous speeds, and can transform into a submersible for underwater travel.
- Skylark** — CN Leader of the **Sentinels**. Gadgeteer hero.
- Slapstick** — CO Retired member of **CLOWN** who specialized in a kind of combat slapstick.
- Sledge** — E1 Villainous brick with a sledgehammer for a hand who escaped from **VIPER**, the group that created him. VIPER finally caught up with him and killed him.
- Sleeper** — VU Mutant shapeshifter who can put people to sleep by touch. Leader of **Plunder**.
- Slick I** — CE Member of the **Ultimates** surrounded by a frictionless force field.
- Slick II** — AE Womanizing con artist who wormed his way into being a member of the **Exterminators**. He should not be confused with the Slick who is a villainous member of the **Ultimates**.
- Slime** — CP Disgusting creature with chemical powers. Member of **Spectrum**.
- Slingshot** — C4 Flying team vehicle of the **Champions**.
- Slissl** — Alien race of lizardmen.
- Slug** — CE Archeologist possessed by a member of the **Elder Worms** which gives him various powers.
- Smuggler Blue** — EI Aquatic supervillain/smuggler that works for **Raven** in Bolivia.
- Smythe-Ashbury, William** — EE UNTIL Senior Monitor assigned to observe supervillain activity in Europe.
- Snake** — VU Reptilian enforcer for **Sharpes**.
- Snapdragon** — EI Chinese mutant with a dragon's tail.
- Snapshot** — CO Villain with a camera that can turn things into photographs. Member of **CLOWN**.
- Sniper** — Ex-assassin, now violent vigilante hero. Occasional partner of **Crusader**. As an assassin, the **Ruler of Crime** was his right-hand man.
- Snowmane** — CN Hero who can change into a huge furry creature. Member of the **Sentinels**.
- Soolurlin** — RD Waterbreathing alien race.
- Solitaire** — C4 Magical member of the **Champions**.
- Soulfire** — MG Mutant with the pyrokinetic ability to cause organic matter to combust. Member of **PSI**.
- Soyuz** — CO Mindless man who can form duplicates of himself. Member of **Red Doom** (but not by choice).
- Sparkler** — CE Female villain with light powers.
- Sparks** — RK Special effects technician of **Road Kill** who can produce a variety of effects and powers with her equipment.
- Specs** — AE Famous biologist who founded **The Exterminators**.
- Spector** — EE Yugoslav terrorist with a teleportation/desolidification device and a big gun.

Spectrum — CP Villain group led by **Prism**. Members include **Rage**, **Hotshot**, **Blue Streak**, **Slime**, **Lightshow**, **Purple Haze**, and **Heatseeker/Nimbus**. All members given their powers by Prism and are based on a color.

Speed Demon — CN Mutant killed by **Purifier**.

Speedtrap — Speedster member of the **Rangers**.

Spider Monkey — C4 Monkey accidentally given great intelligence and mental powers. Member of the **Asesinos**.

Spitzaur — CP Demonic minion of **Tsurlgra**.

Spores From Space — AE Brought to Earth by the **Cerebraeum** and mutated by accident before plunging into the Cajun Bayou. The Spores seek out and infect living matter, turning it to more of the alien fungus and animating it in a cycle of continual reproduction. The resulting vegetative zombies pose a terrible threat on all who come in contact with them.

Spotlight — CO **CLOWN** member with light control powers.

Sputnik — CO Member of the **New Guard** with control over "force" to allow him to fly, project concussive blasts, move objects, etc.

Ssynstrans — AE Large reptilian aliens.

Stainless Steel Samurai — CO Evil samurai mercenary with impressive armor and teleportation abilities.

Stalker — South American vampire. Leader of the **Asesinos**.

Star Galleon, The — AE The intergalactic pirate ship of the **Galactic Marauders**. It is piloted by **Captain Richaal** and his crew.

Star Sapphire — CN Energy blasting heroine. Member of the **Sentinels**.

Star Spawn — CC Alien creature used as assassination "machine" by other alien races, particularly the **Tressilaine Empire**.

Starburst — C4 Heroic energy blaster.

Starhand — CC Human possessed by an alien. Has super strength and an energy-enhanced punch. Member of the **Hand**.

StarGuard International —

Starline — **Nightwatch** member who can tap into the natural energy lines of the Earth.

Starseer — CE Alien who wears the **Cosmic Crown** and possesses psychic powers. Member of the **Raiders**.

Stinger — CU Member of **Deathstroke** with insect powers.

Stone Crown — WS Another of **Krim's** artifacts, this crown bestows great mental powers upon its wearer. Used by the **Grandmaster** until he was defeated (and accidentally killed) by the **Circle**. This particular crown was used by the Ancient Ones long ago, and became "attuned" to them, making it an even more foul device than it already was.

STOP — KC Special Tactical Operations Personnel. Britain's law enforcement agency designed to deal with paranormal threats.

Stormwatch — DD Martial artist servant of **Dr. Destroyer**.

Strike Force — Powerful hero group on a parallel world known as **Earth II**.

Strikeforce — CO Paranormal who can create up to seven duplicates of himself. Works at **Sanctuary**.

Strobe — CN Canadian villain with light control powers.

Subterra — IFB An underground land ruled by **King Earthwyrn**. Home of the **Subterrans**.

Subterrans — IFB An alien race that landed on Earth long ago and now dwells underground in **Subterra**.

Sunburst — CE An energy blaster who leads **Project Sunburst**.

Sunwarrior — Hero of the 1960's who flew and shot energy blasts. Killed by the **Transmuter**.

Super Earth — Reference for the Earth of the Champions Universe, as opposed to Strike Force Earth or Normal Earth.

Super Soldier Program — CO Long series of attempts by the government to create superheroes. This program has almost always been a failure, but it did produce the **Golden and Silver Avengers**.

Supreme Soviets — CO Former supergroup of the (now also former) Soviet Union. Many of the members of the disbanded group belong to either **Red Doom** or the **New Guard**.

Swift Swallow — KC British hero with a variety of alien devices allowing him to fly among other things. Occasionally works with the **London Watch**.

Synthre — AE Alien princess from Thalok Prime who is a member of the **Galactic Marauders**. Possesses native mental powers.

Szybko — VD Villain in a battlesuit which, among other things, allows him to teleport. Member of **VOICE**.

T

Tag — CO Brick that likes to play a form of tag in which he pounds on the person who is "it." Member of **CLOWN** (no big surprise there...).

Talon — Martial artist mercenary with trained birds. Killed by **Mechassassin**.

Tarchoss — AE The last survivor before his world was destroyed in the Great War. He is a child-like reptilian with tremendous strength, and has been adopted into the **Galactic Marauders**.

Target Hero — TH A plan by **DEMON** to use a living energy source to summon a Nether Lord.

Taslans — ITE Cat-like humanoid alien race.

Taurus — ZC Cybernetic minotaur. Leader of the **Zodiac**.

Ted — RK Drummer of **Road Kill** with great strength and endurance.

TeeHee — CO **CLOWN** Car with a mind of its own.

Tempest — SP Hero who developed his mutant weather-controlling powers when he reached middle age, and did not gain full control until he neared retirement. He once operated under the name "Maelstrom," but has switched identities recently. Member of the **Protectors**.

Tempus — CP Time-travelling villain that uses beings from the past and future as weapons.

Tennigrath — DR Nether god. Lord of **Morgalis**.

Terastar — VU Superstrong member of **Plunder** who can control earth and stone.

Terror, Inc. — CE Supervillain group lead by **Prof. Muerte**. Members include **Scorpio**, **Feur**, and **Giganto**. They also employ an army of agents.

Thalokian System — AE A star system home to many races including the **Bandoqians**, **Intessians**, **Thalokites** and the **Ssynstrans**.

Thalokites — AE Humanoid alien race from Thalok Prime.

Thanes — CE Undead magic-using aliens.

Thespian — EE Danish mentalist who uses a classical actor motif.

Thok — CE Insectoid alien prince who (surprise, surprise) crashed on Earth.

Thor — CP Norse God of Thunder. The Thor from the past now lives on Earth.

Thulkos — MM Home dimension of **Tyrannon** the Conqueror.

Thunder — CE A flying brick. Partner and wife of **Lightning**.

Thunderbolt — CE Man transformed into a being of living lightning.

Tiger Squad — CE Chinese group of secret agents/supers. Now disbanded. **Dragon Master** was a member.

Timemaster — CE Villain from the future who organized the **Alliance of Supervillains**.

Tir nan Og — KC Island similar to **Avalon**.

Titanness — VU Villainess who can grow to 14' and throw lightning bolts.

Titanother — CN Canadian villainous brick.

Toad — MM Tobias **Vandaleur**, an expert in demons and demonology. He never sees anyone and lives as a hermit.

Toe Tapper — CO Villain with power to make others dance uncontrollably. Member of **CLOWN**.

Togarihnites — TH Iron-based, alien life form. **Silvar** is a member of this race.

Tokamak — CO Inventor who possessed a powerful suit of armor. A **Supreme Soviet** before she defected to the West, she was killed in the **Assault on Sanctuary**.

Tombstone Kid, The — C4 Undead Western gunfighter. Member of the **Asesinos**.

Tong — MM Extremely powerful group of Japanese sorcerers. They have existed for centuries, and have been thought to be defeated many times, but they have always come back. Led at one time by **the Master**.

Torch — DR Firey demon also known as Conflar.

Torment — MG Mutant whose only relief from incredible pain comes from chemicals supplied by **PSI**. He has learned to project this incredible agony on others, and uses this power as a villainous (albeit unwilling) member of **PSI**.

Tower — Huge brick. Agent of **VIPER**.

Transmuter — See **Libra**.

Trasher — CO Paranormal jock who works at **Sanctuary** as a member of the security team.

Trekkie — AE An expert on U.F.O.s (in addition to being the number one fan of the television series "Space Trek"). Member of the **Exterminators**.

Tressilaine Empire — Also known as the interstellar Empire, this collection of races and worlds spans a great area. The emperor dwells within the galactic core.

Triad — EE European superpowered mercenaries. Members are **Casca**, **Incubus**, and **Cockney**.



Trlas'tk — AE Alien simian race.

Trickster — CO Entity embodying fun and mischief. The "patron" of **CLOWN** that gave many of its members their powers. Member of the **Princes of the Universe**.

Trump Knight — CO Armored fighter with a magic scepter. Member of **CLOWN**.

Tsuchi — NH "Earth." Sumo wrestling brick. Member of **Yooso**.

Tsunami — DD Villainess who controls the element of water. Member of **Villains International**.

Tsurlgra — CP Powerful demon lord.

T'yaks — AE Large centaur/bear-like creatures. An alien race at war with the **Ecrotians**.

Tyrannon the Conqueror — MM Magician who long ago stole power from a great number of gods, becoming vastly powerful. He now rules **Thulkos**, his dimension with an iron fist and conquers other dimensions, making them a part of Thulkos.

Tyrixx Invaders — AE Insectoid alien invaders who have conquered countless worlds on their way to Earth. The race is broken down into a distinct caste system, with warriors, thinkers and worker drones. They are controlled by a Queen Tyrixx, who remains on her homeworld, and the powerful Queenspawn.

U

Uberman — AU Strong and invulnerable member of **Atlas**.

Ultimates — CE Supervillain group lead by **Binder**. Members include **Plasmoid**, **Black Star**, **Charger** and **Slick**.

Ultraman Project — CO A government designed process that boosted human abilities, but not to superhuman levels. It was very costly, and not very impressive in its results, so it was discontinued.

Ultraviolet — E2 Villainous member of the **Geodesics** with energy powers. Married to **Dart**, the couple have twins.

Underlings — AE Extraterrestrial slaves of the **Arcane**.

Undying Tulkus — MM The **Archmage** before the **Revered Elder**. He is now completely senile.

Unicorn I — Criminal boss in San Francisco. Killed by the **Protectors**.

Unicorn II — AU Villain with an energy-beam unicorn horn on his head. Member of **Atlas**.

Unity — CE Also known as the Peacemakers. A race of living machines.

Unique Battalion — CU Group of villains from "Anarchy World." Members include **Baron Mass**, **Sister Shadow**, **Mistress Stormblar**, and **Bronze Bandit**.

UNTIL — UN's law enforcement branch that deals primarily with paranormals.

Utility — CE Gadeteer mercenary.

V

Vandaleur, Adrian — MM Head of the **Vandaleur** family. He is an extremely long-lived sorcerer (he was born in the year 990).

Vandaleur, Edward and Anals — MM Two of the youngest and most powerful **Vandaleurs**.

Vandaleur Family — MM A family of powerful magicians. They are long-lived, ruthless and generally evil.

Vaslov, Col. Sergei — CO Leader of **Red Doom**, former leader of the **Supreme Soviets**, former Politburo member. Currently wears the **Tokamak** Battle Armor.

Verminax — MM Extra-dimensional race of beings that are able to warp space in such a way as to create structures that are larger on the inside than on the outside.

Vibron — CE Supervillain with vibratory powers.

Victores — South American hero group killed by **Terror, Inc.** and **Dr. Destroyer**.

Victrix — CU Telekinetic mutant who was a member of the now defunct **Freedom Squad**.

Villains International — DD

Villainy Unbound — VU Periodical started by Monopole glorifying supervillains.

Virgo — ZC Mentalist member of the **Zodiac**.

Virile Young Teens — RK Teen band, adored by 12-year old girls everywhere. Kidnapped by **Road Kill**, they were rescued right before they were to be executed.

Virtuoso — AU Cosmically powered villain whose powers center around art, poetry, etc. Member of **Atlas**.

Vlad the Impaler — EE Energy draining mutant from Bulgaria that believes he is a mutant.

VOICE — VD Evil organization with a great number of agents and supervillains. Supervillains include **Lung Hung**, **Black Raven**, **Dr. Photon**, **Blue Eel**, **La Pulga**, **Carrier**, **Goshawk**, **Irredencia**, **Graf Von Grausom**, **Le Maistre**, and **Szybko**.

Volcano — AC4 Yet another **VIPER**-created villain. This one has lava-style heat powers.

Volcanon — TH **DEMON** agent given a magical "hellfire" amulet. He was accidentally killed by **Obsidian** in battle, but the amulet was recovered by **Dr. Destroyer**, who used it to create the monster known as **Lava**.

Von Schull, Baron — CP Nazi leader of the secret war in America during the 1930's and 40's.

Vortex — CN Energy-controlling villain, based in Canada.

Voyager — Heroic member of the **Capitol Patrol**.

V't'm — CM Four-armed, furry humanoid alien race.

Vurminous — ITE Demon Lord.

Vyrrm — TH Aggressive alien race of brain-like creatures with psionic powers. Both **Orb II** and **Floater** are members, although **Floater** is a mutant.

W

War — WS Extremely powerful member of the **Horsemen** who represents war and berserk killing.

Warhawk — Armored solo hero operating mainly in the Chicago area.

Warlock — (see **Doctor Wraith**)

Warsaw Pact — EE Extremely tenuous superhero group (they have only met twice so far) based in Eastern Europe. Members include **Cavalry**, **Carpathia**, **White Rose** and the **Bastion of Budapest**.

Watchmaker — KC New identity of **Fire-Watcher**. Attempts to still aid Britain's new heroes (from afar).

Waxman — CO Former second in command at Sanctuary, now deceased. Could change his shape into any living thing.

Weather-Ring — KC Hero with a magical ring giving him weather control powers. Member of the **Nightwatch**.

Whip, The — CE Martial artist with a whip. Member of **Eurostar**.

White Flame — CE British villain with fire powers. Member of **Eurostar**.

White Gemini — VU One half of **Gemini**. Has invisibility and desolid powers.

White Rose — EE Bulgarian espionage agent with shrinking and energy blast powers. Member of the **Warsaw Pact**.

Winger — Old name of **American Eagle II** when he was the sidekick of **American Eagle I**.

Wintersshade — KC Hero in the body of a **Fomori** demon. Member of the **Nightwatch**.

WITCH — CE Radical female terrorist group.

Wolfbairn — KC Werewolf. Member of the **Shapeshifters**.

Wonder — ITE Accidental creation of **Demonicus Rex** who can turn back humans turned to demons.

Worldview News — A popular and informative news service, including a 24-hour cable channel.

Worm Scepter — WS Arcane relic of the **Ancient Ones** with many powers, chief among them is to change a target into an evil "Aspect" making him a new **Horseman**. In recent years it has been wielded most frequently by **Fear**.

World-Wide League of Crime — VU International network of criminal masterminds.

Wraithstone — IFB A powerful magical artifact. Once in the possession of **Baba Yaga**, it passed to **Madame Zhalla** and now powers the creature called **Golem**.

Wyrmlans — IFB Alien race that is now the underground race known as the **Subterrans**.

Wyvern — CE Ferocious monster with wings and great strength. Member of the **Conquerors**.

X

X-Device — TH Techno-magical device used by **DEMON** to drain power from a living source and summon a Nether Lord.

Y

Yama — EI Hindu god of Death. Still active in India.

Yeoman — Member of the **London Watch** with archery skill and trick arrows.

Ymir — CU Powerful Norse Frost Giant/deity. Presumed dead, is actually buried alive in Antarctica.

Yooso — Japanese villain group based on the elements. Members include **Iron Ronin**, **Oni No Miza**, **Hi**, **Tsuchi**, **Kami No Hayashi**, and **Sipristi**.

Yu'Genothrax — CO Mutant demon that helps maintain security at **Sanctuary**.

Z

Zephyr — EE A wind sprite turned thief operating out of Luxembourg.

Zerstoiten, Dr. Albert — (see **Doctor Destroyer**)

Zodiac — ZC Villain group, led by **Taurus**. The twelve members are named after the signs of the Zodiac.

Zodiakos Kyklos — ZC The Zodiac's intelligent space station/starship.

Zuvenbie — EI Haitian voodoo priest.



NOTES ON YOUR OWN CHAMPIONS UNIVERSE

NOTES ON YOUR OWN CHAMPIONS UNIVERSE

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1) Why did you buy Champions Universe?

- ☐ I buy every Hero product I can get my hands on.
- ☐ Obsidian threatened to beat me into gelatin if I didn't.
- ☐ I don't know why, I must have gone insane at the register.
- ☐ Other:

2) These are the things I liked about Champions Universe.

- ☐ The cover.
- ☐ It pulled together lots of info I wanted in one place.
- ☐ La Pulga's/Jo Tan's costume—why don't all women/men dress like that?
- ☐ Other:

3) I hated these things about Champions Universe.

- ☐ The cover.
- ☐ The Champions Universe is totally bogus.
- ☐ The illos of Carrier and Le Maistre—too many guys at comic conventions look like this.
- ☐ Other:

4) As a representative superhero team, I'd rate The Champions as a ____.

(1 = dirt, throw the bums out; 10 = awesome, don't change 'em.)

5) As the premier threat to truth, justice, and the earth's way, I'd rate Dr. Destroyer as a ____.

(1 = complete butthead, get a real menace in there; 10 = clever and evil, just the way I like him.)

6) I play the following Superhero RPGs.

- | | |
|--|--|
| <input type="checkbox"/> Champions | <input type="checkbox"/> Marvel Superheros |
| <input type="checkbox"/> GURPs Supers | <input type="checkbox"/> DC Heros |
| <input type="checkbox"/> Villains & Vigilantes | <input type="checkbox"/> Super World |
| <input type="checkbox"/> Other: | |

7) My group's favorite Superhero RPG is _____.

8) I mostly referee/play my group's favorite Superhero RPG.

(Circle one choice.)

9) I have played and enjoyed the following Hero games.

- | | |
|---------------------------------------|--|
| <input type="checkbox"/> Ninja Hero | <input type="checkbox"/> Star Hero |
| <input type="checkbox"/> Fantasy Hero | <input type="checkbox"/> Justice, Inc. |
| <input type="checkbox"/> Western Hero | <input type="checkbox"/> Danger International |
| <input type="checkbox"/> Cyber Hero | <input type="checkbox"/> Robot Warriors (just kidding) |
| <input type="checkbox"/> Other: | |

10) If I ran Hero Games, the next product I'd put out would be _____.

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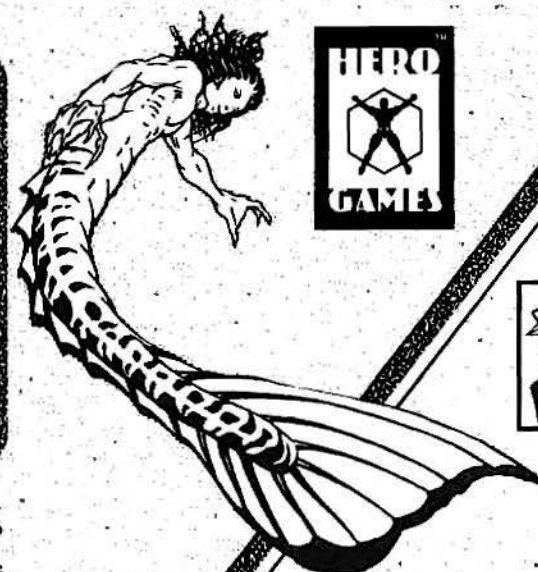
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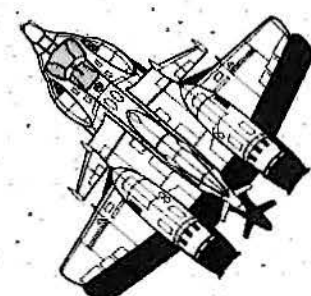
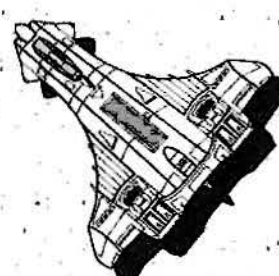
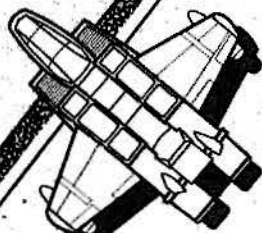
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