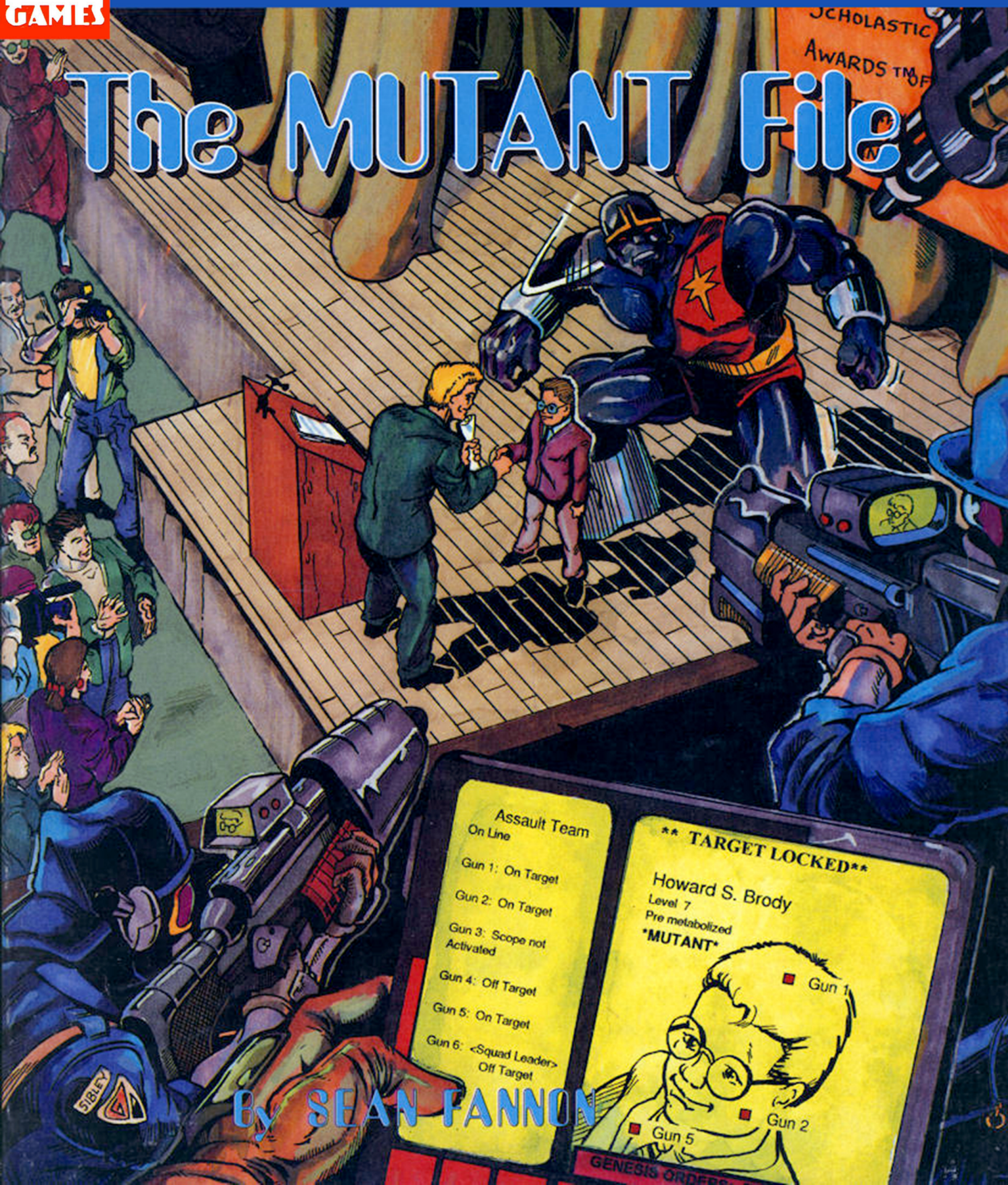


The MUTANT File



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The Mutant File™

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INTRODUCTION

"MUTATION: The original source of genetic variation caused, for example, by a change in DNA base or a chromosome. Spontaneous mutations are those that appear without explanation, while induced mutations are those attributed to a particular mutagenic agent." Robert F. Weaver and Philip W. Hedrick, *Genetics* (2nd Edition)

WHY A MUTANT BOOK?

Unless you haven't read any comics in the last ten years, the answer is probably self-evident. The concept of people born with inexplicable powers is a mainstay of the medium. Originally, they were considered as simply new additions to the already growing number of costumed paranormals running around. However, somebody along the line (most believe it was Stan Lee) decided to begin evoking social consciousness and using these "mutants" as allegories for all of the oppressed peoples of our own real world. Racism, racial purity and genocidal policies became issues of importance to the characters, and battle lines began to be drawn. Ultimately, the comics that dealt directly with mutants, their lives, their problems and their war for survival against powerful opponents became the most popular ever. Even with the advent of the new "literary" comics, mutant books area still endowed with a large and loyal following.

The **Champions** Universe, like any comic universe, has its own stories to tell. Mutants exist and have their problems, and groups like Genocide serve as primary antagonists in their angst-ridden struggles. With the collecting of over ten years worth of published material into one cohesive continuity, one of the first and most important tasks must be to define the role of mutants and how their existence (and the existence of opposition groups) affects the **Champions** Universe.

HOW TO USE THIS BOOK

As stated, the primary function of this book is to define and detail the world of mutants in the **Champions** Universe. There are numerous characters detailed in these pages, but *The Mutant File* is more than a collection of villains. In fact, there are three main sections. The first is a sourcebook information section, discussing the various aspects of mutants, including what they are, how they came to be, and what their lives are like. This will aid the GM in determining how to run mutants and what factors to bring into play when mutants and their opponents are involved. It will also aid a player in generating and developing their character, especially if they choose to define their origins as mutant in nature.

The second section is much like an organizations book, detailing Genocide. This rather popular villain organization, introduced in the very first *Enemies* book, has existed and been used for years with very little published information. All of that changes with this book.

The third and final section most resembles an *Enemies* collection. Mutant and mutant-related characters of all motivations are represented. There are mutants of varying power levels given, which can be used as "normals," DNPCs, plot devices, or opponents for both "four-color" and *Dark Champions* games (The Downtrodden, described later, are especially useful for *Dark Champions*). Also included is a "Random Mutant Generator" which will allow GMs to create "non-super" mutants on the spot for various reasons, including all the ones listed above.

NON-"SUPER" CAMPAIGNS AND THE MUTANT FILE

As stated in all **Hero System** products, sourcebooks for one genre can be modified for use in other genres. In *The Mutant File*, simple adjustments to DEX, SPD, dice in attacks, and defenses are suggested to bring superheroic level characters down to heroic level campaigns. Of course, some of the mutants contained herein may be used with virtually no modifications. A low powered mutant may not be much of a threat to the Champions, but he could propose a real problem for a group of agents if played right.

AUTHOR'S NOTES

The reader will quickly note upon perusing the characters within (invariably the first thing almost anyone does when they get one of these books) that most are built to be fairly powerful. The agents alone are enough to give even the most experienced characters a real challenge, and the leaders of Genocide are just not to be messed with. Additionally, IMAGE is a very powerful bunch (for the most part).

This is intentional. It is my belief, based upon experience, observation, and the statements of many **Champions** GMs I have interacted with from many parts of the country, that the average **Champions** campaign is operating at a much higher level than the "original" bounds suggested way back when. The days of the 250 pt starting game are dwindling, being replaced by the 300, 350, or even so-called "unlimited" games where only the damage classes and defenses are really regulated. GMs are allowing their players to play characters that are fully developed and have enough points to be like their favorite characters in the comics—not like their favorite characters' sidekicks or as they were when they first started out.



This is in no way intended to criticize the GMs who still maintain their games at the lower levels. One of my all time favorite campaigns was based on characters with only 200 pts and what collective wits we had as a group to survive. Nonetheless, GMs and players are looking more and more to really cut loose and experiment with some "real power." Used correctly, the characters within these pages should be able to give those high-powered heroes a run for their money. Obviously, they can be adjusted to fit any level game, or the GM can just use less of them.

Another concept found within is the rather radical ways Genocide uses technology for its goals. An organization dedicated to defeating paranormals that has the right backing will develop effective countermeasures to superpowers. However, the GM should feel free to substitute more "normal" weaponry, such as blasters or even conventional firearms, if the tech is too much.

Many of the characters within are built with a more "realistic" eye. The standard of the "old days" was that bricks had an 18 DEX and a 4 SPEED, while almost everyone else had a 23 DEX and a 5 SPEED (martial artists and speedsters not withstanding). Other stats also tended to fall within certain patterns. I decided to experiment with the idea that some of these people might have certain enhanced abilities but that

they may have far more normal characteristics. I understand that, for balance and playability, certain things need to happen regarding DEX, SPEED, CON, and defenses, but it can be really interesting to interact with characters that are closer to being human and still paranormal. A perfect example is Blowout of IMAGE. She's a very powerful character, but I decided that there was no reason why she should have higher than a 16 DEX. Actually, it would have been reasonable to make it even lower, but making her slower than most average agents wouldn't have worked.

One final note. I have often encountered "hard-core" **Champions** players who complain about published characters that aren't built "efficiently." I try very hard not to have a fit when I hear this, but I feel it important to note here that efficiency is by no means the "end-all, beat-all" of gaming. Many of the characters in the *Mutant File* have stats like a 14 INT or a 17 CON because I just wanted to give them something *different* than every other character in the game. A 14 INT *is* smarter than a 13, regardless of the math. Not every person on the planet is "built" efficiently (if I were, I'd be thin, rich, and have a 15- in Typing, instead of my barely 8-roll). Neither is every superpowered character likely to be.

MUTANTS IN THE CHAMPIONS UNIVERSE

A NON-SCIENTIST'S INTRODUCTION TO GENETICS AND MUTATIONS

One of the things that frustrates many educated readers of comics is the lack of any real cogent theories as to how these amazing people are born with these incredible powers. Some sort of "X" something or "meta"-thingy is responsible, but how and why?

Of course, most readers (and players of *Champions*) don't really care, but even they would agree that the "feel" of the game can be enhanced if there are some more sound principles to work from. The science of genetics has advanced by leaps and bounds since the appearance of mutants in the comics. The average person has at least

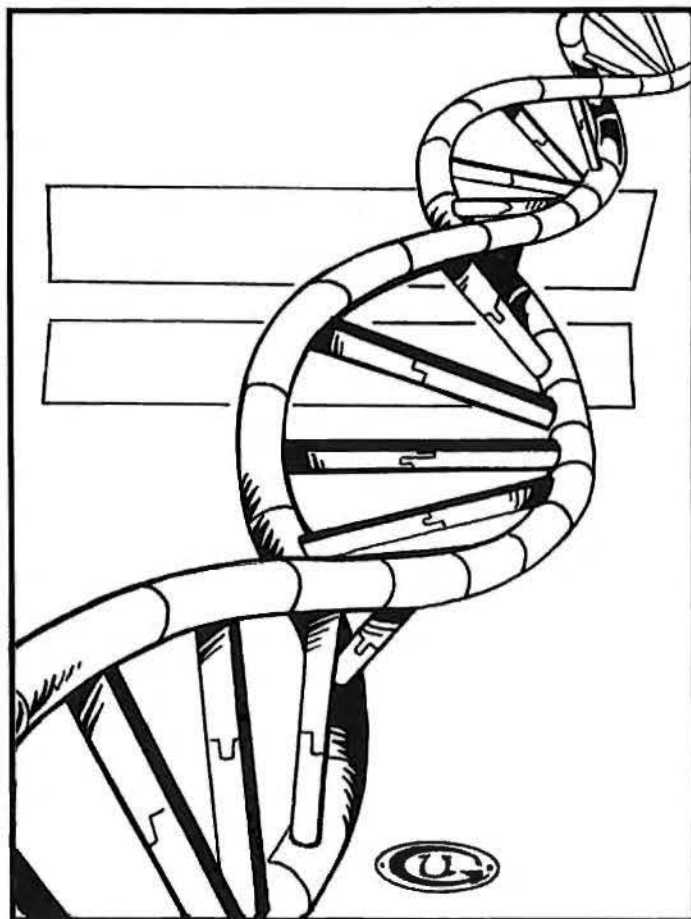
heard of genes, chromosomes, and DNA. Most still don't quite know which is which, but they all understand that these incredibly small things are responsible for the basic make-up of every living thing on the planet (and wherever else things may live).

In the most basic terms, certain information on how the body will be built is passed on from each parent in the form of tiny molecular particles. These are *genes*. They are built from (mainly) *DNA*, and they are gathered into "packages" called *chromosomes*. Chromosomes are brought together when a new life is formed and the genetic "blueprints" contained therein are used to determine the specific traits and characteristics of a living thing. In the case of humans, eye color, nose length, reasoning ability, even toe-nail shapes are determined by which genes from each parent were dominant and which were recessive and how it all came together.

Creationists will strongly disagree, but evolution theory dictates that Humanity has undergone numerous changes throughout time. Whenever a change in the basic human structure is noted, this is a *mutation*. For example, the development of higher reasoning (the expansion of the frontal lobes of the brain, according to many scientists) is what differentiates humans from the lower primates. The first primates that developed such ability were *mutants*. The cause of their mutations could have been from any number of factors. The fact that such a mutation was beneficial is why the population exhibiting it grew and became dominant. In the case of non-beneficial mutations, such as genetic defects (or "birth defects"), the population exhibiting them remains small. Higher reasoning improves survivability, malformed arms do not.

This is where a basic mistake is made in the comics regarding the label "mutant." Only the *first* organism in a line that shows such a change is a mutant. The following offspring are not, in fact, mutants. They are merely the offspring of a mutant, carrying the genetic codes of that being, whether or not they exhibit the mutated characteristic.

For example, England's Queen Victoria was probably a "mutant," because many of her male descendants suffered from hemophilia (a "sex-linked" condition, meaning that it normally only affects members of one sex as it is passed on) and none of her ancestors are known to have had it. A person who is a hemophiliac is not a mutant, even though he has a condition that varies greatly from the norm. Theoretically, if normal parents with normal genes give birth to a child that develops the ability to project beams of plasma from her eyes, that child would be a mutant. However, if she were to have a child that could also fire eyebeams from his eyes, he would *not* (technically) be a mutant, nor would any descendants who carried the genes necessary to perform such a feat.



As can be seen from this discussion, the real sticking point has to do with hereditary concerns. What makes "mutants" in the comics such a threat to certain groups is their ability to produce offspring with the mutated genes. If enough of these offspring are produced and continue to reproduce, such a beneficial chromosome package (destructive eyebeams, increased strength, and regenerative powers would most definitely improve survivability and remain as beneficial mutations) would continue to be reproduced as well; eventually, a great portion of the population would exhibit these traits, and it is likely that this portion would come to be dominant, just as *Homo Sapiens* have come to dominate the other primates (and everything else on the planet).

There is a stair-step theory in population genetic studies that dictates that a significantly superior genetic package will, in evolutionary terms, spread like wildfire through a population and become dominant virtually overnight, over only a few generations. This is much more dramatically seen in the animal and plant kingdoms, where modern science and medicine have not interfered with natural evolutionary tendencies (much). Certain species appear with mutations that greatly improve a particular aspect of their survivability—resistances to disease, greater speed or stamina, heightened senses—and as these individuals mate / cross pollinate / whatever with others, these mutations quickly become part of the mainstay as those who have the "new equipment" outlive those who don't.

The preceding is a highly simplified overview of the concept of genetics and mutations. It should in no way be taken as an adequate study of this highly complex and fascinating area of science. It may, however, allow the reader to better understand the actual concept of mutants from a more "believable" point of view than has been previously presented.

WHAT IS A MUTANT IN THE CHAMPIONS UNIVERSE?

Aside from the more appropriate and scientific uses of the word, the term "mutant" in the **Champions** Universe has taken on a new, colloquial meaning. This is the result of the misappropriation of the word by the world media, whose members simply misunderstood (or failed to completely listen to) the explanations given by the scientific community regarding the advent of superpowered beings born to normal parents. Now, anyone born with strange powers and/or unique characteristics is labeled with the phrase *mutant* (or, sometimes, "mutie"), much in the same fashion that we so easily call any tissue paper "Kleenex™."

A mutant in the **Champions** Universe is anyone with a major change in their genetic package that makes them significantly and obviously different from a normal human and, more importantly, more genetically *advanced* than *Homo Sapiens*. For example, someone who is simply born



with what humans commonly consider a physical or mental defect is not generally referred to as a mutant because their condition is not considered to be advanced compared to normal people; in other words, they aren't a threat. Because certain groups have pointed out that the genetically advanced beings who are appearing in greater numbers *are* a threat to the population as a whole, they are identified as a separate species to be feared and even eliminated. These are the "mutants" that many feel represent the next evolutionary step, a step that threatens the very way of life that "normals" have come to know.

The racial questions brought to bear here are very frightening. As it is in the "real" world, there are those in the **Champions** Universe who believe that Euro-Caucasians are genetically superior and therefore meant to rule the planet. One very infamous member of this school of thought was Adolph Hitler. Now, a new "superior" race is present, and there are members of this species that believe the same thing (see IMAGE), while other humans see them as "freaks" that threaten the gene pool (Genocide, the Klan).

There are some commonalities that have been determined where most mutants are concerned. The genetic codes of most mutants involve one of two major adaptations. The first has to do with an enhancement of existing human abilities, either mental or physical. Almost every known psionic on the

planet is a mutant, as each of them were born with a higher development of their mental capacity that allows them to utilize a much greater portion of their brain. This is by far the most common and unifying category of mutations and, for many, the most frightening. Thanks to the actions of PSI (*Mind Games*), a collection of mutant psionics bent on achieving power, many have come to see these "mental ubermen" as the most significant threat to normal Humanity. A less common occurrence is the "physical adept," a mutant that has developed amazing physical abilities far beyond normal human capacity. Extremely strong, agile, or resilient people fall into this category. Studies continue in the hope of determining whether or not these mutations are directly related to the psionic enhancements ("mind over matter" control of the body's processes) or are simply physiological improvements in the human genetic makeup.

The second major adaptation is the occurrence of "Survivors." These are people who exhibited no special characteristics (or very little, anyway) through their lives, and yet they survived some horrible occurrence (usually some kind of accident) with incredible abilities bestowed upon them. Those that have been examined afterwards (very few to date, unfortunately) have shown dramatic alterations to their overall physiologies. Something that should have killed them outright (massive doses of radiation, electricity, cosmic rays, whatever) instead left them able to harness some of the power that affected them, and their bodies are no longer "human." The only reasonable explanation is that some of the human population is being born with survival mechanisms that permit such developments, an indication that the Earth may be on the verge of an evolutionary step whether the people want it or not. Of course, such people are technically only mutants if they can reproduce and pass on their new abilities.

These two types of mutants, the "Enhanced" and the "Survivors," are appearing with more and more frequency. Most geneticists believe this is a natural occurrence. The world is becoming more dangerous. In light of increased radiation, weakened atmospheres and ozone layers, exponentially worse pollution, and other factors, the human genetic code must change and adapt to survive. The enhancement of the mind and body, as well as the ability to survive intense traumas and adapt, indicates the next step on the evolutionary path for Humanity.

There is a type of "evolution" occurring within the mutant population as well. Later generations of mutants are being identified with common characteristics, most of which deal with substantially increased healing capacity and even near immortality. This is further explained and discussed in the Mutant Characters section.

On other "Earths," such developments have yet to occur. What makes the **Champions** Earth different is the early advent of some unique factors in its history. The past actions of powerful alien entities (such as the Progenitors [*Kingdom of Champions*]) have been the most major influence. The focusing of cosmic radiation upon the planet and its peoples by strange, hidden artifacts both below the surface and out in space has caused much more dramatic mutations in the



gene pool over time. The utilization of mystical and magical energies, the opening and manipulation of interdimensional gates, and the development of more strange and powerful technologies has set the genetic development of the people of the **Champions** Earth on a different path than that of "normal" worlds.

THE LIFE OF A MUTANT

For every mutant that puts on a costume and enters into the fray as either a hero or villain, there are ten more that choose to try and live a normal life. For those that have little to no visible manifestations, this isn't all that hard. However, there are some things that stand in the way. For example, anytime a mutant needs medical attention (or else an employer requires some sort of physical exam), they run the high risk of discovery. Of course, many doctors have no idea how to treat some of the more unique medical conditions a mutant may face, such as distorted metabolisms, sudden uncontrolled discharges of energy, or psionically-induced migraines.

Unfortunately, seeking specialized help puts a mutant at risk in a whole new way. Most doctors and specialists that have experience regarding mutants are in the employ of agencies that seek to control or eliminate mutants, and even those that don't are more interested in pure scientific study than they are in a mutant's well-being.

Many mutants face other challenges, both small and large. Some have abnormal dietary requirements. Others set off metal detectors due to the chemical makeup of their bodies. Still others constantly know what people are thinking or feeling, whether they want to or not. Of course, all mutants must live the uncertainty of what may happen if they have children; will they be normal, mutated in the same way as the parent, or...worse.

MUTANT OPPOSITION

Of all the challenges that a mutant must face, the worst by far are the various organizations that exist to make life miserable for a mutant. At best, they seek to master and control these potential sources of power. At worst (and more common), they seek nothing less than the extinction of this "threat to Humanity."

GENOCIDE

By far the worst of all agencies or organizations, Genocide is to mutants what the Nazi party is to Jewish people. The agency is described in full in a separate section, but it is important to note here that Genocide is the most organized and widely spread effort to oppose and destroy mutants in the world. In fact, any other anti-mutant forces are likely to be tied either directly or indirectly to Genocide.

THE PURE EARTH SOCIETY

An insidious conspiracy that is growing to massive proportions, the PES is dangerously clever in its format and approach. Disguised as an environmentally-aware political movement, it harbors racists and extreme conservatives under the cover of left-wing political correctness. It is also described in further detail in the Genocide section, as the two organizations are closely (but quietly) tied together.

IMAGE

The life of a mutant is full of ironies. They often possess the power to achieve greatness and their heart's desires, yet most live impoverished lives. They represent Man's evolutionary ascension, and yet they are reviled as freaks and genetic mistakes. Perhaps most ironic of all is that, while one organization (Genocide) acts much like the Nazi party in its persecution of them, another, IMAGE (Imminent Mutant Ascension and Global Evolution), uses Hitler's philosophy of genetic superiority to justify its actions towards mutant domination of the planet. This organization is also further detailed later in this book.

GOVERNMENT AGENCIES

Most of the governments of the world have virtually no "official" policies regarding mutants, as the concepts of civil rights and personal freedoms clash with those of national security and public safety. There are small, repressive countries that see mutants as evil menaces to be destroyed, while other such places see them as exploitable resources. Of course, there are some mutants who don't mind being exploited for a hot meal and a little security.

In the United States, there are conflicting groups within the government regarding the mutant issue. Major Brad Barrington (commander of SAT), Senator Jeremiah Relm and General Hawkins (commander of PRIMUS) are at the head of the major government factions that wish to see mutants heavily restricted and controlled; Relm is, in fact, secretly tied to Genocide (although he doesn't know it). They have all been strong proponents of the Paranormal Registration Act, a bill that would most adversely affect mutants due to the ease of detection of their powers. It has been defeated twice, but it has little chance of ever actually going away and stands as a hammer poised to fall on the heads of mutants and other paranormals at any time.

SAT has a very dim view of mutants, being an ultra-right-wing group directly beholden to the conservative factions of the government. PRIMUS is only slightly less antagonistic, and there are small groups within PRIMUS who are secretly allied with Genocide. The FBI Department of Paranormal Resources (DPR) is concentrating on ways to detect mutants and track them. Although this technology is intended mainly for use in tracking specific criminals, there is no doubt that the U. S. government (as well as many others) is interested in it for its monitoring and control capacity. There are even factions within the Department of Defense that are looking into developing ways to psionically control mutants for use as "super soldiers." They have secretly approached Dr. Sebastian Poe (the still-incarcerated former leader of PSI) about his research into developing psionic mutations.



On the international scene, UNTIL is probably the least antagonistic towards mutants. There are, in fact, some minor mutants in the organization, although this is hardly public knowledge. Great Britain's STOP is also relatively benign towards mutants; they are less concerned with how someone got their powers than whether or not they intend to blow up the local pub. Interpol's Paranormal Investigation Division (PID) has a similar attitude towards mutants as STOP, although they are interested in the FBI's tracking technology efforts. They view anti-mutant terrorists as more dangerous than the mutants themselves, although they recognize the rapidly-growing IMAGE as a terrifying new threat. The Sentinels, Canada's premiere superhero organization, is an adamant opponent to mutant restrictions (most of their members are mutants) and they are bitter foes of Genocide.

Most Western government agencies have a great deal of tolerance towards mutants (so long as they present no obvious threat), while former Eastern Bloc countries are in fact scrambling to find and exploit their mutants for security and defense reasons. In China and most of the Far East, mutants are reviled as threats to stability and are quietly but ruthlessly hunted. In Japan, however, mutants are extremely popular; they are seen as symbols of Japan's gaining strength in the face of near-annihilation from atomic bombs. In Central and South America, mutants are either forced into service of totalitarian regimes, hunted as threats to the established government, or treated with awe and respect (depending upon the prevailing political climate). In most of Africa, mutants are treated much as they are in Central and South America. Some African countries seek to exploit loyal mutants while destroying rebellious ones. For most mutants born in the Middle East, life is short and brutal as they are persecuted as devils and demons. In more enlightened circles, their potential as sources of political and military power is being explored.

OTHER ANTAGONISTS FOR MUTANTS

VIPER is, as always, interested in acquiring super-powered help in its plans and actively seeks to employ mutants whenever possible. Unfortunately for most mutants, they will often seek ways to coerce and compel those they really want or need. PSI tries to pass itself off as helpful to mutants, especially psionics. It is somewhat better than true mutant enemies, but not by much, because its goals have everything to do with exploiting mutant psionics for the gain of PSI's leaders. Although nowhere near as powerful as Genocide, the various supremacist and neo-nazi organizations around the world (such as the Ku Klux Klan) represent a very real and dangerous threat to mutants, especially those with very little power. There are also individual paranormal threats to mutants, such as the Inquisition (*European Enemies*) and Purifier (*Champions of the North*).

MUTANT SUPPORT

All is not lost for mutants. There are many sources of support for anyone born with special abilities that cannot find a place of safety and comfort in a paranoid world. Unfortunately, these same groups often provide easy targets for those who hate mutants, and conflict is inevitable whenever mutant support groups encounter mutant hunters.

PROJECT: LIFELINE

The most organized and beneficial support organization for mutants is Project: Lifeline. It was started a few years ago by some scientists that were involved in early experiments with genetic mutations. Their findings and the names of participants that had the genetic potential to pass on mutations were released to the directors of the Salvation project, which eventually led to the formation of Genocide. Dr. Robert Mayer was one of the leading scientists in that phase of the project, and he is now the "mentor" of Surge and Blackout (*High Tech Enemies*). He and his colleagues have gone to great deal of trouble to form a kind of "underground railroad" to harbor and protect mutants that have nowhere to go and are trying to deal with their powers. They are assisted by the mutant healer and scientist who took on their project name, Lifeline (described later).



The organization has very little funding, and most of the work and resources are provided by volunteers. There are small cells in most major cities, and they tend to communicate through clandestine BBS (electronic bulletin board) meetings. Many mutants have discovered the existence of Project: Lifeline and have offered a lot of help. This includes many "villain" mutants; although the ethics of the situation bothers many Lifeline volunteers, beggars can't really afford to be choosers...

SANCTUARY

As always, Sanctuary lives up to its name in providing a haven for all paranormals. Mutants often find themselves seeking shelter there, and Project: Lifeline usually has a representative on the island to help new mutants adjust and to act as a liaison with the Sanctuary staff. Unfortunately, the political climate around the world may very well force Sanctuary into a confrontational role regarding their policy towards mutants.

OTHER SOURCES OF SUPPORT

A mutant will most likely find support in Canada, where the premiere superhero organization (the Sentinels, *Champions of the North*) is made up primarily of mutants and mutant-sympathizers. Many superhero teams throughout the world, in fact, have one or more mutants in them, and so long as a given mutant stays within accepted bounds, they can expect support from these teams.

The Conquerors, Project Sunburst (*Classic Enemies*), and similar villain teams are also supportive of mutants, although they are much more militant in their actions. The Anti-Tech League (*High Tech Enemies*) is also a major mutant support team, and they have strong ties to Project: Lifeline.

THE MUTANT CHARACTER

Obviously, there are many characters whose origins include being a mutant. Whereas that once might have served as nothing more than a convenient explanation (or "non-explanation," in some cases) for strange powers, in the Champions Universe it now has much more important connotations.

As explained above, mutants are an emerging phenomenon that practically represent a whole new species. As such, they form (by default) a certain community, with its own customs and rules. Those mutants who seek to protect and co-exist with humans are far outnumbered by those willing to exploit their powers for personal gain or to achieve control. Nonetheless, almost all mutants recognize the threat of such common enemies as Genocide, and they will normally join forces against such opponents.

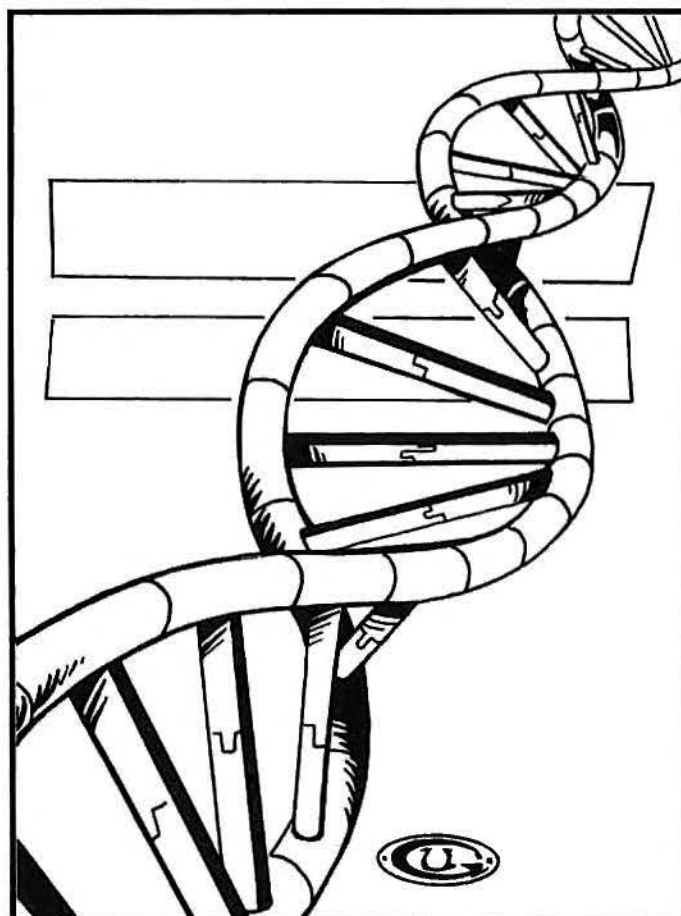
There are mutants being born that represent an "evolution" even beyond the "average" mutant. Such individuals tend to possess certain characteristics that indicate a general advancement of the species. Any player wishing to play as mutant needs to decide whether or not they are a "Basic Generation" mutant or an "Advanced Generation" mutant. Basic Generation mutants have no specifically defining characteristics. Advanced Generation mutants, however, all possess some level of Mental and Power Defense. They also have at least the minimum Regeneration. They have retarded aging (2 pts Life Support, Immunity to Aging, only slows aging, -A) and are Immune to Disease. All of these abilities represent humanity's advancement towards increased survivability. At minimum costs for the above abilities, an Advanced Generation character must pay 25 points.

In addition to all of these abilities, Advanced Generation mutants will have heightened characteristics across the board. Most of the Primary Characteristics (especially the "physical" ones) will be at least 20, and Strength and Constitution will normally be around 25 or 30.

On top of all this, in a world where mutants are held in suspicion or fear, where there are powerful entities actively hunting them, there is a certain Disadvantage that all mutant characters must take. It is Distinctive Features, Mutant, Can Be Detected by Small Group or with Major Effort. This is a "Conditional" Distinctive Feature (as described in *Fantasy Hero*, pg. 44). It is up to the GM whether this is worth 10 points (major reaction or prejudice) or 15 points (extreme reaction, as in fear or hatred). If Genocide is very active in the GM's campaign, it is suggested that the 15 point value be used. Currently active mutant characters without this disadvantage should be allowed to either trade it for an "outdated" disad (most characters have them—disads that have proven to be of little or no consequence as the game has gone on) or to add the disad in conjunction with developing one or more aspects of their mutant powers.

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Gehocíde



INTRODUCTION

Genocide. The name has only the darkest of connotations. The utter eradication of every living being belonging to a race or nation. In World War Two, the entire world discovered the horror of the word genocide as Hitler's mad scheme, that of murdering everyone that didn't fit his racial ideal, almost met with success.

It could never happen again, could it? Even now, there are armies marching against people just because they are different. Thousands suffer or die each day, thanks to the "ideals" of racial purity. In the *Champions* Universe, there is one very frightening organization that not only epitomizes these horrible traits, but bears the very name of Evil—Genocide.

BACKGROUND

In 1977, the U.S. Government authorized funding for Project Salvation, a study of the advent and growth of "mutants" in the human population. The project was intended to be purely scientific, but early projections of the mutant-to-human growth ratio alarmed many in the top levels of the military and government, and a secondary project (funded and maintained through Pentagon sources) was started—Project Safeguard. Using initial testing results and data from Salvation, Safeguard technicians and engineers began developing detection devices and weaponry that would restrain or even destroy mutants while neutralizing their powers. These developments obviously spilled over into complimentary projects, such as those designed to combat all paranormal threats (PRIMUS and SAT weaponry) and those in charge of developing some sort of "super soldier."

Dr. William Andevers was Salvation's Assistant Director; its Director is still a highly classified secret. Almost all of the main scientists agreed that the rate of growth of the mutant population would remain relatively stable for many years, thereby representing little threat to the overall population. There were some, led by Andevers, who recognized that the evolutionary consequences were far more dramatic than their colleagues realized.

In 1979, Andevers went before the Congressional Joint Committee on Metahuman Affairs (against the Director's instructions) to warn that mutants represented a great threat, not only because they could take over the world with their

incredible powers, but because they would eventually make normal humans obsolete on an evolutionary scale. Although many scoffed, the Pentagon was listening. Various high-placed individuals began meeting with Andevers in secret to formulate a plan that would deal with this threat when the time was right. Safeguard enjoyed even further support, most of it now coming from private concerns. There were even international agents involved, as word spread and important individuals from around the world began to see Andevers point of view.

On September 1, 1980, the final reports of Project Salvation were issued. The overall conclusion was that so-called mutants represented no more or less of a threat than any other type of paranormal. Mutants were essentially no different than any other humans born different from the norm, such as those who were physically or mentally challenged or those born with higher than average IQs. Dr. Andevers' portion of the report was not included in the final official documents; nonetheless, it found its way into the hands of every top official in the government, including the President. A number of foreign leaders also received copies of his findings.

Salvation was officially discontinued—but it continued nonetheless. Private concerns picked up most of the funding, while certain amounts of money came from government grants for "other" projects. Dr. Andevers was placed in charge of the revised Salvation Foundation, a subsidiary under joint ownership of a number of conglomerates. Slowly but surely, small research firms got bought out by certain companies, and these certain companies just happened to have ties to the Salvation program, and the findings of these smaller firms just naturally ended up in Andevers' hands. Each and every one of these companies was owned and run by people who agreed with Andevers about the mutant threat, and the organization silenced any member that had doubts. Over time, Andevers was surrounded by fanatics and zealots who saw only one goal—the destruction of all mutants and any paranormals that got in the way.

All the while, Project Safeguard moved forward. The early designs for the Minuteman robots, huge devices designed to detect and capture mutants, were kept out of the Super Soldier program, intended as the front line operatives in the war for "genetic purity." Those within the Pentagon and the Security Council who sided with Andevers ensured that only the "right people" ended up working on Safeguard, further solidifying the unified front of mutant-haters that Andevers wanted. As Jeremiah Relm became involved, Safeguard gained a whole new level of support. Unfortunately, there came a new necessary level of secrecy with his involvement, as he and his followers were much less "radical."

In late 1981, Andevers began field tests of his latest developments. Selected agents, recruited and trained to believe in "the cause," were sent out with Minuteman MK-V robots to engage a gang of mutants that had been terrorizing Chicago. Eight mutants were killed with only minor casualties on the agents' side, and Andevers decided then and there to declare that Genocide was a reality.

Further tests and attacks came over the next few months all around the U.S., and even a few in other parts of the world. Andevers' network of agents and followers grew by leaps and bounds; it seems there is no shortage of people willing to hate if given the right target. The name Genocide was spread liberally, partly because of the terror factor (Andevers had a sadistic streak) and partly to divert attention away from the Salvation Foundation and Project Safeguard. Paranormals became acutely aware of a growing threat to their existence, especially if they were a mutant. In conjunction with these attacks, various public relations campaigns began to appear, all designed to "awaken Americans to the worst threat ever to walk among them—the children of the atom!" The Paranormal Registration Act appeared on the Congressional floor. The Pure Earth Society (founded secretly by high-placed Genocide supporters) came into being and began drawing a great deal of attention, claiming to support the ideals of a "Pure, clean Earth!" Attacks involving mutants began to gain a great deal of attention, and people began talking regularly of the "menace of mutants."

In March of 1982, a mysterious group of vengeful mutants, known as IMAGE, tracked down William Andevers and mercilessly killed him. They would have killed everyone else in his family if PRIMUS agents hadn't responded so quickly.



Jeffrey Andevers, son of the late William, lived on to carry on his father's work. What IMAGE had thought to stop (or had they?), they only made worse. Dr. William Andevers was committed to a goal, and although he had a warped sense of values, he was still a rational, collected man. Dr. Jeffrey Andevers, rational enough to take his father's place of control, is nowhere near as collected. He plunged himself into the work with an intensity that actually frightened some of his benefactors. However, it was far too late to pull out now. The path was clear—mutants must be destroyed!

Throughout the remainder of the Eighties, Genocide continued to grow and evolve. It gained a very strong foothold in Canada (see *Champions of the North*), and followers from all walks of life joined their ranks. Developments of weaponry and tactics continued, including the Minuteman robots. A MK-VI version came out, but the limited artificial intelligence it possessed proved to be problematic; some inexplicably developed personalities and morals, while most simply went insane and tried to kill *everyone* (Jeffrey Andevers believes that Mechanon may have had something to do with their failure). Continued encounters with paranormals normally ended in defeat. What the paranormals failed to realize is that even these failures were successes for Genocide, for they provided valuable research data, test results, and added grist for the publicity mill aimed at pointing out the "mutant plague."

During this time, Dr. Andevers became acquainted with Robert Cory (Purifier, *Champions of the North*) and took up playing chess regularly with the rather intense ex-banker. The two eventually became friends, and Jeffrey decided that the chess board presented an excellent model upon which to base his organization. In 1987, he announced a major shake-up in Genocide's structure. No longer would they be a "bunch of loonies with guns," as the popular media had thus far portrayed them. The use of the Minuteman robots were becoming more and more of a problem; they were the obvious results of Safeguard funding, and seeing them in the employ of Genocide was bound to reveal connections better left unknown. They were also expensive, loud, and caused a great deal of property damage. Major changes in organization, tactics, and equipment were called for.

This did not go over well with some of Andevers' supporters, but many more were all for it (especially those in the military and government, who had come to feel that Genocide was becoming a potential liability). Production of the new MK-VII continued, but it was decided to keep them under wraps. Four central leaders were chosen in accordance with Jeffrey's new "chess" motif—A White King (himself), a White Queen, and a Black King and Queen. Each leader was assigned their respective Bishop (in a very shrewd move, Andevers kept Purifier in Canada, under the new Black Queen) as a personal assistant and agent. Knights and Rooks were more numerous, and of course there came thousands of Pawns. The whole approach added a sense of style and class to the operation, and Genocide's morale increased (as well as its membership).

It is now the Nineties. Repeated field tests and new developments have brought Genocide to a deadly peak of efficiency and capability. The Pure Earth Society has millions of members, most of which still believe it to be a strong-minded environmentally-aware organization. The world has yet to encounter the "new" Genocide, but it soon will. Dr. Jeffrey Andevers, the White King, is on the verge of declaring Phase Alpha—the final war!

GROUP ORGANIZATION

Genocide has become a highly organized paramilitary organization whose operations have been focused and localized in relatively few places. This improves command and control and reduces the number of facilities that opposing agencies and superheroes can find and disrupt. Most existing facilities are located in remote areas and are heavily disguised, and it is from these bases that Genocide agents launch their attacks and operations. The new "chessboard" motif has established a definite "pecking order," and agents strive to move up the scale. A nucleus cadre exists in each established locale; when a mobilization occurs, the nearest cadre to the area of operations moves into place and all available agents form on them.

THE ROYAL COUNCIL

There are four main leaders, all of which hold immense sway over all Genocide activities within their area of control. Together, they comprise the Royal Council. Jeffrey Andevers is Rex Albus (Latin for "the White King") and is the supreme leader of the organization. He commands all U.S. operations.

Felicity McQuillian is Regina Atra (the Black Queen). Her domain is the rest of the North American continent. She and Dr. Andevers jointly oversee South American activity (which is relatively limited due to the fact that the oppressive nature of most of the region's governments do their work for them).

King Manadu Ayawan rules not only the African nation of Unadai, he is Rex Ater (the Black King) of Genocide and controls their operations in Africa and the Mid-East.

Antoinette Devroue is Regina Alba (the White Queen) who dominates all European Genocide operations. She is also (unknown to her colleagues) a mutant!

Each of them is described in more detail in the Characters section.

BISHOPS

The Bishops are individually powerful operatives who serve as the immediate subordinate and assistant to their respective King or Queen. Within their chain of command, they rule all but their "liege."

The White King is served by Darin Falswell, a rogue Silver Avenger whose code name is Vengeance. His contacts within PRIMUS are exceptionally valuable to Dr. Andevers.

Robert Cory, code named Purifier, serves as the Black Queen's Bishop. (His character stats and write-up are in *Champions of the North*).

The Bishop of the Black King is the genetically bred and magically enhanced Warrior. He goes by no other name and has no function but to serve the Black King.

The White Queen is served by the mysterious Baron Jean de'Lear, often referred to simply as the Baron. He has served loyally and faithfully, but Jeffrey Andevers does not trust him (and for good reason, although Andevers doesn't know it...).

Except for Purifier, the Bishops are also presented in the Characters section.

KNIGHTS

Knights are the field commanders and special hunter/killer operatives of Genocide. They are the cream of the crop of Genocide's army, men and women chosen for their absolute loyalty and dedication to the organization's goals and their leaders. They are each utterly convinced that a war for survival is at hand, one which humans must win. To this end, they have undergone extensive cybernetic enhancements and grueling training. They have absolutely the best equipment and resources; for all this, they have given up part of their humanity and any chance for normal lives.

Most Genocide operation facilities are commanded by a Lord Knight, one of the Knights chosen to lead their fellows and subordinates.

ROOKS

With the loss of the Minuteman robots as primary assault forces, the lack of strength and firepower caused a great deal of concern for the Genocide troops. The Royal Council came upon a compromise—special troops equipped with powered battle armor that could hold up to most mutant attacks and dish out respectable damage. Andevers simply went to the underground military hardware market of the world and asked for bids. Danco, a Denmark-based conglomerate that specializes in just this sort of gear, provided the best option, a suit design that incorporated the latest high-tech standards as well as advanced mutant-fighting weaponry.

Each cadre in Genocide's structure is equipped with a few of these suits, and the agents that operate them are the Rooks. They are only used when strong paranormal resistance is expected; the bulk of them are being withheld until Phase Alpha is fully underway. Normally, one Knight will command between 2 and 4 Rooks.

PAWNS

These are the bulk of Genocide's agents. The cadres have worked to change their troops' perceptions of the word "pawn," convincing them that without the Pawns, the Kings and Queens will fall.

Most Genocide agents have other lives—they come from all walks of life. They are bankers, trucks drivers, school teachers, lawyers, store clerks—they are from every walk of life and every profession. Most of them have spouses and children. And they are worried. Worried for the safety of their families. Like all Genocide members, they believe that they are preparing for war. A war of survival. Mutants and other paranormals will destroy them if they don't get the "gene-



freaks" first. Some are members of "brother" organizations, such as the Ku Klux Klan and neo-Nazi parties. Others are hard-core survivalists, and still others are misguided and angry people whose emotions have been twisted by exceptionally well-crafted propaganda. When they receive the call, they report to the nearest cadre, suit up, and set out to make the world safe again (or so they believe).

Many of Genocide's members are still currently members of the U.S. and other national military forces. There are even SAT, UNTIL, and PRIMUS agents who are either directly or indirectly involved (some with the tacit approval of their superiors).

Of course, there are many within Genocide who are there simply because they enjoy killing and the organization gives them the ways and means to do it. The upper echelons don't care, so long as the job gets done.

GENOCIDE UNIT TACTICS

Over time, Genocide troops have developed special tactics to better deal with paranormal opposition. They've learned some lessons from VIPER, most notably the use of specialized weapons to neutralize and take down their foes. In conjunction with this concept, they have developed special weapons to deal with the particular threats they face: psionic dampening fields, strength drain bombs, synaptic disruptors, and much more.

Genocide agents will almost always attempt to attack mutants who are alone or in small groups. They prefer to ambush their foes and overwhelm them with surprise and numbers. A normal squad will have fourteen Pawns, two of each type—Tracker, Standard Assault, Strongman, Wildcat, Brain-Drain, Flyer, and Beamer assault troops. A look at the individual equipment packages will reveal that each is uniquely tailored for a certain type of foe. This allotment of equipment will change according to known factors. For example, if a squad is to go against known members of PSI (*Mind Games*), they will substitute more Brain-Drain operatives for Strongman, Flyer, and Beamer operatives. Depending on the known strengths and weaknesses of their opponents, other substitutions or even additions will be made. Often, if the opposition is expected to be particularly tough, more Standard Assault Pawns will be added.

Of course, there will almost always be at least one Knight in command, and normally there are two or even three. Additionally, there will be one Rook for every expected mutant or other foe (whenever possible) on all missions dealing with powerful mutants. Against less powerful opponents or on very covert missions, the Rooks are left behind.

Genocide agents prefer area-based attacks to ensure hit success. Even if their opponents dive for cover, they are then set up for any direct attacks (remember, a PC who has just Dived for Cover can not subsequently declare a Dodge; they

are literally "hanging in the wind"). Obviously, they will attempt coordinated attacks whenever possible. The Knights of a Genocide group will hold back and take on any opponents that manage to survive the first volley of attacks. If Rooks are involved in an assault, they will be the first wave, allowing the Pawns to set up and utilize their special equipment while the mutants concentrate on the obvious threat of the battlesuits. This tactic presumes the standard mentality that their opposition will ignore the "lowly" agents as lesser threats while they concentrate on the obviously more powerful Rooks and Knights.

An example engagement might look like this: The known targets are a brick, a flying energy projector and a mentalist. The Genocide squad sent to deal with them will have two Trackers (who can find, track, and identify the mutants, feeding this data back to the control base and to their teammates even as they do so), three Strongman assault troops, three Brain-Drain troops, two Flyer troops, two Beamer troops, and two Standard troops (the Wildcat troops are replaced with the added Brain-Drain and Strongman operatives). A Knight and three Rooks are assigned as well.

As soon as the mutants are found and engaged, the Rooks will each pick a target and engage. The Brain-Drainers will activate the Psionic Dampening Fields to cover as wide an area as possible. The Flyer troops will target the energy projector with their Tractor Beams, hoping one of them will hit. Assuming they do, the Beamer troops will then target him with their Energy Dampening Fields. Once he is pulled down to the ground (the Flyer troops will use their Graviton Beams to aid in this), the Beamers will then place a Containment Field around him. All available troops will then use their gyrojet rifles or machine guns to literally tear him apart. Meanwhile, two of the Strongman troops will attack with Strength Drain bombs at the brick while the third will lob a Neuro-gas grenade. They will simply keep this up until he drops. The mentalist is being ganged-up on by Assault troops and Brain-Drainers (not to mention the continued damage being inflicted by the Rooks and Knights to everyone). The Trackers usually take up an overwatch position to warn of approaching reinforcements or law enforcement people.

GENOCIDE UNIT DESIGNATIONS

Each agent of Genocide is identified with whichever King or Queen they serve. A circular "patch" is worn, black background with the appropriate white piece for Rex Albus or Regina Alba, or a white patch for the vice-versa. For example, a Rook in the service of Rex Ater would have a white patch with a black king chess piece on his armor.

MERCENARIES

Although Genocide has a lousy reputation amongst the paranormal community, their money spends just as well as anyone else's. The strict policy of the Royal Council is to hire mercs only when it serves an advantageous purpose (such as concealing Genocide's involvement or protecting Genocide resources). Even then, the mercs can not be mutants. Most often, high-tech soldiers of fortune are the mainstay of any outside forces hired.

(The White Queen of Europe is less discriminating than her fellow Council members. This has placed her in hot water with Andevers, but her "let them kill each other for us" explanation has held his wrath at bay.)

Currently, Genocide's favorite paranormal merc team is the H.A.W.C.S. (*High Tech Enemies*). There are no mutants involved and they are absolutely ruthless. Mechassassin (*Classic Enemies*) is also sometimes found in Genocide's employ.

THE ADVISORY COUNCIL

In addition to all of the active agents, there are many high-placed individuals world-wide that sympathize with and support Genocide. Once enough trust and conviction of beliefs is established (and the individual in question is considered useful), these people are invited to join the Advisory Council. They are often included in any major discussions of future operations and plans, and in return they provide invaluable resources, financing, and information. Corporate heads, military generals, SAT and PRIMUS leaders, Pentagon officials, and government officials (including one very high-placed National Security Council advisor, Grant Henderson) can be found in the ranks of Genocide's Advisory Council.

Because of these connections, there are entire SAT, PRIMUS, and UNTIL units comprised of Genocide supporters that are discreetly at the organization's disposal. There are also many units within various nations' military forces also ready to be called into Genocide service.



FACILITIES AND RESOURCES

Although the leftover funds from the original Project Salvation have long since run out, Genocide still receives adequate financial support through other means. The organization, in its earlier days, was forced to resort to illegitimate funding means, primarily through larceny. Since then, however, the support base for the group has increased considerably, and funding from other government projects (such as Project Safeguard) end up funneled into Genocide's coffers. Add this to significant corporate support, and Dr. Jeffrey Andevers has more than enough money and resources to continue his work.

Genocide facilities used to be small bases and safehouses scattered throughout the U.S. and the rest of the world. This proved devastating, however, as "mutant-loving" superheroes and government agencies were able to access much of Genocide's records and resources every time they found one of these bases. In the re-organization phase, a few major compounds have been established, and these have been extremely well-concealed and have excellent covers to reduce discovery potential. Agents are sent to these facilities for training and updated information, but they normally live in normal residences and often maintain "normal" lives outside of the organization.

Most of the facilities are government-sponsored private facilities for research or other purposes. Some are "corporate retreats" in rural and wilderness areas. In all cases, trespassing on such an area will result in a great deal of trouble for anyone unauthorized to be there. The main Genocide base (where the vast majority of the organization's stock of Minuteman MK-VIIs are located) is in a recently-converted army base in upstate New York. It is the, for the record, the main Safeguard research and development facility. In the U.S., there are also compounds in Virginia, Colorado, Texas, Washington State, and California.

GOALS AND STRATEGY

The primary, driving force that defines Genocide is the total destruction of all mutants and the "purifying" of the gene pool of humanity. This was Dr. William Andevers' original dream, and it remains the goal of his son, Jeffrey. However, time has modified those goals.

Dr. Jeffrey Andevers has a more complex view of things. The threat to humanity would not be so grave if it weren't for the weakness of the world's rulers. Mutants and other paranormal would have long ago been controlled for the betterment of all people had his father been listened to. That such genius was ignored only underscores the infinity of reasons that point to only one conclusion—the current rulership of the world can no longer be trusted to those who have sadly neglected their duty. The rulers of Genocide must take over.



To accomplish what no organization has thus far been able to, they must first open the eyes of the world population. Mankind must realize that the planet is doomed if humans do not stand up and fight for their way of life, for their very lives. Careful, long-term propaganda and awareness campaigns must take advantage of every incident involving mutants to stir up anger and foment hatred against them. Powerful individuals within the governments and military forces of the world must be brought into Genocide's camp and made a part of the new order. This is Phase Gamma, and it has been in operation since the late 1970's.

Genocide must then develop the weapons and tactics necessary not only to defeat and destroy mutant and paranormal enemies, but ultimately to control the world and enforce order amidst the chaos that will ensue. A well-trained and devoted military cadre and a committed circle of powerful business and government allies will be needed to establish the new world order that will preserve humanity. A totalitarian regime that controls all world resources and is capable of quashing any resistance is the only hope for a pure and successful human species; after all, once mutants are taken care of, the various alien species out there will have to be faced as humans prepare to take their place in the stars. The marshaling and training of these forces and the initial assaults against mutants is Phase Beta. It is nearing completion.

Finally, when all is ready, when it is determined that the vast majority of the human race is no longer prepared to tolerate the horror of the mutants and the incompetency of their leaders, Genocide and its allies will strike. In every corner of the world, armies will rise up to destroy each and every mutant and everyone who stands with them. Those mutants who surrender and are considered controllable will become slaves, utilized in rebuilding after the expected devastation. They will, of course, be sterilized. All other mutants and any other being that represents a threat to the new order will be destroyed. The existing governments will be overthrown and the Royal and Advisory Councils will take control. It will be hard at first, but it will all be for the betterment of humanity as a new Utopia rises on the horizon. At least, that is the way Jeffrey Andevers and his followers see it.

This final, terrifying step in Genocide's plans is Phase Alpha. And it is coming...

THE PURE EARTH SOCIETY

Early in the '80s, just as environmental concerns became "fashionable," a group known as the Pure Earth Society began to gain grass roots support. Whereas most activist groups were very liberal in their make-up and philosophy, the PES proved itself to be closer to the middle of the political spectrum. Conservatives and less radical proponents of improving the planet found a place to be and a group to join, one that was closer to their way of thinking.

By the mid-eighties, membership reached immense proportions. It seemed that there were a lot of politically conservative people in the world that wanted to show support for the environment in their own way. Slowly, a group within the organization began to talk of the "real threat to the world's ecology—paranormals!" They began a campaign within the PES to turn the organization's efforts towards addressing the damage and destruction caused by mutants and other superpowered individuals to the world's resources.

The commitment to a "Pure, Clean Earth" took on a whole new meaning as the PES began a campaign to awaken the world to the threat to the "very survival of humanity!" Mutants represented the ravages of pollution and unchecked nuclear waste, but the economic ability of America to deal with environmental issues would forever be impeded if the threat of paranormals and the damage they do was not dealt with. Their president, Franklin D. Kramer, recently made a statement that defines the Pure Earth Society's current stand: "How can we be afraid of nuclear power? At least that's something we can control! A flying man with the power of the sun can go anywhere he wants, blast anything he wants, destroy the delicate ecological balance of an area without even thinking about it!"

Of course, the PES is run completely by Genocide members and supporters. Kramer is himself a member of the Advisory Council. It is important to note that the PES is still active in other, more traditional environmental activities. Most of its membership believes strongly in a "whole earth" approach to making things better. Many are unconvinced of the vital threat of mutants, but they do acknowledge the vast environmental damage often caused by paranormal battles and most support some kind of regulation to prevent such things.

RELATIONS WITH OTHER ORGANIZATIONS

For a long time, Genocide has enjoyed nothing but hatred and contempt from almost all other organizations. They were considered nothing more than a band of heavily armed bigoted fanatics that needed to be pounded into the dirt whenever they showed up.

This is no longer the prevailing case. Although many still feel this way about Genocide, the organization has acquired many allies as well. This is vital to their final plan. Although they are officially a criminal organization in the U.S., there are many PRIMUS and SAT agents, and even commanders, who are sympathetic or even loyal to the Royal Council. The Golden Avenger despises Genocide, but there are a couple of Silver Avengers with whom Vengeance has strong contact.

UNTIL has limited contact with Genocide operations, as the majority of their activities have (until recently) been focused within the U.S.. However, they are becoming increasingly aware of an international conspiracy against mutants and paranormals, and this has the upper echelons scared. Some of their "special operatives" are, in fact, mutants. UNTIL is determined to stop Genocide's plans, but they alone may not be enough.



VIPER has changed its view of Genocide. They are no longer a group of incompetents in the Supreme Serpent's eyes. In fact, thanks to inside operatives, the Supreme Serpent is aware of their Phase Alpha. VIPER's leaders are convinced of its failure, but the ensuing chaos will provide incredible opportunities. For the time being, they wait, like a snake in the grass...

The three paranormal groups most violently opposed to Genocide are PSI (*Mind Games*), the Anti-Tech League (*High Tech Enemies*), and IMAGE. They are all mutant teams, and they understand the inevitable conflict that will result if the organization continues to operate unchecked. Other villain teams tend to ignore Genocide, although many villains will take a shot at Genocide agents when an opportunity presents itself. Others don't want to draw attention to themselves, fearing the weaponry they know is now at the group's disposal. Most hero teams are steadfast in their enmity and opposition, and Genocide is usually near the top of their hit lists.

A SPECIAL NOTE TO THE GM ABOUT GENOCIDE AGENTS

It is important for the GM to understand that these people have been at this for some time. They should not be easy "cannon-fodder." In most situations with agents, there is a team of nasty paranormals there to back them up; they are simply the opening to a bigger battle. In the case of Genocide, the agents are almost always the main force to be reckoned with. As such, they need to be portrayed and played as dangerous, life-threatening foes with skill and

tactics, not to mention a near-fanatical drive to do the job. The weapons at their disposal are very nasty. Give them the opportunity to use them in such a way as to scare the life out of the heroes.

The Genocide agents are fanatics, but they are also normal people. What will the heroes do when they find out that the Pawn that they just smeared all over the far wall was the sole support for a wife and five kids? Or when they find out that one of their neighbors, a nice enough woman, is secretly a Rook? It is very important to play up this aspect of Genocide, that most of the agents are people who are worried about their lives, who are doing what they think is right. This type of moral dilemma will make the Genocide agents seem more real, and, hopefully, cause the heroes to examine the issues behind the war on mutants.

The Genocide agents are far nastier and more deadly than almost any agents encountered to date. As the example engagement above suggests, all but the toughest or smartest mutants (and any other paranormals, for that matter) will die at their hands. This is intentional—they are meant to be a great threat to paranormal existence. If the GM feels that they are *too* nasty, they should feel free to reduce the number of agents sent on missions or reduce the amount or effect of the equipment they can carry. Having at least two of each type of agent allows for continued operation even after losing a single person. However, Genocide may not always have the resources to send out as many agents as they would like. If the GM wants to give the heroes a chance, have Genocide send out only one of each type of agent.

GENOCIDE CHARACTERS

DR. JEFFREY ANDEVERS REX ALBUS (THE WHITE KING)

Val	Char	Cost	Combat Stats
15/70#	STR	32	OCV: 9+
16/26#	DEX	33	DCV: 9+
15/25#	CON	20	ECV: 5
14	BODY	8	Phases: 2, 4, 6, 8, 10, 12
18	INT	8	
15	EGO	10	
23	PRE	16	
16	COM	3	
8	PD	5	
6	ED	3	
4/6*	SPD	27	
8/15*	REC	13	
40	END	5	
40	STUN	10	

Cost	Powers	END
20*	200 END Reserve, 10 REC	
60*	Multipower (90 pt pool)	
6* u	3d6 Drain vs. all Mutant Powers at once (+2)	9
6* u	7d6 Drain vs. any One Mutant Power (+1/4)	9
6* u	5d6 Drain vs. any One Mutant Power (+1/4) at Range	9
6* u	9d6 Entangle (Force Bonds)	9
6* u	14d6 Energy Blast, Pers. Immunity (Plasma Bolt)	9
6* u	9d6 Energy Blast, Area Effect (4" Rad) (Plasma Ray)	9
20	Martial Arts—Classic Comic Book	
	Maneuver	OCV DCV Damage
	Punch	0 +2 16d6
	Kick	-2 +1 18d6
	Block	+2 +2 Block, Abort
	Throw	+0 +1 14D6+v/5
	Dodge	- +5 Abort
20*	4d6 Absorption vs. Energy to END Reserve, +20 to Max (44 Max)	
50*	Armor (+25 PD/+25 ED), Hardened	
20*	Power Defense (30)	
10*	Mental Defense (23), Act 14-	
3*	Flash Defense (5)	
10*	4d6 Aid to STUN, +20 Max (44 Max), Self Only (-1/2), Only to Start (-1/2),	[8c]
13*	Life Support: Self-Contained Breathing, Function in All Environments	
33*	20" Flight, x8 NCM	1/5"
13*	10" Teleport, x1024 w/ Extra Phase, 1 Fixed Location, Only to fixed location (-2)	[1c]
7*	High-Range Radio	
3*	IR Vision	
15*	Detect Mutant, Ranged, Analyze, +5 to Roll	
4	Instant Change, IIF (Wristwatch Armor Summons Unit)	

Cost	Skills
15	+3 Levels w/ Suit Systems
6	+2 Levels w/ Martial Arts
3	Bribery, 14-
3	Bureaucratics, 14-
3	Computer Programming, 13-
3	Deduction, 13-
5	Electronics, 12-
3	Forensics, 13-
3	High Society, 14-
3	Interrogation, 14-
3	Inventor, 13-
3	Mechanics, 11-
3	Oratory, 14-
3	Paramedic, 13-
3	Persuasion, 14-
3	Riding, 12-
3	Scientist
12	Sciences: Biology, Chemistry, Genetics, all at 15-
10	Sciences: Medicine, Cybernetics, Robotics, Weapon Design, Electrical Engineering, all at 13-
3	Systems Operations, 13-
3	Tactics, 13-
5	KS: Chess, 15-
3	KS: Polo (DEX-Based), 12-
10	+2 w/ all PRE Skills (16-)
3	Well-Connected
31	Contacts: Congress (3 at 13-, 5 at 11-), National Security Council (13-), UN Security Council (11-), FBI (11-), PRIMUS (12-), SAT (13-), H.A.W.C.S. (11-), Pentagon (14-), NATO (11-), KGB (11-)

100+	Disadvantages
20	Berserk vs. IMAGE (14-/11-)
15	Berserk when facing defeat by Mutants (14-/14-)
8	Enraged vs. Mutants (11-/14-)
25	Total hatred of mutants
15	Sadistic disregard for life, especially mutants (Common, strong)
10	Arrogant (Common)
15	Hunted by IMAGE (As Pow, 8-)
20	Normal CHAR Maxima
15	Secret ID
15	DNPC - Sister Katrina (Inc, 8-)
420	Villain Bonus

Background: The fire blazes all around as he drags his mother and sister from the demolished house. He will never forget the look on the one they call Murdock's face as he levels the gun at Jeffrey's father, Dr. William Andevers. He just stands there, speaking as calmly as if he were teaching a class:

"You were far more right than even you could know, William. I cannot allow the truth to be fully known yet. My people are not ready. But we shall be. We shall."

Blam! Jeffrey watches as his father's life ends bloodily in front of his whole family. Murdock then turns to face the rest of them, preparing to open fire. Jeffrey stands up and places himself in front of his mother and sister; he will die like a man, like his father died. Murdock hesitates—is he smiling?—and at that moment, the PRIMUS agents arrive and begin attacking Murdock and his people. They move quickly away from the house. As they do, he hears Murdock's voice call back to him:

"Tonight it begins, Jeffrey! How shall it end?"



With a gasp, Dr. Jeffrey Andevers sits up in his bed, sweat pouring from his whole body. "It shall end, Murdock, with I as the master, and you as a corpse!"

Quote: "Mutants go where they want, take what they want, kill whom they want to kill. They think they are unstoppable. They will know pain and death when I begin, and they will know oblivion when I am done!"

Personality: Jeffrey loved his father very much. He believed that Dr. William Andevers was going to save humanity. He had hoped to help his father in his quest, but those evil, hellspawn mutants destroyed everything!

This defines the very basic foundation upon which Jeffrey Andevers has built his emotional state. He has, in a way, never stopped being that young man who was forced to watch his father's brains get blown out on the front lawn of his demolished house. There can be no justice in a world where that can happen. He must make the world into the image his father saw, a utopia where all humans live in peace and are safe and cared for, where no monsters roam and nothing can harm him and his family.

Of course, over time, Jeffrey's views have changed somewhat. With maturity (such as it is) came a more cynical observation that even most humans were sub-standard beings in need of control and supervision. The only way to truly bring about a world like what his father wanted is to take control of that world and mold it. Mutants are still the ultimate expression of evil. Destroying them is the first priority, but it is only the first step towards the greatness that Jeffrey's father was destined for, the greatness that Jeffrey will achieve for him.

Jeffrey no longer has the paternalistic concern for the human race he once did. They are now cattle that must be herded and protected, ultimately to be culled until the best of them are all that is left. That will have to wait until the worst of them are dealt with, the mutant scum that threaten everything. In the mean time, Jeffrey bides his time, building and training his forces, playing chess and polo and socializing with the elite, until the war begins.

Powers/Tactics: As the White King, Andevers has seen no real action. He remains behind the scenes, manipulating, planning, and preparing. As the United States continues to host the largest concentration on mutants, he sees to all Genocide operations there personally. He is an extremely skilled negotiator and orator, and he spends a lot of time convincing all the right people to agree with his views and, ultimately, follow his path.

The White King has by no means, however, remained complacent. He is preparing for war, and to that end he has been training his body and mind for combat. He works with the finest military people in his organization, and he is no slouch in hand-to-hand combat. He has taken designs originated by his father and constructed one of the most powerful and (especially for mutants) deadly battlesuits in the world. Should he ever engage mutants, he will seek to injure and incapacitate them quickly and then take away their powers. He will open with his draining powers, however, if a mutant is known to have a particularly powerful ability or is known to be completely dependent on their power. Against other opponents, he will use his more than formidable standard attacks. His force bonds are especially powerful, capable of holding some of the strongest people on Earth. His energy blast was designed to dissipate should it encounter the particular energy matrices in his own suit; this prevents him from being victimized by the "typical" mutant trick of repelling his attack back at him.

In addition to his offensive powers, he can absorb energy attacks into his power reserves, activate an adrenaline booster when he is injured, and teleport away to his private chambers in the Safeguard facility in New York if necessary.

Appearance: Jeffrey Andevers is in his late twenties. He has brown hair in a very conservative cut, blue eyes, and very handsome features. He stands 5'10" and is in superb shape. He almost always wears a very high-tech watch that serves as a teleportation device to instantly don his armor. His White King battle armor is gleaming white with majestic red and blue trim and neo-medieval trappings, including a gold cape.

VENGEANCE (WHITE KING'S BISHOP)

Val	Char	Cost	Combat Stats
45	STR	35	OCV: 9+
26	DEX	48	DCV: 9+
25	CON	30	ECV: 6
14	BODY	8	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
18	EGO	16	
18	PRE	8	
14	COM	2	
25	PD	16	
24	ED	19	
6	SPD	24	
14	REC	0	
60	END	5	
60	STUN	10	

Cost	Powers	END
35	Multipower (70 pt pool) OAF (Weapons)	
3 u	2d6 RKA, Autofire x5, (Machine Gun)	[120c]
3 u	2d6+1 RKA, AP, Explosion (Grenade Launcher)	[16c]
2 u	9d6 EB, AP (Plasma Ram Gun)	[12c]
1 u	4d6 Entangle, Area 1 Hex (Force Nets)	[4c]
2 u	4½D6 RKA (Law Rockets)	[4c]
8	Armor Piercing w/ STR, OAF (Gauntlets), 2x END	+4
17	Martial Arts—Classic Comic Book	
	Maneuvers	OCV DCV Damage
	Punch	+0 +2 11d6
	Kick	-2 +1 13d6
	Block	+2 +2 Abort
	Dodge	- +5 Abort, all attacks
11	½ END on STR	2
10	+5" Running (11" Total)	1/5"
15	Power Defense (15)	
10	Damage Resistance (10 PD/10 ED)	
7*	High-Range Radio	
9*	Detect Mutant, Ranged, Analyze	
3*	Flash Defense (5)	
7*	Mental Defense (14)	
	*—OIF (Headgear)	

Cost	Skills
9	+3 Levels w/ Martial Arts
16	+2 Levels w/ Combat
9	+3 Levels w/ all PER rolls
2	Fam w/ Small Arms
1	Fam w/ Knives
2	KS: Criminal Law, 11-
2	KS: Criminal Organizations, 11-
2	KS: PRIMUS, 11-
4	AK: New York City, 13-
10	Contacts, PRIMUS (Multiple, 11-)
3	Acrobatics, 14-
3	Breakfall, 14-
3	Criminology, 12-
3	Combat Driving, 14-
3	Combat Pilot (Jets), 14-
3	Demolitions, 11-
3	Stealth, 14-
7	Shadowing, 13-
3	Survival, 11-
3	Tactics, 12-
3	Tracking, 12-

100+	Disadvantages
15	1½x STUN from poisons, toxins
15	Sworn to serve the White King
15	Sworn to protect humans from mutants
20	Hates mutants and most other paranormals
20	Hunted, PRIMUS, 8-
20	Hunted, IMAGE, 8-
15	Reputation: Mutant-killing vigilante (ext)
15	Secret ID (Darin Falswell, ex-Silver Avenger)
224	Villain Bonus

Background: Darin Falswell was an exemplary Silver Avenger. He was one of the first, and he took it upon himself to show all those that came after that being a Silver Avenger was much more than being a "watered down" version of the Golden Avenger. He led by example, maintained excellent personal discipline, and continued his training until he was one of the top S.A. operatives in PRIMUS.

Being the best meant living up to very high standards, and Darin was often asked to deal with the toughest jobs with limited resources. He handled most of the paranormal cases in the New York City area, and his team was a crack unit that saw a lot of action. They normally handled it with efficiency and skill, and although such operations were tough, they had yet to encounter anything they couldn't handle.

The day came, however, when Darin's team would finally meet their match. Two groups of powerful mutants clashed in what could only be termed a kind of "gang war" in downtown Manhattan. Neither side seemed to have much care for any property damage or endangered innocents, and Falswell's team, shorthanded as it was, struggled just to save lives and limit the damage. For reasons unknown, the two groups temporarily joined forces and turned against the PRIMUS agents and the general public (they were, in fact, manipulated by PSI agents, attempting to use the riot as a diversion from one of their own activities). One by one, Falswell's agents fell, and soon he was alone against a veritable army of mutants. They beat him badly and left him for dead.

He awoke attached to many machines in a hospital. He was solemnly informed that his entire team was dead, and that many innocents had died or were severely injured as well. He had failed, utterly and completely. He was shamed and disgraced, and dozens of people had died, all because of the rampant and wanton actions of mutants.

After a long and torturous recovery, he was invited to rejoin the PRIMUS ranks. They had given him a medal for bravery and considered him a hero for standing alone against so many. He refused to come back to work. He was through with PRIMUS and through working for a government that would not take action against so dangerous a threat. Could they not see the horror of what happened? Could they not see the horror of what was to come if mutants weren't stopped and controlled now?

There are many in PRIMUS who sympathized with Darin's new philosophy. They suggested to him to seek out Dr. Jeffrey Andevers and look into the Salvation Foundation. Of course, his PRIMUS superiors had other plans. It is not an easy thing to leave PRIMUS, especially when you are a walking weapon that they created. He would have to go through months of "debriefing" and have much of what was done to him reversed or removed. Darin Falswell would have none of that. With the help of his friends, he escaped from PRIMUS' grasp and went underground, eventually ending up in the Genocide base in New York. He offered his service to the White King, swearing the allegiance to Andevers that the U.S. no longer deserved. Mutants had to be stopped, and he would live and die to see that they were.

Quote: "You've done enough damage, gene-freak. It's *payback time*."

Personality: Cold. Hard. Merciless. Classic images of the vengeful hunter. That's Vengeance to a "T". He once had values that epitomized the grand patriot, but the death of his entire team and the refusal of his government to address the

issue have left him without any of the faith and values he once had. All that matters is that he gets them before they get anyone else. To some degree, he understands Lyndon Kaufman (the Red Shield of Red Doom, *Classic Organizations*), and he has even asked Lyndon to consider returning to the States to join him against the mutants.

Vengeance is the White King's personal "weapon" against mutants. He will track and hunt them down like animals, wasting no time in their elimination. He doesn't much care for any paranormals; they all represent a grave danger to everyone around them. His basic philosophy is that there are "us," "them," and the innocents in the middle.

Powers/Tactics: Vengeance has all of the powers and abilities of a PRIMUS Silver Avenger, only more. Dr. Andevers has improved upon the treatments that gave Darin his original enhancements, making him stronger, tougher, and more capable. Darin has traded in most of his original weapons for a better, more deadly arsenal, although he has kept his special bio-focus gauntlets. He began a regimen of martial arts training long ago to improve his hand-to-hand abilities, and he continues to train regularly (often with Dr. Andevers).

Vengeance works solo most often, and he tends to hunt and kill individual mutants. Against groups (whether he's with a Genocide team or not), he will open with grenades to shake them up. Then he will target his toughest opponent with the plasma ram. After that, he will adapt to whatever the situation throws his way.

Appearance: Vengeance has let his black hair grow long in the back and wears an earring, symbols of his break with the ultra-conservative PRIMUS. He dresses in functional dark grey and black fatigues with equipment belts and weapon straps and heavy combat footgear. He normally carries his machine gun, his plasma ram is strapped to his back, and his grenade launcher is at his side. His headgear, complete with wraparound goggles, has a small antenna for his radio.

ANTOINETTE DEVROUE REGINA ALBA (THE WHITE QUEEN)

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 6
12	BODY	4	Phases: 4, 8, 12
18	INT	8	
18	EGO	16	Costs
20	PRE	10	
20	COM	5	Char: 72 Base: 100
3	PD	1	+
3	ED	0	Powers: 396 Disad: 368
3	SPD	6	=
6	REC	2	Totals: 468 468
30	END	2	
24	STUN	0	

Cost	Powers	END
150	Desolidification (includes Mental, not vs. Magic), Fully Invisible Effects	0
80	Invisibility to Everything (All Sense Groups), No Fringe, Linked to Desolid	0
60	Invisibility to Detect Mutant, No Fringe, Persistent	0
30	Danger Sense, Mystical, 16-	

Skills	
10	Eidetic Memory
3	Speed Reading
3	Lightning Calculator
15	Filthy Rich
3	Acting, 13-
3	Bureaucratics, 13-
3	Computer Programming, 13-
3	High Society, 13-
4	Idiomatic English (French native)
2	Spanish
3	Persuasion, 13-
5	PS: International Finance, 15-
5	PS: Business Management, 15-
3	Riding, 12-
5	Seduction, 14-
5	Trading (Business), 14-
1	Fam w/ Pistols

100+	Disadvantages
20	Strong Desire for Money and Power
20	Total Fear of Death or Injury
10	Shallow, Fickle
20	Hunted by IMAGE, 8-
13	Monitored by Genocide (esp. White King), 11-
15	Accidental Change to Astral Form when Danger Sense goes off, 14- (Unc)
15	Secret ID (Antoinette Devroue)
20	Normal CHAR Maxima
15	Reputation (in Secret ID), Famous Fashion Model and Media Star, 14-
220	Villain Bonus



Background: All her life, she had everything she wanted. All her life, it was never enough.

Antoinette became a fashion model superstar at 14. At 16, she discovered her rather unique and powerful mutant ability to become a "living ghost" when she was attacked by a crazed admirer in the south of France. She learned how to control her abilities and kept it a secret that no one (save the Baron) knows to this day.

She was extremely intelligent and gifted, and these gifts allowed her to move from media star to business mogul, creating her own multi-media international conglomerate and finding success in international high-finance. Antoinette had a natural gift for numbers that allowed her to observe and predict market activity before her best accountants and advisors could with their computers. Devroue International is now one of the biggest investment firms in the world.

Antoinette very shrewdly followed the advent of mutants and their effect on the world. She realized that world opinion was swaying dramatically against mutants, and that it would be only a matter of time before those like herself would become loathed and hunted animals. She sought to protect herself in the most foolproof way possible—she joined her enemies.

She first mastered the ability to mask her own mutant nature from all detection. She then approached people within the Pure Earth Society about their mutant policies, eventually winning a place on the Advisory Council. When the time came to choose a White Queen, she lobbied for the position and convinced Jeffrey Andevers that she was best for the job.

Andevers has since questioned his choice, due to Antoinette's maverick nature and his own sneaking suspicions about her and her chosen Bishop, the Baron. Nonetheless, she is a valued member of the organization and seeks ways to persecute and eliminate mutants whenever and wherever possible. She will continue to do so as long as it protects her and her interests. The way she sees it, this way she will be in the best position to join the "winning side" when the war comes. If the humans win, she maintains status quo. If the mutants come out on top, she can "dramatically" reveal herself and join their cause as a "traitor" to the humans from within.

Quote: "Oh, Baron. Look at them all play their games. Ah, so long as I win, what do I care? Fetch me those latest market reports, will you dear?"

Personality: The White Queen is as selfish as they come. She seeks only what will gratify her and further her goals. She believes she has complete mastery over her own soul (her powers seem to suggest as much), so she has little concern over losing it. Her entire existence is based on a survival instinct, but rather than prepare herself physically, she strives to manipulate her surroundings and the actions of others to protect her. Besides, she has her "infallible" powers to save her from any and all harm. That is, except against magic, and the Baron will protect her from that.

Antoinette sees that a war is coming, and she means to come out on top. If Genocide succeeds in its Phase Alpha, she will rule over all of Europe. If not, she will be in a prime position to switch sides and give valuable information to her "fellow" mutants to destroy those she would so easily betray. As usual, she will get whatever she wants. That is her destiny.

Powers/Tactics: In her own way, Antoinette is one of the most powerful beings on the planet. She has no great offensive abilities, and she cannot control minds or move mountains. What she can do, however, is completely and totally disappear without a trace. She can take on an "astral form" that cannot be detected in any way whatsoever. Only magic can affect her, and only then if there were some way of finding her, which there isn't.

Antoinette has a keen and powerful mind, and an extension of that is her mystic sense of her surroundings. She is aware of any threat to her, and her natural instincts will cause her to shift to her "ghost" self instantly. She has also learned how to shield herself from detection devices that might reveal her. Thus far, only Baron de'Lear knows anything of her abilities.

Appearance: In her late twenties, Antoinette is one of the most beautiful women in the world. She is almost 6' and has long strawberry-blond hair and piercing blue eyes. She dresses the latest fashions (often her own design). If she must "play the part" of the White Queen at a function, she will dress in a royal white gown of a very sensual cut with a masquerade-style mask.

BARON JEAN DE'LEAR (WHITE QUEEN'S BISHOP)

Background: For thousands of years, he has been among us, observing, recording, loving, hating, feasting. We are his cattle, his playthings, his children, his lovers, his warriors, his friends, his enemies—his source of life in eternal unlife.

There are others who pretend at the game. They have no true concept of the reality, the exquisite pain, the luscious agony of his existence. There are so very few of his "kind" left; the humans grow more formidable with each passing century. He is one of the oldest. If there are any left of the older generations, he does not know of them. The thousands that have passed into oblivion made the mistake of underestimating this human species. He will not be so foolish. He has studied and mastered the human condition. He knows their history; indeed, he has lived it. He knows their art, their music, their many languages, everything that defines their culture and society. He will not be caught unawares by these humans.

The one defining facet that he has grasped all too well is the human capacity to commit violence in the name of a cause. A war is fast approaching, one which will pit the vast masses of normal humans against the powerful minority of "super-beings" that have begun to appear. It is these paranormals that represent the greatest threat to his existence. There is a new culture, a new presence that he is unprepared for. This...Genocide...will provide him the "shelter" he needs to prepare for them. If this madman Andevers succeeds in his quest, De'Lear shall be rid of his greatest threat. If not, the vampire shall have all the information and knowledge he needs to face these new beings and deal with them as needed.

What of the beautiful Antoinette? A complication he did not anticipate. When he met her, he knew a kind of love he had never experienced. This magical creature must be his! He began his pursuit of her when she first entered the ranks of Genocide. Never revealing his true nature, he became her devout supporter and, ultimately, follower. She came to trust him completely, even revealing her special powers. Such a formidable woman—the perfect mate to share eternity with. When the time is right, he shall take her to the "other side," where she will know the joyous pain of eternal unlife.

Quote: "To cross my Lady, good sir, is to cross me. And that is a mistake you could well pay for with the rest of your life..."

Personality: Baron De'Lear is an educated man with the benefit of centuries of study. He is sophisticated and urbane, the picture of modern aristocracy. He dresses only slightly archaically, just enough so as to exude Old World class. He is constantly bringing himself up to date on current events and social developments.

All in all, the Baron is a quite likable and enjoyable fellow. Too bad he is Evil incarnate. In the end, nothing means more to him than his survival and the fulfillment of his desires, in that order. Only Antoinette Devroue means anything to him;

Val	Char	Cost	Combat Stats
50*	STR	30	OCV: 8+
25	DEX	45	DCV: 8+
35	CON	50	ECV: 10
30	BODY	40	Phases: 2, 4, 6, 8, 10, 12
20	INT	10	
30	EGO	40	
25	PRE	15	Costs
20	COM	5	
20*	PD	10	Char: 280 Base: 100
15*	ED	8	Powers: 677 Disad: 857
6	SPD	25	Totals 957 957
15	REC	0	
70	END	0	
70	STUN	2	
*Chars for Density Increase figured in			
Cost	Powers	END	
13	Density Increase (10 pts), Persistent, Always On (400 kg, -2" KB)	0	
45	2d6 HKA, Armor Piercing (4d6 w/ STR) [Claws]	4+	
12	1d6 HKA, Continuous (2d6 w/ STR), Must follow Grab (-½), Cannot do any other actions (-½), Linked to Transformation (Bite and Blood Drain)	3+	
22	2d6 Major Transformation, Cumulative (From Human to Lesser Vampire), Must follow Grab (-½), Cannot do any other actions (-½)	4	
35	14d6 Mind Control, Must maintain eye contact (-1)	7	
20	Change Environment (Murky, Gloomy fog), 32 Hex Radius, Only at night (-½)	3	
15	50% Damage Reduction, Physical, Resistant, Not vs. Wood or Magic (-1)		
15	50% Damage Reduction, Energy, Resistant, Not vs. Fire or Magic (-1)		
30	Full Life Support		
48	6 BODY Regeneration, Not if staked through the heart (-¼)		
20	Power Defense (20)		
20	Ego Defense (26)		
12	+6" Running (12" Total)	1/5"	
27	Desolidification (not vs. Magic or Mental), Cannot pass through solid objects [Mist Form]	4	
7	5" Flight, linked to Desolid	1	
35	360 Degree Spatial Awareness [Mystic Sense]		
5	10" Gliding, OAF (Cape)		
10	Mind Link, Any one Follower (Bat or Wolf)		

Cost	Skills
50	+5 Overall Levels
3	Simulate Death, 15-
2	Perk: Recognized member of noble family
3	Animal Handler, 11-
3	Bureaucratics, 14-
3	Deduction, 13-
3	Gambling, 11-
3	High Society, 14-
3	Interrogation, 14-
3	Seduction, 14-
3	Shadowing, 11-
3	Stealth, 14-
3	Tactics, 14-
2	Weapon Familiarity, Common Melee
3	Scholar
20	KS: European History, World History, Mythology, Sociology, World Literature, Archeology, Politics, Economics, Art, Music, all 14-
4	KS: Asian History, African History, Philosophy, Religion, all 11-
3	Linguist (Rumanian native)
18	English, French, German, Spanish, Italian, Latin, all idiomatic
14	Slovenian, Norwegian, Russian, Portuguese, Mandarin Chinese, Japanese, Czechoslovakian, all Fluent w/ accent
1	Fam w/ Computer Programming, 8-
1	Fam w/ Systems Operations, 8-
10	Wealthy
50	Base - Home Castle (250 pts)
40	Followers - 64 Vampire Bats
35	Followers - 32 Wolves
100+	Disadvantages
35	1d6 RKA/segment in Direct Sunlight (Vry Com)
15	2d6 RKA/phase from Holy Water or Items (Unc)
0	Dependence on blood (Com), 3d6/day
20	Berserk when forced to go without blood, 11-/8- (See Powers/Tactics)
15	Physical Lim: Cannot move if pinned with wooden stake through the heart (Infrequent, Fully)
15	Hunted by DEMON (Mo Pow), 8-
5	Aversion to Holy Symbols presented with great and sincere faith (Unc, Mod)
15	Profound respect for History, Art, and Music (Com, Strong)
25	In love with and devoted to White Queen
10	Distinctive Features, Pale and Sensitive to Light (Concealable)
15	Distinctive Feature, No Reflection and Cannot be Photographed (Concealable, Major Reaction)
15	Secret ID (Baron Jean De'Lear)
672	Villain Bonus

all other humans are but playthings in the giant game which he plays. He enjoys a good challenge, and if a paranormal takes and interest in him, he will play the game out to the very end, only revealing his true nature at the moment when he is prepared to absorb the very essence of his foe.

In the end, this world must fall to Darkness. When it does, Baron Jean De'Lear has every intention of being on top, with his lady Antoinette by his side.

Powers/Tactics: The Baron is a "classic" vampire, unlike Lung Hung (of V.O.I.C.E.), Stalker (of the Asasininos), or Ghoul (described later). He is descended from the original creatures of gothic legend that are reputed to be the kin of Cain. As such, he is exceptionally powerful and more of a master of such vampiric abilities than those mentioned before. Unlike the "mutant" need for potassium that drives Lung Hung and Ghoul, a classic vampire derives nourishment from both the blood and the life essence of the victim. The Baron will avoid displaying this aspect, as he avoid displaying any of his powers, whenever possible. He prefers to feed on victims that he can easily persuade (through Mind Control) to forget, or ones whose death will not lead to an investigation of him.

As he is one of the oldest classic vampires in existence, he is one of the most truly powerful. He is an apt hand-to-hand combatant with immense strength and resilience. He has a bond with both bats and wolves and there are few times when a horde of both cannot be called to him at a moment's notice (stats are in *Hero Bestiary*; make some up if you don't have it). If forced, he will utilize all of his abilities and skills, making more than a match for an entire team of heroes. He will, however, escape as soon as possible rather than endanger himself. The only exception is if Antoinette (the White Queen) is in danger. He would sacrifice himself without hesitation for her.

As can be seen by his Disadvantages, he has many of the classic vulnerabilities. A holy symbol alone will do nothing, but true pious faith can unnerve, and even repel, him. Sunlight and holy water or weapons will do great damage, as will any wood. In discordance with the legend, a wooden stake through the heart will not, alone, destroy him. It will, however, immobilize him and remove his ability to heal any wounds, making him easy to destroy (fire is normally best used in this case). His Berserk should be treated as 8- for the first few days, moving to an 11-after about a week, and 14-within two to three weeks.

Appearance: De'Lear uses make-up to dilute the starkness of his pale features, and his fangs and claws only appear when he chooses, making it virtually impossible to detect that he is anything other than human at a glance. Those who are particularly sensitive to evil, however, will notice him immediately. He is very tall (6'6") and powerfully built. He tends to wear midnight blue suits with red and white accents, all with a neo-Victorian style. He is seldom without his long cape. If forced into a conflict and he cannot reveal his true nature, he will use an ornate saber he normally wears (2d6 HKA w/ STR).

MANADU AYAWAN REX ATER (THE BLACK KING)

Val	Char	Cost	Combat Stats			
20	STR	10	OCV: 7+			
20	DEX	30	DCV: 7+			
20	CON	20	ECV: 7			
20	BODY	20	Phases: 3, 6, 9, 12			
20	INT	10				
20	EGO	20	Costs			
20	PRE	10				
20	COM	5	Char:	162	Base:	100
8	PD	4		+		+
8	ED	4	Powers:	338	Disad:	400
4	SPD	10		=		=
10	REC	4	Totals:	500		500
50	END	5				
50	STUN	10				
Cost			Powers			END
45	4d6 RKA, AP, OAF (Laser Pistol), 4 clips of 8 Charges					
21	Martial Arts—Unadai Warrior's Training					
	Maneuvers	OCV	DCV	Damage		
	Def. Strike	+1	+3	6d6		
	Off. Strike	-2	+1	10d6		
	Dodge	—	+5	Abort		
	Killing Strike	-2	0	1½d6 K		
	Sac. Throw	+2	+1	6d6, both fall		
8	+2 DCs (added in)					
30	Armor (12 PD/12 ED), Hardened, OIF (Battle Armor)					
23	15" Flight, x4 NCM, 1 One-Hour Charge, OIF (Jet Pack)					
10	Ego Defense (14)					
3	Flash Defense (5), OIF (Goggles)					
Skills						
3, 5	Combat Sense, 13-; Defense Maneuver					
30	Find Weakness (all Martial Attacks), 13-					
24, 4	+3 Levels w/ All Combat; English (Unadai native)					
7, 7	Acrobatics, 15-; Breakfall, 15-					
3, 3	Bureaucratics, 13-; High Society, 13-					
3, 3	Interrogation, 13-; Oratory, 13-					
3, 3	Survival, 11-; Tactics, 13-					
3	Tracking, 13-					
5	Fam: Common Melee; Quarterstaff; Common, Small Arms					
4, 3	Perk: King of Unadai; KS: Unadai History, 13					
5	KS: Unadai Warrior Culture, 15-					
4	AK: Unadai Land, 14-					
5, 15	Diplomatic Immunity; Multi-Billionaire					
50	Base - Personal Estate (250 pts)					
100+	Disadvantages					
20	Normal CHAR Maxima					
10	Enraged vs. Dishonorable Foes (Unc), 11-/8-					
20	Hunted by the Right Hand (Mo Pow), 11-					
15	Hunted by IMAGE (Mo Pow), 8-					
20	Honorable (Follows Warrior's Code), Total					
20	Believes in Racial Superiority, Total					
5	Distinctive Features - Dresses and Carries Himself as African Warrior-King					
15	Secret ID (King Manadu Ayawan)					
275	Villain Bonus					



Background: Unadai is a relatively small coastal nation in West Africa. What it lacks in size, however, it more than makes up for in resources and ambition. The embodiment of the nation's ambition is its king, Manadu Ayawan, "The Perfect King." Long ago, tribal leaders began a process intended to breed the most perfect leader and warrior possible for their people. The ultimate product of their efforts, as well as those of the genetic scientists that came much later as Unadai gained considerable technical advancements, is Manadu.

He was raised to believe that he is destined to rule over all of Africa as the ultimate warrior-king. He believes this with every fiber of his being, and he has ruled with an iron fist and focused mind, driving his land and people to be the greatest on the continent. The discovery of extremely rich mineral deposits and oil fields has greatly improved the small nation's standing, and they have grasped scientific knowledge and manufacturing techniques much faster than most of their neighbors. Nonetheless, there are many factors in the way of Manadu pursuing his ultimate destiny.

The two primary obstacles are the paranormal interlopers that interfere every time he launches a campaign and the so-called "greater nations," such as the U.S., who take it upon themselves to act as international policemen. That is why he has joined Genocide. Dr. Andevers plans to destroy these "racially impure" beings that threaten his destiny, as well as the organization's designs on taking over the world, fit right in with Manadu's own vision. So long as Africa is left to him, he is pleased to be a part of Genocide.

Quote: "As did our ancestors long ago, we will sweep across this continent and bring all the tribes, all the nations under one rule. My rule. May the gods help any who get in my way."

Personality: For all his "perfection," for all his ability to lead, for all his intellect and strength of will, Manadu Ayawan is mad. He is possessed of a vision that will not let him rest until he has achieved its goals. He must dominate all of Africa and its peoples, he must be the ultimate warrior-king.

Even though his rule is harsh and stern and he has no compassion for the weak, Manadu has a gift for inspiring his people and convincing them that they must follow him to greatness. The weak and infirm are either cast out or given honorable deaths; only the greatest and strongest may truly call themselves Unadains.

He has no particular hatred of mutants as such—they are simply imperfect beings that pose a threat to his destiny. They must be destroyed so that he can achieve his greatness. And they do provide worthy foes in his battles.

Powers/Tactics: One glance at Manadu's characteristics should reveal why he is called "The Perfect King." Each one is at the absolute human maximum. He considers himself a warrior-king, and he has trained himself as such. He has mastered the Unadai Warrior Art, and he relishes in hand-to-hand conflicts. However mad he is, though, Manadu is no fool. He has equipped himself with armor and a very powerful laser that his people have developed.

Manadu will seek out whomever he feels is a "worthy" opponent, normally one who prefers close combat. He will become quite irate if his opponent fails to meet up with his honorable expectations, and he will attempt to kill anyone who affronts his honor or interferes in an honorable combat.

The entire Unadain army is considered part of the Genocide structure. As such, use normal agent stats for Manadu's troops.

Appearance: Manadu is almost 7' tall and is massively built. He is exceedingly handsome and charismatic—very much "The Perfect King." As the Black King, he dresses in stylized African ceremonial garb mixed with his high-tech armor, jet pack on back, and laser pistol at his side.

WARRIOR (BLACK KING'S BISHOP)

Val	Char	Cost	Combat Stats		
50	STR	40	OCV: 7+		
21	DEX	33	DCV: 7+		
35	CON	50	ECV: 5		
26	BODY	32	Phases: 3, 5, 8, 10, 12		
13	INT	3			
15	EGO	10	Costs		
18	PRE	8			
14	COM	2	Char:	226	Base: 100
25	PD	15		+	+
20	ED	13	Powers:	324	Disad: 450
5	SPD	19		=	=
17	REC	0	Totals:	550	550
70	END	0			
70	STUN	1			
Cost		Powers	END		
56	3d6 RKA, x5 Autofire, OAF (Auto Cannon)			[250c]	
33	3d6 RKA, Explosion, OAF (Rocket Launcher)			[16c]	
30	2d6 HKA, Armor Piercing (4d6 w/ STR), Can be thrown (+½), OAF (Unadite Spear)			4+	
21	Martial Arts—Unadai Warrior Training				
	Maneuvers	OCV	DCV	Damage	
	Def. Strike	+1	+3	10d6/4d6K	
	Off. Strike	-2	+1	14d6/4d6K	
	Dodge	—	+5	Abort	
	Killing Strike	-2	0	1d6+1k	
	Sac. Throw	+2	+1	10d6, both fall	
1	Use Art With Spear				
15	Damage Resistance (15 PD/15 ED)				
20	2 BODY Regeneration				
10	Cannot Be Stunned, Costs END			1	
13	Power Defense (20), OIF (Magic Headband)				
13	Ego Defense (23), OIF (Magic Headband)				
10	Active Sonar, OIF (Magic Headband)				
10	+10" Superleap (14"/12")			1/5"	
Skills					
3, 5	Ambidexterity; Defense Maneuver				
3, 5	Lightsleep; 5 pts Resistance				
6	+2 Levels w/ Unadai Martial Art				
16, 5	+2 Combat Levels, Overall; Fast Draw, 14-				
3, 3	Acrobatics, 13-; Breakfall, 13-				
3, 3	Climbing, 13-; Concealment, 13-				
3, 2	Demolitions, 11-; English (Unadai Native)				
3, 3	Navigation, 11-; Paramedic, 12-				
3, 3	Stealth, 13-; Tactics, 12-				
3, 17	Tracking, 12-; Fam: All Known Weapons				
100+	Disadvantages				
20	Dist. Features: Giant Unadai Warrior (Not Conc., Major				
25	Totally loyal to King (unto death)				
20	Warrior's Code				
10	Public ID				
20	Reputation - King Manadu's brutal enforcer, 14-, extreme				
20	Hunted, the Right Hand, 11- (More Pow)				
10	Hunted, Unadai liberation guerrillas, 14- (Less Pow, Limited Area)				
325	Villain Bonus				

Background: He has no other name. He remembers nothing but training, rituals, and more training. Those are his earliest memories. He lives to serve his king and to be the greatest warrior of his people. He was genetically engineered and then magically altered. He can never be anything but what he is—a fighting machine that cannot be stopped.

Quote: "You are a good warrior. I am war."

Personality: There isn't much of one to speak of. The Warrior knows only one thing—battle. Everything else in life simply fills up the time between conflicts. Except for when he must attend ceremonies and functions at his king's side, Warrior will be found training.

As time goes by, he begins to have more of a sense of self, but this is a very slow process (his self-awareness has been intentionally suppressed by genetic and chemical means). He has total respect for those he sees as equals and will fight most honorably with them. Lessers, however, are little more than cattle, to be ignored or slaughtered as his king commands.

Powers/Tactics: As the old saying goes, he's the best at what he does, etc... The Warrior is what his name says, a human combat machine. He has learned how to use every known weapon in the world. He has mastered his native martial art and adapted the classic spear element to it, honoring ancient warrior customs. Of course, he's using an Udanite metal spear (a near-unbreakable metal discovered in his native province, almost on the level of the famous Questionite).

Like his king, the Warrior prefers single combat with worthy foes. However, he will engage whatever enemy presents itself, whenever possible. He must be ordered by his king to retreat; otherwise, he will fight to the death. He is able to shut out pain almost completely with little effort (his "Cannot be Stunned" ability, taken from the Automaton rules; GMs who don't like this should remove it and add 5 points to his CON, or just ignore it). His body can repair almost any damage instantly. His magical headband, given to him as his final gift upon completing his magic rituals, protects him from many special attacks and gives him the sense of the cave bat to combat foes in the dark. Simply put, he was born, built, and trained to fight. It is what he does. It is what he is.

Appearance: The Warrior wears a combination of modern military fatigues and ceremonial warrior garb. He is 6' 6" tall and pure muscle. He carries an autocannon, a giant metal spear, and has a large rocket launcher with multiple rockets slung over his shoulder.

FELICITY MCQUILLIAN REGINA ATRA (THE BLACK QUEEN)

Val	Char	Cost	Combat Stats
40	STR	30	OCV: 9+
27	DEX	51	DCV: 9+
25	CON	30	ECV: 8
15	BODY	10	Phases: 3, 5, 8, 10, 12
15	INT	5	
24	EGO	28	Costs
18	PRE	8	
16	COM	3	Char: 194 Base: 100
15	PD	7	+ +
12	ED	7	Powers: 288 Disad: 382
5	SPD	13	= =
13	REC	0	Totals: 482 482
50	END	0	
50	STUN	2	

Cost	Powers	END
37	Multipower (75 pt pool), OAF (Neutra-Blaster)	
3 u	10d6 EB, Armor Piercing	[8c]
3 u	3d6 Drain, any One Mutant Power, return 5 pts./day	[8c]
17	+30 STR, Right Arm only (-1/4), OIF (Bionic Arm)	+3
12	6" Stretching, Right Arm only (-1/4), No Noncombat (-1/2), Straight Line Only (-1/4), OIF (Bionic Arm)	3
60	50% Damage Reduction, Physical and Energy, Resistant	
15	Power Defense (15)	
10	Mental Defense (15)	
8	+4" Running (10" total)	1/5"
5	IR Vision	
13	Detect Mutant, Ranged, Analyze	

Skills		
15	+3 Levels w/ Hand-to-Hand	
5, 6	+1 Level w/ Ranged Combat; +2 all PER Rolls (14-)	
3, 3, 3	Acrobatics, 14-; Acting, 13-; Breakfall, 14-	
3, 3	Climbing, 14-; Computer Programming, 12-	
4	Combat Driving, Cars and Motorcycles, 14-	
3, 3, 3	Cryptography, 12-; Deduction, 12-; Criminology, 12-	
3, 3, 3	Demolitions, 11-; Disguise, 11-; Bugging, 12-	
3, 3, 3	Electronics, 11-; Forgery, 11-; Concealment, 12-	
3, 2	French (English Native); Fam.: Small Arms	
3, 3	Lockpicking, 14-; Security Systems, 12-	
3, 3	Shadowing, 11-; Sleight of Hand, 14-	
3, 3	Stealth, 14-; Systems Operations, 12-	
3	PS: Intelligence Operative, 12-	
3	KS: Intelligence Agencies, 12-	
4	Contact - High-placed Canadian Intel supervisor, 12-	

100+	Disadvantages
10	1½x BODY and STUN from magnetic attacks
20	2d6/phase in Intense Magnetic Fields
10	Enraged vs. Mutants, 11-/11- (Com)
20	Hates all mutants (Com, Total)
10	Owes a major debt to Doc Digital (Unc, Str)
10	Normally suppresses all emotion (Com, Mod)
10	Has fits of extreme emotion (Unc, Strong)
15	Hunted by the Sentinels, 8- (More Pow)
15	Hunted by IMAGE, 8- (More Pow)
10	Dist. Features, Cyborg (Conc. w/ effort, Major reaction)
15	Rivalry w/ White Queen
237	Villain Bonus

Background: Pain. That was the first thing she felt after the explosion. She wanted to get up and run, especially since her arm was currently on fire. She wanted to scream. She could do no more than barely draw ragged and painful breaths. The battle raged on around her, mutant agents of IMAGE in a pitched fire fight with Canada's own Sentinels (*Champions of the North*). Mutants fighting mutants, and here she lay, a normal human, apparently the worst of the casualties. Totally paralyzed, her flesh burning away, there was only one thing to do. Pass out again.

Felicity McQuillian was one of Canada's ace intelligence and anti-terrorist operatives. She had been sent to investigate strange reports coming in from northern Quebec, indications that a secret terrorist base was being set up. She was only to investigate and observe, gathering data for future operations against whoever was there.

The mission was so "hush-hush," however, that Canada's superteam was uninformed. Skylark decided to investigate as well, taking members of both the Toronto and Atlantic Sentinels. He had received word that the base in question was a potential IMAGE base, and he was taking no chances.

Needless to say, Skylark was right. A vicious battle erupted as mutant troops attempted to ambush the hapless heroes. Felicity was caught in the middle with nowhere to run. Multiple blasts of energy ripped through the storeroom she was attempting to hide in, and her life all but ended.

She was given no hope of anything but rudimentary recovery. She would not accept that. In her career, she had come across information about Doc Digital (*High Tech Enemies*) and his incredible cybernetic advancements. She managed to contact him and offered service in return for his help. The leader of Cy-Force agreed, and Felicity McQuillian was given a whole new lease on life. Digital let her go as opposed to recruiting her to his team, but he made it clear that he would call in his "marker" as he needed to. She understood and accepted his terms. She had her own agenda now.

It didn't take long for her to find and join up with Genocide; her previous encounters with Purifier gave her a good idea how to find them and what to do to get their attention and trust. She and Purifier began working together on various missions for Andevers, mainly in the Canadian provinces. Her hatred and commitment to Genocide's goals so impresses Andevers and Purifier that the two agreed that she would make an excellent choice as the Black Queen. Purifier himself was content to serve under her; he had no designs on power, his only interest being the hunt. She now commands all Genocide operations in Canada and Mexico.

Quote: "You've destroyed enough lives, mutie freak! Now I destroy yours!"

Personality: The incredible agony of her experience left Felicity with a badly damaged psyche. She will not rest until Genocide has succeeded in its plan to destroy all mutants so that no one else will ever suffer as she has. Revenge is her only motivator; it is all she lives for. If, for some reason, that need were somehow removed from her life, she might very well completely lose her mind, or even her life.



She is a very cold person, displaying no emotion in normal circumstances. When she does display feelings, however, they are raw, uninhibited outbursts that can be quite disconcerting. Whether it is incredible passion or (more often) total hatred and violent anger, Felicity can be a very scary person. She is walking the edge and will fall off; it's only a matter of time.

Powers/Tactics: Before her accident, Felicity McQuillian was one of the top undercover and covert operatives in the business. She is an extremely versatile agent, trained in all facets of covert and criminal investigation. There is very little she doesn't know how to do. This alone makes her extremely valuable to Genocide.

Added to this, however, are very impressive cybernetic enhancements that make her a fierce and capable combatant. Of particular note is her bionic arm (replacing the one burned off). It greatly enhances her already impressive strength and can extend over 35 feet. She also carries an enhanced version of the weapons Purifier is armed with, a combination blaster and mutant powers inhibitor. Her cyborg body is incredibly resilient and has special defenses built in to protect her from many effects. She also has a built-in mutant detection system.

Like Purifier, Felicity prefers covert hunting operations against single mutants. She would much rather be in the field, attacking mutants (and anyone else who gets in the way), than remaining behind the scenes (like Andevers). She will leave most of the grand scheming and planning to him.

Appearance: Felicity is short (5'4"), with short black hair and striking features. She normally wears black leather outfits with long gloves that cover most of her arms (her bionic arm is all metal and quite obvious when not covered). Her blaster is a large gun that can nonetheless be carried one-handed. As the Black Queen, she wears pretty much the same thing with a little more fringe and lace, and a long cape.

GM's Note: Since most of these characters operate at a fairly high level, it might be a good idea to "update" Purifier's equipment to bring him in line, since he is the Black Queen's Bishop.

Doc Digital has a very well-hidden transceiver implanted in Felicity so that he can keep tabs on her and, when he desires, contact her. For now, he is enjoying having an unwitting accomplice within Genocide's highest ranks.

KNIGHTS

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 8+
24	DEX	42	DCV: 8+
25	CON	30	ECV: 5
15	BODY	10	Phases: 3, 5, 8, 10, 12
15	INT	5	
14	EGO	8	Costs
15	PRE	5	
12	COM	1	Char: 150 Base: 100
12	PD	7	+ +
12	ED	7	Powers: 334 Disad: 384
5	SPD	16	= =
10	REC	0	Totals: 484 484
50	END	0	
45	STUN	4	

Cost	Powers	END
40	Multipower (80 pt pool), OAF (Weapons)	
4 u	2d6+1 RKA, AP, Autofire x5 (Autolaser)	[32c]
3 u	5d6 Entangle, Takes no damage (Force Nets)	[8c]
4 u	2d6 Drain vs. All Mutant Abilities at Once (+2), Ranged, Return 5/5 minutes (Neutralizer)	[16c]
3 u	10d6 EB, Explosion - Plasma Bombs	[8c]
4 u	2d6 HKA, Double Armor Piercing (2½d6 w/ STR), (Blades)	0
20	Martial Arts—Classic Comic Book	
	Maneuvers OCV DCV Damage	
	Punch 0 +2 9d6	
	Kick -2 +1 11d6	
	Block +2 +2 Abort	
	Throw 0 +1 7d6+v/5, Target falls	
	Dodge - +5 Abort	
8	+2 DCs (already added in)	
13	6d6 Aid, Any One Physical CHAR (STR, DEX, CON, BODY, PD, ED, SPD, REC, END, STUN), Self Only (-½), OIF (Electro-Chemical Stimulus Harness)	[6c]
20	Armor (+8 PD/+8 ED), Hardened, OIF (Body Armor)	
20	Power Defense (20)	
10	Ego Defense (13)	
5	Flash Defense (5)	
18	Life Support: Self-contained breathing, Need not eat, etc., Immune to Disease	
10	High Ranged Radio Hearing	
19	Detect Mutant, Ranged, Analyze, +3 (15-)	
7	Tracking "Scent" (based on Detect Mutant), Only vs. Mutants (-½)	
24	+12" Running (18" Total)	1/5"
7	+7" Superleap (12"/6")	1/5"

Skills	
24	+3 Levels, All Combat
3	Absolute Time Sense
3	Ambidexterity
3	Bump of Direction
10	Eidetic Memory
5	Fast Draw, 15-
3	Lightning Calculator
3	Speed Reading
3	Acrobatics, 14-
3	Breakfall, 14-
3	Climbing, 14-
3	Paramedic, 12-
3	Stealth, 14-
3	Systems Operations, 12-
3	Tactics, 12-
3	Tracking, 12-
17	Internal Computer
	INT - 20 [10 pts]
	DEX - 20 [30 pts]
	SPD - 5 [20 pts]
	Total Knowledge/Skill Database Access Pool - 10 pt Variable Power Pool, 0 Phase, No Skill to Change, INT-based, DEX-based, Background, or General Skills Only (-½) [20 pts]
	Programs - Access Genocide Mainframe Database, Diagnose Host Body Damage, Access Host Body Sensory and Motor Systems, Preserve Host Body if Unconscious, Take Over Host Body on Command from Genocide Mainframe [5 pts]
	[Total Points = 85]

100+	Disadvantages
10	1½x STUN and BODY from Magnetic Attacks
15	Berserk if more than ½ BODY lost, 8-/8- (Unc)
15	Physical Lim - Can be Shut Down, Terminated, or Taken Over by Genocide Mainframe (Inf, Fully)
20	Totally Loyal to Genocide
15	Ruthless (Com, Strong)
15	Fearless (Com, Strong)
15	Hunted by IMAGE, 8- (Mor Pow)
15	Monitored by Genocide, 14- (Mor Pow, NCI)
20	Distinctive Features - Full Cyborg (Not Conc, Major Reaction)
15	Reputation - Bloodthirsty, Deadly, Mutant-Hunting Machines, 11-, Extreme (esp. among mutants)
229	Villain Bonus

Much of Genocide's new hardware has been acquired through the Denmark-based Danco. These advanced cybernetics are no exception. Their scientists provided the framework data needed for the Knights, cyborg warriors advanced beyond anything seen on Earth.



The Knights are "built" with fully integrated neural nets linked to the nervous system and musculature of the "host" body, and a monitoring and fully-functioning internal computer is built into the brain case. It has complete access to the body's cybernetic and organic systems, and the computer is capable of taking over the body (either as per or against the wishes of the host). This means that even when the Knight is unconscious, his body can continue to function.

The Knights are also built with internal special defense systems and mutant detection and tracking gear. They are equipped with a special harness that can inject special drugs and electrical impulses to enhance various organic systems; this can be used to heal damage, revive from injury or fatigue, or even boost normal physical levels. They have an impressive array of weaponry, both for general combat and mutant neutralization. The "blades" can be anything; swords, knives, claws—this is simply a matter of personal style.

The Knights are the cadre leaders, and they are able to work separately or with larger groups as needed. They, like any agent, can be male or female. They will coordinate attacks whenever possible, and they work with ruthless and deadly precision and efficiency.

(The onboard computer is built with an "interesting" interpretation of the Variable Power Pool rules. It is a "skill" pool, able to recreate any needed skill. This represents the Knight's ability to access a database, uplink with the mainframe if needed, and let the computer "guide" or inform them with the appropriate knowledge. They can, for instance, access information on how to pick a lock; the computer takes over the body systems and guides the hands in picking the lock. A moment later, they can get a full map of Paris and have the French language downloaded as needed. These skills should only be changed before a mission, or when the Knight has access to a secure line of high-speed communication with a Genocide base, such as a phone line.)

The Knights are cyborgs; as such, they have metallic body parts, wires and tubes coming out and going in, and generally look menacing. They are decked out in a wide array of armor, helmets, guns, and combat gear. Their unit patch is usually on their helmet or right shoulder.

ROOKS

Val	Char	Cost	Combat Stats
15/50#	STR	22	OCV: 7+
14/21#	DEX	22	DCV: 7+
15/30#	CON	25	ECV: 5
15	BODY	10	Phases: 3, 6, 9, 12
13	INT	3	
14	EGO	8	Costs
13/23*	PRE	10	
12	COM	1	Char: 151 Base: 100
6/12*	PD	7	+
6/12*	ED	7	Powers: 278 Disad: 329
3/4*	SPD	13	=
8/12*	REC	9	Totals: 429 429
30	END	0	#OIF (Armor), No Figured Stats
35/50*	STUN	14	*OAF (Armor)

Cost	Powers	END
16	150 END Reserve*, 10 REC, REC requires solar energy (-¼)	
47	Multipower* (70 pt pool)	
5 u	8d6 EB, Double Knockback (Pressor Beam)	7
5 u	11d6 EB, ½ END (Plasma Burst)	3
4 u	45 STR Telekinesis (Grab only, -¼) (Tractor Beam)	7
5 u	4d6 Drain, any one mutant ability, at range (Neutralizer)	7
11	Martial Arts—Classic Comic Book	
	Maneuvers OCV DCV Damage	
	Punch 0 +2 12d6	
	Block +2 +2 Abort	
	Throw +1 10d6+v/5, Target falls	
30	Armor* (+15 PD/+15 ED)	
7	Power Defense* (10)	
3	Ego Defense* (8)	
7	Flash Defense*, Sight and Sound, (5)	
13	Life Support*: Self-contained breathing, All Environments	
3	Lack of Weakness* (5)	
7	-5" Knockback Resistance*	
33	20" Flight*, x8 NCM	1/5"
9	Detect Mutant*, Ranged, Analyze	
3	IR Vision*	
3	UV Vision*	
10	Radar*	
7	High-ranged Radio*	

Skills	
16	+2 Levels w/ All Combat
6	+2 Levels w/ Suit Weapons (Multipower)
3	+3 Resistance
3	Breakfall, 13-
3	Electronics, 11-
3	Mechanics, 11-
3	Paramedic, 12-
3	Systems Operations, 12-
4	Fam. w/ Small Arms, Heavy Weapons
6	Any Two Skills, as per individual training

100+ Disadvantages

10	1½x STUN vs. Electrical Attacks
20	Totally loyal to Genocide
10	Cocky, Mildly Overconfident
15	Hunted by IMAGE, 8- (Mo Pow)
15	Monitored by Genocide, 14- (Mo Pow, NCI)
20	Normal CHAR Maxima
15	Reputation, 11-, Genocide's "Heavy Hitters," Extreme (esp. among mutants)
224	Villain Bonus

As stated, the Rooks are intended to fill some of the gap left by the standing-down of the Minuteman robots. Danco supplies the suits (derived from an earlier project destined for use in outer space), and they live up to the vaunted sales claims that their PR people make.

The suits are designed with defenses for almost every known contingency, and the weapons array is very impressive indeed (especially with the added neutralizer modifications). The Rooks can go toe-to-toe with almost any "brick" and exchange fire with most "energy projectors." The suit is equipped with flight jets in the back and legs, and the whole outfit is efficiently powered by micro-solar cells. The Rook battlesuit is yet another example of how much awesome warfare technology is available for the right price.

The agents inside are no slouches either. Most of them could qualify for the much-heralded Knights program (although most are more than happy to leave their organic bodies intact). They are intelligent, motivated, and highly trained. Many have served Genocide loyally for years. They are trained to take care of their suits and each other, and they fight with coordination and planning. Because of the frequency with which Genocide agents are captured, all receive training in resisting interrogation.

The Rook battlesuit is gun metal grey with blue trim and highlights. It is bulky and impressive, and the appropriate insignia is on the right shoulder while there is a designating number on the left breast.

PAWNS

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5+ DCV: 5+ ECV: 4 Phases: 4, 8, 12 Costs Char: 50 Base: 100 + + Powers: 218 Disad: 168 = = Totals: 268 268 *OIF (Armor Cloth Fatigues)
14	DEX	12	
13	CON	6	
12	BODY	4	
10	INT	0	
11	EGO	2	
10	PRE	0	
10	COM	0	
5/10*	PD	5	
4/9*	ED	4	
3	SPD	6	
7	REC	2	
30	END	2	
30	STUN	4	
Cost	Powers	END	
22	2d6 RKA, Armor Piercing, OAF (Gyrojet Rifle)	[15c]	
70	Selected Agent Equipment Package (see below)		
18	5d6 NND (Not vs. Mental or Power Defense), Explosion, OAF, 2 Charges (Stun Grenades)	[2c]	
20	Martial Arts—Classic Comic Book		
	Maneuvers	OCV	DCV Damage
	Punch	0	+2 5½d6
	Kick	-2	+1 7½d6
	Block	+2	+2 Abort
	Throw	0	+1 3½d6+v/5, Target Falls
	Dodge	—	+5 Abort
3	Life Support: Breath in gaseous environments, OIF (Helmet)		
3	Flash Defense* (5), OIF (Helmet)		
8	360 Degree Sonar, Can't be used if blind (-1), OAF (Motion Detector)		
8	N-Ray Vision (Only through 6 DEF or less), Usable only with Sonar (-½), OAF (Motion Detector)		
3	IR Vision OIF (Helmet)		
3	Radio Listen/Transmit, OIF (Helmet)		
4	+4 Telescopic Vision, OIF (Helmet)		
Skills			
16	+2 Levels w/ Combat		
10	+2 Levels w/ Ranged Combat		
3	+3 Resistance		
3	Breakfall, 12-		
3	Stealth, 12-		
3	Survival, 11-		
9	Any Three Skills (Default: Paramedic, Combat Driving, Security Systems)		
9	Fam.: All Firearms and Ranged Weapons		
100+	Disadvantages		
20	Normal CHAR Maxima		
15	Hunted by IMAGE, 8- (Mo Pow)		
10	Watched by Genocide, 8- (Mo Pow, NCI)		
15	Hates Mutants (Com, Strong)		
15	Loyal to Genocide (Com, Strong)		
15	Secret ID (Normal Life Persona)		
78	Villain Bonus		

GENOCIDE AGENT EQUIPMENT PACKAGES

TRACKER PACKAGE [65 pts]

Mutant Detector—Detect Mutants, Ranged, Analyze, +3 to Roll, Usable by 8 others at range at same time (+1A); OIF (Helmet), Only usable by Genocide agents (-E) [30 pts]

Mutant Tracker—Tracking "Scent," based on Mutant Detector; OAF (Hand Unit) [5 pts]

Long-Range Commo Gear—High-Range Radio Hearing, OIF (Helmet) [7 pts]

Stealth Armor—Armor (+4 PD/+4 ED), OIF [8 pts]; +3 to Stealth Rolls, OIF [10 pts]

Jump Jets—+10" Superleap; OIF (Backpack), 8 Charges [5 pts]

All information gained about a mutant, including location, can be "uplinked" to the main base (HRRH) and fed to up to eight other troops at the same time.

STANDARD ASSAULT PACKAGE [69 pts]

Harness-Mount Assault Mini-Gun—3d6 RKA, +1 Stun, x10 Autofire, 250 Charges; OAF, 15- Jammed [53 pts]

Standard Armor—Armor (+5 PD/+5 ED); OIF (Armor) [10 pts]

Steel-Mesh Gauntlets—+3d6 Hand Attack; OIF (Gloves) [6 pts]

The mini-gun is mounted on a gyroscope harness for mobility and stability. This gun is huge and powerful.

"STRONGMAN" ASSAULT PACKAGE [70 pts]

Strength Drain Bombs—4d6 Drain vs. STR, Area Effect (6" Rad.), Ranged; OAF, 4 charges, 14- Act. [29 pts]

Neuro-Gas Bombs—6d6 NND (Life Support [Need not breathe]), Area 1 Hex; OAF, 4 charges [25 pts]

Heavy Kevlar Armor—Armor (+10 PD/+6 ED); OIF [16 pts]

"BRAIN-DRAIN" ASSAULT PACKAGE [70 pts]

Psionic Dampening Field Generator—8d6 Suppress vs. All Psionic Powers at once, Area Effect (12" Rad); OAF, Bulky, No Range, 1 One-Turn Charge [38 pts]

Psi-Shield—Ego Defense (20); OIF (Helmet) [13 pts]

Psi-Sense Module—Mental Awareness, 360 Degree; OIF (Helmet) [9 pts]

Standard Armor—Armor (+5 PD/+5 ED); OIF (Armor) [10 pts]

The Dampening Field Generator can be set down and left running. This allows the agent to operate at full DCV but then makes the unit a 0 DCV target.

"WILDCAT" ASSAULT PACKAGE [68 pts]

Synaptic Disrupter—3d6 Drain vs. DEX, Ranged, Area 1 Hex; OAF, 4 Charges, Linked With 3d6 Drain vs. SPD, Ranged, Area 1 Hex; OAF, 4 Charges, Linked [38 pts]

Net Bombs—4d6 Entangle, Area 1 Hex, Doesn't take damage; OAF, 2 Charges, 14- Act [20 pts]

Standard Armor—+5 PD/+5 ED [10 pts]

"FLYER" ASSAULT PACKAGE [68 pts]

Tractor Beam—40 STR Telekinesis, Area 1 Hex; Grab Only, OAF, 4 One-Turn Charges [33 pts]

Gravitron Beam—5d6 Drain vs. Flight, Ranged; OAF, 4 Charges [25 pts]

Standard Armor—+5 PD/+5 ED [10 pts]

The Tractor Beam cannot do damage directly. It can, however, slam someone into the ground (the desired intent here). Normally, a flying character can use Flight for extra Strength; that's why the Gravitron Beam is used.

"BEAMER" ASSAULT PACKAGE [70 pts]

Energy Damper—8d6 Suppress vs. All Energy-Based Effects at Once (EBs, RKAs, Force Fields, Force Walls, etc.); OAF, 2 One-Turn Charges, 14- Jam [30 pts]

Energy Containment Field—Force Wall (0 PD/12 ED), Transparent to Physical Attacks, Usable Against Others at Range; OAF, Globe Only (-É), 15- Act., 1 One-Turn charge [24 pts]

Reflec Armor—Armor (+6 PD/+10 ED), OIF [16 pts]

The Energy Containment Field is designed to move with the target no matter where they go (much like the example given for Darkness in the HERO System Rules). This is why it is bought Usable *Against* Others. The Energy Damper is used in conjunction to reduce the target's power and, therefore, their ability to break down the field. This field is why Genocide agents carry gyrojet rifles; it is transparent to physical attacks, allowing them to fire in at what is likely a helpless foe.

These are the heart and soul of the Genocide organization, the troops that risk life and limb to assault, neutralize, and ultimately destroy the mutants that threaten their lives. No doubt, they believe themselves to be heroic and brave. (Refer to the *Genocide Unit Tactics* section for information on their specializations and functions).

As mentioned before, the Genocide agents come from all walks of life. They could be the nicest people you would ever care to meet, normally. Unfortunately, they are fanatics. And when the subject of their fanaticism arises, they become irrational. This doesn't stop them from being loving mothers, fathers, brothers, etc. And every time one of them is felled by the actions of a mutant, the fanaticism of the rest is reinforced. It is very important that the heroes being to see these agents are more than just troops with guns. The moral issues that are involved here can provide material for hours and hours of role-playing fun.

The Pawns normally wear black and grey military fatigues that have lots of pockets and are made from ballistic cloth, providing additional protection. They also wear full helmets that have re-breather systems capable of filtering most gasses. They are armed according to their specialization, but all weapons are large and menacing. Their patches are located on the right shoulder.

MINUTEMAN MK VII

Val	Char	Cost	Combat Stats
90*	STR	35	OCV: 8; DCV: 8; ECV: 0 Phases: 2, 4, 6, 8, 10, 12 Costs Char: 154 Base: 725 + + Powers: 725 Disad: 779 = = Totals: 889 889 *Bonus from Growth added in #Only for figuring the number of active commands (-½)
24	DEX	42	
0	CON	-20	
29	BODY	10	
20#	INT	7	
0	EGO	0	
30	PRE	20	
0	COM	-5	
12	PD	27	
10	ED	30	
6	SPD	26	
0	REC	-18	
0	END	0	
0	STUN	0	
Cost	Powers	END	
60	Growth (45 pts), Persistent, Always On (16m tall, 50 tons, -6 DCV, +6 PER vs., +4" Reach, -9" KB)		
45	Takes No Stun (Automaton Rules)		
42	300 END Reserve, 15 REC; REC requires solar energy (-¼)		
3	50 END Reserve, 1 REC; OAF (Back-up Pods)		
180	Multipower (180 pts)		
18 u	12d6 EB, Variable Advantage (up to +½), Variable Special Effect (any)	18	
15 u	4d6 RKA, Double Armor Piercing, No Range Pen.	15	
14 u	6d6 Flash vs. all Sight, Area Cone (15" sides)	14	
12 u	7d6 Entangle, Stops Following Sense Groups: Sight Hearing, Smell/Taste, Radio, and Mental	12	
11	Damage Resistance (12 PD/10 ED)		
37	Force Field (10 PD/10 ED), Hardened, Only defends vs. the Last Attack That Did Damage (-1)	7	
30	Full Life Support		
20	3 BODY Regeneration, Requires Systems Repair Roll by Internal Computer (-½)		
20	Power Defense (20)		
70	25" Flight, x32 NCM	1/5"	
25	360 Degree Radar		
43	Detect Mutant, Ranged, Analyze, 360 Degree, +10 (use base 9-; 19- Roll)		
10	IR and UV Vision		
10	High Range Radio		
24	+8 vs. Range Penalties for Sight and Sound Groups		
36	<i>Internal Computer</i> INT - 30 [20 pts] EGO - 15 [10 pts] DEX - 24 [42 pts] SPD - 6 [26 pts] Skills/Talents: Absolute Time Sense, Bump of Direction, Eidetic Memory, Lightning Calculator, Universal Translator, +4 All Combat, +6 vs. All Range Combat Modifiers, Deduction (15-), Systems Operation (used for Systems Repair as well, 17-), Tactics (15-), KS: Known Mutants (15-), KS: Known Paranormals (15-), KS: Known Mutant Powers (15-), Fam: All Minuteman Weapons, Mental Defense (13) [123 pts] Programs: Seek Out Mutants, Attack to Capture, Attack to Destroy, Diagnose and Repair Internal Systems, Protect Non-Mutants [5 pts] Disads: Must Obey Leaders (Knights and Above), Common, Total [-20 pts]; Protective of Innocents, Common, Strong [-15 pts]; Preserve Self, Common, Moderate [-10 pts] Total Points: [181 pts]		

100+	Disadvantages
10	1½x BODY vs. Electrical Attacks
15	Berserk if Over ½ BODY Lost, 8-/8- (Unc)
25	Distinctive Features: 50' Tall Giant Robot, Not Concealable, Extreme Reaction
15	Hunted by IMAGE, 11- (As Pow)
20	Reputation, 14-, Extreme
694	Villain Bonus

If there is one threat that might bring all of the world's heroes and villains together, it is the Minuteman MK VII robot. Although most of the U.S. programs charged with developing paranormal response technology (such as the "Super Soldier") failed miserably, the Safeguard Program met with unprecedented success when it developed the Minuteman MK VII. Unfortunately, these monstrosities remain a closely-guarded secret in the control of Genocide members.

Standing over a hundred feet tall, the MK VII is stronger than almost everything on the planet, nearly indestructible, equipped with the latest and most powerful weaponry available, and (best of all) completely loyal. The MK VII has a laser capable of piercing the strongest metals known on Earth, a sensory deprivation containment bubble, and an immensely powerful arc-flare system that can overload most shielded sensory gear. Its most powerful weapon, is the Multi-Contingency Weapon System, capable of instantly creating almost any weapon needed to combat an infinite number of different opponents. The MK VII also has a special force field that reacts to the last attack that did damage to it, providing additional protection against that type of attack. For example, if Obsidian were to punch a MK VII and do BODY, the

force field would then attune itself to Normal Physical attacks like punches, move-throughs, etc. If Defender were to follow through with a move-by, the force field would defend against it. It would not, however, affect Quantum's attacks. If she managed to do BODY to it, however, the MK VII's force field would switch to defending against her types of attacks (nuclear energy attacks).

The GM should note that these robots are *extremely* powerful and should be used with utmost care. They are designed to be a significant threat to every paranormal on the planet. Currently, there are only about 4 fully functioning, most of which are located in the secret base in upstate New York under Andevers' control. They will figure prominently in the later stages of Phase Alpha.

OTHER GENOCIDE EQUIPMENT

Genocide agents don't normally use air cars or jet transports; such vehicles tend to become targets and are expensive liabilities. Genocide tends to stick with more conventional (if somewhat "souped-up") transportation, such as armored vans, attack helicopters, and the like. Excellent examples of such vehicles can be found in *Dark Champions*, or the GM can use the vehicles in the *HERO System Rulesbook* (page 195).

Also, GM's who feel Pawns are too powerful may not want them to have all of the weapon options available. Simply ignore the 70 point equipment allotment and choose some "normal" weapons. Again, *Dark Champions* and the *HERO System Rulesbook* provide examples of such equipment.



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The Mutants



IMAGE-IMMANENT MUTANT ASCENSION AND GLOBAL EVOLUTION

Membership: Murdock (leader), TK, Two-Time, Blowout, Null, Void, Troll, Freeze Frame. There are also dozens of mutant agents, with more joining almost every day.

Origin: For many years, there have been mutants and other paranormals who have worked tirelessly to normalize relations between themselves and the rest of humanity. Most of their efforts have met with resistance at best, total rejection more often.

Dr. Randolph M. Snelling, one of the U.S. government's highest echelon "top men," knew from the very beginning that such dreams were only that—dreams. The fact that he himself was a very powerful mutant gave him the clarity of vision to understand what the final outcome would—*must*—be. The evolution of the human species would occur, even if it meant taking control of the planet to see that it was done.

Dr. Snelling was the top secret head of Project Salvation, the unknown Director who managed and manipulated all resources and personnel. Knowing from the resulting research that mutants were to face worse persecution than any minority yet known on earth, he initiated a plan that would

ultimately lead to a war between mutants and the so-called "normals." Even as he pretended to discount any threat in his official reports (letting William Andevers pursue his "secret" agenda just as Snelling planned), he began recruiting mutants that would stand with him to defend their "species" and ultimately take their place as the dominant beings on earth.

Snelling, using his virtually unknown middle name, Murdock, searched the world for special mutants that could share in his vision, one that placed mutants at the top of the world instead of in the shadows as icons of fear. The mutants that came at first were outcasts and outlaws, but eventually mutants of all walks came to follow the only organization that could offer them a chance to fit in and be proud—IMAGE. This all fit into Murdock's plans perfectly. A fighting force the likes of which the world has never seen is forming under his command, and the troops are motivated by a sense of justice, with a righteous cause to fight for.

Goals: IMAGE is the directly opposing counterpart to Genocide. Only mutants are allowed to join, and only if they believe in the total domination of the planet by mutants.



Murdock sees that war is inevitable, and he plans to win that war. As such, he manipulates resources and situations to ensure that Genocide continues its efforts, thus forcing mutants to recognize a common enemy and therefore be forced to band together to combat that foe. So long as a core group remains, the goal of IMAGE is the ascension of mutants to the role as the superior life form on earth.

Tactics: Although there are many mutants in IMAGE, the core group consists of a special cadre that Murdock has hand-picked to work directly with him on the most important operations. All of them have impressive mutant powers, although most are fairly limited in scope. Because of this, Murdock has seen to it that all of them are trained in martial arts and weaponry use, making them well-rounded and capable in all combat situations.

Null will automatically activate his "null" field at the start of a battle, taking care not to include his teammates. The others will pick whatever target they have the best chance of dealing with while Murdock attempts to mind control the opposition's leader or most important member. The key to any operation is TK, because he is quite possibly one of the most powerful entities on the planet.

IMAGE's tactics are defined by their specific goals at the time, but in all cases they fight to win. Most have no qualms about killing, though they will avoid killing other mutants when possible and have no stomach for killing just for killing's sake. Their main enemy is Genocide, and Murdock has trained them to know and understand their enemy.

Relations: The internal relationships on the team are fairly stable, as all of the core members are loyal to Murdock and have come to depend on each other for their very lives. Null and Void are especially close. Only Two-Time tends to get on anyone's nerves, thanks to his penchant for practical jokes and acerbic wit. TK is slowly developing antisocial tendencies (Murdock believe he may be going mad), and the others worry about the powerful telekinetic.

As far as exterior relations go, IMAGE is only just starting to become known publicly. Very few organizations have had any direct contact with them. Of course, Genocide considers IMAGE Threat Number One, to be destroyed with extreme prejudice. UNTIL and PRIMUS have also had limited run-ins, mainly in attempts to prevent the mutants from stealing certain valuable weapon caches and technology. They've also stolen a great deal of material from VIPER, creating immense tension.

IMAGE is on very good terms with the Conquerors and Sunburst's organization; future collaborations are a certainty. IMAGE maintains strong ties with Lifeline, although the latter organization would just as soon see IMAGE give up its war. The Anti-Tech League has been invited to join; as yet, they have avoided giving an answer. Retrograde is totally against it, but Surge is interested and would be followed by his brother, Blackout, if he went.

Reputation: As stated, IMAGE has maintained a veil of mystery until recently. They are known to be the group responsible for Dr. William Anderson's death, and most people who know of them know them to be "avenging mutants," out to destroy Genocide and other mutant-hating organizations. The amount of military hardware they have stolen places them high on the world-threat list of UNTIL and other such agencies. No one is actually aware of just how large they are becoming or what scale of threat to the world they really are.

TK ("TEE-KAY")

Val	Char	Cost	Combat Stats			
10	STR	0	OCV: 7+			
21	DEX	33	DCV: 7+			
18	CON	16	ECV: 5			
12	BODY	4	Phases: 3, 5, 8, 10, 12			
10	INT	0				
14	EGO	8	Costs			
13	PRE	3				
12	COM	1	Char:	108	Base:	100
6	PD	4		+		+
4	ED	0	Powers:	382	Disad:	390
5	SPD	19		=		=
8	REC	4	Totals:	490		490
60	END	12				
30	STUN	4				
Cost		Powers				END
30	Elemental Control—Telekinesis					
a-114	70 STR Telekinesis w/ Fine Manipulation, ½ END					7
b-40	Force Field (30 PD/20 ED), PD is Hardened, ½ END					4
c-30	Force Wall (16 PD/8 ED)					5
d-30	25" Flight, x8 NCM					1/5"
e-30	6d6 Entangle					6
f-15	4d6 RKA, x4 END					24
g-30	50% Resistant Physical & Energy Damage Reduction					
12	Martial Arts—Karate					
	Maneuvers	OCV	DCV	Damage		
	Punch	0	+2	4d6		
	Block	+2	+2	Block, Abort		
	Dodge	—	+5	Abort		
17	7d6 EB, OAF - Blaster Pistol					[15c]
6	Armor (+4 PD/+4 ED), 14- Act, OIF (Armored Vest)					
2	Flash Defense (5), OAF (Goggles/Headset)					
2	Radio Listen/Transmit, OAF (Goggles/Headset)					
2	UV Vision, OAF (Goggles/Headset)					
Skills						
15	+3 Levels w/ All TK Powers					
2	KS: Drafting, 11-					
2	PS: Drawing/Sketching, 11-					
1	Fam. w/ Architecture, 8-					
2	KS: Known Mutants, 11-					
2	KS: Genocide, 11-					
100+		Disadvantages				
15	Overconfident (V Com, Mod)					
10	Vengeful (Unc, Strong)					
10	Dislikes Murdock (Com, Mod)					
20	Hunted, Genocide, 8- (Mo Pow, NCI)					
10	Hunted, UNTIL, 8- (As Pow)					
10	Hunted, Aquarius, 8- (As Pow)					
15	Distinctive Features - Mutant					
10	Reputation (Extremely Powerful Telekinetic), 11-					
290	Villain Bonus					

Background: All Peter Garnett ever wanted to do was design houses and buildings. When he could first pick up a crayon, he drew his whole neighborhood. He liked to draw many things, but buildings were especially fun and especially easy for him. As he went through high school, he concentrated on his drawing and design abilities, and he was certain that he wanted to study architecture when he went to college.

College never happened. Peter was never a particularly popular person, but he got along well enough and had a relatively normal high school experience. At the homecoming game of his senior year, however, normalcy left Peter's life, never to return. He was walking with some friends around the back of the stadium, intent on getting a hot dog and soda from the nearby concession stand, when a group of kids from the local "bad element" decided to roust Peter and his friends for some money and some laughs. One of them drew a knife, wishing to scare the "dweebs." No one counted on Peter's mutant powers, including Peter. Out of fear, he lashed out at the knife wielder, telekinetically snapping his neck before anyone could move. When everyone, punks and his friends alike, began screaming, he instinctively erected a force wall which trashed the concession stand. Then he passed out.

A few days in the hospital revealed that Peter was a mutant. Although no charges were brought against him, it was decided that he should be remanded to a nearby research facility until the full extent of his powers and his control could be determined. Confused and frightened, Peter demanded to be allowed to go home, but his parents told him that it was "for the best." Unable to accept their "betrayal," Peter tore a hole open in the ceiling and escaped.

Still in his hospital clothing, he flew over the city, crying out in anguish. He spotted Aquarius of the Zodiac, hovering over the city and playing havoc with the weather. He flew after the sorcerer, hoping to speak with him about his powers and his life. Aquarius was less than interested and rebuffed the young man with a minor blast of wind. Angry at such treatment, Peter grabbed the powerful villain and slammed him—repeatedly—into the ground, leaving him for dead. Although far from it, the weather wizard was to never forget the thrashing he took that night.

It didn't take Murdock long to hear about this incident, and he decided immediately that the young man needed his guidance as much as he needed Peter's power. He found Peter alone in the mountains and convinced him to join IMAGE. Peter recognized the need for companionship and support while he figured out his powers, but he resents Murdock's manipulative nature and his attempts at trying to control Peter. He may not stay with IMAGE for too long.

Quote: "I'm not putting you down until you cool it with the guns and the attitude."

Personality: Peter is somewhat morose over his lost opportunities, but he is more than aware of the new ones he has now. He actually enjoys his powers, and he is quite confident that he can take on almost anyone on the planet. He isn't as hung up on the whole "mutant/human" thing that Murdock keeps preaching, but he is no fool either. What the scientist-types had planned for him when his powers manifested is only the beginning, and he knows it.

Peter is generally well-liked by the rest of IMAGE, because he has confidence and a pretty good attitude. He has a vengeful side, however, and will lash out at anyone who ticks him off. If an opponent somehow make him look bad or hurts him, he will remember that person and make it a point to get even.

Whenever Peter is not involved with IMAGE activities, he can usually be found floating in his room, reading architecture and design magazines and journals.

Powers/Tactics: Peter is still young and has yet to develop any sophisticated tactics or use of his powers. He is, however, one of the most powerful telekinetics ever seen, and his raw ability can challenge more than one opponent at a time.

His defenses are particularly effective against physical attacks, so he will often face off against foes with such powers as opposed to those with energy abilities (he is actually worried about his next encounter with Firewing, who will not go so easy on him as when they first met). His favorite tactic is to grab a particularly dangerous foe and lift them high into the air, usually forcing them to surrender or just squeezing them until they pass out. If they really annoy him, he will simply drop them. He's not bloodthirsty, but he has no real qualms about killing, either.

Peter's main weakness is his endurance. He has trained himself to sustain his abilities over time, but he stills tires too quickly for Murdock's liking. It is likely that he will continue to improve his stamina over time (increased CON and END). It is also highly probable that his overall power will increase as well; after all, Peter is only just eighteen now.

As with all IMAGE members, Peter has been trained and equipped to handle himself without his powers. He carries a standard blaster and has moderate martial arts training (he is far less interested in such training than Murdock would like). He also wears a light armored vest against the possibility of losing his "teke-shield." Murdock wants him to wear more, but he doesn't like the bulk of the larger suits.

Appearance: Peter Garnett is 5'6" and of light build. He has moderate-length sandy blond hair and brown eyes. He wears the IMAGE jumpsuit (see Murdock) with a grey armored vest over it in battle. He also wears a goggles/radio headset combination. When using his TK powers, he is surrounded by a light blue nimbus.

MURDOCK

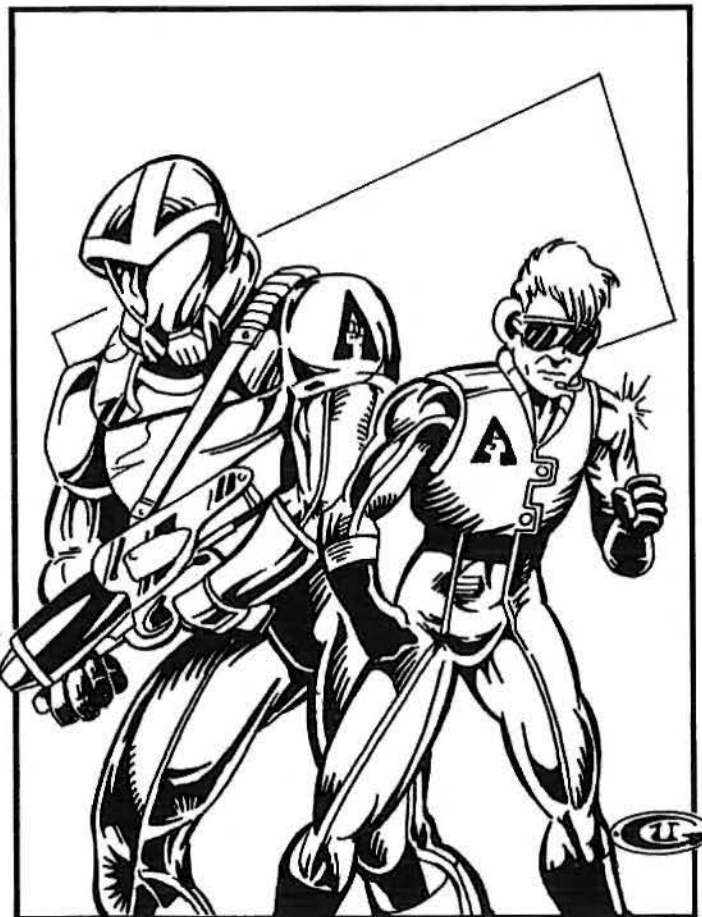
Val	Char	Cost	Combat Stats		
40	STR	30	OCV: 8+		
24	DEX	42	DCV: 8+		
25	CON	30	ECV: 10		
15	BODY	10	Phases: 2, 4, 6, 8, 10, 12		
20	INT	10			
30	EGO	40	Costs		
25	PRE	15			
16	COM	3	Char:	232	Base: 100
15	PD	7		+	+
12	ED	7	Powers:	484	Disad: 616
6	SPD	26		=	=
13	REC	0	Totals:	716	716
70	END	10			
50	STUN	2			
Cost		Powers	END		
105	12d6 Mind Control, Telepathic, Fully Invisible			10	
11	+6d6 Mind Control, 4x END, ½ DCV			+12	
21	Martial Arts—Karate				
	Maneuvers	OCV	DCV	Damage	
	Punch	0	+2	10d6	
	Kick	-2	+1	12d6	
	Chop	-2	0	1d6+1 K	
	Disarm	-1	+1	50 STR Disarm	
	Dodge	—	+5	Abort,	
2	Use Art with Karate Weapons (Staff, Tonfa, etc.)				
33	9d6 EB, Armor Piercing, 4 Clips of 8 charges, OAF (Blaster Rifle)				
20	Armor (+10 PD/+10 ED), OIF				
15	15" Flight, 1 One-Hour charge, OIF (Jet Packs)				
7	Life Support: Self-Contained Breathing, OIF (Helmet)				
3	Flash Defense (5), OIF (Helmet)				
7	High-Range Radio, OIF (Helmet)				
3	UV Vision, OIF (Helmet)				
30	3 BODY Regeneration				
20	Power Defense (20)				
14	Mental Defense (20)				
5	Life Support: Immune to Disease, Retarded Aging				
Skills					
3, 3	Speed Reading; Lightning Calculator				
16, 6	+2 Levels w/All Combat; +2 Levels w/Karate				
3, 3	Breakfall, 14-; Stealth, 14-				
3, 3	Bureaucratics, 14-; Computer Programming, 13-				
3, 3	Deduction, 13-; Forensics, 13-				
3, 3	Electronics, 11-; Inventor 13-				
3, 3	Mechanics, 11-; Paramedic, 13-				
3, 3	Systems Operations; 13-, Tactics, 13-				
3, 10	Scientist; Wealthy				
8	Sciences: Medicine, Biology, Parabiology, Genetics, all 13-				
5	Sciences: Chemistry, Physics, Metallurgy, Mech. Engineering, Electrical Engineering, all 11-				
5	KS: Known Mutants and Mutant Organizations, 15-				
3	KS: Genocide, 13-				
7	Fam.: Small Arms, Heavy Weapons, Energy Weapons, Karate Weapons				
3	KS: Karate Philosophy and Training Techniques, 13-				
8	Perk: Security Clearance				
2	Perk: "Top Man"				
70	Over 1000 Followers (up to 100 pts. w/ 150 Disads)				

100+ Disadvantages

25	Committed to leading Mutants to domination of Earth (V Com, Total)
15	Loves wife (Com, Strong)
10	Disdain of "norms" (Com, Mod)
25	Hunted, Genocide, 11- (Mo Pow, NCI)
10	Hunted, UNTIL, 8- (As Pow)
15	Distinctive Features: Mutant
5	Enraged if his "people" are hurt badly or killed, 11-/14-
10	DNPC - Wife Sarah, Normal, 8- (Note - she is not a mutant)
15	Secret Identity: Dr. Randolph M. Snelling
10	Reputation (Mutant terrorist leader), 8-, ext.
468	Villain Bonus

Background: "How many years did we know each other, William? It seems like a lifetime. Dreams of youth, dreams of saving the world from itself with the wonders of science. College days of friendship and support. Insisting on, and getting, a job with the government together. We did everything together; we were like brothers.

"How much more painful, then, when I had to kill you. You should have never gotten so close to my secret, William. I am one of the nation's 'top men,' an expert in so many fields that I have my own Secret Service contingent and my identity is known to only a handful of people around the world. How do you think the President and the Pentagon would react if they knew that their resident expert on mutants and paranormal counter-measures is the leader of the army of mutants that will destroy them?"



"Oh, you knew well and good how they were going to react. You were counting on it. I let you get away with your little schemes to create Genocide, William, even used my powers of mind control to help you, because I knew that only an enemy force as focused and prepared as yours would galvanize the mutants of the world and bring them to my banner. Even though I had the Salvation Commission publicly condemn your findings, I made sure, with subtle mental influencing, that your reports were taken seriously by all who needed to know. You eventually got everything you wanted, William. Why did you have to want so much more?"

"I never intended for you to succeed in achieving the amount of power you did, nor the level of support. At first, you had an army of fanatics, armed with little more than standard weaponry and minimal training. I never believed you would succeed with those damned robots of yours, but succeed you did. (If anything spells the doom of us all, it is the accursed MK VII.) Even then, I was content to place pressure in subtle ways to hinder your efforts—leaking base locations to superheroes and technical data to UNTIL. But when generals and politicians around the world began falling under your banner, when you came to me and asked me to join the organization that would not only destroy my people but the world itself, I realized you had to be stopped. When I resisted you, you turned against me, William, as though our friendship of all those years meant nothing. But then, isn't that what I have also done?"

"Sending Genocide trackers to determine if I was a mutant was the last straw, though, William. When you gained that knowledge, you knew it would come down to you or me. What you didn't know, William, is that my power had been building as well. When IMAGE came to call on you, you must have realized that it was I, your closest friend, who was pulling the trigger as your life ended in a blinding flash."

"That may have been my last, worst mistake, though. Young Jeffrey has become far more dangerous than you ever were. You would be proud of him, William. I tell myself that Jeffrey's, and Genocide's, rise in power will only further prove to all mutants that I am right and that we will have to fight to survive, and fight to win our birthright as the true rulers of this world. But I am afraid this fight will be far more difficult than I anticipated, because your legacy has grown and thrived, William. Even from the grave, you may well destroy me. God help this world when our eternal struggle is finally done." From the datafiles of Commander Murdock.

Quote: "All of these so-called world conquerors fail to realize that they are missing the two key ingredients we possess—superior genes and superior firepower."

Personality: There may very well not be a person on the planet more intense or focused than Murdock. He is a leader of soldiers, a master of manipulation, and a messiah for his "chosen" people all rolled into one. Everything Murdock does is with planning and precision; even the most instant of decisions are made with full thought by his calculating and powerful mind.

Murdock is totally committed to the concept that mutants are genetically superior and therefore destined to rule the planet. Only by taking their birthright now can they be spared of the misery of bigotry, oppression, and even slavery and death that faces them in the future. He will sacrifice his own life to see that accomplished, and he will destroy anyone—normal, mutant, or otherwise—that gets in the way of his dream.

Murdock reserves any compassion he has primarily for mutants, although he has no desire to see innocents of any species unnecessarily harmed. His one true weakness is his love for his wife, which defies his disdain for normal humans.

Powers/Tactics: Murdock has the psionic ability to control minds. At normal levels, he can subtly influence people and leave no trace of his mental presence. He uses this ability to influence people to do things they are inclined to do anyway in most cases, avoiding drawing undue attention whenever possible. When he must, however, Murdock can summon enough inner power to completely dominate someone's will, making them do anything he verbally commands. He will only use this ability when he stands no chance of his identity being discovered or in battle.

Murdock is also an Advanced Generation mutant, possessing amazing physical and mental attributes. He has the build of a man in his twenties, even though he is forty-seven. He has had to will some signs of age into his features to avoid too much attention to his amazing health.

In addition to his mutant abilities, Murdock equips himself with powerful weaponry and armor to aid him in the ever-increasingly frequent battles he and his troops face. He is a trained master in karate and trains his troops in this art as well. However, Murdock spends most of his time in the shadows, manipulating resources and circumstances to his advantage and using his status as an untouchable government "top man" to access information and people as he wishes, right up to the President. He has over a thousand mutant followers (use the Random Mutant Generator to create them when needed), with more joining each day.

Appearance: Murdock is a powerfully built man with salt-and-pepper hair and steel blue eyes. In battle, he wears dark grey armor over a midnight blue and silver jumpsuit, the uniform of his organization. He wears a fully covering and sealed helmet and carries a large and powerful blaster rifle. The IMAGE insignia, a black triangle with an upward-pointing red fist on fire, is on his left shoulder and right breast.

TWO-TIME

Val	Char	Cost	Combat Stats		
25	STR	15	OCV: 9+		
27	DEX	51	DCV: 9+		
20	CON	20	ECV: 4		
10/20*	BODY	11	Phases: 2, 4, 6, 7, 9, 11, 12		
13	INT	3			
11	EGO	2	Costs		
15	PRE	5			
18	COM	4	Char:	169	Base: 100
10	PD	5		+	+
8	ED	4	Powers:	449	Disad: 518
7	SPD	33		=	=
12	REC	6	Totals:	618	618
50	END	5	*Not Figured (-½),		
38	STUN	5	Only When Not Duplicated (-¼)		
Cost		Powers		END	
178	Duplication—One Identical Form				
38	Martial Arts - Karate and Ninjitsu				
	Maneuvers	OCV	DCV	Damage	
	Punch	0	+2	9d6	
	Kick	-2	+1	11d6	
	Back Kick	+1	+3	7d6	
	Chop	-2	0	1½d6 K	
	Block	+2	+2	Block, abort	
	Disarm	-1	+1	45 STR Disarm	
	Nerve Pinch	-1	+1	3d6 NND	
	Escape	0	0	50 STR vs. Grabs	
	Dodge	—	+5	Abort	
2	Use Art with Karate Weapons				
8	+2 DC's (added in)				
33	9d6 EB, Armor Piercing, 4 Clips of 8 charges, OAF (Blaster Rifle)				
20	Armor (+10 PD/+10 ED), OIF				
15	15" Flight, 1 One-Hour charge, OIF (Jet Packs)				
7	Life Support: Self-Contained Breathing, OIF (Helmet)				
3	Flash Defense (5), OIF (Helmet)				
7	High-Range Radio, OIF (Helmet)				
3	UV Vision, OIF (Helmet)				
7	Mind Link w/ Duplicate, Any Distance or Dimension, Duplicate must have link (-1)				
Skills					
3	Combat Sense, 12-				
20	+4 Levels w/ Hand-to-Hand				
16, 6	+2 Levels w/ All Combat; +2 w/ all PER				
3, 3, 3	Acrobatics, 14-; Acting, 12-; Breakfall, 14-				
3, 3, 3	Bugging, 12-; Climbing, 14-; Conversation, 12-				
3, 5, 3	Criminology, 12-; Disguise, 12-; Lipreading, 11-				
3, 3	Paramedic, 12-; Security Systems, 12-				
3, 3, 5	Lockpicking, 14-; Shadowing, 11-Stealth, 15-				
3, 3	Streetwise, 12-Tracking, 12-				
1	Fam. w/ Computer Programming, 8-				
5	KS: Intelligence Community, 14-				
2	KS: International Secrets, 11-				
3, 2	KS: Ninjitsu, 12-; KS: Karate, 11-				
3	Fluent Japanese (English Native)				
5	AK: Most major cities of the world, 14-				
3	Well-connected				
10	Contacts: CIA (2 pts), KGB, Japanese Intelligence, Yakuza, SAS, Israeli Intelligence, Canadian Intelligence, Interpol, UNTIL, all 11-				

100+ Disadvantages

7	1½x Effect from Drains, Transfers, or Transforms (only when duplicated, -½)
20	Addicted to danger and excitement, reckless (V Com, strong)
15	Loyal to friends (, strong)
10	Prankster (, strong)
20	Hunted, Genocide, 8-
5	Hunted, UNTIL, 8- (Only for questioning)
10	Hunted, VIPER, 8-
15	Distinctive Features: Mutant
15	Secret ID (Morgan Kelsey, freelance intelligence agent)
401	Villain Bonus

Background: No one ever quite knew how he did it. Morgan Kelsey somehow managed to stay one step ahead of everyone in the intelligence business, and he had the maddening ability to make it seem as though he was in two places at the same time.

Of course, that was because he *was*.

Morgan had acted as a "free agent" for many years, trading in information with anyone who wanted it. He had some scruples about it, but not many. He discovered early in his childhood that he could duplicate himself, which he used right away to gain all the advantages he could (obvious things like trading off with "himself" in going to school and doing homework). He maintained his secret throughout his life, even though some people wondered how someone so reckless and cocky could be so "charmed."

He eventually ended up with the CIA, where his thirst for danger and adventure could best be sated. He grew tired of the constraints placed on him by agency life, however, and ultimately "resigned," albeit without complete agency approval. He eventually improved relations with his old bosses, though, when he began offering them particular deals on special information he acquired as a "freelancer." He continued as one of the world's best at what he did for some years.

All that changed, however, when he came across the most frightening information of all. Morgan stumbled across numerous communiqués regarding Genocide's Phase Alpha, communiqués which implied that major political figures around the world were prepared to comply with the Royal Council's final solutions. Morgan saw the end of mutants ahead, and for the first time in his life, he was truly scared. He tracked down the mysterious leader of IMAGE and offered everything he had in the way of information. He also pledged his loyalty and support, becoming IMAGE's top covert specialist.

Quote: "What's the matter, pal? Seeing double? Oh, I crack myself up..."



Personality: Two-Time is crazy, but in a lovable sort of way. He is addicted to danger, needing to experience the chemical rush of adrenaline that only threats to life and limb can provide. Fortunately, he knows how to control these urges so that he can get the job at hand done and not endanger his teammates. Nonetheless, his recklessness and penchant for elaborate practical jokes can result in frayed nerves and frustrated friends.

When on a mission, however, Two-Time can become deadly serious. He's been at this game too long to not know what's what and when to duck. He tends to be protective of the younger members of IMAGE, trying to give them the benefit of his experience. Usually, this comes off as very paternal, but sometimes he becomes very irate with those who don't listen and endanger themselves and others. In turn, this agitates the younger members, who see him as being patronizing or overbearing.

Morgan recognizes the need to kill in order to survive, but he takes no pleasure in it and will protect innocents whenever possible. He is not interested in Murdock's plan for mutants to take over the world; he just wants to see them protected from the horrors that the "powers that be" have in store for the future. If and when it is necessary, he will confront Murdock to stop any plans for world conquest on his part.

Powers/Tactics: Two-Time's most important ability is to split himself into two selves. Each has the same knowledge, experience, personality, etc.. He can also duplicate almost anything that he is wearing or carrying, although he needs some time to "acclimate" such a device to the change. All such items are recombined whenever Two-Time "pulls himself together."

Two-Time's very life force is split between the two "halves." That's why he only has 10 BODY when duplicated and 20 when combined. His body is also less resistant to such effects as Drains and Transfers when split. The same "soul" inhabits both bodies simultaneously, which is why they are always mentally connected no matter how far apart they are physically.

By sending each body to learn something new, Two-Time has gained almost twice the experience and knowledge in his life than most people in the same amount of time. One body learned karate and investigation techniques while another went to Japan and studied ninjitsu and the ways of the ninja. He also has highly advanced physical characteristics, partly due to his mutant physiology and partly due to his training. In addition to all this, he carries some of the standard gear and weapons of IMAGE.

On missions, Two-Time acts as a field commander when Murdock isn't around. He is the team's covert operations and intelligence specialist, gaining valuable information and utilizing his many contacts in the intelligence community. He knows many secrets about many governments and organizations, and he's not above using this to gain advantages. So far, he has kept his involvement with IMAGE secret and separate from his life as Morgan Kelsey.

In battle, Two-Time will wait until the moment of maximum surprise to split, after which he will use his agility, martial arts, and natural coordination with his other "self" to take down an opponent.

Appearance: Morgan is in his late forties, with graying brown hair and a few creases in his face. During IMAGE operations, he wears the standard jumpsuit and armor, including the helmet (which covers his face and protects his identity). He also carries a blaster rifle, although he prefers hand-to-hand.

BLOWOUT

Val	Char	Cost	Combat Stats
13	STR	3	OCV: 5
16	DEX	18	DCV: 5
15	CON	10	ECV: 5
10	BODY	0	Phases: 3, 6, 9, 12
14	INT	4	
15	EGO	10	
13	PRE	3	Costs
16	COM	3	Char: 82 Base: 100
4	PD	1	+ +
15	ED	12	Powers: 192 Disad: 174
4	SPD	14	= =
8	REC	4	Totals: 274 274
30	END	0	
25	STUN	0	

Cost	Powers	END
15	90 END Reserve, 10 REC per 1 Minute	
40	10d6 EB, Beam Attack (-1/4)	5
11	+5d6 EB, Beam, +1 Phase, x2 END [15d6]	+4(9)
7	+5d6 EB, Beam, +1 Turn, x4 END [20d6]	+8(17)
5	+5d6 EB, Beam, +1 Minute, x6 END [25d6]	+12(29)
3	+5d6 EB, Beam, +5 Min., x8 END [30d6]	+16(45)
17	Martial Arts—Karate	
	Maneuvers OCV DCV Damage	
	Punch 0 +2 4½d6	
	Kick -2 +1 6½d6	
	Block +2 +2 Block, abort	
	Dodge - +5 Abort, all attacks	
17	7d6 EB, OAF (Blaster Pistol)	[15c]
20	Armor (+10 PD/+10 ED), OIF	
15	15" Flight, 1 One-Hour charge, OIF (Jet Packs)	
7	Life Support: Self-Contained Breathing, OIF (Helmet)	
3	Flash Defense (5), OIF (Helmet)	
3	Radio Hearing, OIF (Helmet)	
3	UV Vision, OIF (Helmet)	

Skills	
6	+3 levels w/ EB
3	+1 level w/ Karate
3	Computer Programming, 12-
3	Paramedic, 12-
2	KS: African History, 11-
2	KS: South Africa, 11-
3	Afrikaans (Tribal native)
2	English (Tribal native)
1	Fam. w/ General History, 8-
1	Fam. w/ Genocide, 8-

100+ Disadvantages	
20	Physical Limitation ; Takes 3d6 K every time END Reserve reaches full capacity (unless wearing special suit; All time, Greatly)
10	Enraged vs. Genocide or other racists, 11-/11-
15	Emotionally dependent on Murdock (, Strong)
15	Hatred of racists (, Strong)
20	Desperate to control her power (, Total)
20	Hunted, Genocide, 8-
10	Hunted, South African Government, 8- (As Pow, NCI, Limited Geographically)
15	Distinctive Features - Mutant
49	Villain Bonus

Background: Tawana Falstin started life with all of the wrong disadvantages. She was mixed race in South Africa. Worse, the product of a mixed marriage between a white father and black mother, making her an outcast amongst the bigots of both sides in the Apartheid struggle.

Nonetheless, Tawana refused to let hate and bitterness consume her. Her father was a doctor who chose to serve the people of the tribes, and her mother taught history to all who would learn it. She grew up respecting both parents' professions and adopted their mutual drives for understanding between people. When she was old enough, she began helping her father in his clinic even as she pursued her studies in the school where her mother taught. What could have been a life of tragedy seemed to be heading in a much more hopeful direction.

Tragedy, however, was still to be Tawana's destiny. In the summer of 1989, what started as a small incident between young black protesters and trigger-happy white police erupted into a full-scale riot that swept much of the nation, known as the Day of Madness. Eventually, the government called in Powerstar and other ruthless enforcers to quell the uprisings. All around her, Tawana saw the dead and dying, victims of the government paranormals. All of them were black; the whites, obviously, had "done no wrong." She ran into the streets, crying out at them, even as her father rushed to the side of a newly-fallen victim as her mother ran after her. She felt something happening inside of her, but she had no idea what it was, only that her fury was becoming greater by the moment.

It was then that Powerstar and another enforcer, Lasher, took notice of Dr. Falstin. They demanded that he stop treating this "black trash" and turn his efforts towards the more worthy whites. Dr. Falstin spit on Lasher's feet and claimed that he saw no worthy whites. He never stood a chance. Tawana's mother clung desperately to his still-burning body even as Lasher cut her in two. Tawana, finally reaching her parents' bodies, screamed as hot-white energy erupted from her body. When she was done, Lasher was incinerated and Powerstar was in a coma.

Now Tawana was even more of an outcast. Not only was she a "half-breed," but an outlaw mutant as well. Before the South African police could find her, Two-Time found her first and took her to Murdock. Unable to control her new powers, she almost died until he managed to create a special suit that would bleed off the bio-plasma she was generating. The suit, however, had its own problems, and Tawana found herself doomed to lonely life with no home, no parents, and no hope. Murdock was all she had. Murdock and IMAGE.

Quote: "Just a few seconds more, you racist pig, and what you believe won't mean spit!"

Personality: At sixteen years of age, Tawana is the picture of innocence lost. Her only motivations now are to avenge her parents and destroy racism and racists whenever and wherever possible. Murdock has nurtured that hatred and rage by providing love and kindness while engendering a sense of "us or them" in her heart.

Secretly, she has developed a fixation on Murdock. She herself is not fully aware of it, and it is uncertain as to whether it will become romantic in nature. She also cares for Two-Time (he's the one who rescued her) and she thinks Freeze Frame is interesting. She is still getting to know the others.

There is nothing Tawana wants more in the world than to be rid of her "bleed-off" suit and have control of her powers. If anyone could seriously offer her that, she would likely do virtually anything.

Powers/Tactics: Tawana's power is about as straight forward as it comes. She is constantly generating bio-plasma within her body, and she must periodically release this energy or burn herself up. She can only release it in focused bursts of destructive energy. The longer she tries to contain it, the more powerful it becomes. If she manages to wait until the last possible moment (five minutes), she can release one of the most powerful bursts of energy ever known. It takes a lot out of her, but in reality, that's what she wants. (Note—although there is no "mechanic" for it, the GM should assume that Blowout simply cannot hold the EB off any longer than five minutes. She *must* fire it then.)

When wearing the bleed-off suit, she doesn't have to fire the EB. The suit is like a leotard, worn under her uniform. It can be targeted like any other focus, if the attacker knows about it. Without the suit, Tawana will glow, unable to spark off 1 END per phase to keep her END Reserve from filling up.

Like her teammates, Tawana is trained in karate and carries a back-up weapon against those occasions when she is left without her power.

Appearance: Tawana Falstin is a beautiful young lady of sixteen, with luxurious black hair and green eyes. She is petite (5'4") and has a slim, athletic build. She wears the team outfit and armor (see Murdock) and carries a hand blaster.

NULL

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 7+
22	DEX	36	DCV: 7+
15	CON	10	ECV: 4
14	BODY	8	Phases: 3, 5, 8, 10, 12
13	INT	3	
11	EGO	2	Costs
20	PRE	10	
18	COM	4	Char: 129 Base: 100
7	PD	4	Powers: 391 Disad: 420
5	ED	2	Totals: 520
5	SPD	18	
7	REC	2	
70	END	20	
35	STUN	5	

Cost	Powers	END
15	EC—Energy Control Powers	21
a-197	10d6 Suppress vs. all forms of energy At Once (+2), Area Effect (15" Radius), Selective	
b-15	6d6 Absorption, Energy to END	
c-19	Force Field (25 ED), Hardened, 0 END, Only up to amount absorbed (-½)	0
12	Martial Arts—Karate	
	Maneuvers OCV DCV Damage w/ Staff	
	Punch	0 +2 5d6
	Kick	-2 +1 •8D6
	Disarm	-1 +1 7d6
	Dodge	— +5 •10D6
1	Use Art w/ Staff	
4	+3d6 HA, OAF (Staff)	
33	9d6 EB, AP, 4 Clips of 8 charges, OAF (Blaster Rifle)	
20	Armor (+10 PD/+10 ED), OIF	
15	15" Flight, 1 One-Hour charge, OIF (Jet Packs)	
2	Flash Defense (5), OAF (Goggles/Headset)	
2	Radio Listen/Transmit, OAF (Goggles/Headset)	
2	UV Vision, OAF (Goggles/Headset)	

Skills	
8, 6	+4 levels w/ Suppression; +2 levels w karate
3, 3	Acrobatics, 13-; Breakfall, 13-
3, 3	Concealment, 12-; Eletronics, 11-
3, 3	High Society, 12-; Lockpicking, 13-
3, 3	Security Systems, 12-; Sleight of Hand, 13-
3, 4	Stealth, 13-; PS: Thief, 13-
1, 3	Fam. w/ Genocide, 8-; English (French native)
5	Well-off

100+ Disadvantages	
25	Devoted to Void (V, total)
10, 10	Dislikes Killing (, Mod); Greedy (, Mod)
10	Berserk if Void seriously hurt (11-/14-)
20	Hunted, Genocide, 8-
10	Hunted, Interpol, 8-
15	Distinctive Features: Mutant
15	Secret ID (Rene Lebleu)
5	Reputation (as "Blank"), Master thief, 8-
300	Villain Bonus

Background: Throughout Europe, the Blank had made a name for himself as a mysterious thief with an uncanny ability to disrupt all forms of electronic security. No one ever saw him, because no camera could ever record his presence. Some speculated that paranormal powers must be at work. They were right.

Rene Lebleu decided, like so many before him, that the only way to make any real use of his mutant powers was to achieve material gain. Unlike many of those others, however, he saw that the tried and true methods of burglary, combined with his own special abilities, were far more effective than the usual "Grog smash bank, take money" approach. Thanks to that philosophy, Rene is quite comfortable. He would be far more than that if it were not for his penchant for the "high life."

The Blank's career might have gone on uninterrupted for some time if it weren't for the appearance of a young Bosnian girl named Anyea. He had gone to the fractured remains of Yugoslavia in order to take advantage of the chaos there and gain some easy wealth. What he found was an angry Serbian mob of soldiers and citizens chasing a young, frightened woman into an alleyway, apparently intent on killing her. Something inside him took over, and he leapt to her rescue, only to find that she was much more than she seemed. When a beam of blue light lashed out from her head and various members of the mob just stopped moving, Rene knew that she was a mutant like himself. Together, the two fought their way to freedom, and he eventually snuck her out of the country. Her parents having already died from "ethnic cleansing," she stayed with him for lack of nowhere else to go.

It was not long after that an old acquaintance, Morgan Kelsey (aka Two Time) tracked Rene down and explained to him what was going on in the world and invited him to join IMAGE. Rene, realizing that he was growing very close to Anyea, accepted, hoping that the group's strength could protect her from a world growing ever more dangerous. Although he maintains his "career" as the Blank, Rene spends most of his time with IMAGE and Anyea. It was Freeze Frame who first suggested that Rene and Anyea adopt their current code names.

Quote: "A pity I turn off all your power, *oui?* Let us dance, *mon ami...*"

Personality: Rene comes off as an almost stereotypical suave and debonair French rogue, which, in many ways, he is. However, he is far more complex than that. What he first saw as a frightened young girl has grown into a beautiful, graceful woman, and he would gladly sacrifice anything for her love.

Rene's passion for the finer things drives him to continue his career as a thief, and there's nothing he enjoys more than a caper well-played. This sometimes gets him into trouble with Murdock, who doesn't want to see any IMAGE people unnecessarily incarcerated or worse. Another source of agitation between Murdock and Null is the latter's disdain for killing. Rene sees such actions as taking the "game" too far; even though he is beginning to see that it is no longer really a game, he cannot bring himself to easily accept the taking of life.

Rene appreciates the sense of humor of both Two-Time and Freeze Frame. He finds TK to be a pompous ass and worries about the stability of both Troll and Blowout. If Two-Time were to make his move against Murdock (see Two-Time), Rene would likely join him.



Powers/Tactics: Rene has the very powerful ability to suppress almost all forms of energy in a wide area. He can even fine tune his ability to affect only what he wants to. His power affects electronics, lasers, plasma beams, radiation, fire, even hyperkinetic energy (such as bullets or high velocity thrown objects). He can only maintain this "null field" for a short while, though, before he drops from exhaustion. He often drops his SPD down to 2 to maintain his field longer.

Rene can also absorb energy, giving him added energy to maintain his field. It is very difficult to hurt Null with pure energy, although physical attacks can affect him normally. As with all IMAGE agents, he is equipped with armor and a blaster to offset the possible loss of his powers. He is an accomplished martial artist as well, using a staff to increase his effectiveness.

On top of all this, Rene is an accomplished thief. His skills are highly complimentary to Two-Time; the two often work together on covert operations.

Appearance: Rene is 6'2" with a very athletic build. He has black hair cut in the latest style and almost black eyes. He wears the IMAGE uniform and armor, but he tends to wear a grey coat over the outfit. Like TK, he prefers the goggles and headgear option over the full helmet.

Note: Interpol has been closer on Rene's trail than he realizes. Chief Inspector Robertson of the P.I.D. (see *Champions Universe*) may very well catch up to him, possibly calling in other paranormals to help. Robertson is less interested, however, in bringing Rene to justice than he is in learning more about IMAGE.

VOID

Val	Char	Cost	Combat Stats		
10	STR	0	OCV: 8		
24	DEX	42	DCV: 8		
13	CON	6	ECV: 6+		
11	BODY	2	Phases: 3, 5, 8, 10, 12		
15	INT	5			
18	EGO	16	Costs		
15	PRE	5			
22	COM	6	Char:	108	Base: 100
5	PD	3		+	+
4	ED	1	Powers:	179	Disad: 187
5	SPD	16		=	=
6	REC	2	Totals:	287	287
30	END	2			
25	STUN	2			
Cost		Powers		END	
33	15d6 Mental Illusions, One Illusion Only (-½) (Victim is trapped in the "void,") Must achieve EGO+30 effect (-½), Visible				7
11	Extra-Dimensional Movement, One Dimension ("The Void"), up to x16 mass, x6 END				24
17	Martial Arts—Karate				
	Maneuvers	OCV	DCV	Damage	
	Punch	0	+2	4d6	
	Kick	-2	+1	6d6	
	Block	+2	+2	Abort	
	Dodge	—	+5	Abort, all attacks	
17	7d6 EB, OAF (Blaster Pistol)				[15c]
20	Armor (+10 PD/+10 ED), OIF				
15	15" Flight, 1 One-Hour charge, OIF (Jet Packs)				
7	Life Support: Self-Contained Breathing, OIF (Helmet)				
3	Flash Defense (5), OIF (Helmet)				
3	Radio, OIF (Helmet)				
3	UV Vision, OIF (Helmet)				
20	Mental Defense (24)				
Skills					
6	+3 levels w/ "Void" power				
6	+6 Resistance				
3	Acrobatics, 14-				
3	Breakfall, 14-				
5	KS: Dancing, 16-				
3	KS: Music, 12-				
3	KS: Stringed Instruments, 12-				
1	KS: Genocide, 8-				
2	English (Serbo-Croatian native)				
100+		Disadvantages			
10	1½x STUN vs. knives				
15	Hatred of Serbians and other oppressive people, (strong)				
20	Loyal to Null (, total)				
10	Fear of men (, mod)				
20	Hunted, Genocide, 8-				
10	Hunted, Serbian Liberation Force, including Spector (as pow), 8-				
15	Distinctive Features: Mutant				
87	Villain Bonus				

Background: All Anyea Mizkin ever wanted to do was dance. Music was her life, the stage her soul. She had always been able to seek out the inner peace within her so that her mind and body could become one with the music, and that gift had made her one of the most promising students in her country. That is, until the country tore itself apart.

Yugoslavia came apart so fast that her parents had no idea what to do until it was too late. Her mother was a Muslim, her father Croatian. That made the Mizkins enemies of the Serbs, a crime her parents paid for with their lives. Anyea was not so lucky. In the internment camps, Serbian soldiers took repeated advantage of her, all in the name of "ethnic cleansing." She found herself retreating deeper and deeper into the void to get away from the horrors she was subject to.

Finally, the day came when her mind could take no more. As the soldiers came once again, she willed with all her heart to just die. Instead, her mutant powers manifested and transported her and some of her captors into her "void." She was at peace there, but the soldiers were terrified at the complete sense of "nothingness" there. Frightened of what they might do, she willed herself back. In the chaos of her reappearance in her cell, she was able to escape. She lost herself in the city, living on scraps and sleeping in alleys while she tried to understand what was happening to her.

The hate of the Serbs would not leave her be, however. A week later, she found herself being chased by a mob bent on killing her. As she ducked into a dead-end alley, she prepared to "void out." However, that was when Rene Lebleu leapt to her aid. Determined to help her rescuer, she found herself lashing mentally out at her attackers. Somehow, she was able to project her void into their minds, leaving them temporarily unable to function. The two escaped the mob, and Rene helped her leave the war-torn lands. He also agreed to go with her into the void, so that she could better understand it. The two grew close over time, although she could not allow him to become romantic with her (that will still take some time). When Rene's friend came to them with an offer to join IMAGE, she saw it as a chance to be with those who would protect those like her.

Quote: "So ready to do violence to us, are you? Let me show you the peace of oblivion..."

Personality: At 22, Anyea has endured far too much pain. Only through great courage and through the aid of her powers has she maintained any sense of sanity. Outwardly, she is hard and strong, ready to give as good as she gets. Inside, she is a frightened child wanting nothing more than to be held and to hear the music play again.

Music is Anyea's only true respite. She often goes off by herself to play or to dance. Rene's greatest gift to her is a studio where she can indulge her artistic spirit as much as she desires. She knows how much he loves her, and her love for him is growing. Nonetheless, the horrors of what the Serbs did to her is still very fresh in her mind, and she cannot bring herself to give in to her love, at least not yet. She will, however, not allow anyone to harm Null. He is most definitely her "partner," and she would die for him in an instant.

Ironically, killing is something that seems easier for her than it is for Rene. Deep down, she knows there has been too much death in her life, but she sees that there is no other way to stop the ravages of those who would destroy her and her kind.

Powers/Tactics: Anyea has the unique ability to tap into an extra-dimensional space created by her own mind, a place she calls the "void." She can physically transport herself and many others there, although she usually avoids taking others because of how desolate a place it is for all but herself. To this day, she has no idea what happened to the Serbian soldiers she left there; she hasn't seen any sign of them on subsequent "trips" there.

She can also project the void into the minds of others. This has the effect of leaving them in a near-vegetative state, unable to interact with the real world. Unless she continues to concentrate on them, they will eventually return.

She also carries standard IMAGE equipment and has undergone martial training (which is greatly enhanced by her natural agility and her dancing expertise). She has a particularly powerful mind that can withstand most mental assaults. This is the result of both her powers and her resistance from her past ordeals. Unfortunately, those same ordeals left her mentally vulnerable to knife attacks—she perceives them as doing more damage than they actually do.

Appearance: Anyea has long, dark red hair and hazel eyes. She is 5'7" and has a light, dancer's build. She wears the IMAGE armor, including helmet, when in battle, and she carries a blaster pistol.

TROLL

Val	Char	Cost	Combat Stats	
55*	STR	30	OCV: 6+	
19	DEX	27	DCV: 6+	
35	CON	50	ECV: 4	
18*	BODY	10	Phases: 3, 6, 9, 12	
13	INT	3		
18	EGO	16	Costs	
25	PRE	15		
6	COM	-2	Char:	210 Base: 100
16	PD	10		+ +
14	ED	7	Powers:	341 Disad: 451
4	SPD	11		= =
20	REC	14	Totals:	551 551
70	END	0		
70*	STUN	19	*Bonus for Growth added in	
Cost	Powers	END		
20	Growth (15 pts), Persistent, Always on; 800kg, -2 DCV, +2 PER vs., +1" reach, -3" KB	0		
73	3d6 RKA, AP, AutoFirex5, 500 charges, OAF (Heavy) Auto-Laser	[500c]		
6	+4d6 HA, OAF (Questonite Baseball Bat)	1+		
60	50% Resistant Physical & Energy Damage Reduction			
8	-4" Knockback Resistance (-7" total)			
10	+10" Superleap (18"/9")	1/5"		
6	Armor (+4 PD/+4 ED), 14- Act, OIF (Armored Vest)			
2	Flash Defense (5), OAF (Goggles/Headset)			
2	Radio Listen/Transmit, OAF (Goggles/Headset)			
2	UV Vision, OAF (Goggles/Headset)			
20	2 BODY Regeneration			
40	Power Defense (40)			
10	Mental Defense (14)			
5	Life Support: Immune to Disease, Retarded Aging			
Skills				
20	Universal Translator, 12-			
32	+4 levels w/ All Combat			
3	Electronics, 11-			
3	Interrogation, 14-			
5	Mechanics, 12-			
7	Streetwise, 16-			
3	Systems Operation, 12-			
4	KS: Art, 13-			
100+	Disadvantages			
10	1½x STUN vs. Fire			
13	Enraged vs. Genocide, 14-/11-			
15	Protective of IMAGE teammates, especially Blowout and Void (, strong)			
20	Hates Genocide (, total)			
10	Cares very little about "social norms" or customs (, mod)			
20	Hunted, Genocide, 8-			
15	Distinctive Features: Mutant			
20	Distinctive Features: Giant, ugly "thug" (Not Conc., Major)			
328	Villain Bonus			

Background: No one's really sure where he came from. Murdock and some of his agents were in a pitched battle with some Genocide heavy-hitters when all of a sudden armored bodies started flying everywhere. In no time, the Genocide agents were routed and there stood before Murdock an enormous man carrying a metal bat and wearing leathers and chains.

"You bust Genocide heads. I wanna join."

There was no real formal acceptance or ceremony; Troll just stayed around with the team until someone gave him a uniform. Of course, he's made modifications (see Appearance). He's never given another name. Murdock suspects that he was one of the leaders of a gang of street-runners, most of which were mutants, that ran in Los Angeles. Genocide apparently wiped them all out one night some years ago. All, it seemed, but Troll.

Quote: "OK, #%%\$@%\$! Do I bash your skull in or blow your brains out? Your choice."

Personality: When it comes to Troll, there's more than meets the eye. On the surface, it seems that there is nothing remotely subtle about him. He is crass and anti-social, doing what he likes when he likes, coming and going as he pleases, and saying what ever is on his mind (though he's rarely very talkative). He has no qualms about killing when it comes to those he thinks needs it, especially Genocide. He has a quick temper and takes guff from very few people, especially if they aren't his teammates.

However, Troll is far more complex than all that. He has soft spot in his heart for both Void and Blowout; Murdock believes it has something to do with the tragedies of his past. Troll often throws himself into danger to protect his friends, and it seems as though he almost wishes he could die at those times. Troll also has profound respect for all forms of art; he is often found during "down time" reading through various art journals or perusing his own small collection. Sometimes, he goes to listen to Anyea (Void) play her music or dance. He is in no way flirtatious; he just listens and watches and appreciates.

Powers/Tactics: As with most "bricks," Troll is pretty easy to understand. He is large, strong, and very tough. His skin, though very tough, isn't armor. He just takes pain well and recovers quickly.

Troll, like Murdock, is an Advanced Generation mutant. He is particularly resistant to forced changes to his physiology (Drains, Transfers, etc.); this is reflected in his unusually high Power Defense.

Troll has been at this game a long time, and his combat skill shows it. He carries a bat made out of Questonite, an unusual material created by Dr. J. A. Quest of StarGuard International. Where and how he got it is still a mystery, but he uses it with devastating effect (treat it as Indestructible). Murdock has also equipped him with a particularly large and powerful heavy auto-laser, intended for vehicle-mounted use. Troll normally uses it with one hand. At Murdock's insistence, he wears a light armor vest and much of the standard IMAGE gear.



Troll's most unusual talent, however, is his uncanny talent for understanding and communicating in any language. It seems to have nothing to do with his other powers. Know one, including Murdock, understands it, and Troll, if he knows, isn't telling.

(Note: Troll's vulnerability to fire is purely psychosomatic; if anyone were to help him psionically deal with it, he could "buy it off.")

Appearance: Troll is over 12 feet tall and has a monstrous build. Unfortunately, he also has a less-than-friendly face. He covers this partially with long hair, a full beard and mustache, and sunglasses (when he's not wearing his IMAGE goggles). He has relented to wear the IMAGE uniform (probably understanding that it represents this team's "colors"), but he has ripped the sleeves off and wears chains all over it and a pair of heavy motorcycle boots.

FREEZE FRAME

Val	Char	Cost	Combat Stats			
13	STR	3	OCV: 7+			
20	DEX	30	DCV: 7+			
15	CON	10	ECV: 8			
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12			
12	INT	2				
24	EGO	28	Costs			
15	PRE	5				
14	COM	2	Char:	140	Base:	100
5	PD	2		+		+
4	ED	1	Powers:	303	Disad:	343
6	SPD	30		=		=
6	REC	0	Totals:	443		443
60	END	15				
30	STUN	5				
Cost		Powers				END
101	4d6 Mind Control, Telepathic, One Command ("Do Not Move At All"), Linked with 14d6 Mind Control, Telepathic, One Command ("Remember Nothing During the Time You Are Unable To Move"), Linked to other Mind Control					16
21	Martial Arts—Karate					
	Maneuvers.	OCV	DCV	Damage		
	Punch	0	+2	6½d6		
	Kick	-2	+1	8½d6		
	Block	+2	+2	Abort		
	Disarm	-1	+1	33 STR Disarm		
	Dodge	—	+5	Abort		
8	+2 DCs (added in)					
33	9d6 EB, AP, 4 Clips of 8 charges, OAF (Blaster Rifle)					
20	Armor (+10 PD/+10 ED), OIF					
15	15" Flight, 1 One-Hour charge, OIF - Jet Packs					
7	Life Support: Self-Contained Breathing, OIF (Helmet)					
3	Flash Defense (5), OIF (Helmet)					
3	Radio, OIF (Helmet)					
3	UV Vision, OIF (Helmet)					
Skills						
6	+2 levels w/ Karate					
10, 3	Eidetic Memory; Speed Reading					
3, 3	Acting, 12-; Breakfall, 13-					
3, 3	Bugging, 11-; Demolitions, 11-					
3, 3	Electronics, 11-; Paramedic, 11-					
3, 3	Sleight of Hand, 13-; Stealth, 13-					
3, 1	Systems Operations, 11-; Disguise, 8-					
1, 3	KS: Karate, 8-; Jack of All Trades					
11	Professions: Photographer, Filmographer, Videographer, Soundman, Film Editor, Technical Director, Chef, Stuntman, Carpenter, Director, Special Effects, all 11-					
4, 10	KS: Cooking, 13-; Wealthy					
3, 2	AK: Hollywood, 12-; AK: NYC, 11-					
8	Various Favors owed in Hollywood and New York					
100+	Disadvantages					
15	Dislikes Killing (, strong)					
15	Takes very little in life seriously (V, mod)					
10	Showoff (, mod)					
20	Hunted, Genocide, 8-					
15	Secret ID (Darin Kennedy)					
15	Distinctive Features: Mutant					
253	Villain Bonus					

Background: There's no business like show business, and no one knows that better than IMAGE's latest recruit, Freeze Frame. Known as Darin "Jacko" Kennedy in the "biz," he is one of the most sought-after people in Hollywood and New York. The nickname comes from "Jack o' Trades," because Darin can do almost anything that needs doing and do it well. His knack for "picking things up" from just watching and reading about them, combined with his love for making movies and videos, has made him a favorite among the top names in entertainment.

His life would have happily continued in that fashion if had not been for the night that Genocide murdered his date. She was an as yet unknown actress who had just been discovered and was about to start her career. They had met on a set where he was shooting a music video she was doing some dancing in. There had been something strange about the way she seemed to somehow make the music sound better as she danced, but Darin didn't concern himself with it. They went out that night to "do the town."

As they left the first dance club of the evening, what seemed like a horde of armored rejects from the "Alien Invasion" movie jumped out of nowhere and gunned her down right in front of him. They turned their guns on him, and the rage inside him over her death triggered his latent abilities. The first soldier just stopped moving. Unfortunately, there were too many for him to deal with. The first rounds that hit him threw him into shock, followed quickly by blessed unconsciousness.

He awoke in what looked like a very high-tech hospital bed. Murdock stood over him. After the inevitable "What happened?" crossed his lips, Murdock explained that IMAGE had come to his rescue. The mutant leader also explained who Genocide was, what he was, and what was coming for all those like him if Genocide was not stopped. The death of the beautiful dancer, as well as his own wounds, made it clear to Darin that this was a cause worth joining.

Quote: "Now hold that pose, ducky! Man, I wish I could get all this on film!. Ol' Schwartzie couldn't do a better action scene!"

Personality: Freeze Frame is very much a product of his environment. The world is one great sound stage and he's the guy to direct and shoot the scene. He realizes that this is not really a game, but he treats it as one anyway. He understands Murdock's rage and intensity, but he cannot bring himself to accept that killing is the only answer.

Freeze Frame and Two-Time get along really well. The two share their concerns about Murdock's agenda in private. Darin refuses to give up his life in the entertainment world, although he has had to cut back on the time he spends with projects. This has simply added to his draw and raised his fees (ah, Hollywood).

Powers/Tactics: Freeze Frame has one mutant ability, but it's a doozy. With but a thought, he can effectively turn someone "off." They stop moving and have no sense of time or self until they recover. They are still affected by the world and such things as physics. For example, if he were to use his power on Quantum while she was flying, she would simply stop and fall to the ground.

Having worked as a stuntman, Darin is in very good shape physically and has turned what was a passing fancy in martial arts into mastery, to better function in the team. Having only recently come into his powers, Darin realizes

more than most of his teammates the need to be able to function without them.

Darin also adds to the team some unique skills that Murdock puts to use frequently, including his acting and electronic surveillance knowledge. In addition, Darin's contacts and wealth provide additional valuable resources.

Appearance: Darin is black, in his middle twenties, and stands 5'10". He is well-built and muscular without being bulky. In combat, Darin wears the standard jumpsuit and armor of IMAGE, including the full helmet. He also carries the larger blaster rifle. Otherwise, he wears the latest styles in casual wear, wears sunglasses, and chews bubblegum incessantly.

MURDOCK'S OTHER FOLLOWERS

The GM should use the Random Mutant Generator to create whatever number of mutants they need for a scenario, with the following modification:

Starting Template

D6 Roll	Template
1	Normal
2-3	Skilled Normal
4-6	Competent Normal

Most skills will be either combat or covert operation related, although the GM is invited to give them whatever is appropriate or needed.

All IMAGE troops are equipped with the following:

Cost	Gear
33	9d6 EB, Armor Piercing, 4 Clips of 8 charges, OAF (Blaster Rifle)
20	Armor (+10 PD/+10 ED), OIF
15	15" Flight, 1 One-Hour charge, OIF (Jet Packs)
7	Life Support: Self-Contained Breathing, OIF (Helmet)
3	Flash Defense (5), OIF (Helmet)
3	Radio, OIF (Helmet)
3	UV Vision, OIF (Helmet)
84	Total of Equipment

The GM is invited to create even more powerful additional followers as they see fit. Note that, in some cases, a mutant follower generated from the tables may end up with a few more than 250 points. The GM is invited to ignore this limit and go with what works. Consider that, for every follower of Murdock's that exceeds the point limit he paid for, there will be numerous ones who come in well under that limit.



THE DOWNTRODDEN

Membership: Fry Daddy (leader), Zap, Ears, Shades, Truck, Wild Thing, Voodoo, Tabatha, numerous other gang members, mutant and normal, who come and go.

Origin: There's really not much to tell regarding the origin of the Downtrodden. No tragic disaster brought the group together, no cosmic event or mystic destiny (at least none that anyone but Voodoo cares to talk about) caused the group to band together. The biker gang known as the Downtrodden simply *happened*.

The foundation of the gang is Fry Daddy. He's been riding the highways for over thirty years, living by his wits and skill, falling back on his mutant powers only when he must. Other mutants with nowhere to go started looking for him when a news magazine reporter did a profile of his life. He sometimes wishes he had never done that interview, but the Downtrodden (a name suggested by his adopted daughter, Tabatha) have become a family that take care of each other and a home for those who need someplace to be.

Goals: The Downtrodden have two primary goals: to survive and to be left alone. Unfortunately, both are becoming much harder these days. Some of the members have committed acts of petty larceny at one time or another, and the whole team has been framed by unknown enemies for a mass murder they had nothing to do with. On top of the usual survival problems that a biker gang endures, the Downtrodden are mostly mutants and therefore a prime target for Genocide.

They ride from place to place, never settling down for too long, looking for peace, a bite to eat, a few bucks for gas and parts and a place to lay their heads down. If anyone really wants to get in their way of attaining these things, the situation can become very nasty.

The Downtrodden do have one other major goal: to find the dirtbags that killed all those people and framed them. When that happens, there will be hell to pay...

Tactics: The Downtrodden are by no means a combat unit. Each member handles conflicts in their own way, but the stronger usually attempt to take care of those who need it. If it is remotely a fair fight, each member will take on their choice of an opponent,



although Fry Daddy will usually hold back to make sure things don't get out of hand and that Tabatha and the others are taken care of.

The gang will normally combine efforts against a particularly powerful foe, and they can be amazingly resourceful at times. However, if the tide turns, they will bolt as soon as possible. They aren't interested in honor or glory; surviving until the next meal is enough for them.

Relations: The core group of the Downtrodden is very tight (even in light of Zap's ambition) and is very much a family. Other members are welcome so long as they respect the basic rules of the gang—primarily, "Respect my peace and my space, and I'll respect yours."

Although there is a core group that is seldom found apart, others come and go as they wish (so long as they are accepted and trusted). Seeker (of the Champions), during a period of personal crisis when he needed to "seek" his answer in a way that he couldn't with his teammates, went undercover and rode with the Downtrodden for awhile. Heracles and Theseus (of the Olympians), wearing leathers and the like, occasionally join the gang to ride and consider the members good friends, as does Trasher (formerly of Sanctuary).

The Downtrodden are either respected or ignored by almost everyone else. They have some ties to Project Lifeline and Fry Daddy has been contacted by Murdock about an alliance. He has made no commitments, but there is an amicable understanding between the two.

Of course, Genocide sees the gang as an ideal target and has stepped up plans to eliminate them totally. It was a disguised Genocide unit, under the command of the Black Queen, that framed the gang for mass murder.

Reputation: Fry Daddy has told a number of reporters that his group was not responsible for the murders that they were framed for, and that he intends to bring the perpetrators to justice. Most people see the Downtrodden as either heroic outlaws or as repugnant miscreants in need of being thrown in jail (this is normally dependent on a given person's political and social points of view). Most other biker gangs just think that they are pretty cool.

The FBI and the various police agencies nationwide are extremely anxious to apprehend the gang. Even if they didn't commit the murders, they are involved in some nasty business and need to be brought in for questioning. Most hero and villain groups will steer clear of them unless circumstances force a conflict. Any government or police sponsored group will be obliged to bring them in.

Note: The Downtrodden are not very powerful and are not intended to be a typical villain group for average superheroes to fight. They are suited for lower-powered or heroic-level opponents, but their main purpose is to be a group with which to interact, with an interesting story purpose and point of view. GMs who want to make them more suited for all-out brawling should either increase their abilities or use the Random Mutant Generator to add more powers to the group.

Also of note: the Downtrodden are a biker gang and, as such, ride motorcycles. They almost never use them for combat, so there are no given stats for them and points have not been paid. The typical superhero doesn't pay points for their car, either. If stats are needed, use the motorcycle write-up on page 63.

FRY DADDY

Val	Char	Cost	Combat Stats	
15	STR	5	OCV: 7+	
21	DEX	33	DCV: 7+	
18	CON	16	ECV: 6	
16	BODY	12	Phases: 3, 5, 8, 10, 12	
13	INT	3		
18	EGO	16	Costs	
18	PRE	8		
12	COM	1	Char:	144 Base: 100
8	PD	5		+ +
12	ED	8	Powers:	170 Disad: 214
5	SPD	19		= =
10	REC	6	Totals:	314 314
46	END	5		
40	STUN	7		

Cost	Powers	END
15	EC—Fire Powers	
a-26	4d6 RKA, Energy, Reduced by Range, x2 END	12
b-7	50% Resistant Energy Damage Reduction (Fire & Heat Attacks Only, -1)	
20	2d6 RKA, +1 Stun, 2 clips of 8 charges, OAF (.44 Magnum)	
17	Martial Arts—Dirty Infighting	
	Maneuvers OCV DCV Damage	
	Punch 0 +2 7d6	
	Roundhouse -2 +1 9d6	
	Low Blow -1 +1 3d6 NND	
	Disarm -1 +1 35 STR Disarm	
8	+2 DCs (added in)	
3	Armor (+2 PD/+2 ED), Act 14-, OIF (Biker Leathers)	
5	Life Support: Immune to extreme temperatures, retarded aging	
5	Mental Defense (9)	
6	+3" Running (9" Total)	1/5"

Skills	
6, 6	+3 levels w/ RKA; +2 levels w/ Dirty Infighting
3, 3	Lightsleep; Traveller
3, 3	Breakfall, 13-; Stealth, 13-
5	Combat Driving, Motorcycle, 14-
3, 3	Mechanics, 11-; Paramedic, 12-
3, 3	Streetwise, 13-; Survival, 11-
5	AK: North American Highways, 15-
12	AK: Atlanta, Boston, Dallas, Denver, Los Angeles, Mexico City, Miami, Milwaukee, NYC, Philadelphia, San Francisco, Toronto - all 11-

100+	Disadvantages
25	Protective of "his people" (v, total)
10	Memory Gaps (, mod)
10	Outlaw Mentality (, mod)
20	Hunted, Genocide, 8-
20	Hunted, FBI and Police, 8-
15	Physical Lim: Heart condition; must have regular doses of medication or become debilitated and eventually die (Inf, Fully)
20	DNPC - Tabatha (adopted daughter), Norm, 14-
10	Reputation, Outlaw leader of Downtrodden, 11-
15	Distinctive Features: Mutant
79	Bonus

Background: He's not even sure how many years he's been on the road. He knows he's been around a long time, seen a lot of things, been a lot of places. He remembers riding some of the very first motorcycles made. All he ever wanted to do was feel the wind in his hair, feel the motor thrumming under him as he made his way down the highway.

He's not really sure when he started being able to burn things. He vaguely remembers being attacked by some thugs and setting them on fire. He never wanted to use his power, although sometimes he had to. Mostly, he just kept on riding the roads.

At some point, he was offered some money to be interviewed. Getting cash was always nice, and getting it for just talking about himself seemed all right. He never expected to have other people, most of them mutants, seeking him out to join him on his "journey." When that guy they called Voodoo showed up, spouting some junk about how it was all their destiny, he knew things had gotten too weird. Still, there was something nice about having people you can relate to around to talk to and ride with, and they did a pretty good job of taking care of each other. That they all seemed to want to follow him bothered Fry Daddy a little, but he'd just do the best he could. Most of them just call him "Daddy."

Of course, when Tabatha came along, he gained a whole new focus. She had been far too young (thirteen, maybe?) when she showed up, but her mom had died and her father had...*done things*...to her. He knew the system wouldn't work for her, so he took her in. She's become very important to him, and he'd do anything to protect her. Not like how he treated...why couldn't he remember?

Quote: "Look, we just wanna be left alone. We're not part of this game you guys play, but we'll give as good as we get if you push us."

Personality: Although he's pretty sure his first name is Hank, Fry Daddy remembers very little about most of his early life. He is actually over a 160 years old, but most of that is a blur for him.

Fry Daddy (he's not even sure where that name came from) is just a man for whom the road is life and most rules just get in the way. Although he's not interested in causing trouble, he's not above a little larceny to get what's needed, especially from officious snobs who have too much already. Mostly, though, he just wants to ride from place to place, do a little honest work (normally using his mechanics knowledge), and get a few good meals and a nice bed before he moves on.

Of course, now that he has a whole gang following him around, he has come to accept a certain amount of responsibility for them, and he takes that responsibility very seriously. He doesn't know why, exactly, only that he has to make sure that he doesn't let them all down. Voodoo says that it's his destiny; maybe the crazy rastafarian is right.

Currently, Fry Daddy has two main concerns—protecting Tabatha and getting the guys who framed him and his people. To those ends, he will brook little interference from either heroes or bad guys.

Powers/Tactics: In his younger days, Fry Daddy was able to project very powerful blasts of fire over a great distance, and there was little that could stand up to his power. Though he barely remembers, he's taken out tanks and vault walls with his fire bursts. Now that he's gotten a good deal older, it's started to catch up to him. He can still project a fairly

powerful blast, but it weakens quickly over distance. It also tires him quickly. In addition to his blast, he is extremely resistant to fire and extreme temperatures and is extraordinarily long-lived.

The GM might wish to allow Fry Daddy to use the normal 10 Character Points from Pushing to offset the Reduced By Range limitation instead of adding damage.

Regardless of his age, Fry Daddy retains much of his physical prowess. However, his heart is not quite up to the constant strain and he requires medicine to treat his condition. He knows enough doctors around the States to keep that from being too much of a problem, but if he were kept away from his medicine for too long, he would surely die.

Fry Daddy is no fool. Far from dependent on his powers, he carries a .44 Magnum pistol and is a mean street fighter as well. He is by no means an inherently violent man, but he will fight to kill or die when it comes to protecting his people, especially Tabatha.

Appearance: Fry Daddy is 5'9" and has a fair, if not overly muscular, build. His hair is long and mostly white, and he wears fairly typical biker leathers and accouterments. He has a fairly grizzled "five-o'clock shadow" most of the time. When he's using his power, his hands and lower arms look like they are on fire, as do his eyes.



ZAP

Val	Char	Cost	Combat Stats
20	STR	10	OCV: 6+ DCV: 6+ ECV: 4 Phases: 3, 6, 9, 12 Costs Char: 105 Base: 100 + + Powers: 113 Disad: 118 = = Totals: 218 218
18	DEX	24	
20	CON	20	
14	BODY	8	
10	INT	0	
11	EGO	2	
13	PRE	3	
14	COM	2	
8	PD	4	
15	ED	11	
4	SPD	12	
9	REC	9	
40	END	0	
34	STUN	0	
Cost Powers			END
30	EC—Electricity Powers		
a-32	3d6 NND (Not vs. Power Defense or Insulation), Damage Shield, ½ END + 1d6 RKA, Damage Shield, ½ END, linked		3
b-15	b 75% Damage Reduction, Energy, Resistant, Only vs. Lightning & Electricity (-1)		
7	+5d6 HA, OAF (Chain)		2+
2	+1" Stretching, Only for Combat Maneuvers (-½), OAF (Chain)		1
4	+2" Running (8" total)		1/5"
3	Armor (+2 PD/+2 ED), Act 14-, OIF (Leathers)		
10	+2 levels w/ Hand-to-Hand		
3	Combat Drive, Motorcycle, 13-		
7	Electronics, 13-		
100+ Disadvantages			
10	2x STUN vs. Cold-Based Attacks		
15	Overconfident (, strong)		
15	Hates authority figures (, strong)		
20	Hunted, Genocide, 8-		
20	Hunted, FBI and Police, 8-		
15	Professional Rivalry w/ Fry Daddy		
15	Distinctive Features: Mutant		
8	Bonus		

Background: Frank Reuter had been doing all right for himself. After a rough start as a juvenile delinquent from a bad home, he came out of prison with a fresh start and some helpful training in basic electronics to give him an edge in finding a job. Despite his criminal record, he was able to start on at a small firm in California and was relatively happy. When he wasn't working, he was riding his motorcycle across the nearby desert.

As is the case with most mutants, however, tragedy was bound to jar his life. One day, a fellow worker was careless and set caused a major circuit board to explode in electric bolts all over the plant floor. Frank was hit full in the chest. Instead of being fried, however, his body all but deflected the electricity. This triggered his latent mutation, causing him to glow eerily. When a friend held out his hand to help him, a charge of electricity zapped his friend and injured him severely.

A few days later, after Frank was released from the hospital, he received notice that he was being let go. It seemed that the rest of the workers couldn't handle working with a "gene freak." Worse, his friend decided to sue him for damages. Overcome with grief and anger, Frank broke into the firm and destroyed everything that he had been working on. He then got on his bike and rode.

Weeks later, destitute and alone, Frank came across a magazine that had an article about Fry Daddy and his gang of mutant riders. He decided that the only place he belonged was with the outcasts and outlaws of society, so off he rode to join the Downtrodden.

Quote: "Man, you just messed up big time by ticking me off! The Daddy ain't the only one who fries things around here!"

Personality: Frank Reuter is a bitter young man twice over. First he was rejected by society for just being a mixed-up teenager. Now he's been rejected for being something he was born being—a mutant. Society, and all the people who represent its authority, can just shove it as far as he's concerned.

Zap (as his friends in the gang call him) has become a little overconfident with his new power. As yet, he's not tangled with anyone who could give him any real trouble. This almost heady sense of power has started giving him the idea that maybe Fry Daddy has gotten too old to lead the Downtrodden. He's not ready to make any moves against the leader—he actually still respects the old biker too much for that—but he often tries to exert himself as a secondary leader whenever possible and does whatever he can to make himself look good in front of his friends.

Powers/Tactics: Zap is capable of creating an electric field around himself that will hurt anyone who touches him. As yet, he has not been able to figure out how to project this current over distance. He has, however, rather cleverly started using a heavy chain to grab people at a distance so that he can "zap" people over six feet away from him.

As can be expected, Zap is extremely resistant to electrical attacks. As his powers develop, he may even learn to absorb electrical energy.

Appearance: At 6'4", Zap is a large and powerfully built man. He wears his black hair in a crewcut and he usually has on a pair of small-lens sunglasses. Like most of the gang, he wears fairly typical biker gear. He carries a long and thick metal chain.



EARS

Val	Char	Cost	Combat Stats		
10	STR	0	OCV: 8+		
23	DEX	39	DCV: 8+		
15	CON	10	ECV: 5		
12	BODY	4	Phases: 3, 5, 8, 10, 12		
15	INT	5			
15	EGO	10	Costs		
13	PRE	3			
10	COM	0	Char:	108	Base: 100
6	PD	6		+	+
8	ED	5	Powers:	218	Disad: 316
8	SPD	17		=	=
7	REC	4	Totals:	316	316
30	END	0			
30	STUN	5			
Cost			Powers		END
22	Martial Arts—Savate				
	Maneuvers	OCV	DCV	Damage	
	Back Kick	+1	+3	6d6	
	Low Kick	0	+2	8d6	
	Side Kick	-2	+1	10d6	
	Block	+2	+2	Abort	
	Disarm	-1	+1	40 STR Disarm	
16	+4 DCs (added in)				
10	Armor (+6 PD/+4 ED), OIF (Kevlar Body Suit)				
35	360 Degree Spatial Awareness (Passive Sonar)				
3	Ultrasonic Hearing				
10	+5 all Hearing PER Rolls				
12	+8 vs. Range for all hearing				
2	Flash Defense (5), Hearing Group, OAF (High-tech Ear Muffs)				
Skills					
30	Danger Sense (Out of combat, only what could normally be sensed, immediate locale, +5 to roll), 16-				
3, 3	Lightsleep, Perfect Pitch				
12	+4 levels w/ Savate				
3, 3	Acrobatics, 14-; Breakfall, 14-				
3	Combat Drive, Motorcycle, 14-				
11, 3	Mimicry, 15-; Stealth, 14-				
9	Ventriloquism, 14-				
5, 4	KS: Music, 15-; KS: Flute, 14-				
3, 3	KS: Guitar, 13-; KS: Piano, 13-				
3	English (French native)				
100+	Disadvantages				
20	2x BODY and STUN vs. all sound-based or sonic attacks				
10	2x Effect from Auditory Flashes				
20	1d6 STUN/phase when near loud or painful noise (3d6 without ear muffs; allotted 2d6 point value), Uncommon				
15	Can't bear crowds, cities, high-noise areas (com, strong)				
10	Secretive about past (unc, strong)				
15	Loyal to Shades (com, strong)				
20	Hunted, Genocide, 8-				
20	Hunted, FBI and Police, 8-				
15	Distinctive Features: Mutant				
10	Distinctive Features: Oversized Ears (Conc w/ effort)				
61	Bonus				

SHADES

Val	Char	Cost	Combat Stats			
12	STR	2	OCV: 6+			
19	DEX	27	DCV: 6+			
13	CON	6	ECV: 6			
12	BODY	4	Phases: 3, 6, 9, 12			
13	INT	3				
18	EGO	16	Costs			
15	PRE	5				
14	COM	2	Char:	94	Base:	100
7	PD	5		+		+
7	ED	4	Powers:	287	Disad:	281
4	SPD	11		=		=
6	REC	2	Totals:	381		381
30	END	2				
30	STUN	5				
Cost		Powers				END
45	Multipower (90 pt pool), OAF (Weapons)					
3 u	3d6 RKA, Armor Piercing, +1 STUN, [High-Powered Rifle]					[4c]
3 u	2d6 RKA, AFx5,[Submachine Gun]					[30c]
2 u	1½d6 RKA, +1 Stun, [Autopistol]					4x[16c]
10	Armor (+6 PD/+4 ED), OIF (Kevlar Body Suit)					
20	N-Ray Vision (not through combined DEF/BODY of 10 or more)					
5	UV Vision					
5	IR Vision					
10	+5 PER with Sight					
12	+8 Telescopic Vision					
6	Microscopic Vision x100					
2	Flash Defense (5), OAF (High tech "shades")					
Skills						
30	Danger Sense (Out of combat, only what could normally be sensed, immediate locale, +5 to roll), 16-					
30	Find Weakness (all ranged weapon attacks), 13-					
3	Speed Reading					
5	Fast Draw, 14-					
20	+4 Levels w/ all Ranged Combat					
24	+8 Levels to offset all Range Penalties					
3	Combat Driving, Motorcycle, 13-					
13	Concealment, 17-					
3	Lockpicking, 13-					
3	Stealth, 13-					
13	Tracking, 17-					
4	Fam: All small arms and energy weapons					
10	Weaponsmith, slug throwers and energy, 14-					
3	English (Spanish native)					
100+		Disadvantages				
20	2x BODY and STUN vs. all light-based attacks					
10	2x Effect vs. Sight-Based Flash Attacks					
10	Physical Lim: Highly sensitive eyes, -12 sight PER rolls in bright areas without sunglasses (Infrequent, Greatly)					
15	Prefers dark places and avoids bright areas (com, strong)					
10	Secretive about past (unc, strong)					
15	Loyal to Ears (com, strong)					
20	Hunted, Genocide, 8-					
20	Hunted, FBI and Police, 8-					
15	Distinctive Features: Mutant					
10	Distinctive Features: Oversized Eyes (Conc w/ effort)					
136	Bonus					

Background: They just showed up on day on their expensive-looking European bikes. The one with the earmuffs asked quietly if they could hang out for awhile, and Fry Daddy said yes. Of course, he checked with Voodoo first; the old rastafarian simply nodded.

They never gave any names. When others in the gang started calling them "Ears" and "Shades," they simply adopted those as their own. Ears is obviously French, and since Shades (who speaks Spanish really well) says he came over the ocean with Ears, the gang figures he's from Spain (as opposed to being from Mexico).

They speak very rarely about themselves, and when they do, what they say tends to be cryptic and tends not to make much sense. They get pretty nervous around crowds and near towns (especially Ears) and they definitely want to avoid any authorities, which is fine by most of the gang. They're obviously terrified of Genocide, but it seems that there is someone (or something) out there that frightens them even more.

Quotes: (Ears) "Monsieur, life for me would be so much better if you would just shut up." (Shades) "Sí, señor. Maybe if I shoot him, he will be quiet and leave us alone."

Personalities: In many ways, their weaknesses define their lives. Ears can't stand being around loud noises, nor can he bear a lot of constant noise. His motorcycle is incredibly muffled, and he tends to ride far behind the others in the gang to avoid the noise of their bikes. He is friendly enough, enjoying conversations with small groups of people who are willing to talk softly, but he is easily irritated by loud and obnoxious people. Aside from Shades, he gets along best with Truck, who likes to just sit quietly and draw while Ears plays his flute.

Shades, if he had his way, would only ride at night. As it is, he has convinced Fry Daddy to avoid traveling on particularly bright days. He skulks around in shadows and seems only really alive at night. Bright light hurts and makes him nearly blind, not to mention very cranky. Unlike his friend Ears, Shades has no real creative pursuits. He tried drawing and painting, but he was never very good at it, and his incredible eyesight could see the imperfections far better than any critic would.

Both have made an attempt at fitting in to the Downtrodden, and the gang has a general respect for individual privacy. Still, both are considered fairly reclusive and not wholly a part of the "family," at least, not yet. Still, they are extremely capable in a scrap and have saved life and limb of a number of the gang, making them valued and respected members of it.

Powers/Tactics: Incredibly heightened senses are the gifts of both mutants. In ideal conditions, Ears can hear a pin drop a mile away, and Shades can watch it fall. Ears has an incredible range of hearing, and he can even "see," using passive sonar. It is virtually impossible to surprise him, even while he is asleep. Ears is also an accomplished savateur, his abilities augmenting his training by allowing him to better anticipate his opponents and avoid "sneak" attacks and surprise moves. On top of all this, Ears is also a master musician, although he must always play softly to avoid injuring himself.

Shades has applied his abilities towards being one of the most accurate sharpshooters in the world. He can see in almost any spectrum, and his sight can even penetrate minor barriers, up to and including most brick walls. He can also see incredibly small objects, acting almost as a living microscope. Like Ears, it is virtually impossible to surprise Shades. He carries a variety of guns, and is highly skilled with all of them.

Unfortunately for both, their senses are so acute as to make them highly vulnerable to attacks and conditions which carry sounds and light to the extreme. Sonics are unbearable for Ears, while high-intensity light goes right through Shades' optic nerves into his nervous system. Even their respective protective gear does little to protect them from such attacks.

Appearance: Ears is 5'6", has short black hair and a mustache. His ears are unnaturally large, detracting from his otherwise above-average looks. He normally wears a set of high tech earmuffs over them. Shades is 5'8", has a relatively dark complexion, and long black hair that he tends to wear in a ponytail. His eyes are overly-large, but they are normally concealed by the big wraparound sunglass-type goggles he wears. Both wear dark red kevlar body suits with white trim, reminiscent of motor-cross racing gear.



TRUCK

Val	Char	Cost	Combat Stats	
45*	STR	25	OCV: 4+	
12	DEX	6	DCV: 4+	
25	CON	30	ECV: 3	
15*	BODY	6	Phases: 4, 8, 12	
10	INT	0		
10	EGO	0	Costs	
18	PRE	8		
12	COM	1	Char:	129 Base: 100
20	PD	15		+ +
15	ED	10	Powers:	68 Disad: 97
3	SPD	8		= =
15	REC	10	Totals:	197 197
50	END	0		
50*	STUN	9	*Stats for Growth added in	
Cost		Powers	END	
13	Growth (10 pts), Persistent, Always On (400kg, 9' Tall, -1 DCV, +1 PER vs., -2" KB, +1" Reach)			0
5	Damage Resistance (5 PD/5 ED)			
6	-3" Knockback Resistance (-5" Total)			
16	+8" Running (14" Total)			1/5"
	Skills			
12	+4 levels w/ Move-By, Move-Through, Punch			
3	Combat Driving, Motorcycle, 11-			
5, 5	KS: Drawing, 14-; KS: Baseball, 14-			
3	KS: Baseball Cards, 12-			
100+		Disadvantages		
20	Berserk if severely hurt, 11-/8- (unc)			
10	Enraged if Fry Daddy or Tabatha hurt, 14-/11- (unc)			
15	Loyal to gang, especially Fry Daddy (strong)			
20	In love with Tabatha (total)			
10	Peaceful (com, mod)			
20	Hunted, Genocide, 8-			
20	Hunted, FBI and Police, 8-			
15	Distinctive Features: Mutant			
20	Distinctive Features: Giant (not conc, major)			
	Note: Truck has more disads he needs			

Background: Bubba "Truck" Grady never wanted to be a mutant. He never wanted to be anything but a baseball player, or maybe an artist. Maybe even both. But never a mutant.

He loved baseball, and, while growing up, he used to sit on the back porch with his father in a small town outside of Birmingham, Alabama, and listen to the Braves on the radio. He wanted to play on the high school baseball team, but the coaches all wanted him to play football because of his enormous build. He relented, but only if he could do both. He landed a position as catcher for the baseball team while being a defensive lineman on the football squad. That's where he got his nickname; people who hit him or were hit by him said it felt like running into a truck. He did great in both, and while he was no star student, he did just fine academically. His favorite courses were the art and drafting ones, and he thought that, if sports didn't work out for him, he would pursue art or drafting or something like that.

The day came, however, when his body decided that it was time to begin the next stage of his mutant development. In the middle of a big play during a home football game, Truck suddenly grew to over 9' and became even stronger than ever before. That this happened in the middle of the game in front of everyone he knew was bad enough, but it happened just as he was tackling the opposing quarterback, and the result was a young man crippled for life.

His parents didn't know what to do, and the parents of the crippled player were suing them for everything they owned, which wasn't much. The whole town shunned him. Alone and afraid, he just packed what he could and hit the road.

After a few weeks, he found himself in Miami, Florida during a major motorcycle rally. The big news of the rally was the appearance of a gang of mutant riders called the Downtrodden. Unlike most places where Bubba had been, where mutants were spoken of with fear and prejudice, most people at and around the rally seemed to think of the Downtrodden as outlaw heroes, people to be respected. Bubba tracked down the gang and asked if he could hang out with them. Frank Reuter (Zap) sensed a kindred spirit in Truck and agreed to teach him to ride. The gang chipped in a bought the huge young man a three-wheeler, which they proceeded to modify by reinforcing the main chassis to handle his weight.

Still unsure of what to do with himself, Truck continues to ride with the Downtrodden. He will until life offers him a chance for something better.

Quote: "Hey, ya'll Cyberknight guys are from Atlanta, ain't ya? Ya'll know Tommy Glavine of the Braves?"

Personality: Despite his size and abilities, Truck is the most peaceful of souls. He never enjoyed football, preferring the pace, style and strategy of baseball. He hates fighting, but he will if the gang, his only friends, are endangered or hurt.

Truck has fallen in love with Fry Daddy's daughter, Tabatha. She has always been kind to him, and he thinks the sun rises and sets upon her. He has tried to keep this secret, but almost everyone in the gang knows or suspects.

Deep down, Bubba has the soul of an artist, and he can normally be found sketching or painting something. He usually does this in the company of Ears, who he likes to listen to when the latter plays an instrument. Both enjoy each others' peaceful natures. Sometimes Truck will pull out his cherished baseball card collection and show it to other gang members, and he often asks the more "normal" members to go into towns and buy new packs for him.

Truck has never really been hurt before. The shock of any real pain or damage could very easily unsettle him greatly, sending him into a blind fury.

Powers/Tactics: There's nothing very complicated about Truck's approach to conflicts. If a straightforward pounding won't do the job, he'll call upon his football experience and, like his friends used to call it, pull the "Truck Maneuver"—run over the opposition.

Truck is still fairly young and still developing. He currently has over 50 more points in Disads than he needs, allowing the GM to either temporarily or permanently raise his abilities or add to them.

Appearance: Truck is over 9' tall and built like a defensive lineman for a football team. His blond hair is just now growing out of a crewcut. He wears a torn and battered football jersey (the only remnant of his old clothes that still fits -tightly) and jeans, which he got at a special "big and tall" store.

WILD THING

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 9+
26	DEX	48	DCV: 9+
18	CON	16	ECV: 5
10	BODY	0	Phases: 2, 4, 6, 8, 10, 12
10	INT	0	
14	EGO	8	Costs
15	PRE	5	
16	COM	3	Char: 133 Base: 100
10	PD	7	Powers: 211 Disad: 244
7	ED	3	Totals: 344 344
6	SPD	24	
9	REC	4	
40	END	2	
40	STUN	8	

Cost	Powers	END
12	1d6+1 HKA (2d6+1 w/ STR), Autofire x2 (+1/4), OAF (Knives)	4+
7	1/2d6 RKA, AFx5, Range based on STR, OAF (Throwing Knives)	[16c]
17	Martial Arts - Dirty Infighting	
	Maneuvers OCV DCV Damage w/ Knives	
	Punch 0 +2 5d6	
	Roundhouse -2 +1 2d1/2 HKA	
	Low Blow -1 +1 7d6	
	Disarm -1 +1 2d6 NND	
	25 STR Disarm	
1	Use Art w/ Knives	
30	25% Resistant Physical & Energy Damage Reduction	
15	6D6 Telepathy, Animal followers only (-1)	3
12	+6" Running (12" Total)	1/5"
4	+8" Superleap (11"/6")	1/5"
5	IR Vision	

Skills	
30, 3	Followers (14 Wolves, 1 Bald Eagle, 1 Cat - all base 50 pts); KS: Animal Medicine, 11-
3, 3	Ambidexterity; Double Jointed
5, 6	Defense Maneuver; +3 levels w/ throwing knives
7, 3	Fast Draw, 16-; Acrobatics, 14-
9	+3 levels w/ Dirty Infighting
9, 3	Animal Handler, 14-; Breakfall, 14-
3, 3	Climbing, 14-; Contortionist, 14-
3	Combat Driving, Motorcycle
3, 3	Paramedic, 11-; Riding, 14-
3, 3	Sleight of Hand, 14-; Stealth, 14-
3, 3	Survival, 11-; Tracking, 11-

100+ Disadvantages	
25	Berserk if cornered or ganged up on, 14-/8- (unc)
10	Enraged in combat, 11-/11- (com)
10	Will do whatever it takes to survive (unc, strong)
20	Protective of animals (com, total)
10	Casual Killer (unc, mod)
20	Hunted, Genocide, 8-
20	Hunted, FBI and Police, 8-
15	Distinctive Features: Mutant
117	Bonus

Background: They had heard the screams over a block away. Most were male, but there was one woman's voice that peaked above them all. By the time they had gotten on their bikes, the sounds of snarling canines were added to the din.

When they rounded the corner into the alleyway, they saw her standing over the bodies of the dead and dying street thugs, covered in blood and surrounded by wolves. Her clothes had been all but torn off of her, and she held a large, bloodied knife in either hand. She turned to face them, ready to do battle. A cat hissed from on top of a garbage can, and a huge bird—an eagle!—swooped down and screamed at them.

"Chill, babe. We came to help, not hurt. Not that you need it, obviously." Fry Daddy got off of his bike and walked slowly towards her, hands outstretched. The wolves snarled, but as he reached the first one, it sniffed his hands and quieted.

"If First Runner there likes you, you must be okay." The young girl slumped against the wall, her hands trembling and the gash in her side showing a steady stream of blood. The gang dismounted and took care of her, as well as a couple of the wolves who had been hurt by her attackers.

She's been with the Downtrodden ever since.

Quote: "Mister, that 'dog' is about to take your arm off at the elbow. And if he doesn't, I will!"

Personality: Although no one knows for sure how old she is, Wild Thing has obviously been taking care of herself for a long time. Even though she's developed a sense of trust for some of the Downtrodden, she still keeps to herself for the most part—herself and her animals. She has little use for most humans; she can kill someone without a second thought. Animals are the only beings on the planet worth any real respect or caring.

Having been around wolves long enough, Wild Thing recognizes the Downtrodden as a pack worthy of her joining and Fry Daddy as a decent enough Alpha (male wolf pack leader) to follow. At the first sign of danger, however, her thoughts will focus on her own survival, then that of her animal friends, and finally of the Downtrodden. As time passes, she will likely become more attached to the core members.

In combat, Wild Thing frequently lives up to her name. She will keep fighting until all threats are taken care of and all opponents are down and, preferably, dead.

Powers/Tactics: Wild Thing's primary mutant traits are her amazing agility, powerful legs, and some inherent resilience. She is a capable fighter (self-taught) and she is deadly with knives. She wields a pair of long knives in combat, able to strike with both (the 2x Autofire), and she can hurl a number of smaller throwing knives as well.

Wild Thing tends to just hurl herself at whichever opponent first presents themselves and wade through her foes until all are down. However, she is usually not alone. She is constantly followed by a huge bald eagle named Sundown, and her cat Maximilian is never far from her. In addition, she has been accepted by a pack of wolves led by one called First Runner. Though they are not constantly around, they are never far off and tend to show up when she is in trouble.

(The stats for these creatures can be found on pages 136, 142, and 178 of the Hero Bestiary. The GM can also find stats for wolves in the Fantasy Hero Companion I. Otherwise, just assume appropriate stats when necessary.)

Appearance: Wild Thing is a beautiful, if somewhat bedraggled, young woman. She is 5'4", has short black hair, and dazzling green eyes. She is extremely well-built without an ounce of fat on her body. She normally wears extremely short cut-off jeans and a black halter top. She has a bandoleer of throwing knives over her shoulder and knives located elsewhere on her body.



VOODOO

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 5
14	DEX	12	DCV: 5
13	CON	6	ECV: 8
12	BODY	4	Phases: 3, 6, 9, 12
15	INT	5	
25	EGO	30	
20	PRE	10	
8	COM	-1	
6	PD	4	
6	ED	3	
4	SPD	16	
6	REC	2	
36	END	5	
26	STUN	2	

Cost	Powers	END
20	Multipower (20 pt pool)	
2 u	4d6 Telepathy	2
2 u	4d6 Mental Illusions	2
2 u	4d6 Mind Control	2
2 u	2d6 Ego Attack	2
10	Multipower (30 pt pool) Gestures, Incantations, All Slots linked to first Multipower, OAF (Talismans, Voodoo dolls, etc.)	
1 u	+6d6 Telepathy [10d6]	+3
1 u	+6d6 Mental Illusions [10d6]	+3
1 u	+6d6 Mind Control [10d6]	+3
1 u	+3d6 Ego Attack [5d6]	+3
16	Clairsentience, Normal Sight and Sound, Any Time, Any Dimension, x65,536 Max Range, 0 DCV throughout, Extra Time - 5 hours, Gestures and Incantations Throughout, x4 END, OAF, Immobile (Ceremonial Fire and Circle)	48
20	Mental Defense (25)	
3	Armor (+2 PD/+2 ED), Act 14-, OIF (Biker Leathers)	

Skills	
3, 3	Simulate Death; Scholar
3, 3	Combat Driving, Motorcycle, 12-; Trading, 13-
3, 3	Deduction, 12-; Oratory, 13-
5, 3	Paramedic, 13-; Survival, 11-
5, 3	KS: Rastafarian Rituals, 15-; KS: Voodoo 13-
3, 2	KS: Shamanic Healing, 13-; KS: Magic, 12-
1	KS: Religion and Theology, 11-
1	KS: Mystic Concepts and Happenings, 11-
1	KS: History of Paranormal Events, 11-
1	KS: Cosmic Events, 11-
2	English (Jamaican native)
5	Numerous contacts in "magic community"

100+ Disadvantages	
20	Normal CHAR Maxima
5	Age 40+
15	Spiritual matters are more important than physical ones (com, strong)
15	Committed to opposing evil magic and spiritual forces (unc, total)
20	Hunted, Genocide, 8-
20	Hunted, FBI and Police, 8-
15	Distinctive Features: Mutant
10	Reputation: Powerful Clairvoyant & Mystic Scholar, 11-
9	Bonus

Background: The old man just sat there, chanting and waving his arms around. All around him, the Chinese gangers danced and sang or stared off into space with glazed looks in their eyes. Fry Daddy just stood there and watched.

He had come to the sound of shooting, possibly to help out if someone was in trouble. What he found was an old rastafarian doing some sort of "voodoo" and making his would-be attackers act crazy. After a few minutes, the old man stopped his chants, stood up, and walked over to Fry Daddy.

"I will ride with you, Henry. Destiny brought you here, and it takes me where you will go."

Fry Daddy didn't say anything. He just watched to old guy walk over to a decrepit-looking bike leaning against the wall and start it up like a pro. Like its rider, it didn't look like much. Like its rider, it was far more capable than it looked. Fry Daddy just shrugged and got back on his own bike. After all, he *had* come to San Francisco for Chinese food, and he was going to get it.

Quote: "I have seen your path. You will not like it."

Personality: Voodoo's penchant for cryptic pronouncements and mystic symbolism has all but driven his friends and fellow members crazy. Some of them think he does it for kicks. Occasionally, he does let a little smile escape when something he says or does makes Zap lose his temper.

For the most part, Voodoo is just *there*. He watches, he waits, for what no one knows. He is Fry Daddy's advisor, the one the old rider turns to when he doesn't have a clue what's going on or whether or not to trust someone.

The old rastafarian is a gentle soul who is far more interested in a persons soul than in their physical self. If anyone expresses interest, he will gladly discuss any number of subjects with them, concentrating on spiritual matters and how their "soul is doing."

He is constantly on the lookout for information regarding his areas of knowledge. Articles, books, television shows or news reports will attract his undivided attention when it comes to magical, mystical or cosmic events. There are times when Voodoo will simply ride away, disappearing for days. When he returns from these trips, he and Fry Daddy will consult quietly for awhile. Nothing ever seems to come from these talks, but sometimes Fry Daddy looks really worried.

Powers/Tactics: Voodoo is a mutant with psionic powers. Although he has base abilities that he can use at will, he uses his ritual knowledge and talismans to focus his abilities and increase his power. His approach, despite his name, isn't strictly voodoo in nature. It is more a combination of various mystical and shamanic rituals and aboriginal concepts.

Voodoo is best known for being a powerful clairvoyant on a cosmic scale. He must prepare and perform a very complex and long ritual, and when he is done he will invariably fall unconscious (having spent all of his END and STUN), but his visions can come from anywhere in the world or even other dimensions. Time is no barrier, either, as visions from the past, present, or future are the norm for him. Other mystics and magicians in the world have come to know of his power and sometimes consult with him regarding cosmic and mystical events.

At his base power level, Voodoo can read auras and give Fry Daddy a good idea as to whether or not someone is to be trusted. In combat, Voodoo uses his powers to neutralize powerful or dangerous foes quickly, normally resorting to his Ego Attack or Mind Control. However, he will sometimes use his Mental Illusions to show a friend or foe something of importance, something that he has seen in a vision. He will almost never fully explain his visions, allowing the recipient to interpret the images for themselves.

Appearance: Although he is in better shape than he looks, Voodoo is an old man and it shows. He is somewhat stooped most of the time, although in action he tends to straighten up and become far more imposing. He is black with long dreadlocks with a lot of grey in them. Voodoo wears a variation of the "biker leathers" that the rest of the gang tends to favor, with a long and beaten duster worn over the ensemble. He also goes barefoot, even when riding. He has a number of fetishes and necklaces all over his body.



MOTORCYCLE

Val	Char	Cost	
1.25x.64	Size	5	
0	DCV	0	
200 kg (-1)	Mass (KB)	0	
15	STR	0	
4	DEF	6	
11	BODY	0	
20	DEX	30	
4	SPD	10	
38" x 4	Move	69	
608"	MAX	0	

TABATHA

Val			Char			Cost			Combat Stats		
13	STR	3	OCV: 5+ DCV: 5+ ECV: 8 Phases: 3,6, 9, 12 Costs Char: 44 Base: 75 + + Powers: 63 Disad: 32 = = Totals: 107 107								
14	DEX	12									
13	CON	6									
10	BODY	0									
13	INT	3									
11	EGO	2									
13	PRE	3									
16	COM	3									
5	PD	2									
5	ED	2									
3	SPD	6									
6	REC	2									
26	END	0									
24	STUN	1									
Cost			Powers			END					
20	2d6 RKA, +1 Stun, 2 clips of 8 charges, OAF (.44 Magnum)										
3	Armor (+2 PD/+2 ED), Act 14-, OIF (Biker Leathers)										
17	Martial Arts—Dirty Infighting										
	Maneuvers	OCV	DCV	Damage							
	Punch	0	+2	5½d6							
	Roundhouse	-2	+1	7½d6							
	Low Blow	-1	+1	2d6 NND							
	Disarm	-1	+1	23 STR Disarm							
Skills											
3	KS: Popular Music, 12-										
2	KS: Guitar, 11-										
1	Mechanics, 8-										
1	Computer Programming, 8-										
3	Combat Driving, Motorcycle, 12-										
1	Fam w/ Pistols										
3	+1 Level w/ Pistols										
75+			Disadvantages								
20	Loyal & Devoted to Fry Daddy (com, total)										
15	Protective of the gang (com, strong)										
2	Bonus										

Background: Tabatha ran away from her father at thirteen, the victim of severe child abuse of the worst kind and a system that gave her back to the monster twice. A friend gave her a dirt bike, and she hit the road. A few weeks later, Fry Daddy found her on the side of the road, scratched, bleeding, and crying, her bike a shambles. She's been with him ever since.

Quote: "Your kind just likes to pick on victims, mister. Well, I'm *done* being a victim!"

Personality: Tabatha is tough for a 17 year old. She's been forced to grow up at a very young age, and it shows. She knows that she'll be safe as long as she stays with Fry Daddy and the rest of her new family. She'll do anything to protect them.

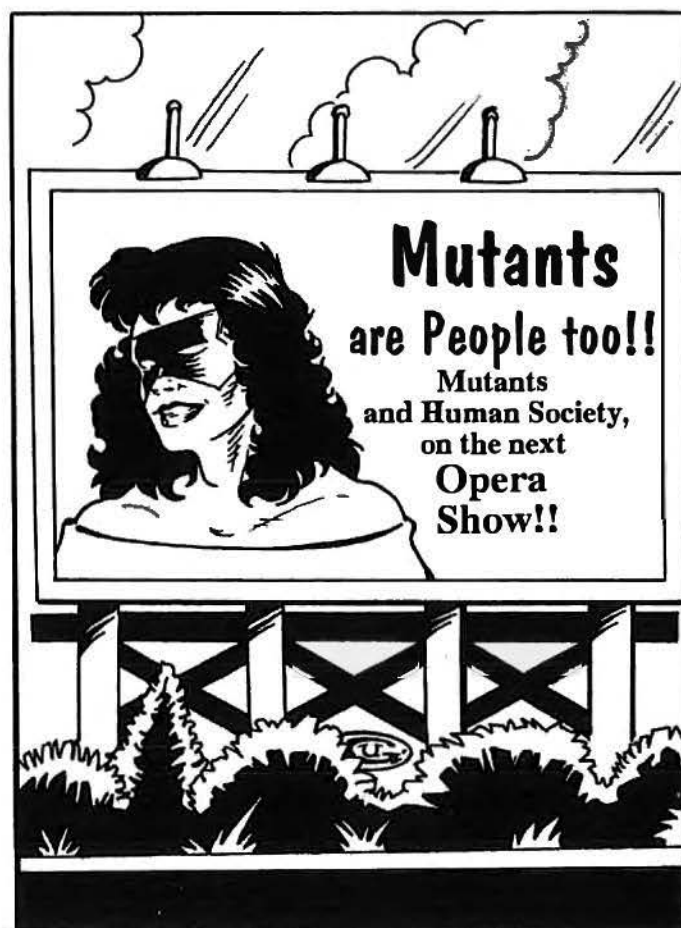
Although she longs for the childhood she never really had, Tabatha knows that she has to help her family get along. She's very interested in music, and would, one day, like to become a performer. She'll sometimes play her guitar and sing at the various roadhouses that the Downtrodden stop in.

Powers/Tactics: Although she is not a mutant, Tabatha is pretty tough for a seventeen-year old. Fry Daddy taught her how to use a pistol and how to use her hands to defend herself. Tabatha knows that she's not as tough as the rest of the gang, and generally hangs back during a fight. But if one of her family should be in danger of defeat, or worse, she'll wade in, gun blazing and fists flying.

Appearance: Tabatha is very good looking young woman of seventeen. She dresses in standard motorcycle gang fashion, and wears her hair long. Her eyes are her most distinguishing features. Most of the time they are they eyes of a young woman. But, if caught at the right moment, the full weight of her life and experience are reflected in those eyes.

OTHER GANG MEMBERS

There are normally between 2-12 other riders with the gang at a given time, although there can be far more or less as the GM wishes. Use the Random Mutant Generator to create most of them, although an occasional normal or three is entirely fine. Most will be wearing the same armor-cum-biker leathers as Fry Daddy, and some will be carrying firearms of one type or another.



CATASTROPHE

Membership: Quake (leader), Chaos, Mayhem, Riot, Hurricane, Icestorm

Origin: Sometimes, things just happen. Sometimes, people just end up together and stay that way. No lofty aspirations or grand schemes to motivate them, no cosmic or mystical forces that drove them to each other, no master destiny that keeps them together. Catastrophe is just such a group—a band of powerful mutants who just want to destroy things, take what they want and live comfortably.

The nexus of the group was formed when the brothers Chaos and Mayhem began working together. After they were captured on one of their exploits, they were placed under the care of Doctor Anthony Hawley, a staff psychiatrist at Stronghold who specialized in paranormal psychoses. Hawley's secret drug addiction had awakened his own psionic abilities, and interaction with the two violent brothers, combined with the effects of some experimental drugs, triggered multiple mental disorders within him. Believing that society required a return to anarchy (a common delusion for Hawley now), he aided Chaos and Mayhem in escaping and the three went on a terror spree.

They were almost captured in Phoenix by PRIMUS when the mutant Quake came to their aid. Having triggered a minor earthquake in the city, he was able to help them disappear beneath the streets while PRIMUS dealt with the potential disaster.

Quake convinced the others that he would be able to lead them effectively. He would make them all rich, and they would have a blast destroying everything they hated. He proposed the name Catastrophe, and the others enthusiastically agreed.

They made their way across America, always attacking smaller metropolitan areas that had few or no superheroes. They managed to stay one step ahead of PRIMUS (who, because of Catastrophe's combined ability to destroy entire cities, has decided to make them a primary target) and local authorities, and they made off with a bundle.

In Canada, they picked up the young Icestorm. Mayhem initially resisted having him join, but when the youngster froze and then shattered a small glass building, the whole team enthusiastically agreed to accept him.

In Binghamton, New York, Catastrophe decided to make a real impression. They practically leveled most of the city, while the populace rioted madly (at Riot's "invitation"). PRIMUS managed to arrive in time to engage them, although with far too few troops. When PRIMUS transports began hurtling about the field and crashing into buildings, the tide of the battle turned quickly in the favor of the mutants. Hurricane became the newest member of Catastrophe.

After the battle, with Binghamton in ruins, the populace killing one another and PRIMUS agents broken and bleeding in the background, Quake gave an impromptu press conference to a few news teams who had come out from under their cover:

"Hello, world! See this? (he gestures to the background) This is the future! The old ways are over! The reign of humanity is at an end; mutants are the new masters. But we're not going to ascend quietly—oh, no. We are going to tear down the very fabric of existence, destroy every vestige of order and normalcy, and we are going to plunge the planet into utter chaos! In my very hands, I have the power to destroy whole cities, and that is exactly what I intend to do! And I am not alone—beware the unstoppable might of...Catastrophe!" With that, he turned and destroyed yet another building.

Strangely enough, the group disappeared shortly after that. However, it is certainly only a matter of time before they strike again...

Goals: Quake's statements to the press in Binghamton clearly outlines the group's intentions. Of course, getting richer is on the minds of some of the members as well, and even Riot has his moments when pure greed is a motivation (dependent on which personality he is under the influence of at the time).

Quake intends to prove that he has formed the nastiest and most formidable team of villains ever assembled. In fact, he is anxious to acquire even more members in hopes of forming an army to march across the world.

Tactics: Catastrophe's preferred approach to attacking a city starts with Quake making his way quietly to somewhere near the center. There, he will initiate his earthquake-starting power, ultimately causing the entire city to undergo intense tremors. If the city is on or near actual fault lines, a real and serious earthquake is likely to follow. Afterwards, the rest of the team will move in and start wrecking havoc. Hurricane will topple anything she can with her winds and throw vehicles across the town. Icestorm will create his namesake wherever he is, icing up roads and causing accidents whenever possible. Chaos and Mayhem will simply shoot things and blow things up, while Riot walks around and incites whoever he can to commit random acts of violence and destruction.

Catastrophe actually avoids conflicts with paranormals whenever possible. When they do encounter superheroes, they tend to gang up on whoever they see as the leader or biggest threat. If any two members are taken down, their standing policy is to grab their fallen and escape. They will do this by causing one or more immediate disasters for the heroes to deal with and then tunneling underground as fast and as far as they can. Hurricane can fly them all away quickly if necessary, but the only way Quake will use that means is if he's unconscious.

They will no doubt develop more complex tactics for dealing with other paranormals as they gain more experience; Quake is already studying various sources to develop multiple strategies.

Relations: The fact that all of them are at least a little crazy actually provides a remarkably strong bond amongst the group. Mayhem is a complete sociopath, but because he sees the rest of the team as his "war buddies," he treats them all well. Riot sees them as agents of anarchy and valuable allies. Icestorm is just happy to be accepted, and he is simply amoral enough to blindly accept what they do. Hurricane, also amoral, sees the team as an endless source of fun, and what few ethics she has are satisfied that she is attacking the "system." Chaos has the most problems with what they do (when his passive side is dominant), but he is loyal to his brother and says very little about how he feels. Quake sees them all as his loyal "soldiers" and feels almost paternally towards them. Of course, he's crazy, too...

IMAGE sees the team as high-incompetent rivals, potentially disastrous for mutant relations throughout the world. Their raw power and potential is impressive, and he would

like to recruit some of them into his ranks. The psychoses of Mayhem, Riot, and Quake, however, makes them highly dangerous. Conflict between the two groups is inevitable. They would, however, join forces in a moment to fight Genocide.

Most criminal organizations see Catastrophe as a bunch of dangerous nuts, and they primarily stay out of the mutant team's way. Occasionally, a villainous agency (such as VIPER) might hire them to attack a certain installation or city, normally as a diversion for another operation. Dr. Destroyer has taken a secret interest in Catastrophe and has ordered Menton to study them further. Eurostar has already extended an invitation for them to "visit" Europe; Quake is considering his response.

Reputation: Catastrophe is a relatively new team, but they have already made quite an impression. The destruction of Binghamton alerted everyone to their incredible destructive power, and PRIMUS has been ordered to place them in the Top 5 Threats list. Genocide, of course, has ordered their immediate termination (although the White King has secretly ordered that the operation be held up long enough for Catastrophe to generate adequate anti-mutant hysteria). The Protectors of San Francisco are adamant about capturing the team, especially Quake—he has openly declared his intention to destroy San Francisco and has already been brought under suspicion for the last major quake they experienced. All other superhero teams and law enforcement agencies are anxious to find and capture Catastrophe, for each of them fears what the mutants might do to their cities.



QUAKE

Val	Char	Cost	Combat Stats
30	STR	20	OCV: 7
22	DEX	36	DCV: 7
25	CON	30	ECV: 4
15	BODY	10	Phases: 3, 5, 8, 10, 12
13	INT	3	
11	EGO	2	
15	PRE	5	Costs
12	COM	1	Char: 174 Base: 100
20	PD	14	+ +
15	ED	10	Powers: 208 Disads: 282
5	SPD	18	= =
15	REC	8	Totals: 382 382
70	END	10	
50	STUN	7	

Costs	Powers	END
32	Elemental Control—Mutant Seismic Powers Must touch ground (-¼)	6
29 a	40 STR Telekinesis—Shockwave, Area Effect, Cone (13" Sides), ½ END, Affects all parts, Full phase extra time, Target must be touching ground (-¼), Only to shake up or knock over (only stationary objects like buildings will truly be damaged), No Range	
54 b	4d6 Major Transform—Given area into earth- quake zone, Cumulative, Area Effect, Radius, x64 Area (640" radius), ½ END, 0 DCV Concentrate Throughout, 1 Minute extra time only to start), Effect modified by area (see Powers description, -¼), No Range	12
40 c	12" Tunneling, 22 DEF	9
7	Damage Resistance (8 PD/6 ED)	
6	+3" Running (9" Total)	1/5"
19	Detect Earth and Stone, as Sense, Analyze, Ranged, +2 to PER	

Skills

3	Bump of Direction
3	Breakfall, 13-
3	Tactics, 12-
3	Stealth, 14-
3	Streetwise, 12-
3	SS: Geology, 12-
3	SS: Tectonics, 12-

100+ Disadvantages

20	Berserk if removed from ground, unc, 11-/8-
25	Dependence: contact with Earth, vry com, 3d6/phase
15	Distinctive Features: Mutant
20	Hunted, Genocide, mo pow, NCI, 8-
25	Hunted, PRIMUS, mo pow, NCI, 11-
15	Hunted, The Protectors, mo pow, 8-
20	Psych Lim: Acrophobia, com, total
15	Psych Lim: Out to destroy American infrastructure and system, com, strong
10	Psych Lim: Mild Megalomania, com, mod
20	Reputation: Vicious, powerful mutant, 14-, ext.
97	Villain Bonus



Background: Jonathan Nathan Wembley laughed madly as the people ran screaming. All of San Francisco shook, buildings fell and people died—all because of him! It was so thrilling, so exhilarating!

He had known early in his life that he was a mutant. His powers had manifested earlier than in most, and at the age of eleven he was able to make bullies leave him alone. By the time he was thirteen, *he* was the bully. He mainly used his strength and physical prowess then; he hadn't wanted get the parents too upset by showing off his more blatant powers. However, by the time he was in high school, almost everyone knew he was a mutant. When he was a junior, he got caught extorting money from other students and was suspended. His response was to destroy the entire school and kill the principal. That's when his life on the run began.

Jonathan survived by simply taking what he wanted and then disappearing, usually below the ground. Numerous small towns reported being attacked by a young man with terrible powers who destroyed entire blocks. PRIMUS took an interest and began an investigation. They eventually caught up to Jonathan in California. He managed to escape, but only after suffering severe wounds. As he lay recovering, he swore revenge. He would revenge himself not just against PRIMUS, but against the whole stinking American system that had hurt and rejected him (never mind that he rejected the system first). He made his way to San Francisco, where he focused all of his power near the center of the city and

started one of the worst quakes they experienced in modern times. As the city tore itself apart, he decided then and there to find other mutants that felt the way he did and form a team.

Calling himself Quake, he made his way to Arizona, where he was going to attack Stronghold and free all of the paranormal there. Instead, he encountered Chaos, Mayhem and Riot in Phoenix, where they were battling PRIMUS. He cheerfully helped them escape and proposed his plan to them. Catastrophe was born.

Quote: "And the walls came tumbling down..."

Personality: There is nothing overly complex about Quake. He was a young bullying mutant that grew into an older bullying mutant. He has developed a special hatred for the "system," which is anyone and anything that he feels like attacking at the time. He experiences a special kind of ecstasy whenever he uses his powers, especially his earthquake-causing abilities, and the sight of buildings toppling mixed with sounds of screaming people gives him great satisfaction.

Although crazy, Quake is not stupid. Even after "dropping out" of high school, he studied certain subjects avidly, especially geology and the Earth's tectonic structures. He wanted to fully understand the nature of his powers, and now he does. Understanding the full potential of his abilities has only served to increase Quake's mental instability. He has developed a mild case of megalomania and now believes that he could destroy the whole world if given enough time.

Due to his susceptibilities, Quake is deathly afraid of heights and will kill anyone who attempts to take him into the air. Strangely enough, this fear only applies to flying or going up in buildings or other artificial structures. Quake is perfectly fine climbing mountains or standing on natural cliffs (although he will avoid standing near any edges).

Powers/Tactics: Quake has near-absolute command over seismic forces. He is able to create small, localized "quakes" that will knock over anyone in the area and will shake up structures and buildings (the TK). He can also tunnel through the ground and destroy almost anything in his way beneath the earth. His most devastating power, however, has very little "combat" potential. It is his ability to generate seismic waves over an incredibly large area, literally transforming that area into an earthquake zone. This power is highly modified by the actual geological stability of the area. If there are any fault lines or tectonic instabilities in the area, the effect will be very severe as the "artificially" induced quake will likely trigger a "real" one. In a much more stable region, the quake created will last only for a very short while.

(The easiest way for the GM to handle this power is "out of combat;" decide how much BODY is needed to start the earthquake—a hex of "earth" has 16 BODY—and determine how long Quake will need to pump out his "power." Because of the END involved, he will have to stop for "rest breaks." Also, the more BODY generated, the longer the earthquake should last. If Quake is stopped early, the tremors should only last for a short while. A rule of thumb to use could be one segment per BODY generated.)

In addition to these powers, he has a natural sense of all earth and stone as well as superior physical statistics. He is, however, very dependent on his contact with natural earth. If he is more than five feet above the ground, either through being in the air or standing on artificial structures, he begins to weaken and suffer intense pain.

Appearance: Quake doesn't wear a costume, per se. Instead, he wears black fatigues and a pair of sunglasses. He stands about 6' tall and has a powerful build. He is ruggedly handsome, wearing his black hair long and a little shaggy, and he normally has a "five-o'clock" shadow.

CHAOS

Val	Char	Cost	Combat Stats	
50•	STR	20	OCV: 6+	
18	DEX	24	DCV: 4+	
30	CON	40	ECV: 5	
20•	BODY	12	Phases: 3, 6, 9, 12	
13	INT	3		
14	EGO	8	Costs	
20	PRE	10		
8	COM	-1	Char:	178 Base: 100
25	PD	19	+	+
20	ED	14	Powers:	118 Disads: 196
4	SPD	12	=	=
18	REC	12	Totals:	296 296
60	END	0		
55•	STUN	5	•Bonus from Growth added in	
Costs		Powers		END
27	Growth (20 pts), 0 END, Pers., Always On (+1" Reach, -2" KB, -2 DCV)			0
21	15d6 EB, 15+ Jam Chance, OAF (Plasma Ram)			[8c]
6	+4d6 HA, OAF (Hand Attack)			1+
7	Armor (+5 PD/+5 ED), Act. 14-, OIF (Armor)			
3	Flash Defense (5), OIF (Helmet)			
8	+8" Superleap (14"/7")			1/5"
3	IR Vision, OIF (Helmet)			
3	Radio Listen/Transmit, OIF (Helmet)			
6	+4 levels vs. range mods, OAF (Scope)			
Skills/Talents				
16	+2 Levels, w/ all combat			
3	Electronics, 11-			
3	Inventor, 12-			
3	Mechanics, 11-			
3	Weaponsmith, energy weapons, 11-			
3	PS: Electrician, 12-			
3	SS: Physics, 12-			
100+ Disadvantages				
20	Accidental Change: to violent and angry "persona" in high-stress situations, common, 14-			
10	Accidental Change: to passive and childlike "persona" around children, animals, or people being nice to him, unc., 11-			
10	Enraged if brother is threatened or injured, unc., 11-/8-			
20	Distinctive Features: Giant, not conc., major			
15	Distinctive Features: Mutant			
20	Hunted, Genocide, mo pow, NCI, 8-			
20	Hunted, PRIMUS, mo pow, NCI, 8-			
20	Psych Lim: Protective of and loyal to Mayhem, com., total			
20	Psych Lim: Multiple personalities, com., total			
10	Psych Lim: Loves to tinker with electronics, com., mod.			
15	Reputation: Destructive giant mutant, 11-, extreme			
16	Villain Bonus			



Background: He grew up in a special hospital, knowing very little companionship and even less love. He knew he was bigger than everyone else, but he didn't find out until much later in his life why. His mother (he was told) had died during his birth, and no one had a clue as to who his father was.

His name was Teddy, and he was a likable enough fellow, although he had an inexplicably horrid temper that caused him to attempt unspeakable acts of violence. He had killed one orderly and severely injured three others during his life at the hospital, even with the drug therapy that the doctors had him undergoing. Of course, there were the tests. Always, the tests.

Teddy was actually quite bright, and as soon as they would let him, he undertook various studies. In fact, they began sending in various tutors, and he developed a very keen mind that had a special knack for physical sciences. He came to understand that he was a mutant and that these people kept him here because they wanted to know more about mutants. He also came to realize that he was as much a prisoner as anything else, but he also knew that he was too dangerous to be allowed to leave. He accepted his fate with sad aplomb.

All of that changed the day that Mayhem came crashing into his life. The facility lay in smoking ruins as Teddy was drug into the night. He resisted, only to have the lunatic with the gun turn around and scream, "I'm your brother, damn it! No brother of mine's gonna be a damn lab rat!" That day, Teddy learned that he had an older brother named Karl. Karl Olanson. Teddy had a past, a family, things he had never known. Whatever happened next, he would not be alone.

Quote: "It's Teddy you hit and made mad, but it's Chaos you've unleashed!"

Personality: Teddy Olanson suffers from severe and specialized form of multiple personality disorder. He has only one alternate persona, that of Chaos, and that persona and Teddy are quite aware of each other and that they share one body. Teddy is quite literally a gentle giant. He is peaceful, thoughtful, and full of wonder for a world he knows very little about.

Chaos, on the other hand, is full of rage and resentment, an angry, destructive force of nature that cannot be stopped and that will destroy anything in his path. It is this side of the younger Olanson that Quake and the others attempt to "access" whenever they attack a place. In any high-stress situation, Chaos is likely to take over. However, around children, animals, or just someone trying to be nice, Teddy is likely to emerge, even if there is a battle nearby. Only if he is directly involved (such as being struck) or if his brother is in trouble will Chaos re-emerge.

As Teddy, he likes to tinker with various electronic and mechanical things. Mayhem and Quake have tried to focus his attentions towards weapons, but Teddy would just as soon make toys. Chaos is not entirely a berserker, and when he is in control, he can be easily convinced to work on various weapons (although he will want to use them on someone or something as soon as possible).

Powers/Tactics: Chaos is a powerful and strong giant. What makes him especially dangerous is the huge plasma ram that his brother stole and that he has modified into a very powerful weapon. Even if it falters or runs out of charges, its titanium casing makes it a formidable club. He uses a special range-finder scope that he created to increase his accuracy with it.

Chaos also wears armor and has a sensory/communications helmet of his own design (he has also made an identical one for his brother).

Appearance: Chaos stands over 16' tall and is as powerfully built as they come. He wears camouflage pants and a black shirt, and the armor he wears (which covers his torso and has forearm, thigh, and shin guards) is metallic blue. The front part of the helmet only covers the eyes, although there is a radio microphone that extends to reach near his mouth. His plasma ram essentially looks like a long, extremely heavy metallic tube with high-tech gizmos and a trigger housing. One end is obviously the "business end."

MAYHEM

Val	Char	Cost	Combat Stats	
30	STR	20	OCV: 8+	
24	DEX	42	DCV: 8+	
25	CON	30	ECV: 4	
14	BODY	8	Phases: 3, 5, 8, 10, 12	
13	INT	0		
11	EGO	2	Costs	
15	PRE	5		
6	COM	-2	Char:	152 Base: 100
16	PD	10		+ +
15	ED	10	Powers:	192 Disads: 244
5	SPD	16		= =
11	REC	0	Totals:	344 344
50	END	0		
50	STUN	8		

Costs	Powers	END
27	Multipower (82 pt pool), 15+ Jam Chance, OAF (Assault Weapon)	
3 u	2d6 RKA, AFx10, [Chaingun]	[250c]
3 u	3½d6 RKA, Explosion, [Grenade Launcher]	[16c]
3 u	2½d6 RKA, AP, No Range Penalty, [Laser]	[16c]
17	Martial Arts (Dirty Infighting)	
	Maneuvers OCV DCV Damage	
	Punch 0 +2 8d6	
	Roundhouse -2 +1 10d6	
	Nerve Strike -1 +1 2d6 NND	
	Kidney Strike -2 +0 1d6+1 K	
15	25% Damage Reduction, Physical, Resistant	
15	25% Damage Reduction, Energy, Resistant	
7	Armor (+5 PD/+5 ED), Act. 14-, OIF (Armor)	
3	Flash Defense (5), OIF (Helmet)	
10	+5" Running (11" Total)	1/5"
3	IR Vision, OIF (Helmet)	
3	Radio Listen/Transmit, OIF (Helmet)	

Skills		
3, 3	Resistance, +3; Weaponsmith, Slugthrowers, 11-	
24	+3 Levels, All Combat	
3, 3	Breakfall, 14-; Climbing, 14-	
3, 7	Combat Driving, 14-; Demolitions, 13-	
3, 3	Interrogation, 12-; Lockpicking, 14-	
3, 3	Paramedic, 12-; Security Systems, 12-	
3, 3	Stealth, 14-; Survival, 11-	
1, 1	Basic Czechoslovakian; Basic Arabic	
2, 2	PS: Mercenary, 11-; PS: Saboteur, 11-	
9	Fam: Small Arms, Heavy Weapons, Flamethrowers, Grenade Launchers, Heavy Machine Guns, Rocket Launchers, Man-Guided Missiles	
2	Contact: Arab Terrorists, 11-	
2	Contact: Serbian Terrorists, 11-	

100+ Disadvantages

8	Enraged when brother threatened or hurt, unc, 11-/11-
10	Dist Features: Heavily scarred, easily conc., major
15	Distinctive Features: Mutant
20	Hunted, Genocide, mo pow, NCI, 8-
20	Hunted, PRIMUS, mo pow, NCI, 8-
10	Hunted, The Right Hand, mo pow, limited geog., 8-
0, 0	Hunted, Interpol, 8-; Hunted, UNTIL, 8-
0, 0	Hunted, New Guard, 8-; Hunted, The New Kingihts, 8-
15	Psych Lim: Protective of & loyal to Chaos, com, strong
25	Psych Lim: Complete sociopath (no regard for life, society, or much of anything, except maybe money)
10	Psych Lim: Casual Killer, com, mod.
15	Reputation: Mutant terrorist-for-hire, 11-, ext.
5	Rivalry w/ Other Terrorist Mercs
10	Physical Lim: Addicted to drugs, freq., slight
81	Villain Bonus

Background: The screams. The fire. The explosions. The death. This was the life!

Karl Olanson lived for days like this. Days when he could cause death and destruction on a massive scale. When he got paid for it, so much the better. There were terrorists throughout the world who were more than happy to pay someone with his particular talents and skill to wreck havoc and see to it that plenty of lives were lost in the process.

It was all he'd ever really known. His father had been a mercenary right up to the day he died. Of course, it had been Karl that had killed him.

Drake Olanson had raise Karl on the road, traveling from one assignment to another, and when Karl had become old enough, he began training with his father and his team. Eventually, he started going on missions with them, and he proved to be an effective, if somewhat unrestrained, asset. Some of the men in Drake's team liked Karl, even though his father grew more and more aloof from him. It seemed that they had a difference of opinion regarding killing. Drake saw it as an unfortunate necessity of their work, while Karl saw it as an art form to be perfected and truly enjoyed.

As Karl grew apart from his father, those men he did grow closer to introduced him to the wonderful world of drugs. This caused two things to happen. His already unstable mind sunk further into depravity and madness, and his latent mutant powers and physique came to an abrupt and painful manifestation. He was good before; now he was incredible. His father, who had decided to disband the team, came to talk to him one night about his plans. Karl disagreed, telling Drake that if the old man couldn't cut it, he would be more than happy to take over. A fight started, one in which Drake was sadly outmatched. As he lay dying, he spoke brokenly of Karl's unknown younger brother, begging his son to look after Teddy. That was the last moment of any bonding between the two, as Karl swore on his father's dying breath to do just that.



Karl was actually surprised when the rest of Drake's team reacted angrily to the news of Drake's death at his hands. Even his "friends" got mad at him, renouncing their friendship and drawing weapons with the rest of them. He was so surprised that it took a little longer than he would have expected to kill them all. Well, not all of them—some got away. So much the better. They could tell the mercenary world about him, insuring his place and reputation. Sure, no respectable merc would touch him with a ten foot pole now, but there were plenty of people willing to pay top dollar for a mutant terrorist willing to kill his own father.

Now he had one more thing to do. He found the facility his father told him about, the one where the scientists had his younger brother imprisoned like some animal. He destroyed the place, and in less than ten minutes, killed virtually everyone inside. He found his giant of a brother huddled in a corner. He grew disgusted, but he realized that the scientists had done this. Somehow, he would bring Teddy out of it. He told the younger mutant of his family, of his father. Of course, he left out the part about his killing the old man. He blamed it on mercenaries hired by the "evil scientists" who had pretended to be Teddy's friends. This news unleashed Chaos, the "other side" of Teddy's personality, and Mayhem realized that he now had a powerful and unstoppable ally—his own brother. The Olansons would rampage across the world!

Quote: (Singing) "Oh, what a beautiful morning...BLAM! BLAM! BLAM!"

Personality: Of the entire team, Mayhem is probably the most sociopathic. The fact that he possesses a keen and rational mind makes him dangerous as well. There is no action too vile or too violent for him, no limit to what he will do. If asked to set a bomb to go off in daycare center, he simple plant the explosives, with no thought as to how many children will die. The only sense of compassion he possesses is towards his brother; it is as if that is a kind of focus that allows him to otherwise shut off his humanity. Were his brother to die or betray him, he would go on a terror spree that would end only with his own death.

Powers/Tactics: Despite his training, Mayhem has little grasp of any real military tactics or strategy. He tends to simply shoot and punch his way through whatever is in his way, which his mutant physiology allows him to do quite handily. He is armed with a special assault weapon (that he designed with his brother) that gives him a formidable array of options, and he wears the same armor and helmet that his brother does.

On top of his powers and weapons, Mayhem's training is a real asset to the team. He is an expert saboteur, and he knows quite a bit about demolitions and blowing things up. He will often go in ahead of the rest of the team to plant numerous explosive charges to add to the damage and confusion when the team finally strikes its target.

Appearance: Mayhem wears urban-style camouflage gear and the same armor and helmet as his brother, Chaos. His weapon is a nasty-looking piece of work: a chain-gun with a drum feed as the top barrel, a laser as the lower barrel, and a side-mount, belt-fed grenade launcher. He is 6'6" and weighs almost 300 pounds, all of it muscle. His face is heavily scarred and it shows beneath the visor portion of his helmet.

RIOT

Val	Char	Cost	Combat Stats	
40	STR	30	OCV: 7+	
20	DEX	30	DCV: 7+	
20	CON	20	ECV: 10	
14	BODY	8	Phases: 3, 5, 8, 10, 12	
18	INT	8		
30	EGO	40	Costs	
20	PRE	10		
14	COM	2	Char: 195	Base: 100
14	PD	6	+	+
9	ED	5	Powers: 275	Disads: 370
5	SPD	20	=	=
12	REC	0	Totals: 470	470
60	END	10		
50	STUN	6		
Costs		Powers	END	
80	8d6 Mind Control, Telepathic, Area Effect Radius, Increased Area (875" radius), Fully Invisible, Single Command (Only to incite people to riot and pillage), Only works at the "wouldn't mind doing" level or less (-¼), No Range			18
22	Clairsentience, Normal Sight, x125 increased area, Only to "see" victims to target with Mind Control (not truly a sense, -1½)			5
18	5d6 Ego Attack,½ DCV, x4 END [Focused Anger and Hate]			5 20
33	3d6+1 RKA, Area Effect 1 Hex, +1 Stun Mult., Reduced by Range, Reduced Penetration,, OAF (Sawed-off Assault Shotgun)			20 4x[4c]
22	2d6 RKA, AP,, OAF (Autopistol)			[16 c]
7	Armor (+5 PD/+5 ED), Act 14-, OIF (Armor)			
9	Mental Defense (15)			
15	Power Defense (15)			
20	2 BODY Regeneration			
5	Retarded Aging, Immune to Disease			
8	+4" Running (10" Total)			1/5"
Skills				
6	+2 Levels w/ Punch, Block, Dodge			
3, 2	+1 Level w/ pistols; Fam.: Small Arms			
3, 7, 3	Conversation, 13-; Interrogation, 15-; Oratory, 13-			
3, 3	Persuasion, 13-; PS: Psychiatrist, 13-			
3, 3	SS: Psychology, 13-; SS: Pharmacology, 13-			
100+ Disadvantages				
10	Enraged when experiencing emotional change, very com., 8-/11			
20	Berserk whenever under Enraged effect, unc., 11-/8-			
15	Distinctive Features: Mutant			
20	Hunted, Genocide, no pow, NCI, 8-			
20	Hunted, PRIMUS, no pow, NCI, 8-			
15	Physical Lim: Drug Addiction, freq., greatly			
25	Psych Lim: Various psychoses, neuroses, and affective disorders that come and go, very com., total			
15	Psych Lim: Believes he must lead violent revolution into anarchy, com, strong			
10	Psych Lim: Casual Killer, com., mod.			
10	Reputation: Psychotic Mutant, 8-, ext.			
20	Susceptibility, 2d6/phase vs. Mind Control, Telepathy, or Mental Illusions.			
190	Villain Bonus			

Background: For some years now, Stronghold has stood as the only real facility capable of effectively holding paranormal prisoners. Located in the desert of Arizona, it is far enough away from any major metropolitan area to keep the citizens happy (although Arizona has been the brunt of a couple of escapee's rampages).

Stronghold has also come under a great deal of criticism for its treatment of its inmates. The extraordinary measures the administrators must take to restrain and confine some paranormals has many civil liberties groups and paranormal rights activists up in arms. In an effort to quell some of the uproar, Stronghold has begun utilizing psychologists and psychiatrists who specialize in criminal and paranormal behavior to treat those that they hold.

Dr. Anthony Hawley was one such specialist. He was, in fact, a mutant with minor physiological enhancements, although those enhancements qualified him as an Advanced Generation mutant. He specialized in dealing with other mutants, and he had long worked on various drug therapies that could aid in treating the criminally insane.

What no one knew, however, is that Hawley was experimenting on himself with many of his drugs. He discovered various "dark" tendencies in his own persona, and he was attempting to control them with his drugs. However, he had become almost fatally addicted to those drugs, and instead of treating his disorders, they were slowly exacerbating them.

When they brought in the Olanson brothers, Chaos and Mayhem, Dr. Hawley was called in to begin immediate evaluation for drug therapy. He began working right away. As he interacted with them, their conversations turned to dark and terrifying things that...attracted him. He sank more and more into the quagmire of their minds, and his own mind (thanks to the drugs) completely snapped. He was flooded with thoughts of violence and destruction, and somehow he began to rationalize that all this meant that it was time for a violent overthrow of the current order so that a new one could rise from the ashes.

This delusion persisted, and he managed to aid Chaos and Mayhem in escaping. The three set out to bring on this new era, beginning with the hapless citizens of Phoenix. Of course, PRIMUS had other ideas, but with Quake's timely arrival, they were able to escape with ease. The Age of Anarchy is upon the world, and Riot will help bring it!

Quote: "Give in to your hate and your frustration. Show them that you will stand for their depredations no longer! Burn, baby, burn!"

Personality: Most of the team is crazy in one fashion or another. Mayhem is a complete sociopath. Riot, however, is as totally insane as any human being can be and still function at all. In fact, Anthony Hawley is suffering from multiple disorders, ranging from schizophrenia to manic depressive syndrome. Superseding all of his problems, however, is his almost "messiah" complex that leads him to believe he is



meant to orchestrate the downfall of civilization. He often rants and raves about this, and the rest of the team just patiently ignores him when he's like this (unless they are about to attack a city, in which case they will eagerly encourage him to continue in this mode).

There are times (very few), when Riot becomes almost lucid and remembers who he actually is. He will even experience flashes of regret and melancholy over what he has done (especially if he is in his depression cycle). However, these periods last only a short while, and then he is back on his crusade. Quake makes sure that enough supplies are on hand at all times for Hawley to concoct his drugs, both for himself and for Mayhem.

On top of his other problems (and his whole personality does seem to be defined by his mental disorders), he develops random neuroses and phobias daily. One day he may be afraid of germs and dust, another he may fear women and yet another he may decide that speaking aloud is an evil sin that must be punished. He is not an easy man to live with.

Powers/Tactics: Riot started out as an Advanced Generation mutant with impressive physical characteristics and the normal physiological enhancements. The drug-induced multiple psychoses unlocked his raw psionic potential, but it manifested in a very limited way. Still, for all its limits, his power is extreme. He is able to project a powerful suggestion over a wide area that will incite anyone who is even remotely inclined to do so into a riotous frenzy. It only works at the "wouldn't mind doing" level or less, so relatively content people will be unaffected. However, anyone experiencing anger, frustration, or hate, especially at the "system," will likely join in on various acts of civil disorder and disobedience. These acts will inevitably escalate into a full-blown riot.

Of course, victims will choose their own targets. Racists will attack minorities. Gangs will attack each other. The poor will attack the rich and symbols of excess. And, of course, everyone will attack the police and other signs of authority. Throughout it all, Riot will wander the streets, blowing away anyone or anything he feels like (often the target of a particular neurosis or phobia, if available). He will always choose police or superheroes first, however, if they are present.

(Note: his power is bought with a Clairsentience that only works to allow him to target victims within his area of influence that he doesn't have a Line of Sight on. It is intended to simulate his power simply "washing" over an area and affecting everyone, regardless of who he can "see." This Clairsentience is not an active sense at all, and it tells him nothing of the victim or the area that they are in. It only allows an ECV attack roll against them if they aren't in his Line of Sight.)

In addition to his "mob rule" power, he can also focus the entirety of his anger and hatred into a devastating psionic bolt, although this is draining. He normally only uses this against people he really hates or who have hurt him significantly.

Although he has an enormously powerful mind that is highly resistant to mental attacks, any attempt to influence his mind and thinking causes the internal conflicts he has to become painful in intensity. Any attempt at Mind Control, Telepathy, Mental Illusions, or similar "attacks" will cause him great pain.

Riot tends not to work closely with his teammates unless a common foe presents itself. He prefers to just wander the streets and revel in the "worship" of his "followers."

Appearance: Riot tends to wear torn jeans, rebellious T-shirts, a leather overcoat, and chains. He also wears the same armor that Chaos and Mayhem wear (see Chaos). Riot has shaven his head (badly) and has a couple of visible scars. He carries a large, sawed-off combat shotgun and a hefty-looking automatic pistol. Riot is black, stands about 5'7", and is quite beefy.

HURRICANE

Val	Char	Cost	Combat Stats
15	STR	5	OCV: 9+
26	DEX	48	DCV: 9
18	CON	16	ECV: 3
12	BODY	4	Phases: 2, 4, 6, 7, 9, 11, 12
10	INT	0	
10	EGO	0	Costs
18	PRE	8	
18	COM	4	Char: 161 Base: 100
10	PD	7	+ +
10	ED	6	Powers: 246 Disads: 307
7	SPD	34	= =
10	REC	6	Totals: 407 407
70	END	17	
35	STUN	6	

Costs	Powers	END
20	Elemental Control—Mutant Wind Control, Outdoors only (-¼), Must have air (-¼)	
34 a	30" Flight, x4 NCM, ½ END	1/10"
20 b	75% Damage Reduction, Physical, Resistant	
52 c	12d6 Dispel vs. All Fire, Smoke, or similar powers at Once (+2)	11
27 d	8d6 Physical Blast, Double KB	7
22 e	45 STR Telekinesis, Affects all parts (-¼)	7
12 f	Missile Deflect vs. all attacks, Continuous, Uncontrolled, 16-, Costs END, Only vs. Physical Attacks (-½)	6

Skills	
9	+3 Levels w/ EC Attacks
8	+4 Levels w/ Turn Modes
3	Acrobatics, 14-
3	Breakfall, 14-
3	High Society, 13-
3	Navigation, 11-
3	Riding, 14-
3	Seduction, 13-
3	KS: Airplanes and Jets, 11-
3	SS: Meteorology, 11-
3	French (English native)
15	Filthy Rich

100+	Disadvantages
15	Berserk if made to look bad or foolish, unc., 11-/11-
15	Distinctive Features: Mutant
10	Hunted, Bora (of Eurostar), as pow, 8-
20	Hunted, Genocide, no pow, NCI, 8-
20	Hunted, PRIMUS, no pow, NCI, 8-
15	Psych Lim: Violent, com., strong
15	Psych Lim: Spoiled Brat, very com., mod
20	Psych Lim: Terrified of having ID discovered, even by teammates, com., total
15	Reputation: Powerful, destructive mutant, 11-, ext.
5	Rivalry w/ flying characters
15	Secret ID (Kara Wildes)
142	Villain Bonus



Background: The day Binghamton burned, Kara was there. She had been visiting friends there that she had made in college when Catastrophe struck. She had long known that she was a mutant, but she hadn't decided how (if, indeed, at all) she was going to use her powers. Her friends, who also knew, encouraged her to go to the aid of the city. Binghamton had no superheroes; could she not serve as one?

All her life, Kara had done as others wanted. She went to school as her incredibly rich father had insisted, and she had worked hard to pass her classes at her mother's insistence. In return, she was given everything she wanted, but she had still resented the control her family had exerted. While at school, she joined all of the "right" clubs and her mother's old sorority, and she got involved in all of the activities that her friends and teachers wanted her to. She studied the only thing that interested her—the weather—because of its relation to her powers, but she had no desire to actually work.

As "luck" would have it, her parents were lost at sea on one of their many cruises and she was left with the family fortune. Finally, she could do as *she* wanted. But here she was, being pressed to do her what others wanted again, just because she had some powers. Still, they were her friends; she would try. She fashioned a makeshift "mask" and flew off.

There was something exhilarating about cutting loose and flying. She grew more and more excited at the prospect of using her powers to bash the heads in of the creeps who were destroying the city. Wasn't that those PRIMUS geeks down there? Why would she want to help them? All they did

was parade around like they were the greatest thing since white bread and they constantly ragged on mutants. Ooh, she hated those guys! That's was that. Forget attacking her fellow mutants, she was going to trash these "Hitler youth" thugs!

Riot's power had a particularly accelerated affect on Kara. She grew more and more agitated until she was unable to control herself. She proceeded to trash the entire PRIMUS contingent before they could even react. Realizing how much she enjoyed destroying everything around her and fighting PRIMUS, she decided to join Catastrophe instead of fight them. She was doing what she wanted to do, and it was a great deal of fun!

Quote: "Here, supergeek! Have a tank in your facel"

Personality: Kara was never particularly nice to begin with. Riot's influence triggered a release her darker nature such that she is as mean as they come. On top of it all, she's also a spoiled brat who insists on having her own way. Quake has to work very hard at appeasing her, as well as keeping Mayhem from just blasting her head off.

Kara is thoroughly dependent on her current lifestyle and is terrified of losing it because of her current "occupation." She hides her identity from everyone, including her teammates. This has annoyed them to some degree, but her donation of certain materials and resources has mollified them enough to keep them off her back about it...for now.

She has a particular desire to show that she is a faster and better flyer than anyone, and this has caused some problems on the field, when she should be supporting her teammates instead of showing off. She once squared off against Bora during an impromptu meeting between Catastrophe and Eurostar, and the two have nothing but loathing and contempt for each other.

Powers/Tactics: Hurricane's studies in college have given her a particular understanding of her powers. Like Quake, this has improved her ability to use those powers effectively. She can fly at very impressive speeds and is quite agile in the air. She can also use wind to lift, carry, and throw tremendous weight, and one of her favorite moves is to "grab" someone and fly them into a wall. A particularly nasty ability of hers is that of "blowing out" fire-based powers with a particularly strong and focused wind. She can also dissipate any mist or smoke (or any similarly-affected powers; a desolid character based on turning to mist could be in lots of trouble around her).

Her most amazing powers are those of a defensive nature. She can manipulate winds around her that will absorb the impact of most physical blows, and she can even create a wind shield that will constantly deflect away any physical ranged attacks [she may re-roll the deflection as a 0—phase action at the beginning of each of her phases; treat as a normal Missile Deflect between phases for purposes of deflecting multiple attacks]. However, she has virtually no effective defense against energy attacks and can be brought down by even a low-powered blaster.

Appearance: Kara is the only member of Catastrophe who actually wears a costume. It is a very stylish black affair that is very complimentary to her figure. It has silver swirl patterns all over it. Her mask covers all of her face except her eyes, nose, mouth, and her long red hair. She has crystal blue eyes and a slim but full figure.

ICESTORM

Val	Char	Cost	Combat Stats
10	STR	0	OCV: 7+
21	DEX	33	DCV: 7
25	CON	30	ECV: 4
14	BODY	8	Phases: 3, 5, 8, 10, 12
10	INT	0	
11	EGO	2	
13	PRE	3	
12	COM	1	
10	PD	8	
10	ED	5	
5	SPD	19	
9	REC	4	
70	END	10	
45	STUN	13	
			Costs
			Char: 136 Base: 100
			+ +
			Powers: 168 Disads: 204
			= =
			Totals: 304 304
			•Must have some moisture in the air (-¼)
Costs		Powers	END
12•		Elemental Control—Mutant Ice Powers	
8• a		Armor (+12 PD/+10 ED), Ablative	
12• b		15" Flight	3
24• c		Change Environment—Cold and Ice, 250" Radius	4
48•		Multipower (60 pt pool),	
5• u		5" Darkness, Sight Group—Cold Fog	6
5• u		4 ½d6 Entangle, Stops Sight Group and Normal Hearing	6
5• u		Force Wall (12 PD/8 ED), Blocks Sight Group	6
5• u		6d6 EB, NND (Not vs. thermal shielding or immunity to cold)	6
5• u		4d6 RKA	6
5• u		3d6 Transform, Minor, Cumulative—Create any ice structures	6
2		Life Support—Immunity to Extreme Temperature, Only vs. Cold (-¼)	
4•		Instant Change	
Skills			
12		+4 Levels w/ Ice Multipower	
1		Fam. w/ Computer Programming, 8-	
3		Sleight of Hand, 13-	
3, 3		Stealth, 13-; Streetwise, 12-	
2		KS: Baseball, 11-	
2		KS: Baseball Players, 11-	
2		KS: Baseball Cards, 11-	
100+ Disadvantages			
10		Distinctive Features: Teenager, conc. w/ effort	
15		Distinctive Features: Mutant	
20		Hunted, Genocide, mo pow, NCI, 8-	
20		Hunted, PRIMUS, mo pow, NCI, 8-	
5		Hunted, Icicle, less pow, 8-	
15		Psych Lim: Immature, childish, very com., mod.	
10		Psych Lim: Cares little for anyone or anything, com, mod.	
15		Psych Lim: Overconfident	
10		Psych Lim: Showoff	
10		Reputation: Destructive mutant, 8-, ext.	
5		Rivalry, other ice characters	
15		Secret ID (Alain Remere)	
10		Susceptibility, 1d6/turn in extremely hot and dry conditions, unc.	
20		1½x STUN and BODY vs. heat and fire attacks	
24		Villain Bonus	



Background: Running, running. That's the first thing Alain Remere remembered after regaining consciousness. He was running from Genocide, men in dark clothes with guns. They had blown up his house, killing his babysitter in the process, but somehow he managed to survive. He had survived by using...his powers.

His parents had forbade him to use his powers since he was very young, teaching him that it was a sin against God. What few friends he was allowed to have (his parents restricted everything and everyone he had contact with) were deathly afraid of his abilities. So, with the fear of eternal damnation as a motivator, he had refrained from using them. Sometimes he had lost control, but fear of God and Hell had enabled him to regain that control.

But evil had come for him anyway. They came and blew up his house. They were trying to kill him. Why would God allow this? He had not used his powers, no matter how much fun they were, and still he was going to die. Why would God do this? Unless...there was no God?

At the age of eleven, Alain Remere became an atheist in a real hurry. He cut loose with his powers as the Genocide agents closed in. They had not known that his powers were manifested, and they were completely unprepared. For that, they all died. Alain, knowing that he could never face his parents after this, fled into the Montreal night.

When a small town in northern Quebec came under attack by "vicious" mutants, Alain became curious. He had never actually seen other mutants, except on television, and he wanted to meet some in person. They seemed to be having a grand time smashing everything and shooting at people, and suddenly he found that he wanted to join them (Riot's influence is strong). So he did, icing over anything still standing and blasting away with ice bolts. He began amusing some of the other mutants with his rather rude ice sculptures, but the one called Mayhem complained that he was obviously too young to join them. He responded by icing over a small glass-window building nearby. He then shattered it with an ice bolt, seemingly oblivious to the screams of those inside. Mayhem joined the others in welcoming him.

As far as Alain is concerned, if there was a God, he obviously has no sense of humor. The Devil, on the other hand...

Quote: "Ha, you missed me! Eat ice!"

Personality: Icestorm is a bratty, obnoxious, and uncaring child with very dangerous powers. He is not necessarily immoral. In fact, he is fairly amoral. Everything he was taught to believe was taught by overbearing fanatics who left him with nothing but fear and dread for what was supposed to be a force of good. He doesn't necessarily believe evil is right. He doesn't really believe in anything.

The members of Catastrophe are the only people he's ever known who have accepted him for what he is. They even act like they like him (when he doesn't push them too far with his childish jokes). He's convinced them (and everyone else) that he's sixteen; in fact, he's not even twelve yet.

The only thing Alain has a care for in the world besides staying in his friends' good graces is baseball. It was the one thing that was any fun that he had shared with his father, and he follows the game religiously.

Powers/Tactics: As far as ice-based paranormals go, Icestorm is a very powerful one. He can create an armored shell that gives him impressive protection as well as hiding his identity and his age. He can create bonds and walls of ice, and, given time, pretty much anything he can think of (the Transformation). He can project a blast of super cold air or even lethal bolts of ice, and he can create a field of ice-cold fog. In addition, he can cause an entire area to experience an "ice storm," with cold temperatures, falling snow and sleet, and icy roads. He can even fly, projecting super cold air fast enough to propel him.

An eleven-year-old has very little concept of tactics, and Icestorm tends to go with direct attacks against anyone who threatens him. If he gains the upper hand, he will attempt fancy and even ridiculous stunts just to show off.

Appearance: In his ice armor, Icestorm appears to be a well-muscled and well-toned young man of about 16 made up entirely of ice. Alain is actually a much shorter young boy with long-ish black hair and dark eyes.

INDEPENDENTS



LIFELINE

Val	Char	Cost	Combat Stats
5/35*	STR	10	OCV: 7+; DCV: 7+; ECV: 6
21	DEX	33	
20	CON	20	Phases: 3, 5, 8, 10, 12
15	BODY	10	
20	INT	10	Costs
18	EGO	16	Char: 161 Base: 100
15	PRE	5	+
14	COM	2	Powers: 347 Disad: 408
8	PD	5	=
7	ED	3	Totals: 508 508
5	SPD	19	
10	REC	6	*OIF, Doesn't affect figured characteristics
60	END	10	*OIF, Armor (END Reserve only powers suit-related powers)
45	STUN	12	
Cost	Powers	END	
13*	150 END Reserve, 10 REC, REC requires outlet		
40*	Multipower (60 pt pool) [Force Powers]		
4* U	40 STR Telekinesis	6	
4* U	6d6 Entangle	6	
4* U	16 PD/8 ED Force Wall	6	
15	3d6 Aid to Anything (+1), Only to starting value, Does not affect self (-1/2)	3	
12	+3d6 Aid to Anything (+1), +30 MAX [66 total], Only to starting value, Does not affect self, x4 END, 0 DCV, Side Effect (3d6 BODY Drain)	24	
15	Martial Arts—Aikido		
	Maneuvers OCV DCV Damage		
	Throw +0 +1 9d6+v/5, target falls		
	Hold -1 -1 Grab, 55 STR hold		
	Strike +1 +3 9d6		
	Dodge — +5 Abort		
8	+2 DCs (added in)		
26*	Armor (+14 PD/+12 ED)		
40*	25" Flight, x8 NCM	1/5"	
13*	Life Support:: Self-Contained Breathing, Immune to Extreme Temps, Vacuum/Pressure, Radiation Environments		
3*	Flash Defense (5)		
7*	High Range Radio		
35	Detect Life as sense, Ranged, Discriminatory, +10 to roll		
Skills			
5, 3	Defense Maneuver; Scientist		
15	+5 levels w/ Aikido		
9	+3 levels w/ Multipower		
7, 3	Breakfall, 15-; Cuter Programming, 13-		
3, 3	Deduction, 13-; Electronics, 11-		
3, 3	Forensics, 13-; Inventor, 13-		
3, 9	Mechanics, 11-; Paramedic, 16-		
3	Systems Operations, 13-		
12	Sciences: Medicine, Biochemistry, Genetics, Paranormal Physiology, all 14-		
8	Sciences: Chemistry, Physics, Force Technology, Biophysics, all 13-		
6	Sciences: Robotics, Cybernetics, Mechanical Engineering, Electrical Engineering, Exobiology, Xenobiology, all 11-		
3	KS - Aikido, 13-		
10	Wealthy		

100+ Disadvantages

13	Enraged vs. killers, 11-/8-, (com)
20	Committed to preserving life (com, total)
20	Code against killing
10	Despises violence (com, mod)
25	Hunted, Genocide, 11-
15	Hunted, Weasel, 8-
15	Distinctive Features - Mutant
15	Reputation, healer and mutant-sympathizer, 14-
15	Secret ID (Dr. Paul Gresham)
260	Bonus

Background: He spent years in school, preparing himself to be a healer of people. The only diversion he really afforded himself was the study of aikido. Its mastery enabled him to master himself and his emotions. It gave him inner peace.

Sadly, the citizens of the world could not all take aikido together. Even with his mastery of aikido, Dr. Paul Gresham could not help the anger and frustration he felt whenever he saw or read another story about how someone had senselessly taken the life of another. Working in an inner city clinic, he was only able to make the smallest dent in the death and pain of life all around him.

The day when VIPER and a number of local heroes tangled near his clinic saw the end of his life as Paul had known it. He ran to the scene and found bodies everywhere. The heroes were trying, but there were too many VIPER agents and villains who were more than willing to kill anyone who got in the way. Paul looked around just in time to see a small girl he had treated only two days before get in the way of a stray laser blast. Screaming with agony, Dr. Gresham ran to her, knowing there was no way he could get to a trauma unit in time to save her. Holding her with tears in his eyes, he began to feel power surging through him. He looked down to see it flowing into the girl, apparently healing her wounds. He willed himself to give her even more, and that's when it began to hurt. Even as life came back to her, blood poured from wounds all over Paul to the ground and he passed out from the pain.

Moments later, he awoke. The battle continued to rage, but the little girl stood nearby, holding out a glass of water. He thanked her and drank it, and she smiled and ran up the street, away from the battle. Unable to fathom what had happened, Paul went about trying to help who he could.

A few days later, Paul got a call from Dr. Robert Mayer. The two got together and talked. Dr. Mayer explained that he represented Project: Lifeline and that he had heard of Paul's actions during the recent battle. He offered Paul a chance to find out the extent of his powers, which the young doctor readily accepted.

As he discovered the nature of his abilities with the help of Project: Lifeline's scientists, he realized that there was an organization that he could believe in. He understood that mutants desperately needed people who understood their physiologies and their needs. He asked to join them, which is what they had been hoping he would do all along. Over time, Paul realized that he needed to be in the field, helping mutants and normals alike. In order to do so safely and



effectively, he began researching various technologies he had encountered during his earlier school days, and soon he was putting together a special suit that would allow him to enter battlefields and do what needed to be done. Calling himself Lifeline, Dr. Gresham has become the mutant support group's greatest asset and a welcome sight to heroes and anyone injured in a paranormal battle.

Quote: "Maim, kill, destroy. Is that all any of you people know?"

Personality: Considering the immense amount of angst and trauma that most paranormals experience (especially mutants), Lifeline is an amazingly stable and well-adjusted individual. He is brilliant without being arrogant, and he is committed to his goals and beliefs without being obsessive or preachy.

Lifeline is an inherently peaceful man and won't hesitate to point out when he sees an alternative to violence in solving a problem. He is practical, however, and will be more than happy to let a couple of hotheads beat each other silly while he treats any normals in the area. He won't tolerate the endangerment of innocents, and he often loses control where known casual killers are concerned. A very tragic episode involving the Weasel (*High Tech Enemies*) has left the two as bitter enemies.

Lifeline doesn't discriminate between heroes and villains when it comes to saving lives. He won't necessarily bring a violent person to consciousness, but he will certainly heal their wounds. This lack of discrimination also applies to his opposition to unnecessary violence. A hero known to be extremely violent or, worse yet, a killer, will likely end up on the wrong side of Lifeline. He has been known to even attack such heroes to either teach them a lesson or turn them in to the authorities.

Dr. Gresham maintains his clinic, but he spends most of his time researching and making new advancements in medical technology. He has a number of patents and has become both professionally and financially successful, enabling him to finance further research and help Project Lifeline.

Powers/Tactics: Lifeline is a mutant with the ability to heal virtually *anything*. Physical characteristics, mental abilities, powers, senses, anything that has been damaged or hurt in some way, Lifeline can heal it. He is able to provide some healing with relative ease. However, to heal greater wounds or damage, he must temporarily give up his own health, literally using his life force to heal his patient. The effect is, thankfully, temporary (the Drained points come back at 5 pts/turn), but if Paul were severely hurt himself when he did it, it could kill him (note - if enough BODY is drained to take Lifeline to -15 BODY or below, he would die and the BODY would not come back).

Lifeline can also sense living people and ascertain their physical condition with a thought. Dr. Mayer believes this is a limited form of psionics that is a natural extension of Lifeline's healer instincts.

Lifeline's suit is based on applications of force field technology. He can project walls, barriers, bonds, or practically anything else he can think of. He can also fly. Lifeline tends to throw up a force wall between any injured parties he is trying to help and potential attackers or incidental damage. He will entangle any attackers who get in his way. He will use his TK to evacuate anyone who needs it to a nearby hospital or other safe location. Combat is a last resort for Lifeline—he is there to save lives.

Lifeline has not developed a personal force field for his suit because he cannot heal anyone through the fields he creates.

(Note: the Aid is bought with a +1 Advantage, Able to Aid Anything. This is based on the similar Advantage under Transform that allows the power to transform someone into anything.)

Appearance: Lifeline's armored suit is grey-blue with white trim and a large white circle with a red cross on the front and back. There are projector devices on both arms. The helmet is fully covering with a single visor lens where the eyes are. When he heals someone, a golden glow surrounds him, most of the energy focused in his arms and through his hands into his patient. Dr. Gresham is 5'8", in excellent shape, with medium-length brown hair and light blue eyes.

MAKESHIFT

Val	Char	Cost	Combat Stats			
45	STR	35	OCV: 9+			
28	DEX	54	DCV: 9+			
25	CON	30	ECV: 7			
20	BODY	20	Phases: 2, 4, 6, 7, 9, 11, 12			
30	INT	20				
20	EGO	20	Costs			
15	PRE	5				
14	COM	2	Char:	161	Base:	100
15	PD	9		+		+
12	ED	7	Powers:	347	Disad:	408
7	SPD	32		=		=
11	REC	0	Totals:	508		508
70	END	10				
50	STUN	2				
Cost		Powers			END	
136	Variable Power Pool (100 pt pool), No Skill Roll to Change (+1), OAF, Requires "raw materials" to change pool (-¼), All gadgets disintegrate after 1 hour (-½)					
90	4d6 Major Transformation (Machines into "Raw Material,") Cumulative					9
7	Flash Defense, Sight and Hearing, (5), OIF (Headgear)					
7	Life Support: Self-Contained Breathing, OIF (Headgear)					
17	Spatial Awareness (Full Energy Patterns Scan), OIF (Headgear)					
7	High-range radio, OIF (Headgear)					
30	3 BODY Regeneration					
15	Mental Defense (19)					
20	Power Defense (20)					
5	Life Support: Immune to disease, retarded aging					
8	+4" Running (10" total)					1/5"
Skills						
3, 10	Absolute Time Sense; Eidetic Memory					
20, 3	Cramming x4; Bump of Directions					
3, 3	Lightning Calculator; Perfect Pitch					
3, 50	Speed Reading; +5 Overall Levels					
3, 3	Bugging, 15-; Criminology, 15-					
7	Combat Drive, all Ground and Water, 14-					
7	Combat Pilot, all Air and Space, 14-					
3, 3, 3	Cryptography, 15-; Deduction, 15-; Demolitions, 11-					
3, 3, 3	Electronics, 11-; Inventor, 15-; Lockpicking, 14-					
3, 3	Mechanics, 11-; Security Systems, 15-					
3, 7	System Operations, 15-; Computer Programming, 15-					
5, 21	Weaponsmith, 11-; Fam.: All known weapons					
3, 3	KS: Carpentry, 15-; KS: Construction, 15-					
3, 10	KS: Plumbing, 15-; Wealthy					
100+	Disadvantages					
10	Enraged when facing VIPER, 14-/11- (unc)					
20	Committed to finding mother (com, total)					
20	Immature, Selfish (very com, strong)					
10	Loves to make things, to build (v com, tot)					
20, 0	Hunted, VIPER, 8-; Hunted, Utility, 8- (Less Pow)					
20, 0	Hunted, Genocide, 8-; Hunted, Defender, 8-(Less Pow)					
10	Hunted, Power Tool, 8- (Mo Pow)					
15, 10	Distinctive Features - Mutant; 2d6 Unluck					
15	Reputation, Master Builder, 14-					
528	Bonus					

Makeshift's Gadget Pool—Examples

38	Hyper-Plasma Cannon: 11d6 EB, Armor Piercing [32c]
20	Force Field: 20 PD/20 ED, Hardened x2; 3 One Minute charges
14	Jet Wings - 20" Flight, x4 NC; 1 Five Minute charge
29	Offensive Phase Field - Desolidification (not vs. Energy Weapons), Usable Against Others at Range (Doesn't work vs. targets with Force Field); 2 One Turn charges

Background: He was too smart. He had always been too smart. By the time Charles "Chuck" Strickland was 12, he had learned and forgotten more than any of his highly-paid tutors had a hope in hell of ever teaching. He could memorize any fact, recite it, and mentally flush it at will. The only thing that interested him was technology and trying to make it do what he wanted. His very rich parents, completely unable to relate to him, simply gave him all the high tech toys and equipment he wanted and a lab to work in and let him go. His mother tried to spend time with him, and she was always very kind, but his father encouraged her to leave him be and let him develop on his own.

He was sixteen and a very lonely boy. The few friends he had were more interested in playing his video games than playing with him, or (more importantly) helping him build things. He spent most of his time working in his lab, with only occasional days being spent with his mother on various outings. One day, he got very frustrated with a particular toy that wouldn't work the way he wanted. It was his favorite (at the time), a model spaceship that had limited flight ability. He was trying to make it fly even better when he cut himself with one of the tools he was using. Angry, he cursed at the "stupid ship" and it proceeded to fall apart into a multitude of component parts. He couldn't believe it! How'd he do that? Of course, this just made him madder, because it was going to take at least half the day to rebuild it—but even as he thought this, the ship practically pulled itself back together right in his hands.

Only, it looked *better*. Not only that, but when he tested it, it flew better, responding to his voice commands and everything. He spent the next few days exploring this new power of his, instantly disassembling machines and causing new ones to be formed. Unfortunately, he soon discovered that anything he built using his powers disintegrated into nothing after about an hour. Still, he could now make anything he wanted, whenever he wanted, out of any machine he could find.

That's when his father went into action. Everett Strickland was a highly-placed member of VIPER who had known all along that his son was a mutant. He had been watching for signs of his son's powers, and his superiors were greatly interested to discover the extent of Chuck's talents. One night, Chuck was taken away, never to see his mother or friends again. He spent the next four years in various VIPER labs, working under his harsh father and other scientists. They were constantly trying to find a way to make Chuck's devices remain permanently, and they often subjected the young man to torturous experiments.

Finally the day came when Chuck could not—*would not*—take any more. He took the very machine they had him strapped to and made it into a huge bomb, reserving enough

"components" to make a one-shot teleporter that he used to get away just as the whole complex exploded. For all he knows, his father died in that explosion. When he went to find his mother, he discovered that she was gone and all traces of her existence had been erased.

The world is a nasty, unkind place. Chuck, taking the name Makeshift for himself, has decided to make the world around him whatever he wants, whenever he wants. No more doing what anyone tells him to, unless they are willing to pay for the privilege.

Quote: "What can you possibly offer me that I can't just make for myself?"

Personality: Immaturity mixed with a healthy dose of bitterness and more than a dash of arrogance. That is the essence of Makeshift's personality. He knows that he is superior to almost everyone and it shows in how he relates to people. His only interest is in having fun and being personally comfortable. That someone might get hurt by his actions is of no real consequence to him—everyone must take care of themselves.

There is only one thing that matters to Makeshift more than his own desires—the knowledge of what happened to his mother. If anyone offers him any clues as to what happened to her or where she is, he would do anything to obtain it. Makeshift would kill for that information.

Otherwise, Makeshift is a mercenary, willing to work for the highest bidder. Normally, he is hired to create and build things. If someone wants a temporary gadget, he'll just use his powers and conjure one up. If they want something more permanent, he gets them to buy the resources and then he

designs and builds it for them. He is one of the most sought-after weapons and armor developers in the business, and he greatly enjoys the respect and even fear that prospective employers show towards him. On more than one occasion, he has dealt with disrespectful clients in a very permanent fashion.

Powers/Tactics: Makeshift is a very powerful mutant capable of instantly disassembling a machine of any kind into its component parts, which he calls "raw material." He can then use these parts to create any device he wants of almost any power level. He is only 20 years old now; as he grows, so will his powers.

Makeshift has an incredibly powerful brain that operates more effectively than almost any computer ever made. It is believed that his powers are an extension of his uncanny mind and his instinctive comprehension of machines, devices, tools, and systems of any type. If a task involves mechanical or electrical aspects at all, Makeshift can accomplish it with great ease. Although he has not done it (yet), Makeshift could pilot an alien spacecraft with minimal study - say, five minutes.

Chuck is also an Advanced Generation mutant, with all of the appropriate abilities and powers.

Although he usually prefers to remain the "brains" of a given operation, or else the "hired gun" scientist, he is not afraid to fight. He actually enjoys pitting his knowledge and abilities against heroes or villains, especially relishing encounters with other so-called "gadgeteers." He has a special love for tangling with Defender, Utility and Power Tool.

In combat, Makeshift will toy with his opponents, testing their capabilities. The base Example Pool is normally used for this; he will use the Offensive Phase Field (one of his favorite inventions) against a particularly dangerous foe. After he has determined what they can do and what their weaknesses are, he will change his devices into whatever he needs. Whenever possible, he will attack opponents' foci and use them for his new tools. (Note that he must be able to get his hands on the disassembled parts—he can attack machines and devices at range, but he must get close to use them).

Makeshift may be immature, but he's no fool. If he is pressed, he will dump all of his present devices (except his Force Field) into a one-shot teleportation device to escape (10" Teleport, x16,384 distance, one fixed location, 1 charge [20 pts])

Appearance: Makeshift is 6'4" and is in excellent physical shape. He wears dark grey fatigues with lots of pockets and a belt and harness with even more carrying pouches. He normally has one or more bizarre-looking but nonetheless menacing guns and he wears a headgear set with goggles and a radio. His hair, which for some reason has recently turned blue, is long and full.

Note: There's not much point in using Makeshift unless the GM is very comfortable with the rules, especially where Variable Power Pools are concerned. Makeshift is intended to be someone who is constantly making things, destroying them, and rebuilding them in the middle of battle. It requires a lot of "on the fly" power building on the GM's part.

An alternative is to bring in a friend (who is very familiar with the rules) to specifically play Makeshift in a conflict, especially if the GM has a number of other NPCs involved.



SCORCH

Val	Char	Cost	Combat Stats
50	STR	40	OCV: 10+
29	DEX	57	DCV: 10+
30	CON	40	ECV: 5
15	BODY	10	Phases: 2, 4, 6, 8, 10, 12
13	INT	3	
15	EGO	10	
30	PRE	20	
18	COM	4	
15	PD	5	
25	ED	19	
6	SPD	21	
20	REC	8	
100	END	20	
80	STUN	25	

Cost	Powers	END
30	EC - Fire Powers	
a-31	Force Field (+15 PD/+20 ED), Hardened, 0 END	
b-30	30" Flight	1/5"
c-30	1d6+1 RKA, Penetrating, Damage Shield, Persistent, Always On	
d-15	75% Damage Reduction, Resistant, Fire/Heat Only (-1)	
e-15	4d6 Absorption vs. Energy to STR, CON, END and STUN at once (+2), Fire/Heat Only (-1)	
90	Multipower (90 pt pool)	
9 u	6d6 RKA	9
9 u	4½d6 RKA, ½ END	4
9 u	3d6 RKA, 0 END	
9 u	12d6 EB, 0 END	
9 u	9d6 EB, Area Effect, Cone (10" sides)	9
9 u	7d6 EB, Variable Advantage (Up to +1 in Advantages)	9
9 u	4d6 Major Transform, Cumulative - Non-thermally shielded objects into molten slag	9
9 u	6d6 Suppress vs. all Fire effects at once	9
20	Power Defense (20)	
10	Mental Defense (13)	
20	2 BODY Regeneration	
30	Total Life Support	
10	IR Vision, Discriminatory	
15	+3 levels w/ Ranged Combat	
8	+1 level w/ All Combat	
8	+4 w/ Turn Modes	
5	AK: General World Geography, 14-	

100+ Disadvantages

35	3d6/segment from fire retardants (common - fire extinguishers)
25	Berserk if BODY taken or down to ½ STUN (unc), 14-/8-
13	Enraged vs. military or militaristic opponents/agencies (unc), 14-/8-
25	Desperately wants to control power and have a normal life (v com, total)
10	Melancholic, sometimes suicidal (unc, strong)
10	Cares little for "real world" or its rules (com, mod)
20	Hunted, Genocide, 8-
20	Hunted, U.S. Military and PRIMUS, 8-
0	Hunted, other world governments, 8-
10	Hunted, Firewing, 8- (as pow)
20	Physical Lim - Unable to interact with normal people or experience normal life (all time, greatly)
15	Distinctive Features: Mutant
25	Distinctive Features: Constantly on fire (not conc, ext.)
402	Bonus

Background: After awhile, she just got sick of it all. She looked up one day at the orphanage and decided that she really wished it would just burn down.

And so it did.

Thankfully, most of the people were already outside, and the rest got out OK as well. All of the kids just started staring at her, and when she turned to ask them what was wrong, they screamed and ran. She looked down to see that her hands were on fire - no, her *whole body* was on fire! Only, it didn't hurt. Weird!

Well, the orphanage was burning and she was ready to leave. Just one thing left to do. She found the administrator, trying desperately to round up the other kids. She—*flew!*—over to him and grabbed his shoulder, getting ready to ask her questions. As soon as she touched him, though, he burst into flames. She didn't want him to burn; he'd never been a really bad sort, and she needed to know something. So she made the flames go away. She wasn't sure how she did it, but she was glad she did. The old man just lay there on the ground, staring up at her in horror.

"Where are my parents?"

"Victoria, I can't tell you tha."

"Wrong answer! Where...are...my...*parents!*" She accented the last word with a flare of her own flames.

"Your mother, w-we believe sh-she's d-dead! Y-your f-father just left y-you here and—uh—and rode off on his m-motorcycle."

"Where's my momma buried?"

Whoever he was, wherever he was, her father had buried her mother in the middle of the Arizona desert. That was as much as the old administrator knew. She roamed the rocky wastes for days, searching for any sign of her mother's grave.

The army showed up, along with some PRIMUS troops, and demanded her surrender. She proceeded to decimate them, although they often hurt her with their weapons. One particularly nasty shot made her bleed, and she lost all control. The next thing she knew, dozens of people were dead and the army guys had retreated. Fine. She hoped that would teach them a lesson. She continued her search even as military units gathered from all around. That's when Firewing showed up.



He had heard of a powerful fire-wielding entity terrorizing the Arizona area and destroying all in its path. Finally, an opponent truly worthy of his attention! Perhaps this being was from his homeworld, Malva. Perhaps this being had walked the flames! If so, the earth was about to see a battle the likes of which had never occurred on its surface. Oh, the honor, the glory!

She was in no mood for this "testosterone-filled butthead." When he came flying up and started babbling about some place called Malva, she just turned around and blasted him. That seemed to tick him off. He came roaring back for more, bathing her in powerful and deadly flames.

"Is that the best you can do? Eat this, bird-head!"

Five minutes later, both were exhausted. The army and PRIMUS targeted Firewing as the greater threat, and Victoria left, to return to her search. Eventually she found something, a stone half-buried into the sand with something scratched—no, burned—into it:

"Here lies Julia, my only love. I'm sorry. Hank."

Great, she had some old biker named Hank to look for and no idea where to begin. Well, she'd find him, and she trashed every thug with a gun and an attitude along the way, so much the better.

Quote: "You keep pushing me, and one of us dies. I don't much care which one of us it is."

Personality: It's been three years since Victoria left the orphanage in flames, and she hasn't been able to make her flames go away in all that time. She can't eat, sleep, touch anyone or anything, and it's all starting to wear on her. Life is generally pointless, and she's all but given up on the one

thing that gave her life any meaning, the search for her father.

Someone along the way nicknamed her Scorch, and she liked it enough to let it stick. To say that she's bitter is an understatement. She grew up in a virtually loveless environment to begin with, and being constantly on fire doesn't allow for any normal relationships. In fact, the only person she's met that she could possibly get close to wants to kill her! Having just turned 18, this presents a very bleak outlook for her.

The only thing that gives her any real pleasure is trashing anybody in a uniform with a gun. She never much cared for military-types anyway, and after the way they treated her in Arizona, she could easily destroy every military force on the planet and not blink an eye. The frightening part of that is the fact that she may have the power to do just that. She's already taken money on a few occasions to attack various military installations or forces around the world.

She does sometimes enjoy just flying around and seeing "the sights." She's been around the world enough now to have a pretty good idea where most of the major places and sights are. More often than not, she just wants to be left alone. However, if anyone were to offer to help her find a way to control her powers (and she was convinced that they meant to really help), she would do just about anything for that person.

Scorch is not really evil; if anything, she's mostly amoral. She has been known to help innocents on occasion and has put out some serious fires that have threatened major population areas. However, she has no problems with killing to survive, and anyone who points a gun at her gets what they deserve.

Powers/Tactics: Scorch is pretty straightforward. She is perhaps the strongest pyrokinetic in the world, save possibly for Firewing. She can control fire in any way she wants, projecting it at varying degrees of intensity and in various forms. She can absorb it to strengthen her, cause it to dim or go out, or use it to melt almost anything into slag. Her body is constantly on fire, no matter if she's conscious or not. Even exhausted, she can project powerful flames. She has not learned how to control it so that she can "flame off;" this has caused no end of emotional and physical discomfort. Of course, she has yet to encounter any form of flames or heat that can hurt her in any way.

As far as tactics go, she's not much of a team player. She picks whichever target takes her fancy (preferably some soldier-type or anyone with guns or other weapons) and tries to blow them away. She will melt any foci she can. She rarely runs from a fight; by the time she is hurt enough to need to retreat, she usually becomes enraged and fights on even more viciously.

As with others in this book, Scorch is an Advanced Generation mutant. She is, for all intents and purposes, immortal and unkillable. Murdock (of IMAGE) would very much like to recruit her, but her dislike of any military is making it difficult. She will, however, be more than happy to help destroy Genocide.

Appearance: Scorch is an incredibly beautiful woman who happens to be constantly on fire. She wears no clothes; the flames adequately cover her.

FLEX

Val	Char	Cost	Combat Stats
75	STR	65	OCV: 8
24	DEX	42	DCV: 8
30	CON	40	ECV: 3
25	BODY	30	Phases: 3, 5, 8, 10, 12
10	INT	0	
10	EGO	0	
15	PRE	5	
16	COM	3	
30	PD	15	
20	ED	14	
5	SPD	16	
21	REC	0	
70	END	5	
80	STUN	2	
Costs			
		Char:	237
		Base:	100
		Powers:	204
		Disad:	341
		Totals:	441
Cost Powers			
15	EC—Elasticity		
a-15	50% Resistant Energy Damage Reduction		
b-15	50% Resistant Physical Damage Reduction		
c-30	9" Stretching		4
d-10	Desolidification (not vs. Area Effect attacks), 0 DCV, 2x END, Not through solid objects		8
e-15	+30" Superleap (45"/23")		1/5"
37	Area Effect 1 Hex w/ STR		+4
20	2 BODY Regeneration		
Skills			
3, 2	Double Jointed; Fam.: Small Arms		
3, 3	Acrobatics, 14-; Beakfall, 14-		
3, 3	Bugging, 11-; Contortionist, 14-		
3, 3	Criminology, 11-; Disguise, 11-		
3, 3	Lockpicking, 14-; Security Systems, 11-		
3, 3	Streetwise, 12-; Stealth, 14-		
3	Systems Operations, 11-		
2, 2	Well Off		
5	P.I. License; Concealed Weapon Permit		
100+ Disadvantages			
10	2x STUN vs. Cold Attacks		
25	1d6 Drain/phase vs. all powers in extreme cold (unc)		
15	Overconfident		
15	Greedy		
15	Refuses to take anything seriously, including himself		
20	Hunted, Genocide, 8-		
20	Hunted, FBI and various local police, 8-		
15	Distinctive Features: Mutant		
15	Reputation: Hired Muscle and Covert Operative, 14-		
15	Secret ID: Rick Chambers, P.I.		
176	Bonus		

Background: Not all villains have a tragic or cosmic event in their life that set them on the road to villainy. For Rick Chambers, it just came naturally. As soon as he came to understand and be able to use his powers, he found that crime paid in a big way. He has the ability to get in and out of anything, and he has the muscle and defenses to take on anyone that gets in his way.

And he has a blast doing it! He couldn't possibly take himself seriously. Others have, though, making him a highly sought-after and well-paid mercenary.

Quote: "Hey, check this out, dudes. I'm Pasta Man!"



Personality: Flex is actually a likable sort, always having fun at what he does. He's not interested in world conquest, just conquering that next pizza and case of beer. He often takes long stretches (no pun intended, really!) off to just sit on the beach and relax, but the fun and excitement of tangling (oops, more pun-age) with superheroes and scoring big money is too tempting for him.

When he has to, he can get right down to business and bust some heads. However, he always does so with his own inimitable style, making his hands into giant fists, springing around on coiled legs, letting his ears droop to the floor during conversations—anything to get a laugh.

Flex is not interested in getting involved with bloodthirsty maniacs and avoids killing. In fact, he's actually helped the police (in his P.I. identity) capture some very nasty criminals. He normally grabs whatever loot he can before he gets the cops involved, though.

He will occasionally hook up with one group or another (he's had past affiliations with GRAB, the Conquerors, and IMAGE), and he has an on-again, off-again partnership with Shadowdancer, but he prefers his own independent, care-free style.

Powers/Tactics: Flex is a mutant "brick" with a definite twist (oy, the pun-ishment). He has a highly pliant and flexible body. He is able to stretch to amazing lengths and can even stretch himself so thin that he cannot be hit by single-targeting attacks and can squeeze under doors, into small cracks, etc.. He calls this his "Pasta" or "Spaghetti" move.

Flex is as tough as they come, able to stand toe-to-toe with the toughest "bricks" in the world. He normally has no trouble holding his own against more than one opponent, although anyone with cold or ice powers will gain his undivided attention. Extreme cold hardens his body and inhibits his flexibility.

Appearance: Flex is 6' and in perfect shape (of course, he's 6' only because he wants to be). His hair is on the long-ish side and dark brown, and he's almost always smiling. He wears a surfer-style body suit which is blue with red and yellow trim and patterns and a neon orange "FLEX" written over the left breast.

SHADOWDANCER

Val	Char	Cost	Combat Stats
25	STR	15	OCV: 11+ DCV: 11+ ECV: 5 Phases: 2, 4, 6, 7, 9, 11, 12
32	DEX	66	
20	CON	20	
14	BODY	8	
15	INT	5	Costs Char: 206 Base: 100 + + Powers: 375 Disad: 481 = = Totals: 581 581
14	EGO	8	
18	PRE	8	
20	COM	5	
20	PD	15	
15	ED	9	
7	SPD	28	
12	REC	6	
50	END	5	
45	STUN	8	

Cost	Powers	END																												
80	Darkness vs. Normal Sight, 8" Radius, Personal Immunity, 0 END, Requires some darkness and shadows (such as at least dusk conditions or in poorly lit interior locations, -¼), No Range	0																												
20	Images - General, dusky gloom, 32" Radius, 0 END, Requires some darkness (-¼), linked to Darkness, No Range	0																												
12	Desolidification (not vs. Light or Mental powers), Requires some darkness (-¼), linked to Darkness, x4 END	16																												
17	Invisibility to Sight Group, Requires some darkness (-¼), linked to Darkness	3																												
3	5 STR affects real world, x10 END	10																												
25	Martial Arts—"Shadowdancing"																													
	<table><tr><th>Maneuvers</th><th>OCV</th><th>DCV</th><th>Damage</th></tr><tr><td>Def. Strike</td><td>+1</td><td>+3</td><td>9d6</td></tr><tr><td>Off. Strike</td><td>-2</td><td>+1</td><td>13d6</td></tr><tr><td>Dodge</td><td>—</td><td>+5</td><td>Abort, all attacks</td></tr><tr><td>Throw</td><td>+0</td><td>+1</td><td>9d6+v/5, target falls</td></tr><tr><td>Disarm</td><td>-1</td><td>+1</td><td>55 STR Disarm</td></tr><tr><td>Escape</td><td>0</td><td>0</td><td>60 STR vs. Grabs</td></tr></table>	Maneuvers	OCV	DCV	Damage	Def. Strike	+1	+3	9d6	Off. Strike	-2	+1	13d6	Dodge	—	+5	Abort, all attacks	Throw	+0	+1	9d6+v/5, target falls	Disarm	-1	+1	55 STR Disarm	Escape	0	0	60 STR vs. Grabs	
Maneuvers	OCV	DCV	Damage																											
Def. Strike	+1	+3	9d6																											
Off. Strike	-2	+1	13d6																											
Dodge	—	+5	Abort, all attacks																											
Throw	+0	+1	9d6+v/5, target falls																											
Disarm	-1	+1	55 STR Disarm																											
Escape	0	0	60 STR vs. Grabs																											
16	+4 DCs (added in)																													
5	Damage Resistance (5 PD/5 ED)																													
24	+12" Running (18" Total)	1/5"																												
10	+10" Superleap (15"/8")	1/5"																												
10	STR Clinging																													
5	IR Vision																													
5	UV Vision																													
9	+3 all PER rolls																													

Skills

5, 5	Combat Sense, 13-; Defense Maneuver
10, 10	2d6 Luck; Wealthy
9	+3 levels w/ "Shadowdancing" martial art
3, 3	Acrobatics, 15-; Breakfall, 15-
3, 3	Climbing, 15-; Computer Programming, 12-
3, 3, 3	Concealment, 12-; Cryptography, 12-; Forgery, 11-
3, 3, 3	Demolitions, 11-; Electronics, 11-; Gambling, 11-
3, 3	High Society, 13-; Lockpicking, 15-
3, 9	Persuasion, 13-; Security Systems, 15-
3, 9	Seduction, 13-; Shadowing, 14-
3, 3	Sleight of hand, 15-; Stealth, 15-
3, 3	Streetwise, 13-; Trading, 13-
7, 5	PS: Dancer (DEX-based), 19-; PS: Thief, 14-
5, 3	KS: Ballet, 14-; KS: Jazz/Tap, 12-
3	KS: Modern Dance, 12-

100+ Disadvantages

20	2x BODY & STUN from Light-based attacks and lasers
10	1d6/Turn in Very Bright Lights or Full Daylight
15	Obsessed with being the "world's greatest thief," (com, strong)
15	Overconfident
15	Showoff, Glory Hound
20	Hunted, Genocide, 8-
20	Hunted, Interpol, 8-
10	Hunted, Chief Justice, 8- (As Pow)
5	DNPC—Girlfriend (Candace Lace, Normal useful NC position—Hollywood star and director)
15	Secret ID (Brad Fisher, wealthy playboy)
15	Distinctive Features - Mutant
321	Bonus



Background: Just one more foot, and he would be 2.6 million dollars richer. Wriggling inch by inch on his back, Brad Fisher had bypassed the network of laser and IR beams that guarded the Eye of Vasha, a huge and priceless ruby that nonetheless carried the aforementioned dollar value if Brad could deliver it. The guards were sound asleep and the surveillance system was set to see only what Brad wished it to see.

Just a few inches more...

"O.K., fella. Stand up. The game is over and you lose." Chief Justice, vigilante and unofficial aide to the District Attorney, hovered over Brad, suspended from a swing line attached to the dome ceiling. Brad was caught.

But he couldn't get caught! He just couldn't! He couldn't stand the thought of going to jail and not being able to spend his money and keep up his thrilling career as a professional thief!

The more Brad panicked, the funnier he began to feel. The room somehow got darker, although he could see through it just fine. Chief Justice seemed to notice, although he was obviously unimpeded as well.

"Neat trick, that. Your profile didn't say anything about powers. Doesn't change a thing. You're still coming with me."

"No, I'm no-whaaa?" Even as he spoke, Brad felt even funnier. As well he should have, for at that moment, he was sinking into the floor! What was happening to him?

As soon as he realized that he was O.K., he let himself fall until he was in the basement. He then got a hold of himself and tried to figure out what to do. Chief Justice didn't give him very long. He burst through the door, weapons drawn, and began calling out,

"Fisher, where are you? Give up, man, or it's going to go hard on you."

The vigilante couldn't see him? He was standing right there! This was getting better all the time. He just walked right past Chief Justice, back upstairs, through the security beams, willed himself tangible, and grabbed the Eye. Of course, the alarms went off, but he had a hunch. He concentrated and—voilà!—he was intangible again, this time with the Eye in his grasp. By the time the vigilante hero returned to the display area, Fisher was long gone. Shadowdancer was born!

Quote: "You're chasing after shadows, my friends!"

Personality: Bradford Fisher is one of the greatest and most respected dancers in the world, which makes him a natural performer. He took to professional thievery not because he needed the money, but because he needed the thrill. He was already the best at dancing, so he needed to become the best at something even more challenging. What could be more challenging than being a criminal in a world full of superheroes?

Fisher is a ham and a showoff by nature. He loves to taunt his foes and entertain any bystanders that happen to be watching. This has endeared Shadowdancer to the press, because he so eagerly gives them all of the footage they want. He has even done interviews in his criminal identity to major talk show and news personalities, and he has developed a small cult following.

Dancer (as he is sometimes called) maintains his Bradford Fisher identity and continues to perform and live the high life. He is involved with Candace Lace, an up-and-coming actress and director who is interested in doing a movie with him. She knows of his alter-ego and protects this knowledge jealously. Although she loves him totally, he has yet to develop the maturity to return the feeling completely.

With his newfound powers, Shadowdancer is intent on becoming the greatest thief of all time. He will likely succeed if someone doesn't figure out how to stop him.

Powers/Tactics: In the stress of the conflict with Chief Justice, Fisher's mutant powers manifested, giving him the ability to meld with the shadows and increase existing darkness. He can make an enormous area grow very dark, with an even larger area becoming dusky and gloomy with shadows. Within this field, he can become invisible and even intangible, although the latter costs him physically. With even further effort, he can exert a minor portion of his strength on objects and people while desolid, although he can do little more than grab small items, flip switches, or knock things over.

Brad has learned an additional, very useful trick. He can make his hands and feet partially intangible, enabling him to cling to vertical surfaces and even ceilings.

Shadowdancer has developed a kind of fighting style based on his natural dancing prowess. As his mutant powers have grown, his metabolism has increased incredibly as well, giving him unbelievable reflexes and reaction time, as well as increased strength and improved health. He has honed himself into a formidable combatant, enabling him to hold his own even if his powers can't save him.

In addition to his mutant powers, Fisher has taught himself everything there is to know about "casing" a place, breaking in, and taking what he wants. He even knows how to diffuse bombs, decode messages, and forge whatever documents he needs. It is unlikely that there are many thieves as knowledgeable about the craft as Shadowdancer.

His powers do leave him with one weakness. Light-based attacks, such as lasers, are particularly deadly to him, and even normal lights or direct sunlight can be very harmful. When he performs, Fisher insists on a particular lighting arrangement so that he is not hit with any harsh spotlights or other lighting; he passes this off as having a sensitivity in his eyes to bright lights.

Appearance: Fisher is an exceedingly handsome man with blond hair and dark eyes. He is 5'8" and has a dancer's build, with slightly more muscle tone than usual. As Shadowdancer, he wears black leotards and a loose black tunic. He dyes his hair black and wears a bandanna-style mask over his eyes and the top of his head, with the "tail" hanging down in the back. He also wears black gloves.

Note: Chief Justice is a vigilante hero who was first mentioned in *High Tech Enemies*. He is a highly-trained detective/martial arts character that uses high tech weapons and devices in his war on crime. Interpol is using its resources in its Paranormal Investigation Division (P.I.D.), headed up by Chief Inspector Robertson, to track Shadowdancer, who has committed numerous international crimes. Shadowdancer and Flex have been known to work together on occasion, although Fisher will never allow himself to be hired as "muscle."

GHoul

Val	Char	Cost	Combat Stats
45	STR	35	OCV: 9+
28	DEX	54	DCV: 9+
30	CON	40	ECV: 3
20	BODY	20	Phases: 2, 4, 6, 7, 9, 11, 12
5	INT	-5	
8	EGO	-4	Costs
25	PRE	15	Char: 216 Base: 100
4	COM	-3	+ +
15	PD	6	Powers: 334 Disad: 450
15	ED	9	= =
7	SPD	32	Totals: 550 550
15	REC	0	
90	END	15	
60	STUN	2	

Cost	Powers	END
37	1½d6 HKA, Armor Piercing (3d6+1 w/ STR)—Claws	4+
8	½d6 HKA, Penetrating, Continuous (1d6+1 w/ STR), 0 DCV Throughout, Can take no other actions (-½), Must follow grab (-½)—Bite/Blood Drain	2+
25	12d6 Mind Control, Telepathic, One Command ("Remain Still"), Requires eye contact (-1), Full Phase	7
40	75% Damage Reduction, Physical, Resistant, Not vs. Silver (-½)	
20	50% Damage Reduction, Energy, Resistant, Not vs. Fire (-½)	
30	Power Defense (30)	
15	Mental Defense (17)	
30	3 BODY Regeneration	
6	Life Support: Immune to disease and aging	
10	+5" Running (11" total)	1/5"
12	+12" Superleap (19"/10")	1/5"
5	IR Vision	
23	Detect Blood, Ranged, Discriminatory, as Sense, Targeting, Blood must be exposed (-½)	
10	Tracking Scent (based on Blood Sense)	
15	+5 all PER Rolls (16-)	

Skills	
3, 3	Bump of Direction; Lightsleep
3, 4	Simulate Death; Survival, 11-
10	+2 levels w/ Hand-to-hand
3, 3	Breakfall, 15-; Climbing, 15-
7, 3	Shadowing, 13-; Stealth, 15-
6	AK: Sewer System Tunnels, 15-
4	AK: Railway Tunnels, 13-

100+ Disadvantages

10	2x Effect vs. Flash attacks
25	Berserk when threatened or in combat, 14-/11- (com)
0	Dependence on Potassium, 3d6/day
20	Hates the "Living" (v com, strong)
20	Believes must drink blood to survive (com, total)
10	Fear of fire (unc, total)
15	Illiterate, can barely speak language (freq, great)
15	Phys. Lim. -10 sight PER in bright light or sun (freq, great)
20	Hunted, local police and superheroes, 8-
15	Hunted, The Protectors, 8-
10	Hunted, The Dark Masters (to recruit, -5), 8-
25	Distinctive Features - Horrifying monster, (not conc, extreme reaction)
15	Distinctive Features: Mutant
250	Bonus

Background: He has lived beneath the city for countless years, feeding off of its people, taking shelter in its underbelly. He does not know who he is or where he comes from. He has lived this way...forever.

Quote: "Blood!"

Personality: The Ghoul is a dark and evil creature that reflects the worst of humanity. He despises the "living," believing that he is of the walking dead himself. He relishes in their terror when he walks among them, feels pleasure when he hurts them, knows relief to his undying hunger for a short while when he feeds from them. Whatever humanity he possessed is long gone.



In truth, he was abandoned by terrified parents who, when he was born, simply dumped him into the sewers and left him for dead. However, because his mutant abilities manifested at birth, he could not die, although he squaled and writhed in agony until he was able to grab onto something alive and consume it. That is how he has lived his life from birth, and it defines his very existence today.

Occasionally, he roams the streets and watches television or listens to radios, and over the years he has finally come to understand some of the language. He doesn't speak it very well, though, and easily confused. It is *possible* to speak with Ghoul, even reason with him to a limited degree (so long as he is not hungry or afraid), but the slightest hint of a threat will send him into a berserk rage.

Powers/Tactics: There is a phenomenon amongst mutants that, while far from common, has occurred within a small but consistent percentage of the mutant population over the centuries. The body derives nourishment solely from potassium, and it is possessed of great physical prowess and powers. In most cases (but not all, as can be seen with Ghoul), the mind develops exceptionally as well. Even in Ghoul's case, minor psionic potential is tapped and utilized.

Although there are in fact "real" vampires (see The Baron), these types of mutants easily account for many of the "vampire" legends found throughout the world. Lung Hung, leader of V.O.I.C.E., is just such a mutant, as is the Ghoul. While the leader of V.O.I.C.E. is well aware of what she is and possesses her full mental capacity, Ghoul never had such an opportunity to learn these things and is quite mad.

In almost all cases, these "vampire mutants" are beyond even other Advanced Generation, especially in the fact that they are almost immortal. Ghoul is powerfully strong, extremely resilient, and has deadly claws able to rip through almost any known defenses. He has developed a rudimentary "mesmerizing" power, enabling him to mentally "trap" anyone he makes eye contact with.

His senses are incredibly sharp as well, and he can "smell" blood and track by this scent. The blood must be from a wound or otherwise be exposed; he cannot "see" blood that is simply in a body. However if someone is cut, even a little bit, he can detect them well enough to strike at them even if blind.

Ghoul has no real concept of what he is and has never even heard the term "vampire;" he got his name from the media. Unlike many of his misguided "brethren," many of whom believe they are vampires and are therefore affected by the same things, Ghoul is in no way afraid of holy symbols or garlic or any other such nonsense. He is able to be hurt badly by silver (his defenses are simply vulnerable to it, like most mutants of his type), and fire is deadly as well. Because he has lived underground and in the shadows of the night, he cannot see well in the daylight and his eyes are sensitive to flashes of light.

Appearance: Pale, mottled skin. Sunken, red eyes. Fangs. Claws. Tattered rags for clothes. Almost no hair. Stooped and practically crawling with fangs bared. This is the horror of the Ghoul.

Note: It is important to realize that Ghoul is a terrible and horrifying creature. Sensitive GMs, or GMs with sensitive players, should think twice about using him. If they do, they should play down his more severe aspects. He is a cannibal who eats whatever and whoever he can. It doesn't get any more horrible than that.

The Dark Masters, an alliance of various supernatural villains and creatures, are mentioned in *Champions Universe*.

Not all mutants are on the "superheroic" level. In fact, most are relatively "normal," save for one special quality that sets them apart. The following system can be used to quickly create any mutant NPC that a GM might need for whatever reason.

The character in question might be part of a mutant

RANDOM MUTANT GENERATOR

organization (like IMAGE or Project: Lifeline) or even an agent in a non-mutant agency (VIPER, UNTIL, or one of Dr. Destroyer's agents).

Or the character might just be someone trying to live a normal life, such as someone in a bank when it gets held up or even a DNPC who is hiding something from the hero. They might not even know they are a mutant, discovering this shocking fact as a result of a current crisis. The possibilities, as always, are endless.

HOW TO USE THE GENERATOR

First, the GM must have a "template," a framework of base statistics and skills upon which to "build." If the NPC in question is an agent in an existing organization, simply take the base agent write-up given and add the powers rolled on the following tables to it. If the GM feels the need to balance the character's points, they can do so after the generation is completed. In most cases, it's not really important.

If there is no preferred template, the GM should refer to the "Average Individuals" templates provided in the Hero System Rulesbook on pages 133 and 134. Choose the appropriate or desired template or roll 1d6 and consult the following chart:

Roll	Template
1	Incompetent
2-3	Normal
4-5	Skilled Normal
6	Competent Normal

In most cases, what skills and such the character has should be dictated by the situation, or they may not matter at all. The GM should choose what is needed or appropriate and then move on.

If the GM wants to allow for a mutant having more than one power, or for the mutant to be stronger than the given power level on the chart, they should roll 1d6 and consult the following table:

Roll	Number of Rolls on Powers Charts
1-2	1 Roll
3-4	2 Rolls
5	3 Rolls
6	4 Rolls

Using these results, the GM can either roll the number of times indicated or just allow the first power rolled to be the indicated amount stronger. For example, if 2 rolls are indicated, and the first power generated is "+25 STR," the GM could give the mutant +50 STR or +25 and roll again. If 3 rolls are indicated and the first roll is "Invisibility to Normal Sight," the GM can increase the Invisibility to cover the whole Sight Group and add No Fringe or roll twice more. In many cases, the GM will need to employ "creative interpretation." After all, the Hero System was never really meant for "Random" tables.

Note also that the steps below also allow for multiple powers. Use the above guidelines for when those results are indicated as well.

Note: Powers marked with an (*) indicate that the GM must select an appropriate or desired special effect or otherwise determine a specific aspect. If the GM rolls anything they don't like, simply roll again. If the power rolled is considered too weak or too strong, change it. The table is intended to make things easy for GMs. They must use it like any other tool -however it best suits their needs.

STEP I: ROLL 1D6.

Roll	Group
1-2	A
3-4	B
5-6	C

STEP II: GO TO GROUP TABLE INDICATED AND ROLL 1D6.

Roll	Group A	Group B	Group C
1	A1	B1	C1
2	A2	B2	C2
3	A3	B3	C3
4	A4	B4	C4
5	A5	B5	C5
6	A6	B6	C6

STEP III: GO TO TABLE INDICATED AND ROLL 1D6 TO DETERMINE MUTANT POWER.

Table A1	
1	+25 STR
2	+10 DEX
3	+15 CON, Immune to Disease
4	+15 INT, add 5 INT-Based Skills
5	+15 EGO, Mental Defense (10)
6	+15 PRE, +10 COM, add 5 PRE-Based Skills

Table A2	
1	5d6 Absorption to any 1 Phys. CHAR (1-3 vs. Phys, 4-6 vs. Energy)
2	5d6 Aid to Any 1 Phys CHAR
3	5d6 Aid to Any 1 Power*
4	Armor (+6 PD/+6 ED)*
5	Change Environment, 8 Hex Radius*
6	Clairsentience, Normal Sight

Table A3	
1	Normal STR Clinging*
2	25% Damage Reduction (1-3 = Phys, 4-6 = Energy)
3	Darkness, 2" Radius, Normal Sight*
4	20 points Density Increase
5	Desolidification*
6	3d6 Drain vs. any 1 Physical CHAR

Table A4	
1	3d6 Drain, Any 1 Power*
2	4d6 Telepathy, Invisible to all senses
3	3d6 Ego Attack
4	6d6 Energy Blast*
5	Active Sonar
6	+5 PER Rolls (1-4 = 1 sense group, 5-6 = all senses)

Table A5	
1	High range radio hearing
2	IR Vision
3	Mental Awareness:
4	x100 Microscopic Vision
5	N-Ray Vision*
6	Radar Sense

Table A6

- 1 Go to Step I, Roll again twice
- 2 Go to Step I, Roll again twice
- 3 Go to Step I, Roll again twice
- 4 Go to Step I, Roll again 3 times
- 5 Go to Step I, Roll again 3 times
- 6 Go to Step I, Roll again 4 times

Table B1

- 1 Spatial Awareness*
- 2 Targeting Sense*
- 3 +8 Telescopic Sense (1-4 = 1 sense group, 5-6 = all sense)
- 4 Tracking Scent
- 5 Ultrasonic Hearing
- 6 UV Vision

Table B2

- 1 360 Degree sensing (1-4 = 1 sense, 5-6 = all senses)
- 2 Detect, Ranged, Discriminatory*
- 3 3d6 Entangle, DEF 3*
- 4 Extra-Dimensional Movement, one dimension*
- 5 Extra Limbs*
- 6 3d6 Flash*

Table B3

- 1 Flash Defense (5)
- 2 10" Flight*
- 3 Force Field (+8 PD/+8 ED)
- 4 Force Wall (5 PD/5 ED)
- 5 15" Gliding*
- 6 15 points Growth

Table B4

- 1 +5d6 Hand-to-hand Attack*
- 2 1 hex Images
- 3 Invisibility to Normal Sight
- 4 2d6 HKA*
- 5 2d6 RKA*
- 6 Knockback Resistance (-5")

Table B5

- 1 Lack of Weakness (-5)
- 2 Life Support: Breathe in an unusual environment*
- 3 Life Support: Self-Contained Breathing*
- 4 Life Support: Immune to disease, retarded aging
- 5 Life Support: One Safe Environment (choose)
- 6 Total Life Support

Table B6

See Table A6

Table C1

- 1 Mental Defense (10)
- 2 6d6 Mental Illusions
- 3 6d6 Mind Control
- 4 Mind Link, one specific mind
- 5 Mind Link, any one mind
- 6 4d6 Mind Scan, +5 to hit

Table C2

- 1 Missile Deflect, all ranged*
- 2 +15 INT, Eidetic Memory, Speed Reading, Cramming
- 3 Power Defense (10)
- 4 2 BODY Regeneration
- 5 +8" Running
- 6 Shapeshift, One Form*

Table C3

- 1 20 points Shrinking
- 2 3" Stretching
- 3 +8" Superleap
- 4 5d6 Suppress vs. any one Power*
- 5 +12" Swimming and Life Support: Breathe underwater
- 6 10" Swinging*

Table C4

- 1 10 STR Telekinesis, Fine Manipulation
- 2 6d6 Telepathy
- 3 10" Teleportation
- 4 2d6 Transfer CHAR to CHAR*
- 5 1d6 Cumulative Transform (1-3 = Cosmetic, 4-5 = Minor, 6 = Major)*
- 6 4" Tunneling through 4 DEF

Table C5

- 1 Absolute Time Sense and Lightning Calculator
- 2 Mystic Danger Sense, 11-
- 3 Eidetic Memory and Speed Reading
- 4 Find Weakness w/ one attack*
- 5 3d6 Luck
- 6 Universal Translator

Table C6

See Table A6

SCENARIO

This adventure should give the characters a feel for the new Genocide. The write-ups of all characters and groups in this book should easily suggest their own scenarios as well.

"GET THEM WHILE THEY'RE YOUNG!"

"...and so, without further ado, I would like to present—Obsidian!" The crowd of children and parents cheered loudly and applauded as the Champions' resident alien prince made his way to the podium. He still enjoyed such adulation, but he was anxious to transfer those accolades to the young lad he was asked to introduce.

"Ladies and gentlemen, I thank you for your kind reception. It is always gratifying to be recognized for your achievements, and that is why we are all here today, to recognize all of these fine young people for their outstanding accomplishments this year." He made a sweeping gesture towards the rows of chairs where the students that had so far been recognized were sitting. A round of applause followed, and Obsidian smiled as he waited patiently for it to die down. Today was, indeed, one of his better days.

As the applause ended, he continued, "And now we come to the most prestigious award, honoring Hillerman Junior High's most outstanding student for this year. This young man has maintained perfect marks since his first day of school, and his excellent performance hasn't wavered since his arrival here. Although he is at least two years younger than his peers, at eleven years of age, he has become president of the Student Council, a champion member of the Debate Team, and an impressive track runner. And he's not a bad trumpet player, either." The crowd chuckled at that, and murmurs swept through the room as everyone began talking about who they knew it was. "My friends, this year's Hillerman Outstanding Student Award goes to Howard S. Brody."

The young man, very short and thin compared to most of the 8th Graders he was sitting next to, got up and walked towards the stage. Obsidian noted that he carried himself with a combination of humility and grace. "Very impressive for one so young," he thought to himself. The crowd was on its feet, and the superhero, who had faced death countless times and saved the planet almost as many, felt a well of emotion that this child was receiving such deserving accolades.

Young Howard approached the podium, and Obsidian handed the trophy to him, shaking his small but strong hand as he did so ("a powerful grip, indeed," the giant marveled). The two turned to face the audience as the applause gained new momentum.

Whether it was thanks to the constant training that Defender and Quantum insisted on or the natural paranoia that any superhero tends to acquire, Obsidian noticed a tiny glint of sunlight on metal coming from the skylight in the roof of the auditorium. The crash of exploding glass came a split second later, and the hero leapt to interpose his body over that of the young star student. However, he found himself flailing against an invisible barrier even as the gyrojet rounds exploded against his armored skin. Howard, a frightened but composed look on his face, just said, "Crud, now everyone will know I'm a mutant!"

Figures clad in black and gray dropped from the skylight and burst in from the various doors around the auditorium, all of them carrying menacing-looking hardware and obviously gunning for the young mutant. One of them, apparently in charge, shouted out to his troops, "Damn! He's already manifested! Standard 'Brain-Drain' and 'Beamer' tactics on the gene-freak. Get me a 'Strongman' trooper in here, on the double!"

Scrambling to his feet, Obsidian couldn't help but wonder at what he had heard. "Gene-Freak?" Could this possibly be Genocide? Even as he pondered, more gyrojet rounds exploded on his hide even as a minigun opened up and sprayed the entire stage. Children and adults ran screaming in all directions or fell to the floor as the carnage began...

This scenario is intended to introduce the "New Genocide" to one or more of the GM's players.

Jeffrey Andevers has decided to add a new element to his Phase Beta programs—that of eliminating mutants *before* they become a threat. To that end, he has sent some teams out with modified detectors that will find mutants who haven't even manifested yet. Their job, of course, is to eliminate these "future soldiers of the enemy" before they come to even know their powers.

The modified detectors are far from perfect. They will only detect the more powerful mutants, the ones with the most dramatic changes to their genetic structure. As far as the White King is concerned, however, that is more than satisfactory, as it is only the truly powerful mutants that will pose any threats to his plans.

HOWARD S. BRODY

The "test run" of this new program has revealed a young mutant of very powerful potential named Howard Brody. He is a mutant psionic who has vast power at his command, although he is not fully aware of it. Not fully. Much to the inevitable dismay of the Genocide field commander leading the strike against him, Howard's talents have already begun to manifest, primarily in his advanced physical capabilities and his limited telekinetic control.

Howard has subconsciously tapped an incredibly high portion of his brain's potential, improving his mental and physical capabilities to beyond human capacity. He has, in fact, forced himself to hold back, performing at "human perfect" levels without exceeding that which could be expected of him. The only "overt" power he can utilize is a very powerful telekinetic shield that he can erect invisibly around himself. With time, Howard will have the ability to wield power at a cosmic level, for he is beyond even Advanced Generation mutants.

However, Genocide has no intention of giving him that time. The field leader in charge of the operation, Captain Frank Leitz, has ordered an immediate strike. He has decided not to await a Knight or Rook cadre formation, believing that the task will be a simple one. After all, he just has to kill a young boy with no powers.

Leitz has chosen to attack Howard during an awards ceremony in which the boy will be presented with his school's highest honor. The captain has a sadistic streak (common among many Genocide field leaders) and wants everyone in Howard's little world to see him die for what he is. Leitz is also anxious to show off his new troops and equipment to as many people as possible, so that the world will learn quickly that Genocide is back and more powerful than ever.

What Leitz doesn't know is that a certain hero (GM's campaign) has been invited to present the award and speak at the ceremonies, and that the hero has accepted. Leitz, if he survives and escapes the scenario, will learn a valuable lesson in extensive reconnaissance.

THE GOOD GUYS

Whatever heroes are present

One hero should be the guest speaker, preferably a hero with a good background and reputation. The GM can run this as a solo or mini adventure (in which case whichever heroes are present will have a *real* challenge, or the whole group can be present, in which case it will probably be a route for the Genocide agents, but not before they give the heroes a good scare.

Howard S. Brody

He will be (intentionally) a wild card. If the hero or heroes present are in bad shape, the GM should feel free to use one or more of the options presented in his write-up to aid them. Otherwise, only his force field and physical prowess should come into play.

THE BAD GUYS

Genocide Pawns

As stated, Leitz has decided that his team of Pawns should be more than enough to handle a non-manifested mutant. He is treating this as much as a field exercise as a mission, so he is taking along a "standard" field compliment: two Trackers (of which he will be one), two Standard Assault troops, two Strongman troops, two Wildcat troops, two Brain-Drainers, two Flyer troops, and two Beamer troops—fourteen agents altogether. If the GM feels this is too many, simply remove any troops desired. However, there absolutely should be Brain-Drain operatives available, however, as Howard's potential is known to be psionic in nature.

Genocide Knights or Rooks (optional)

It might be better to wait and introduce these operative later, but if the GM wants to make this scenario far more difficult, simply assign one or two Knights and maybe two or three Rooks. (Leitz's decision is overridden by the upper echelons, as they suspect that there may be more to young Howard than meets the eye...)

THE SCENE

The Hillerman Junior High School auditorium. This is where the Fine Arts department holds all plays, choral productions, and band recitals. It is also where various community presentations and school gatherings are held. There is a stage on the south end, and the "house" fans out to the north from the stage area. There are dressing rooms on either side of the stage, and beyond the west stage door, there is also a workshop area where costumes and sets are made. There are single doors in the east and west wall of the "house" leading to various classrooms; the battle shouldn't expand very far in those directions. To the north, three large doors open out into the parking lot.

1 - Skylight. This window is in the roof of the auditorium, about 10 meters (5") up.

2 - Podium. Both the hero guest of honor and Howard will be standing here when the attack begins.

3 - Dressing Rooms. There are small partitions and a single bathroom in each area. The lights are currently off in here.

4 - The Workshop. Various tools, racks of costumes, and plywood and paper maché scenery are lying about in here. There is also an exit to the outdoors into the back area of the school.

5 - These are hallways leading into other portions of the schools. Classrooms and other appropriate locations line the halls.

6 - This is the main parking lot for the school and the auditorium. There are quite a few cars and a couple of buses out here. This is also where Genocide will have parked their two nondescript vans.

THE ATTACK

Even when Leitz realizes that a hero (or more) is present, he will carry out the attack. The agents will pull into the auditorium parking lot well into the ceremony, so no one should notice their arrival (unless some hero is outside). They will break up into five groups.

The first group, consisting of Leitz, the two Flyer troops, and the two Beamer troops, will climb up onto the roof and attack from the skylight. They have rappelling gear for this (except Leitz, who will use his jump jets).

The second group (the Standard Assault troops and the other Tracker) will attack from the northern doors.

The third group (the Wildcat troops) will attack from the south, coming in from the Workshop area. They are to prevent any escape to the rear.

The fourth group (the Brain-Drainers) will attack from the eastern door.

The fifth group (the Strongman troops) will attack from the western door.

The attack will begin on Leitz's signal; it will start with coordinated shots from him and the other troops on the roof against Howard. Howard's Danger Sense will warn him of the attack, enabling him to put up his force field in time. The battle begins!

The Genocide agents will utilize the tactics described in the Genocide section. If Leitz loses both agents of a type he needs (for example, both Brain-Drainers, or if a brick is present, both Strongman troops), or if four or more agents are down, he will signal a retreat. They will try to carry off their wounded, but at the very least they will attempt to grab all of the weapons and sensory gear. Leitz will order his troops to create a diversion using innocents to slow up the heroes so that they can get to their vans and drive off. The two vans will split up immediately, and the agents will soon dump the vans and either steal other vehicles or set out on foot to lose themselves in the surrounding suburbia.

Leitz himself will not be in either van. He will hide, watching to see that the heroes are chasing the vans or tending to the innocents in the auditorium, and then he will simply sneak off into the neighborhood nearby, taking off his uniform as soon as possible and stealing a car when he can.

IF THE HEROES WIN...

...which, in all likelihood, they will, they will have captured a number of Genocide agents as well as their equipment. They, or whichever authorities they turn the stuff over to, will have ample opportunity to study the gear. This should reveal disturbing results, as everyone involved comes to realize that Genocide has suddenly gotten a great deal more dangerous.

Howard will have undoubtedly revealed his true nature, and possibly even discovered more about how powerful he really is. His is a new journey that will be very difficult as he and those around him try to adjust. It is possible that one or more of the heroes will become involved in his life, trying to be his friend and help him. They will slowly discover that he is meant for far greater things (watch for future adventures...). If they just go away and ignore him, Project Lifeline will likely step in at some point and try to help him.

IF THE HEROES LOSE...

Not entirely impossible, considering how nasty and surprising these agents can be. If this happens, Howard will likely be killed, as a concentrated effort by that many agents will eventually wear him out. Any mutant heroes will be targeted for death next. If the GM is feeling particularly nice, have the local authorities or PRIMUS show up and chase the Genocide bunch off.

This should leave the heroes feeling rather ticked off and unhappy. Good. Now they have a vendetta against a nasty, evil, and formidable foe. And, possibly, a new and healthy respect for a "bunch of loons with guns."

HOWARD BRODY

Val	Char	Cost	Combat Stats	
20	STR	10	OCV: 5	
16	DEX	18	DCV: 5	
18	CON	16	ECV: 10	
15	BODY	10	Phases: 3, 6, 9, 12	
30	INT	20	Costs	
30	EGO	40		
15	PRE	5		
14	COM	2	Char: 161	Base: 100
8	PD	4	+	+
6	ED	2	Powers: 459	Disads: 520
4	SPD	14	=	=
10	REC	4	Totals: 620	620
56	END	10		
40	STUN	6		
Cost		Powers	END	
225	Variable Power Pool (150 pt pool), 0 Phase to change (+1), No Skill Roll to Change (+1), Only "psionic" powers (-½), Virtually No Conscious Control (-1½)			
	Sample Pool:			
a	Force Field (+30 PD/+30 ED), Difficult to Dispel, Hardened, Invisible to Sight and Hearing groups, ½ END [60 pts]			6
b	(OPTIONAL) 75 STR Telekinesis w/ Fine Manipulation, 2x END [41 pts]			24
c	(OPTIONAL) 8d6 Aid to STR, DEX, CON, BODY, SPD, END, or STUN, Any one at a time (+¼), At Range, Only to start [25 pts]			7
25	Power Defense (25)			
20	Mental Defense (26)			
30	3 BODY Regeneration			
5	Retarded Aging, Immune to Disease			
4	+2" Running (8" total)			1/5"
Skills				
35	Danger Sense, mystical, immediate vicinity, 16-			
25	5 Levels of Cramming			
10	Eidetic Memory			
3	Absolute Time Sense			
3	Bump of Direction			
3	Lightning Calculator			
3	Perfect Pitch			
3	Speed Reading			
3	Acrobatics, 12-			
3	Breakfall, 12-			
3	Climbing, 12-			
3	Computer Programming, 15-			
3	Deduction, 15-			
7	Electronics, 13-			
3	Mechanics, 11-			
3	Systems Operations, 15-			
3	Scholar			
3	Scientist			
3	Linguist			
5	Languages: French (3), Spanish (3), Russian (2)			
10	Knowledges: Geography, Literature, History, Music, Government Studies, all 15-			
10	Sciences: Astronomy, Biology, Chemistry, Mathematics, Physics, all 15-			
3	"PS": Track (DEX-based), 12-			

100+ Disadvantages	
20	DNPC: Mother, normal, 14-
15	Dist. Features: Mutant
15	Dist. Features: 11 Year Old, not conc.,
25	Hunted, Genocide, no pow, NCI, 11-
10	Psych Lim: Wants to be normal, com, mod.
15	Psych Lim: Afraid of hurting others with his powers, com, strong
20	Psych Lim: Code vs. Killing, com., total
10	Public ID (after the first scenario)
390	NPC Bonus

Background: His friends call him "Superbrain." They don't know the half of it!

Howard Stanley Brody is destined to become the most powerful and incredible mind the human race has ever known - that is, if he can live through Eighth Grade! He is a mutant advanced beyond even those referred to as "Advanced Generation." Of course, he is only just beginning to realize this, and it scares the hell out of him.

He has always been "special." He started school two years earlier than expected, and he excelled from the first day. However, he always held himself back so that he was at the top of his class, but never *too* far ahead of his peers. That's why he's only in Eighth Grade now, instead of in college finishing up a doctorate (which he would be fully capable of). This is also partly due to Howard's mother, Ann. She divorced (or so she says) his father before he was even born, and Howard has never gotten her or anyone else in the family to speak of the man. Ann insisted all along that Howard

would be no "freak show" child, in college before puberty, with no concept of what being a real child is like. She held him back so that he could interact and grow up with people at least near his age.

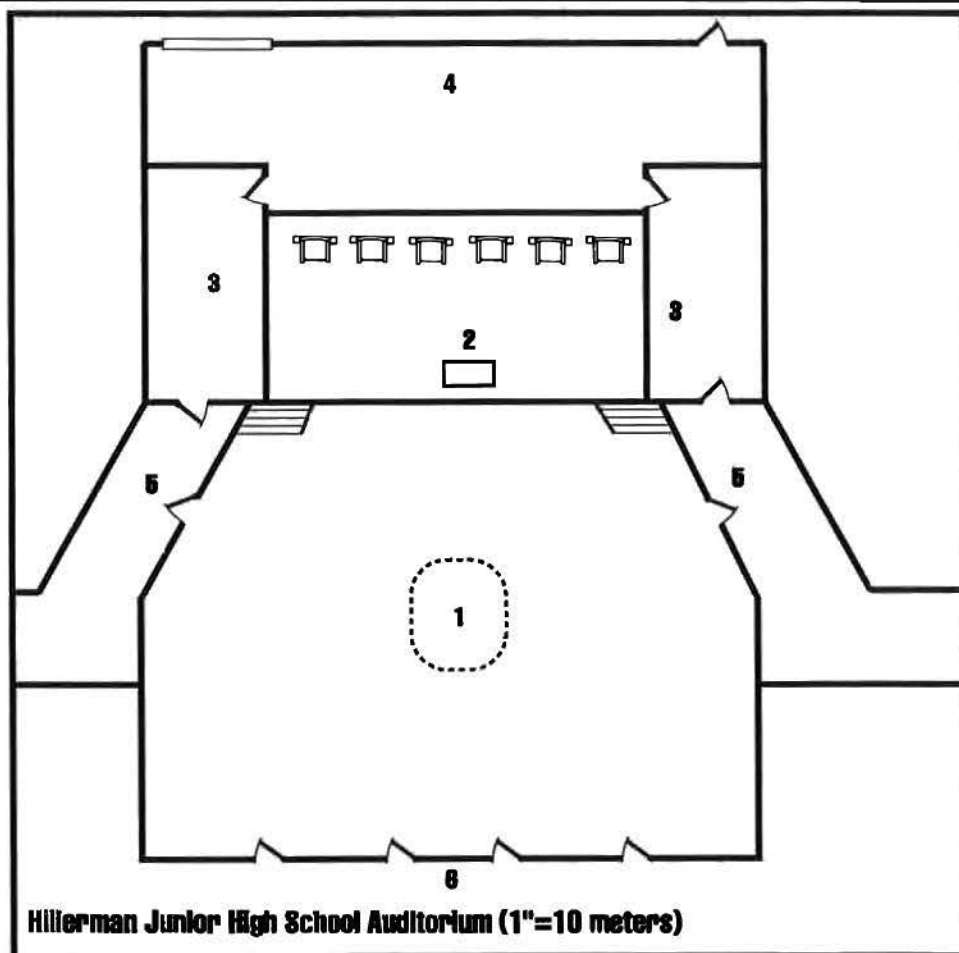
Howard came to appreciate that much earlier than his mother would have suspected. Of course, Howard is far more mature than anyone realizes anyway. He figured out at an early age that he was far more than gifted, and that if anyone figured out the truth about him, he and his family's life would become far crazier than he wanted. So he went on pretending to be an unusually bright but otherwise perfectly normal young man.

At age nine, however, he came to understand that he was far more abnormal than he had even originally expected. On a dare from some of his friends, Howard climbed a particularly tall tree. One of the upper branches was badly rotted, and he came tumbling down in a fall that would surely break his neck or his back. He survived without a scratch. His friends figured that he was just incredibly lucky, but Howard knew different; he had not *wanted* to get hurt, so he wasn't. He had projected an invisible shield around himself to protect him.

It didn't take him long after that to figure out that he was probably a mutant. Either that, or a space alien. Perhaps it all has something to do with his mysterious father?

Howard has almost reached the point where he is ready to confide in someone and try to figure out what exactly he is. He also wants to confront his mother about his father. He has decided to wait until he finishes Eighth Grade before he begins that particular journey. For now, he would like to enjoy his last few weeks as a "normal kid."





Quote: "Hey, c'mon! You Genocide creeps are gonna make me late for gym class!"

Personality: Howard could have walked right out of one of those old Disney movies in which there's a really bright kid who everyone likes. Certainly, there are those who resent him for being the smartest and the best, but far more like him because he's just plain *likable*. He works hard to be so, trying to avoid being arrogant, always maintaining a humble demeanor without coming off as a "weenie."

In public, around his school mates and friends, he's very much the precocious Eighth grader; laughing, joking, talking about sports or how tough the homework was (although most of his friends respond "Yeah, right!" whenever he makes such a claim). However, if someone who understood what he really was were to speak to him in private, they would encounter a serious-minded, mature young man with a deep sense of responsibility.

Howard is very much a fantasy and science fiction fan, as well as the usual GM for his friends whenever they get together to game.

Powers/Tactics: With Howard, it is less a matter of what power he wields now than it is a matter of how very "god-like" he is likely to become. Already, he can tap enormous psionic potential, although the only manifestations so far are enhanced characteristics and the occasional invisible force field. In the past, he has had brief flashes of clairvoyance and telepathy, and he knows that certain objects which fell certain ways were likely his doing. In the future, almost anything he can accomplish through focusing his mind will be possible.

His mind is already far beyond almost anyone else who has been born. It functions like an incredible organic mega-computer, which, in essence, it is. So far, his studies have been little more than extensions of his regular school curriculum, although he has mastered those subjects far beyond the ability of his teachers to teach them. He has to make himself miss questions occasionally so he can maintain the facade of normalcy (and so that he doesn't seem too obnoxious).

Lately, he has come to know whenever he or someone around him is in any kind of danger. This almost scares him, because it seems to place the onus of protecting those nearby from danger, and he already fears that he may end up hurting someone through misuse or ignorance of his powers.

(Although incredibly powerful point-wise, Howard should have little impact on the battle other than being able to protect himself somewhat and possibly aiding the heroes if the GM so desires. The "Virtually No Conscious Control" limitation on his pool represents that he can sometimes focus his will to cause things to happen, mainly through strong emotional need (such as preserving his or someone else's life). The two Optional powers listed with the pool are there for GM's use in that manner. Anything else the GM desires that can in some way be classified as a psionic manifestation is possible.)

Appearance: Howard Brody is an incredibly fit 11 year old who runs track and has lean but powerful muscles. He has short, sandy blond hair, hazel eyes, and only the slightest hint of freckles. He dresses whatever style is appropriate and seems O.K. with his friends, although he favors a Buckaroo Banzai™ baseball cap.

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