

EUROPEAN ENEMIES

(CORRECTED FOR *HERO SYSTEM* 5TH EDITION)

Some time ago I “debugged” *European Enemies*. That meant I did my best to fix all the errors inherent in the character sheets and presented them for public consumption. Then, in 2006 or so, Steve Long gave me the okay to update all of the character sheets from 4th Edition to 5th Edition. And then Allen Varney asked if he included these corrected character sheets in the *Champions* 4th Edition Bundle of Holding. So here you go: revised, 5th Edition, character sheets for the characters from *European Enemies*.

In debugging *European Enemies* for 4th and 5th Edition, there was a set of guidelines I adhered too. They are:

- 1) The printed values are not to be altered. No matter how illogical the stats or powers, what is written stays as written.
- 2) The errata sheet can and will override rule 1. Corrections given in the errata PDF will be made to the character sheet before the final revision is created.
- 3) Illegal or impossible powers are to be removed. For example, a 5d6 Energy Blast with a +1 *Increased STUN Modifier* will be either eliminated or altered to be legal. As will inexplicable powers that don't make *any* sense.
- 4) Powers that logically and legally belong in a power framework will placed in one. Conversely, illogical, or illegal power frameworks will be broken apart.
- 5) If the figured value is higher than the original, printed value, use the figured value. This goes for figured characteristics and skills. Conversely, if the skill roll is higher than the points allow, the points are increased to permit the higher value.
- 6) Disadvantages will be edited so that they conform to the rules and logic with a maximum of 50 points in any one category. All characters will be built on a base of 200 points and are not assumed to have Normal Characteristic Maxima (unless listed as a Disadvantage).

Enjoy.
Michael Surbrook
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Argent Anarky

CHROMEDOME

Val	CHA	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 HTH Damage [4]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	

16	PD	0	Total: 16 PD (0 rPD)
10	ED	2	Total: 10 ED (0 rED)
4	SPD	10	Phases: 3, 6, 9, 12
24	REC	0	
80	END	0	
90	STUN	0	Total Characteristic Cost: 218

Movement:	Running:	6"/12"
	Leaping:	16"/32"
	Swimming:	2"/4"

Cost Powers & Skills

40	<i>Cyborg Body:</i> Reduced Endurance (0 END; +1/2) on 80 STR
28	<i>Head Butt:</i> HA +5d6, Double Knockback (+3/4), Reduced Endurance (0 END; +1/2); Hand-To-Hand Attack (-1/2), Must Do Move Through (-1/2)
60	<i>Cybernetic Implants:</i> Physical and Energy Damage Reduction, Resistant, 50%
36	<i>Braced For Impact:</i> Knockback Resistance -18"
45	<i>Cybernetic Implants:</i> Life Support (Full, except for Immortality)

5	<i>Lucky Bastard:</i> Luck 1d6
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Skills

2	+1 with Head Butt
6	CK: Liverpool 15-
3	Interrogation 13-
3	Persuasion 13-
6	PS: Musician (Drummer) 15-
3	Streetwise 13-

Total Powers & Skill Cost: 237

Total Cost: 455

200+ Disadvantages

35	Enraged: Berserk if Silver Hyena Stunned (Uncommon), go 14-, recover 8-
20	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Harshly Punish)
5	Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
0	Hunted: Mystery's Mob 8- (Less Pow, Limited Geographical Area, Harshly Punish)
10	Hunted: Scotland Yard 11- (Less Pow, NCI, Limited Geographical Area, Capture)
15	Physical Limitation: Heavy (400 kg) (Frequently, Greatly Impairing)
15	Psychological Limitation: Bigot And Former Skinhead (Common, Strong)
5	Psychological Limitation: Loves Animals (Common, Strong)
15	Psychological Limitation: Loves Silver Hyena (Common, Strong)
15	Psychological Limitation: Loves To Beat People To A Bloody Pulp (Common, Strong)
10	Reputation: Mindless Brute, 8- (Extreme)

European Enemies corrected for *HERO System* 5th Edition

15 Social Limitation: Public ID (Frequently, Major)
10 Vulnerability: 2 x STUN Sonics (Uncommon)
85 Experience Points

455 Total Disadvantage Points

MAXIMUM OVERDRIVE

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage [1]
30	DEX	60	15-	OCV: 10/DCV: 10
25	CON	30	14-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
50	EGO	80	19-	ECV: 17
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
8	PD	6		Total: 8 PD (0 rPD)
11	ED	6		Total: 11 ED (0 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
10	REC	6		
50	END	0		
41	STUN	3		Total Characteristic Cost: 241

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost Powers & Skills

37	<i>Machine And Computer Control:</i> Elemental Control, 74-point powers
38	1) <i>System Override:</i> Mind Control 10d6 (Machine class of minds), Reduced Endurance (0 END; +1/2)
45	2) <i>Remote Manipulation:</i> Telekinesis (40 STR), Fine Manipulation, Reduced Endurance (0 END; +1/2); Only To Control Metal And Machines (-1/2)
38	3) <i>Data Search:</i> Telepathy 10d6 (Machine class of minds), Reduced Endurance (0 END; +1/2)
60	<i>Cybernetic Implants:</i> Physical and Energy Damage Reduction, Resistant, 50%
30	<i>Cybernetic Implants:</i> Mental Damage Reduction, 50%
45	<i>Cybernetic Implants:</i> Life Support (Full, except for Immortality)

Talents

5	<i>Internal Recorder:</i> Eidetic Memory
3	<i>Internal Computer:</i> Lightning Calculator

Skills

5	CK: Liverpool 15-
3	Computer Programming 13-
7	Electronics 15-
3	Inventor 13-
7	Mechanics 15-
5	PS: Musician (Keyboard/Synthesizer) 15-
3	Streetwise 11-

Total Powers & Skill Cost: 334

Total Cost: 575

200+ Disadvantages

20	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Harshly Punish)
5	Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
0	Hunted: Mystery's Mob 8- (Less Pow, Limited Geographical Area, Harshly Punish)
10	Hunted: Scotland Yard 11- (Less Pow, NCI, Limited Geographical Area, Capture)
20	Psychological Limitation: Distrusts Most Humans/Living Beings (Very Common, Strong)
20	Psychological Limitation: Passionate Machine Lover (Very Common, Strong)
10	Reputation: Leader of Argent Anarchy, 11-
15	Social Limitation: Public ID (Frequently, Major)
275	Experience Points
576	Total Disadvantage Points

NEON

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3 1/2d6
20	COM	5	13-	
10	PD	7		Total: 10 PD (0 rPD)
15	ED	12		Total: 15 ED (0 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
10	REC	8		
60	END	15		
31	STUN	0		Total Characteristic Cost: 135

Movement:	Running:	6"/12"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost Powers & Skills

89	<i>Neon Gas Cloud:</i> RKA 1d6, Area Of Effect (8" Radius; +1), Continuous (+1), NND (is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Uncontrolled (+1/2); No Range (-1/2) plus Darkness to Sight Group 3" radius, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2); Linked (RKA; -1/2), No Range (-1/2)
36	<i>Energy Discharge:</i> EB 6d6, Reduced Endurance (0 END; +1/2); Limited Range (9"; -1/4)
30	Find Weakness 15- with Energy Discharge
45	<i>Cybernetic Implants:</i> Life Support (Full, except for Immortality)

Talents

20	Danger Sense (self only, in combat, Function as a Sense) 15-
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Skills

6	CK: Liverpool 15-
3	Lockpicking 13-
5	PS: Musician (Guitar) 15-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 13-

Total Powers & Skill Cost: 243

Total Cost: 378

200+ Disadvantages

20	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Harshly Punish)
5	Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
0	Hunted: Mystery's Mob 8- (Less Pow, Limited Geographical Area, Harshly Punish)
10	Hunted: Scotland Yard 11- (Less Pow, NCI, Limited Geographical Area, Capture)
20	Psychological Limitation: Coward (Very Common, Strong)
20	Psychological Limitation: Paranoid (Very Common, Strong)
10	Psychological Limitation: Prankster (Common, Moderate)
10	Reputation: Member of Argent Anarchy, 11-
15	Social Limitation: Public ID (Frequently, Major)
30	Vulnerability: 2 x STUN Energy Blast (Very Common)
38	Experience Points

378 Total Disadvantage Points

SILVER HYENA

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage [2]
33	DEX	69	16-	OCV: 11/DCV: 11
25	CON	30	14-	
18	BODY	16	13-	
5	INT	-5	10-	PER Roll 15-
10	EGO	0	11-	ECV: 3
19	PRE	9	13-	PRE Attack: 3 1/2d6
10	COM	0	11-	
22	PD	7		Total: 22 PD (10 rPD)
32	ED	7		Total: 32 ED (20 rED)
6	SPD	17		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
50	END	0		
44	STUN	0		Total Characteristic Cost: 165

Movement:	Running:	11"/22"
	Leaping:	15"/30"
	Swimming:	2"/4"

Cost Powers & Skills

27	<i>Vocal Amplifier:</i> EB 4d6, Area Of Effect (9" Cone; +1), NND (is deafness, ear coverings, or sonic powers; +1); Activation Roll 10- (-1 1/4), END 6
45	<i>Claws:</i> HKA 2d6 (3d6 w/STR), Armor Piercing (+1/2), END 4
45	<i>Cybernetic Implants:</i> Armor (10 PD/20 ED)
10	<i>Cybernetic Legs:</i> Leaping +10" (15" forward, 7 1/2" upward), END 1
10	<i>Cybernetic Legs:</i> Running +5" (11" total), END 1
10	<i>Claws:</i> Clinging (normal STR)
15	<i>Sensory Implants:</i> +5 PER with all Sense Groups
5	<i>Visual Implants:</i> IR Perception (Sight Group)
5	<i>Visual Implants:</i> UV Perception (Sight Group)
5	<i>Olfactory Implants:</i> Tracking with Normal Smell
45	<i>Cybernetic Implants:</i> Life Support (Full, except for Immortality)

Talents

9	<i>Cybernetic Implants:</i> Ambidexterity (no Off Hand penalty)
4	<i>Cybernetic Implants:</i> Double Jointed
3	<i>Sharp Senses:</i> Lightsleep
3	<i>Vocal Implants:</i> Perfect Pitch

Skills

2	+1 with Claws
3	Acrobatics 16-
3	Breakfall 16-
6	CK: Liverpool 15-
3	Contortionist 16-
5	Defense Maneuver I-II
11	Mimicry 14-
6	PS: Singer 15-
3	Stealth 16-

Total Powers & Skill Cost: 283

Total Cost: 448

200+ Disadvantages

35	Enraged: Berserk if Chromedome Stunned (Uncommon), go 14-, recover 8-
20	Hunted: Dr. Destroyer 8- (Mo Pow, NCI, Harshly Punish)

European Enemies corrected for *HERO System* 5th Edition

5	Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
0	Hunted: Mystery's Mob 8- (Less Pow, Limited Geographical Area, Harshly Punish)
10	Hunted: Scotland Yard 11- (Less Pow, NCI, Limited Geographical Area, Capture)
15	Psychological Limitation: Enjoys Using Men (Common, Strong)
25	Psychological Limitation: Psychotic (Very Common, Total)
10	Psychological Limitation: Vengeful (Common, Strong)
10	Reputation: Psychotic Killer, 8- (Extreme)
15	Social Limitation: Public ID (Frequently, Major)
103	Experience Points
448	Total Disadvantage Points

ECLIPSE

ENIGMA

Val	CHA	Cost	Roll	Notes
9	STR	-1	11-	Lift 87.1 kg; 1 1/2d6 HTH Damage [1]
9	DEX	-3	11-	OCV: 3/DCV: 3
20	CON	20	13-	
20	BODY	20	13-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
8	PRE	-2	11-	PRE Attack: 1 1/2d6
14	COM	2	12-	
15	PD	3		Total: 15 PD (10 rPD)
14	ED	0		Total: 14 ED (10 rED)
5	SPD	31		Phases: 3, 5, 8, 10, 12
6	REC	0		
40	END	0		
35	STUN	0		Total Characteristic Cost: 90

Movement:	Running:	6"/12"
	Leaping:	1"/2"
	Swimming:	2"/4"

Cost Powers & Skills

27	<i>Gloves:</i> Drain INT 4d6; IAF (-1/2), END 4
37	<i>Stun Blaster:</i> EB 6d6, NND (defense is Force Field; +1), Reduced Endurance (0 END; +1/2),; OAF (-1)
33	<i>Hat:</i> Mental Illusions 10d6 (Human class of minds); IAF (-1/2), END 5
20	<i>Coat:</i> Armor (10 PD/10 ED); IAF (-1/2)
15	<i>Coat:</i> Invisibility to Sight Group and Danger Sense ; IAF (-1/2), END 2

Skills

8	+4 with Stun Blaster
3	AK: Europe 13-
3	CK: London 13-
3	CK: Paris 13-
3	CK: Torremolinos, Spain 13-
5	Stealth 12-
5	Streetwise 12-
3	Linguist
2	1) Language: Arabic (Modern) (completely fluent)
0	2) Language: English (idiomatic; literate)
2	3) Language: French (completely fluent)
2	4) Language: German (completely fluent)
2	5) Language: Greek (Modern) (completely fluent)
3	6) Language: Polish (idiomatic)
2	7) Language: Portuguese (completely fluent)
2	8) Language: Russian (completely fluent)
2	9) Language: Thai (completely fluent)

Total Powers & Skill Cost: 182

Total Cost: 272

200+ Disadvantages

20	Hunted: Demon 8- (Mo Pow, NCI, Harshly Punish)
10	Money: Destitute
20	Psychological Limitation: Code Versus Killing (Very Common, Strong)

European Enemies corrected for *HERO System* 5th Edition

15 Social Limitation: Secret ID (Frequently, Major)
20 Vulnerability: 2 x BODY Magical Attacks (Common)

285 Total Disadvantage Points

GODFATHER

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1 kg; 3 1/2d6 [HTH Damage 2]
25	DEX	45	14-	OCV: 8/DCV: 8
16	CON	12	12-	
18	BODY	16	13-	
20	INT	10	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
35	PRE	25	16-	PRE Attack: 7d6
26	COM	8	14-	

9/21	PD	5	Total: 9/21 PD (0/12 rPD)
8/20	ED	5	Total: 8/20 ED (0/12 rED)
6	SPD	25	Phases: 2, 4, 6, 8, 10, 12
7	REC	0	
32	END	0	
35	STUN	0	Total Characteristic Cost: 189

Movement:	Running:	6"/12"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost Powers & Skills

Martial Arts: *Dirty Infighting*

	Maneuver	OCV	DCV	Damage
4	Disarm	-1	+1	Disarm; 38 STR to Disarm
4	Kidney Blow	-2	+0	HKA 2d6
4	Low Blow	-1	+1	3d6 NND
4	Punch	+0	+2	7 1/2d6 Strike
5	Roundhouse	-2	+1	9 1/2d6 Strike
8	+2 HTH Damage Classes (already added in)			

45 *Heckler and Koch 9mm SMG*: RKA 2d6, Armor Piercing (+1/2), Autofire (10 shots; +1), 4 clips of 30 Charges (+1/2); OAF (-1), [30]

20 *Concealed Body Armor*: Armor (12 PD/12 ED); Activation Roll 14- (-1/2), IIF (-1/4)

5 *Group Radio Comlink*: Radio Perception/Transmission (Radio Group); OAF (-1)

Perks

30 Follower: 32 Followers of up to 50 points, built on a 25-point base

6 Fringe Benefit: Diplomatic Immunity, Passport

15 Money: Filthy Rich

Talents

32 Danger Sense (immediate vicinity, any danger, Function as a Sense) 13-

Skills

5	Defense Maneuver I-II
5	Demolitions 14-
3	Fast Draw (Small Arms) 14-
2	Language: English (fluent conversation)
3	Language: French (completely fluent)
0	Language: Italian (idiomatic; literate)
9	Sleight Of Hand 17-
5	Stealth 15-
7	Streetwise 18-
4	WF: Common Melee Weapons, Small Arms

Total Powers & Skill Cost: 225

Total Cost: 414

European Enemies corrected for *HERO System* 5th Edition

200+ Disadvantages

- 15 Hunted: Mafia 14- (As Pow, NCI, Watching)
- 20 Hunted: UNTIL 14- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Arrogant (Common, Strong)
- 5 Psychological Limitation: Easily Flattered if Shown Respect (Very Common, Moderate)
- 15 Psychological Limitation: Overconfident (Common, Strong)
- 15 Psychological Limitation: Thrives on Excitement (Common, Strong)
- 15 Reputation: Mafia Don, 14-
- 15 Social Limitation: Public ID (Frequently, Major)
- 99 Experience Points

414 Total Disadvantage Points

MANDELBROT

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage [1]
20	DEX	30	13-	OCV: 7/DCV: 7
13	CON	6	12-	
9	BODY	-2	11-	
23	INT	13	14-	PER Roll 14-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	

2/14	PD	0	Total: 2/14 PD (0/12 rPD)
3/15	ED	0	Total: 3/15 ED (0/12 rED)
5	SPD	20	Phases: 3, 5, 8, 10, 12
5	REC	0	
26	END	0	
21	STUN	0	Total Characteristic Cost: 67

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost Powers & Skills

15	<i>Fractal Light Energy:</i> Elemental Control, 30-point powers
35	1) <i>Blinding Light:</i> Darkness to Sight Group 5" radius, END 5
35	2) <i>Blast of Light:</i> EB 10d6, END 5
35	3) <i>Blinding Flash:</i> Sight Group Flash 10d6, END 5
15	4) <i>Bending Light:</i> Invisibility to Sight Group , No Fringe, END 3
47	<i>Command Override:</i> Mind Control 15d6 (Machine class of minds), Telepathic (+1/4); OAF (laptop; -1), END 9
10	<i>Remote Control:</i> Telekinesis (10 STR), Fine Manipulation, Increased Maximum Range (625"; +1/4); Only On Computer-Controlled Devices (-1), OAF (laptop; -1), END 3
65	<i>Remote Control Of Computer Controlled Devices:</i> Change Environment 32" radius, +5 Points of Telekinetic STR, Multiple Combat Effects, Varying Combat Effects, Varying Effect can freely manipulate any computer controlled device (+1); OAF (laptop; -1), END 13
20	<i>Concealed Body Armor:</i> Armor (12 PD/12 ED); Activation Roll 14- (-1/2), IIF (-1/4)
18	Mental Defense (20 points total)
10	<i>Bending Light:</i> Increased Arc Of Perception (360 Degrees) with Sight Group
3	Mental Awareness, +3 to PER Roll
5	<i>Group Radio Comlink:</i> Radio Perception/Transmission (Radio Group); OAF (-1)
5	UV Perception (Sight Group)
10	Luck 2d6
23	<i>Laptop Battery Power:</i> Endurance Reserve (300 END, 30 REC) Reserve: OAF (laptop; -1); REC: OAF (laptop; -1), Limited Recovery (needs common electrical socket; -1), Slow Recovery 1 Minute (-1/2)

Perks

8	Computer (80 points); OAF (laptop; -1)
1	Fringe Benefit: Passport
5	Money: Well Off

Skills

16	Computer Programming 18-, Ranged (+1/2)
5	Electronics 15-
2	Language: English (fluent conversation)
0	Language: French (idiomatic; literate)
19	Lockpicking 18-, Ranged (+1/2)
7	SS: Fractal Mathematics 18-
5	Stealth 14-

Total Powers & Skill Cost: 419

Total Cost: 486

200+ Disadvantages

- 20 Hunted: CIA 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 0 Hunted: Iron Crown Enterprises 8- (Less Pow, Limited Geographical Area, Capture)
- 25 Psychological Limitation: Hates Corruption (Very Common, Total)
- 10 Psychological Limitation: Quiet And Withdrawn (Common, Moderate)
- 15 Reputation: Powerful Mutant, 14-
- 15 Social Limitation: Public ID (Frequently, Major)
- 181 Experience Points

480 Total Disadvantage Points

MARAUDER

Val	CHA	Cost	Roll	Notes
11/45	STR	1	11-/18-	Lift 114.9 kg/12.8 tons; 2d6/9d6 HTH Damage [1/4]
10	DEX	0	11-	OCV: 3/DCV: 3
11/20	CON	2	11-/13-	
10/25	BODY	0	11-/14-	
18	INT	8	13-	PER Roll 13-
9	EGO	-2	11-	ECV: 3
10/15	PRE	0	11-/12-	PRE Attack: 2d6/3d6
10	COM	0	11-	

2/20	PD	0	Total: 20 PD (20 rPD)
2/20	ED	0	Total: 20 ED (20 rED)
2/5	SPD	0	Phases: 6, 12/3, 5, 8, 10, 12
4	REC	0	
22	END	0	
22/50	STUN	0	Total Characteristic Cost: 9

Movement:	Running:	6"/10"/12"/20"
	Leaping:	2"/4"
	Swimming:	2"/4"
	Swinging:	15"/30"

Cost Powers & Skills

Martial Arts: *Commando Training*

	Maneuver	OCV	DCV	Damage
4	Judo Disarm	-1	+1	Disarm; 21 STR/55 STR to Disarm
4	Karate Chop	-2	+0	HKA 1d6+1
4	Kung Fu Block	+2	+2	Block, Abort

Powered Armor Systems, all slots OIHID (-1/4)

19	1) +34 STR; No Figured Characteristics (-1/2), OIHID (-1/4), END 3
10	2) +9 CON; No Figured Characteristics (-1/2), OIHID (-1/4)
17	3) +15 BODY; No Figured Characteristics (-1/2), OIHID (-1/4)
4	4) +5 PRE; OIHID (-1/4)
14	5) +18 PD; OIHID (-1/4)
14	6) +18 ED; OIHID (-1/4)
24	7) +3 SPD; OIHID (-1/4)
22	8) +28 STUN; OIHID (-1/4)
50	9) <i>Blaster Cannon</i> : RKA 3d6, Explosion (-1 DC/4"; +1 1/4); 6 Charges (-3/4), OIHID (-1/4), [6]
16	10) <i>Arm Spikes</i> : HKA 1d6+1 (2d6 / 2 1/2d6 w/STR); OIHID (-1/4), END 2
24	11) <i>Powered Armor</i> : Physical Damage Reduction, Resistant, 50%; OIHID (-1/4)
16	12) <i>Powered Armor</i> : Damage Resistance (20 PD/20 ED); OIHID (-1/4)
4	13) <i>Helmet Filters</i> : Sight Group Flash Defense (5 points); OIHID (-1/4)
4	14) <i>Helmet Filters</i> : Hearing Group Flash Defense (5 points); OIHID (-1/4)
6	15) <i>Braced For Impact</i> : Knockback Resistance -4"; OIHID (-1/4)
4	16) <i>Powered Armor</i> : Lack Of Weakness (-5) for Resistant Defenses; OIHID (-1/4)
6	17) <i>Servo Motors In Legs</i> : Running +4" (6"/10" total); OIHID (-1/4), END 1
12	18) <i>Swing Line</i> : Swinging 15"; OIHID (-1/4), END 1
4	19) <i>Thermo Filters</i> : IR Perception (Sight Group); OIHID (-1/4)
10	20) <i>Powered Armor</i> : LS (Safe in Low Pressure/Vacuum; Self-Contained Breathing); OIHID (-1/4)

5	<i>Group Radio Com-link</i> : Radio Perception/Transmission (Radio Group); OAF (antenna on armor; -1)
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Perks

1	Fringe Benefit: Passport
3	Well-Connected
2	1) Contact: Arms Dealer 12-
1	2) Contact: Casca of Triad 8-
1	3) Contact: Official in Portuguese Government 8-

European Enemies corrected for *HERO System* 5th Edition

- 1 4) Favor: Official in French Government
- 0 5) Favor: UN Secretary

Skills

- 6 +3 with Arm Spikes
- 4 +2 with Blaster Cannon
- 3 +1 with Commando Training
- 3 Breakfall 11-
- 3 Computer Programming 13-
- 3 KS: Portugal 13-
- 3 KS: Powered Armor Technology 13-
- 2 Language: English (fluent conversation)
- 3 Language: French (completely fluent)
- 3 Language: Japanese (completely fluent)
- 0 Language: Portuguese (idiomatic; literate)
- 3 PS: Mercenary/Soldier 13-
- 3 Seduction 11- (12-)

Total Powers & Skill Cost: 345

Total Cost: 354

200+ Disadvantages

- 20 Hunted: Interpol 11- (As Pow, NCI, Capture)
- 20 Hunted: PAGAN 14- (Mo Pow, NCI, Watching)
- 10 Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Craves Destruction (Very Common, Strong)
- 25 Psychological Limitation: Psychotic, A Casual Killer (Very Common, Total)
- 15 Social Limitation: Public ID (Frequently, Major)
- 44 Experience Points

354 Total Disadvantage Points

NETHER

Val	CHA	Cost	Roll	Notes
11	STR	1	11-	Lift 114.9 kg; 2d6 HTH Damage [1]
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
28	INT	18	15-	PER Roll 15-
33	EGO	46	16-	ECV: 11
30	PRE	20	15-	PRE Attack: 6d6
20	COM	5	13-	

2	PD	0		Total: 2 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
5	REC	0		
32	END	0		
38	STUN	10		Total Characteristic Cost: 166

Movement:	Running:	6"/12"
	Flight:	25"/50"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost Powers & Skills

150	<i>Gray Powers:</i> Multipower, 150-point reserve
5u	1) Drain STR 5d6, END 5
10u	2) Ego Attack 10d6, END 10
5u	3) Entangle 5d6, 5 DEF, END 5
4u	4) Sight Group Flash 8d6, END 4
15u	5) Mind Control 15d6 (Human class of minds), Invisible Power Effects (Fully Invisible; +1/2), Reduced Endurance (0 END; +1/2)
10u	6) Telepathy 10d6, Invisible Power Effects (Fully Invisible; +1/2), Reduced Endurance (0 END; +1/2)
11u	7) FW (20 PD/20 ED) (Opaque Sight Group), END 11
5u	8) Flight 25", END 5
45	<i>Gray Powers Energy:</i> Endurance Reserve (150 END, 30 REC)
7	Detect Magic 15- (Mystic Group), Sense
5	IR Perception (Sight Group)
5	<i>Group Radio Comlink:</i> Radio Perception/Transmission (Radio Group); OAF (-1)

Perks

1	Fringe Benefit: Passport
5	Money: Well Off

Talents

3	Simulate Death
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Skills

3	Computer Programming 15-
4	KS: European Superhumans 16-
4	KS: International Law 16-
3	KS: Non-European Superhumans 15-
4	KS: Pagan Ritual 16-
4	Language: English (idiomatic)
0	Language: French (idiomatic; literate)
3	Language: German (completely fluent)
9	PS: Lawyer 21-

Total Powers & Skill Cost: 320**Total Cost: 486**

European Enemies corrected for *HERO System* 5th Edition

200+ Disadvantages

20	Hunted: Polish Government 11- (As Pow, NCI, Capture)
25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
25	Psychological Limitation: Hates Corruption (Very Common, Total)
15	Psychological Limitation: Methodical Planner (Common, Strong)
10	Psychological Limitation: Moody (Common, Moderate)
15	Reputation: Ruthless Witch, 14-
15	Social Limitation: Public ID (Frequently, Major)
161	Experience Points

486 Total Disadvantage Points

SHRIKE

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6 kg; 2 1/2d6 HTH Damage [1]
35	DEX	75	16-	OCV: 12/DCV: 12
12	CON	4	11-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
10	PRE	0	11-	PRE Attack: 2d6
14	COM	2	12-	

8	PD	5	Total: 20 PD (12 rPD)
7	ED	5	Total: 19 ED (12 rED)
7	SPD	25	Phases: 2, 4, 6, 7, 9, 11, 12
5	REC	0	
44	END	10	
24	STUN	0	Total Characteristic Cost: 154

Movement:	Running:	30"/60"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost Powers & Skills

	Martial Arts: <i>Art of Serenity</i>			
	Maneuver	OCV	DCV	Damage
4	Block	+2	+2	Block, Abort
5	Defensive Strike	+1	+3	8 1/2d6 Strike
4	Disarm	-1	+1	Disarm; 53 STR to Disarm
4	Killing Strike	-2	+0	HKA 2d6 +1
4	Nerve Strike	-1	+1	5d6 NND
24	+6 HTH Damage Classes (already added in)			
20	<i>Concealed Body Armor:</i> Armor (12 PD/12 ED); Activation Roll 14- (-1/2), IIF (-1/4)			
48	<i>Serene Movement:</i> Running +24" (30" total), Reduced Endurance (0 END; +1/2); Activation Roll 14- (-1/2)			
5	<i>Group Radio Comlink:</i> Radio Perception/Transmission (Radio Group); OAF (-1)			
25	Find Weakness 12- with Art Of Serenity			
10	<i>Serenity Is Its Own Reward:</i> Luck 2d6			

Perks

1	Fringe Benefit: Passport
5	Money: Well Off

Talents

9	Ambidexterity (no Off Hand penalty)
18	Combat Sense 15-

Skills

5	Defense Maneuver I-II
2	Gambling (Bridge) 12-
7	High Society 13-
5	KS: Bridge 14-
4	KS: Art Of Serenity 13-
0	Language: English (idiomatic; literate)
5	Language: French (imitate dialects)
3	Language: German (completely fluent)
3	Language: Italian (completely fluent)
3	Stealth 16-
3	Tactics 12-

Total Powers & Skill Cost: 226

Total Cost: 380

200+ Disadvantages

- 5 Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 5 Psychological Limitation: Always Calm (Very Common, Moderate)
- 25 Psychological Limitation: Hates Corruption (Very Common, Total)
- 20 Psychological Limitation: Hesitates Before Acting (Very Common, Strong)
- 15 Reputation: Bridge Champion and Speedster, 14-
- 15 Social Limitation: Public ID (Frequently, Major)
- 75 Experience Points

380 Total Disadvantage Points

TRIAD

CASCA

Val	CHA	Cost	Roll	Notes
50	STR	40	19-	Lift 25.6 tons; 10d6 HTH Damage [5]
20	DEX	30	13-	OCV: 7/DCV: 7
40	CON	60	17-	
40	BODY	60	17-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	

30	PD	10	Total: 30 PD (10 rPD)
30	ED	12	Total: 30 ED (10 rED)
5	SPD	20	Phases: 3, 5, 8, 10, 12
20	REC	4	
80	END	0	
85	STUN	0	Total Characteristic Cost: 246

Movement:	Running:	6"/12"
	Leaping:	10"/20"
	Swimming:	2"/4"

Cost Powers & Skills

Martial Arts: *Commando Training*

Maneuver	OCV	DCV	Damage
4 Block	+2	+2	Block, Abort
4 Choke Hold	-2	+0	Grab One Limb; 2d6 NND
4 Disarm	-1	+1	Disarm; 60 STR to Disarm
4 Killing Strike	-2	+0	HKA 1d6 +1
4 Strike	+0	+2	12d6 Strike
3 Throw	+0	+1	10d6 +v/5, Target Falls

48 *Imbedded Crystal Shard Powers:* Multipower, 60-point reserve, all slots Powers Only Work Within 100 feet/15" Of Other Shards (-1/4)

- 5u 1) EB 8d6, Reduced Endurance (0 END; +1/2); Common Limitation (-1/4)
- 5u 2) *Wide-Angle Beam:* EB 6d6, Area Of Effect (7" Cone; +1); Common Limitation (-1/4), END 6
- 3u 3) *Narrow-Focus Beam:* EB 5d6, Armor Piercing (+1/2); Common Limitation (-1/4), END 4
- 3u 4) *Kinetic Impact Beam:* EB 5d6, Double Knockback (+3/4); Common Limitation (-1/4), END 4

24 *Invulnerability:* Armor (10 PD/10 ED); Only Works Within 100 feet/15" Of Other Shards (-1/4)

16 *Missile Deflection* (Any Ranged Attack); Only Works Within 100 feet/15" Of Other Shards (-1/4)

7 *The Shard Knows Its Own:* Mind Link, Human class of minds, Specific Group of Minds (other members of Triad), Number of Minds (x2); Only With Others Who Have Mind Link (-1), Only Works Within 100 feet/15" Of Other Shards (-1/4)

Talents

- 18 Combat Sense 15-
- 17 Danger Sense (self only, in combat, Function as a Sense) 12-
- 3 Lightsleep

Skills

- 8 +1 with All Combat
- 2 AK: Central Europe 11-
- 3 Combat Driving 13-
- 3 Concealment 12-

European Enemies corrected for *HERO System* 5th Edition

5	Defense Maneuver I-II
3	Demolitions 12-
0	Language: English (idiomatic; literate)
5	Language: French (imitate dialects)
5	Language: German (imitate dialects)
4	Language: Russian (idiomatic)
4	Language: Vietnamese (idiomatic)
3	Paramedics 12-
3	Stealth 13-
2	Survival (Temperate/Subtropical) 12-
3	Tactics 12-
3	Tracking 12-
2	TF: Common Motorized Ground Vehicles
10	WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons
2	Weaponsmith (Firearms) 12-

Total Powers & Skill Cost: 242

Total Cost: 488

200+ Disadvantages

5	Distinctive Features: Crystal Shard Imbedded In Chest (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20	Hunted: French Foreign Legion 8- (Mo Pow, NCI, Capture)
0	Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
10	Hunted: Owner Of The Fourth Shard 8- (As Pow, Harshly Punish)
20	Hunted: U.S. Army 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Methodical Planner (Common, Strong)
20	Psychological Limitation: Very Cautious (Very Common, Strong)
10	Reputation: Member of Triad, 11-
15	Social Limitation: Secret ID (Frequently, Major)
173	Experience Points

488 Total Disadvantage Points

COCKNEY

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage [2]
30	DEX	60	15-	OCV: 10/DCV: 10
30	CON	40	15-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
10	PD	6		Total: 10 PD (0 rPD)
12	ED	6		Total: 12 ED (0 rED)
7	SPD	30		Phases: 2, 4, 6, 7, 9, 11, 12
20	REC	20		
60	END	0		
50	STUN	5		Total Characteristic Cost: 231

Movement:	Running:	6"/12"
	Flight:	20"/40"
	Leaping:	4"/8"
	Swimming:	2"/4"
	Teleportation:	25"/50"

Cost Powers & Skills

Martial Arts: <i>Commando Training</i>				
	Maneuver	OCV	DCV	Damage
4	Block	+2	+2	Block, Abort
4	Choke Hold	-2	+0	Grab One Limb; 2d6 NND
4	Disarm	-1	+1	Disarm; 30 STR to Disarm
4	Killing Strike	-2	+0	HKA 1d6 +1
4	Strike	+0	+2	6d6 Strike
3	Throw	+0	+1	4d6 +v/5, Target Falls
13	<i>Mind Shields:</i> Mental Defense (20 points total); Only Works Within 100 feet/15" Of Other Shards (-1/4)			
32	Flight 20"; Only Works Within 100 feet/15" Of Other Shards (-1/4), END 4			
40	Teleportation 25"; Only Works Within 100 feet/15" Of Other Shards (-1/4), END 5			
48	Invisibility to Sight, Hearing and Radio Groups , No Fringe, Reduced Endurance (0 END; +1/2); Only Works Within 100 feet/15" Of Other Shards (-1/4)			
5	<i>Lucky Bastard:</i> Luck 1d6			
7	<i>The Shard Knows Its Own:</i> Mind Link , Human class of minds, Specific Group of Minds (other members of Triad), Number of Minds (x2); Only With Others Who Have Mind Link (-1), Only Works Within 100 feet/15" Of Other Shards (-1/4)			
Talents				
9	Ambidexterity (no Off Hand penalty)			
3	Lightsleep			
Skills				
3	Acrobatics 15-			
3	Breakfall 15-			
2	CK: London's Soho District 11-			
3	Climbing 15-			
3	Concealment 12-			
3	Electronics 12-			
0	Language: English (idiomatic; literate)			
4	Language: French (idiomatic)			
2	Language: German (fluent conversation)			
3	Lockpicking 15-			
3	Shadowing 12-			

European Enemies corrected for *HERO System* 5th Edition

3 Stealth 15-
10 WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skill Cost: 222

Total Cost: 453

200+ Disadvantages

10 Distinctive Features: Crystal Shard Imbedded In Forehead (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
5 Distinctive Features: Thick Cockney Accent (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20 Hunted: French Foreign Legion 8- (Mo Pow, NCI, Capture)
5 Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
10 Hunted: Owner Of The Fourth Shard 8- (As Pow, Harshly Punish)
10 Hunted: Blackjack 8- (As Pow, Capture)
15 Psychological Limitation: Overconfident (Common, Strong)
10 Psychological Limitation: Prankster (Common, Moderate)
10 Reputation: Member of Triad, 11-
15 Social Limitation: Secret ID (Frequently, Major)
143 Experience Points

453 Total Disadvantage Points

INCUBUS

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage [1]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
13	BODY	6	12-	
30	INT	20	15-	PER Roll 15-
30	EGO	40	15-	ECV: 10
30	PRE	20	15-	PRE Attack: 6d6
30	COM	10	15-	
8	PD	5		Total: 8 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
40	END	0		
31	STUN	0		Total Characteristic Cost: 170

Movement:	Running:	6"/12"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost Powers & Skills

	Martial Arts:	<i>Commando Training</i>			
	Maneuver		OCV	DCV	Damage
4	Block		+2	+2	Block, Abort
4	Choke Hold		-2	+0	Grab One Limb; 2d6 NND
4	Disarm		-1	+1	Disarm; 25 STR to Disarm
4	Killing Strike		-2	+0	HKA 1d6 +1
4	Strike		+0	+2	5d6 Strike
3	Throw		+0	+1	3d6 +v/5, Target Falls
12	<i>Psionic Powers:</i> Elemental Control, 30-point powers, all slots Powers Only Work Within 100 feet/15" Of Other Shards (-1/4)				
84	1) Ego Attack 8d6 (Human class of minds), Reduced Endurance (0 END; +1/2); Common Limitation (-1/4)				
26	2) Mind Control 8d6 (Human class of minds), Reduced Endurance (0 END; +1/2); Limited Class Of Minds (only works on women; -1/2), Common Limitation (-1/4)				
12	3) Mind Scan 6d6 (Human class of minds); Common Limitation (-1/4), END 3				
	<i>Alien Sensory Systems</i> , all slots Only Works Within 100 feet/15" Of Other Shards (-1/4)				
20	1) Increased Arc Of Perception (360 Degrees) with all Sense Groups; Common Limitation (-1/4)				
4	2) IR Perception (Sight Group); Common Limitation (-1/4)				
8	3) N-Ray Perception (Sight Group); Common Limitation (-1/4)				
12	4) Radar (Radio Group); Common Limitation (-1/4)				
8	5) Radio Perception/Transmission (Radio Group); Common Limitation (-1/4)				
18	6) Spatial Awareness (Unusual Group); Common Limitation (-1/4)				
4	7) UV Perception (Sight Group); Common Limitation (-1/4)				
40	<i>Alien Life Energy:</i> LS (Full, except for Immortality); Only Works Within 100 feet/15" Of Other Shards (-1/4)				
7	<i>The Shard Knows Its Own:</i> Mind Link , Human class of minds, Specific Group of Minds (other members of Triad), Number of Minds (x2); Only With Others Who Have Mind Link (-1), Only Works Within 100 feet/15" Of Other Shards (-1/4)				
	Talents				
5	Eidetic Memory				
3	Lightsleep				
5	Resistance (5 points)				
4	Speed Reading (x10)				
20	Universal Translator 15-				

European Enemies corrected for *HERO System* 5th Edition

Skills

3	Acting 15-
3	Bribery 15-
2	CK: Paris 11-
3	Conversation 15-
5	Cramming
2	Gambling (Card Games) 15-
3	High Society 15-
0	Language: French (idiomatic)
3	Oratory 15-
3	Persuasion 15-
3	Seduction 15-
10	WF: Common Melee Weapons, Common Missile Weapons, Small Arms, Flamethrowers, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons

Total Powers & Skill Cost: 355

Total Cost: 525

200+ Disadvantages

5	Distinctive Features: Crystal Shard Imbedded In Right Hand (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20	Hunted: French Foreign Legion 8- (Mo Pow, NCI, Capture)
5	Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
10	Hunted: Owner Of The Fourth Shard 8- (As Pow, Harshly Punish)
20	Psychological Limitation: Compulsive Liar (Very Common, Strong)
0	Psychological Limitation: Fear Of Disfigurement (Uncommon, Strong)
15	Psychological Limitation: Uses Women (Common, Strong)
15	Psychological Limitation: Vain (Common, Strong)
10	Reputation: Member of Triad, 11-
15	Social Limitation: Secret ID (Frequently, Major)
210	Experience Points

525 Total Disadvantage Points

BANSHEE

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
25	BODY	30	14-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
4	PD	0		Total: 4 PD (0 rPD)
5	ED	0		Total: 5 ED (0 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	12		
70	END	10		
48	STUN	0		Total Characteristic Cost: 200

Movement:	Running:	6"/12"
	Leaping:	4"/8"
	Swimming:	2"/4"

Cost Powers & Skills

20	<i>Ghost/Banshee Powers:</i> Elemental Control, 40-point powers
50	1) Drain END 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1/4), NND (defense is Hearing Group Flash Defense; +1/2), END 7
60	2) EB 8d6, NND (defense is Hearing Group Flash Defense; +1), END 8
28	3) Hearing Group Flash 8d6, Area Of Effect (6" Cone; +1), END 5
70	4) RKA 3d6, Area Of Effect (10" Cone; +1), END 9
20	5) Desolidification (affected by magical attacks), END 4
10	6) Precognitive Clairsentience (Sight Group); Precognition Only (-1), END 4
20	Invisibility to Sight Group ,END 2
25	Extra-Dimensional Movement (from Limbo to any point on Earth), END 2
5	Sight Group Images 1" radius; Set Effect (Only Only To Show A Person's Death, Or A Great Disaster; -1), END 1
50	Life Support (Full, including Longevity [Immortality])

Talents

20	Universal Translator 14-
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Skills

7	Mimicry 16-
11	Stealth 17-

Total Powers & Skill Cost: 396**Total Cost: 596****200+ Disadvantages**

5	Hunted: London Watch 8- (As Pow, Limited Geographical Area, Capture)
10	Hunted: New Knights Of The Round Table 8- (As Pow, Capture)
10	Hunted: Primal Entities Of The Universe 8- (Mo Pow, NCI, Watching)
10	Hunted: Vandeleur Family 8- (As Pow, Harshly Punish)
25	Psychological Limitation: Compelled To Haunt Those Fated To Die Soon (Very Common, Total)
20	Reputation: Harbinger Of Death, 14- (Extreme)
20	Vulnerability: 2 x BODY (Common)
296	Experience Points

596 Total Disadvantage Points

THE BASTION OF BUDAPEST

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6 kg; 2 1/2d6 HTH Damage [1]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
8	PD	5		Total: 8 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
5	SPD	25		Phases: 3, 5, 8, 10, 12
7	REC	0		
36	END	0		
26	STUN	0		Total Characteristic Cost: 101

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost Powers & Skills

70	<i>Telekinetic Powers:</i> Elemental Control, 140-point powers
175	1) Entangle 6d6, 6 DEF, BOECV (Mental Defense applies; +1), Reduced Endurance (0 END; +1/2), Takes No Damage From Physical Attacks (+1/4), Works Against EGO, Not STR (+1/4), plus RKA 1d6, +1 Increased STUN Multiplier (+1/4), BOECV (Mental Defense applies; +1), Continuous (+1), NND (defense is Self-Contained Breathing; +1), Does BODY (+1), Reduced Endurance (0 END; +1/2); Linked (Entangle; -1/2)
70	2) FW (14 PD/14 ED), Hardened (x2; +1/2), Reduced Endurance (0 END; +1/2)

Perks

2	Contact: Hungarian Government Official 11-
3	Fringe Benefit: National Police Powers

Talents

3	Absolute Time Sense
5	Eidetic Memory
3	Lightning Calculator
4	Speed Reading (x10)

Skills

2	AK: Hungary 11-
13	Bureaucratics 16-
2	CK: Budapest 11-
3	Cryptography 13-
2	Language: English (fluent conversation)
0	Language: Hungarian (Magyar) (idiomatic; literate)
3	Lipreading 13-

Total Powers & Skill Cost: 360

Total Cost: 461

200+ Disadvantages

15	DNPC: Adopted Niece 8- (Incompetent)
25	Enraged: When children hurt (Uncommon), go 14-, recover 8-
20	Hunted: Hungarian Government 14- (Mo Pow, NCI, Watching)
10	Physical Limitation: Nearsighted, Wears Glasses (Frequently, Slightly Impairing)
20	Psychological Limitation: Always Obeys Orders of Superiors (Common, Total)
10	Psychological Limitation: Frightened of Losing Custody of Niece (Uncommon, Strong)
15	Psychological Limitation: Never Endangers Children (Uncommon, Total)

European Enemies corrected for *HERO System* 5th Edition

10	Reputation: Hungarian National Hero, 11-
15	Social Limitation: Public ID (Frequently, Major)
121	Experience Points
461	Total Disadvantage Points

BLACK DRUID

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6 kg; 2 1/2d6 HTH Damage [1]
18	DEX	24	13-	OCV: 6/DCV: 6
28	CON	36	15-	
26	BODY	32	14-	
18	INT	8	13-	PER Roll 13-
30	EGO	40	15-	ECV: 10
18	PRE	8	13-	PRE Attack: 3 1/2d6
12	COM	1	11-	
7	PD	4		Total: 7 PD (0 rPD)
7	ED	1		Total: 7 ED (0 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
60	END	2		
47	STUN	0		Total Characteristic Cost: 171

Movement: Running: 6"/12"
 Leaping: 2"/4"
 Swimming: 2"/4"

Cost Powers & Skills

- 81 *Druidic Magic*: Multipower, 122-point reserve, all slots Gestures (-1/4), Incantations (-1/4)
 5u 1) *Air Blast*: EB 8d6, Double Knockback (+3/4); Gestures (-1/4), Incantations (-1/4), END 7
 7u 2) *Water Blast*: EB 8d6, Double Knockback (+3/4); Gestures (-1/4), Incantations (-1/4) **plus** RKA 1d6, NND (defense is Life Support [Expanded Breathing: Breathe Underwater or Self-Contained Breathing; +1), Does BODY (+1), Reduced Endurance (0 END; +1/2),; Linked (EB; -1/2), Gestures (-1/4), Incantations (-1/4), END 7
 3u 3) *Stone Blast*: EB 8d6; Gestures (-1/4), Incantations (-1/4), END 4
 4u 4) *Fire Blast*: RKA 4d6; Gestures (-1/4), Incantations (-1/4), END 6
 3u 5) Entangle 6d6, 6 DEF; Requires Sufficient Plants (-1/2), Gestures (-1/4), Incantations (-1/4), END 6
 6u 6) Sight Group Flash 12d6, Area Of Effect (One Hex; +1/2); Gestures (-1/4), Incantations (-1/4), END 9
 3u 7) Mind Control 8d6 (Animal class of minds); Gestures (-1/4), Incantations (-1/4), END 4
 3u 8) Dispel Nature or Elemental Related Powers 8d6, any such power one at a time (+1/4), Area Of Effect (One Hex; +1/2); Gestures (-1/4), Incantations (-1/4), END 4
 5u 9) FW (20 PD/10 ED); Gestures (-1/4), Incantations (-1/4), END 7
 3u 10) Healing 5 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2), Gestures (-1/4), Incantations (-1/4)
 6u 11) *Alter Weather*: Change Environment 16" radius, -4 Temperature Level Adjustment, Multiple Combat Effects, Varying Combat Effects, Varying Effect (any form of weather; +1); Gestures (-1/4), Incantations (-1/4), END 10
 1u 12) Shape Shift (Sight and Touch Groups, any naturally occurring animal); Gestures (-1/4), Incantations (-1/4), END 2
 50 Life Support (Full, including Longevity [Immortality])
 5 IR Perception (Sight Group)
 10 Tracking with Smell/Taste Group

Skills

- 3 Animal Handler (choice) 13-
 3 Concealment 13-
 4 KS: Ancient Britain 14-
 4 KS: Druidic Religion 14-
 4 KS: Natural Phenomena 14-
 0 Language: Celtic (idiomatic)
 1 Language: English (basic conversation)
 2 Navigation (Land) 13-
 4 SS: Botany 14-
 4 SS: Zoology 14-
 2 Survival (Temperate/Subtropical) 13-

Total Powers & Skill Cost: 226

Total Cost: 397

200+ Disadvantages

- 15 Enraged: Berserk when he sees animals mistreated (Common), go 14-, recover 11-
- 35 Enraged: Berserk when he sees people polluting the environment (Common), go 14-, recover 11-
- 5 Hunted: Duchess Industries 8- (Mo Pow, NCI, Capture)
- 25 Hunted: English Government 11- (Mo Pow, NCI, Capture)
- 10 Hunted: London Watch 11- (As Pow, Limited Geographical Area, Capture)
- 0 Hunted: Lyonesse 8- (Mo Pow, Limited Geographical Area, Watching)
- 10 Hunted: New Knights Of The Round Table 11- (As Pow, Capture)
- 5 Psychological Limitation: Claustrophobia (Common, Strong)
- 25 Psychological Limitation: Hates Technology And Progress (Very Common, Total)
- 20 Psychological Limitation: Rabid Environmentalist (Very Common, Strong)
- 15 Reputation: Fanatic Ecologist, 11- (Extreme)
- 10 Vulnerability: 2 x BODY from Cold Iron attacks (Uncommon)
- 22 Experience Points

397 Total Disadvantage Points

BLACKJACK

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6 kg; 2 1/2d6 HTH Damage [1]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack: 3 1/2d6
20	COM	5	13-	

14	PD	3	Total: 14 PD (8 rPD)
14	ED	2	Total: 14 ED (8 rED)
5	SPD	14	Phases: 3, 5, 8, 10, 12
8	REC	2	
40	END	0	
50	STUN	18	Total Characteristic Cost: 161

Movement:	Running:	6"/12"
	Gliding:	10"/20"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost Powers & Skills

35	<i>Trick Playing Cards:</i> Multipower, 80-point reserve, all slots OAF Expendable (Difficult to obtain new Focus; -1 1/4)
1u	1) Darkness to Sight Group 1" radius; 4 Charges (-1), Common Limitation (-1 1/4), [4]
1u	2) EB 4d6, Area Of Effect (One Hex; +1/2), Double Knockback (+3/4); 4 Charges (-1), Common Limitation (-1 1/4), [4]
2u	3) Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +1/2), Sticky (+1/2); 4 Charges (-1), Common Limitation (-1 1/4), [4]
2u	4) Sight Group Flash 8d6, Area Of Effect (One Hex; +1/2); 4 Charges (-1), Common Limitation (-1 1/4), [4]
16	<i>Kevlar Suit:</i> Armor (8 PD/8 ED); OIF (-1/2)
7	<i>Glider Vanes In Suit:</i> Gliding 10"; OIF (-1/2)
5	<i>Hand And Knee Pads:</i> Clinging (normal STR); OAF (-1)
2	<i>Goggles:</i> IR Perception (Sight Group); OAF (-1)
50	<i>Knows When To Hold 'em, Knows When To Fold 'em:</i> Luck 10d6

Talents

34	Danger Sense (immediate vicinity, any danger, Function as a Sense) 15-
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Skills

5	Acrobatics 15-
3	Acting 13-
2	AK: Monaco 11-
5	Breakfall 15-
3	Bugging 13-
5	Climbing 15-
5	Combat Driving 15-
3	Concealment 13-
5	Contortionist 15-
3	Conversation 13-
3	Disguise 13-
3	Electronics 13-
2	Gambling (Card Games) 13-
3	High Society 13-
2	KS: Monaco Casinos 11-
2	Language: English (fluent conversation)
0	Language: French (idiomatic; literate)

European Enemies corrected for *HERO System* 5th Edition

5	Lockpicking 15-
3	Persuasion 13-
3	Security Systems 13-
3	Seduction 13-
3	Shadowing 13-
5	Sleight Of Hand 15-
5	Stealth 15-

Total Powers & Skill Cost: 236

Total Cost: 397

200+ Disadvantages

5	Hunted: Detective Klosu 11- (As Pow, Capture)
25	Hunted: Interpol 11- (Mo Pow, NCI, Capture)
20	Hunted: Monaco Police 11- (Mo Pow, NCI, Limited Geographical Area, Capture)
20	Psychological Limitation: Compulsive Gambler (Very Common, Strong)
15	Psychological Limitation: Leaves Behind Playing Cards (Common, Strong)
15	Psychological Limitation: Overconfident (Common, Strong)
0	Psychological Limitation: Thrives on Excitement (Common, Strong)
5	Rivalry: Professional (Cockney; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
15	Social Limitation: Secret ID (Frequently, Major)
77	Experience Points

397 Total Disadvantage Points

CARPATHIA

Val	CHA	Cost	Roll	Notes
70	STR	60	23-	Lift 409.6 tons; 14d6 HTH Damage [7]
25	DEX	45	14-	OCV: 8/DCV: 8
33	CON	46	16-	
26	BODY	32	14-	
5	INT	-5	10-	PER Roll 10-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	

38	PD	24	Total: 38 PD (0 rPD)
30	ED	23	Total: 30 ED (0 rED)
5	SPD	15	Phases: 3, 5, 8, 10, 12
21	REC	0	
66	END	0	
78	STUN	0	Total Characteristic Cost: 251

Movement:	Running:	6"/12"
	Leaping:	14"/28"
	Swimming:	2"/4"

Cost Powers & Skills

17	<i>Immense Strength:</i> Reduced Endurance (1/2 END; +1/4) for 70 STR
35	<i>Immense Fists:</i> Area Of Effect (up to One Hex; +1/2) for 70 STR, END +3
24	<i>Immense Weight:</i> Knockback Resistance -12"
8	<i>Long Arms:</i> Stretching 2", Reduced Endurance (0 END; +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)

Perks

2	Contact: Czechoslovakia Government Official 11-
3	Fringe Benefit: National Police Powers

Skills

2	AK: Carpathian Mountains 11-
7	Animal Handler (choice) 15-
3	Climbing 14-
2	KS: Farm Animals 11-
2	KS: Farming 11-
1	KS: Riding Animals 8-
0	Language: Czech (idiomatic; literate)
2	Language: English (fluent conversation)
3	Mechanics 10-
3	Riding 14-

Total Powers & Skill Cost: 114

Total Cost: 365

200+ Disadvantages

10	DNPC: Grandfather 8- (Normal)
25	Enraged: Berserk if an animal is hurt (Uncommon), go 11-, recover 11-
10	Hunted: Czechoslovakian Government 8- (Mo Pow, NCI, Watching)
20	Physical Limitation: Enormous, 8 meters tall with a 400,000 kg mass (-4 DCV, +4 to PER Rolls to perceive) (All the Time, Greatly Impairing)
15	Physical Limitation: It Is Difficult For Carpathia To Think For Herself (Frequently, Greatly Impairing)
20	Psychological Limitation: Always Obeys Orders Of Her Superiors (Common, Total)
10	Psychological Limitation: Hates Cities And Being In Them (Uncommon, Strong)
15	Psychological Limitation: Refuses to Endanger Animals (Uncommon, Total)
10	Reputation: Hero of Czechoslovakia, 11-
15	Social Limitation: Public ID (Frequently, Major)

European Enemies corrected for *HERO System* 5th Edition

5 Unluck: 1d6
10 Experience Points

365 Total Disadvantage Points

CAVALRY

Val	CHA	Cost	Roll	Notes
8/38	STR	-2	11-/17-	Lift 75.8 kg/4850.3 kg; 1 1/2d6/7 1/2d6 HTH Damage [1/4]
12/32	DEX	6	11-/15-	OCV: 4/11/DCV: 4/11
10/30	CON	0	11-/15-	
10/15	BODY	0	11-/12-	
18	INT	8	13-	PER Roll 13-
10	EGO	0	11-	ECV: 3
8/28	PRE	-2	11-/15-	PRE Attack: 1 1/2d6/5 1/2d6
10	COM	0	11-	

2/22	PD	0	Total: 22 PD (20 rPD)
2/22	ED	0	Total: 22 ED (10 rED)
2/5	SPD	0	Phases: 6, 12/3, 5, 8, 10, 12
4	REC	0	
20	END	0	
19	STUN	0	Total Characteristic Cost: 10

Movement:	Running:	6"/12"
	Leaping:	1"/2"
	Swimming:	2"/4"

Cost Powers & Skills

	<i>A armor</i> , all slots OIF (armor; -1/2)
15	1) +30 STR; No Figured Characteristics (-1/2), OIF (armor; -1/2)
30	2) +20 DEX; No Figured Characteristics (-1/2), OIF (armor; -1/2)
20	3) +20 CON; No Figured Characteristics (-1/2), OIF (armor; -1/2)
5	4) +5 BODY; No Figured Characteristics (-1/2), OIF (armor; -1/2)
13	5) +20 PRE; OIF (armor; -1/2)
13	6) +20 PD; OIF (armor; -1/2)
13	7) +20 ED; OIF (armor; -1/2)
20	8) +3 SPD; OIF (armor; -1/2)
30	<i>Saber</i> : Multipower, 60-point reserve, all slots OAF (-1)
2u	1) HKA 2d6 (2d6+1 / 4d6 w/STR), +1 Increased STUN Multiplier (+1/4); OAF (-1), END 4
3u	2) EB 4d6, Power Can Draw END from Character or END Reserve (+1/4), Area Of Effect (9" Cone; +1), Double Knockback (+3/4); OAF (-1), END 6

	<i>A armor and helmet</i> , all slots OIF (either armor or helmet; -1/2)
10	1) <i>A armor</i> : Damage Resistance (20 PD/10 ED); OIF (either armor or helmet; -1/2)
7	2) <i>A helmet</i> : Sight Group Flash Defense (10 points); OIF (either armor or helmet; -1/2)
27	3) <i>A armor</i> : Desolidification (affected by magical attacks); OIF (either armor or helmet; -1/2), END 4
13	4) <i>A armor</i> : Endurance Reserve (100 END, 10 REC); OIF (either armor or helmet; -1/2)
15	5) <i>A helmet</i> : Spatial Awareness (Unusual Group); OIF (either armor or helmet; -1/2)
4	6) <i>A helmet</i> : +4 versus Range Modifier for Sight Group; OIF (either armor or helmet; -1/2)
4	7) <i>A helmet</i> : +4 versus Range Modifier for Hearing Group; OIF (either armor or helmet; -1/2)
7	8) <i>A helmet</i> : LS (Self-Contained Breathing); OIF (either armor or helmet; -1/2)

15	Mind Link to Ghost Horse, Animal class of minds, Any dimension
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Perks

2	Contact: High-Ranking Polish Government Scientist 11-
3	Fringe Benefit: National Police Powers
1	Fringe Benefit: Passport
40	<i>Ghost Horse</i> : Follower (200 base points)

Skills

2	+1 with Saber
2	AK: Poland 11-

European Enemies corrected for *HERO System* 5th Edition

7 Computer Programming 15-
 7 Electronics 15-
 7 Inventor 15-
 2 KS: Polish Cavalry 11-
 2 Language: English (fluent conversation)
 0 Language: Polish (idiomatic; literate)
 3 Mechanics 13-
 2 PS: Armorer 11-
 3 Riding 11- (15-)
 3 Tactics 13-
 2 Weaponsmith (Muscle-Powered HTH) 13-

Total Powers & Skill Cost: 354

Total Cost: 364

200+ Disadvantages

15 Hunted: Polish Government 11- (Mo Pow, NCI, Watching)
 20 Psychological Limitation: Code of Chivalry (Very Common, Strong)
 15 Psychological Limitation: Distrusts Anyone Who Is Not PolishThem (Common, Strong)
 20 Psychological Limitation: Honorable (Very Common, Strong)
 5 Psychological Limitation: Wants To Follow In His Grandfather's Footsteps (Common, Moderate)
 10 Reputation: Hero of Poland, 11-
 10 Rivalry: Professional (unknown; Rival is More Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
 15 Social Limitation: Secret ID (Frequently, Major)
 54 Experience Points

364 Total Disadvantage Points

CAVALRY'S GHOST HORSE

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 HTH Damage [3]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-/15-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
26	PD	14		Total: 26 PD (6 rPD)
16	ED	6		Total: 16 ED (6 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
12	REC	4		
50	END	5		
43	STUN	0		Total Characteristic Cost: 141

Movement: Running: 20"/40"
Leaping: 10"/20"
Swimming: 2"/4"

Cost Powers & Skills

- 8 *Bite*: HKA 1/2d6 (1d6+1 w/STR); Reduced Penetration (-1/4), END 1
- 10 *Hooves*: HA +3d6; Hand-To-Hand Attack (-1/2), END 1
- 3 *Natural Hide*: Armor (1 PD/1 ED)
- 10 *Barding*: Armor (5 PD/5 ED); OIF (-1/2)
- 8 *Great Size*: Knockback Resistance -4"
- 4 Leaping +4" (10" forward, 5" upward), END 1
- 28 Running +14" (20" total), END 3
- 60 Desolidification (affected by magical attacks), Reduced Endurance (0 END; +1/2)
- 8 *Sharp Ears*: +4 PER with Hearing Group
- 4 *Reach*: Stretching 1", Reduced Endurance (0 END; +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)

Skills

- 3 Concealment 11-
- 7 Stealth 15-
- 3 Tactics 11-
- 3 Tracking 11-

Total Powers & Skill Cost: 159

Total Cost: 300

200+ Disadvantages

- 15 Distinctive Features: glowing red eyes (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 20 Enraged: Dubro hurt (Uncommon), go 14-, recover 11-
- 5 Physical Limitation: Large (4m, -2 DCV, +2 PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 20 Vulnerability: 2 x STUN magic attacks (Common)
- 20 Vulnerability: 2 x BODY magic attacks (Common)
- 5 Experience Points

300 Total Disadvantage Points

CLOCKMAKER

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1 kg; 3 1/2d6 HTH Damage [2]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	

4	PD	0	Total: 4 PD (0 rPD)
4	ED	0	Total: 4 ED (0 rED)
5	SPD	22	Phases: 3, 5, 8, 10, 12
8	REC	0	
40	END	0	
29	STUN	0	Total Characteristic Cost: 107

Movement:	Running:	6"/12"
	Leaping:	3"/6"
	Swimming:	2"/4"
	Teleportation:	30"/60"

Cost Powers & Skills

10	<i>Time Control:</i> Elemental Control, 40-point powers, all slots OAF (clock; -1)
46	1) <i>Chronal Energy:</i> EB 15d6, Penetrating (+1/2); OAF (clock; -1), END 11
75	2) Major Transform 6d6 (anything into older version if itself, heals back normally), Improved Results Group (+1/4); OAF (clock; -1) plus Drain 2d6, STR, DEX, BODY, and INT simultaneously (+1), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Ranged (+1/2); OAF (clock; -1), Linked (Transform; -1/2), END 18
40	3) Extra-Dimensional Movement (Single Point in Time, Physical Location Same As Starting Location), Ranged (+1/2), Usable As Attack (does not work on anyone with Desolidification, Extra-Dimensional Movement, or time-travel powers; +1); OAF (clock; -1), END 10
20	4) Teleportation 30"; OAF (clock; -1), END 6
17	5) Precognitive, Retrocognitive Clairsentience (Sight And Hearing Groups); Precognition/Retrocognition Only (-1), OAF (clock; -1), END 7
10	6) Desolidification (affected by affected by light-based attacks); OAF (clock; -1), END 4
35	Duplication, (creates 350-point form); OAF (clock; -1)
	Notes: Creates one 358-point Duplicate. Duplicate is exactly like Clockmaker, except it lacks Slot 3 of the Elemental Control, and the Duplication Power
20	Endurance Reserve (300 END, 10 REC); OAF (clock; -1)

Perks

1	Fringe Benefit: Passport
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Talents

3	Absolute Time Sense
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Skills

15	+5 with Clock-based Attacks
3	Climbing 13-
3	Computer Programming 14-
3	Disguise 14-
3	Electronics 14-
3	Inventor 14-
2	KS: History 11-
3	Language: English (completely fluent)
2	Language: French (fluent conversation)
0	Language: German (idiomatic; literate)

3 Mechanics 14-
2 PS: Clockmaker 11-
7 SS: Temporal Physics 18-

Total Powers & Skill Cost: 326

Total Cost: 433

200+ Disadvantages

5 Distinctive Features: Always Checking The Time (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
20 Distinctive Features: Rapid Age Changes (Concealable; Extreme Reaction; Detectable By Commonly-Used Senses)
25 Hunted: Time Continuum Overseers 11- (Mo Pow, NCI, Capture)
15 Hunted: Timemaster 11- (As Pow, Capture)
10 Psychological Limitation: Obsessed With Time (Common, Moderate)
20 Psychological Limitation: Paranoid (Common, Total)
15 Psychological Limitation: Vengeful (Common, Strong)
10 Reputation: Time Traveler, 11-
15 Social Limitation: Public (Frequently, Major)
10 Unluck: 2d6
88 Experience Points

433 Total Disadvantage Points

DAS WALL

Val	CHA	Cost	Roll	Notes
60	STR	50	21-	Lift 102.4 tons; 12d6 HTH Damage [6]
18	DEX	24	13-	OCV: 6/DCV: 6
40	CON	60	17-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
20	COM	5	13-	
40	PD	18		Total: 40 PD (10 rPD)
25	ED	7		Total: 25 ED (10 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
20	REC	0		
80	END	0		
75	STUN	10		Total Characteristic Cost: 211

Movement: Running: 6"/12"
Leaping: 12"/24"
Swimming: 2"/4"

Cost Powers & Skills

37 *Invulnerability:* Armor (10 PD/10 ED), Hardened (+1/4)
10 *Immovable:* Knockback Resistance -5"

Skills

25 +5 with HTH Combat

2 AK: East Germany 11-
3 Bugging 11-
3 Bureaucratics 12-
3 Conversation 12-
3 Interrogation 12-
1 Language: English (basic conversation)
0 Language: German (idiomatic; literate)
3 Persuasion 12-
3 Streetwise 12-

Total Powers & Skill Cost: 93

Total Cost: 304

200+ Disadvantages

20 Hunted: German Government 14- (Mo Pow, NCI, Watching)
20 Psychological Limitation: East German Superpatriot (Common, Total)
20 Psychological Limitation: Paranoid (Very Common, Strong)
10 Psychological Limitation: Sadist (Very Common, Strong)
15 Reputation: Hero of East Germany, 11- (Extreme)
15 Social Limitation: Public ID (Frequently, Major)
5 Unluck: 1d6

305 Total Disadvantage Points

DESPOILER

Val	CHA	Cost	Roll	Notes
50	STR	40	19-	Lift 25.6 tons; 10d6 HTH Damage [5]
25	DEX	45	14-	OCV: 8/DCV: 8
28	CON	36	15-	
30	BODY	40	15-	
21	INT	11	13-	PER Roll 13-
30	EGO	40	15-	ECV: 10
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	

42	PD	2	Total: 42 PD (30 rPD)
40	ED	4	Total: 40 ED (30 rED)
5	SPD	15	Phases: 3, 5, 8, 10, 12
16	REC	0	
56	END	0	
69	STUN	0	Total Characteristic Cost: 241

Movement:	Running:	6"/12"
	Leaping:	10"/20"
	Swimming:	2"/4"

Cost Powers & Skills

45	<i>Mutant Destructive Powers:</i> Elemental Control, 90-point powers
60	1) <i>Destructive Blast:</i> EB 14d6, Explosion (+1/2), END 10
45	2) <i>Phased Blast:</i> EB 12d6, Affects Desolidified (+1/2), END 9
54	3) <i>The Despoiler Effect:</i> RKA 3d6, Continuous (+1), Uncontrolled (+1/2); No Knockback (-1/4), END 11
217	<i>Destructive Energy Field:</i> EB 12d6, Continuous (+1), Damage Shield (Offensive; +3/4), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Always On (-1/2) plus FF (30 PD/30 ED), Hardened (+1/4), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Always On (-1/2), Linked (EB; -1/2)
4	<i>Super-Dense Body:</i> Knockback Resistance -2"
10	<i>Destructive Energy Field:</i> Lack Of Weakness (-10) for Resistant Defenses
10	<i>Super-Dense Body:</i> Power Defense (10 points)
25	Increased Arc Of Perception (360 Degrees) with all Sense Groups
5	IR Perception (Sight Group)
3	Ultrasonic Perception (Hearing Group)
5	UV Perception (Sight Group)
50	Life Support (Full, includes Longevity [Immortality])

Skills

2	KS: Artifacts Of Destruction 11-
2	KS: Structural Integrity 11-
3	Language: English (completely fluent)
3	Language: German (completely fluent)
3	Language: Italian (completely fluent)
3	Language: Polish (completely fluent)
3	Language: Russian (completely fluent)
0	Language: Serbo-Croatian (idiomatic; literate)

Total Powers & Skill Cost: 552

Total Cost: 793

200+ Disadvantages

25	Distinctive Features: humanoid of black matter, surrounded by field of destructive energy (Not Concealable; Extreme Reaction [fear]; Detectable By Commonly-Used Senses)
25	Enraged: Berserk when wounded (takes BODY) (Uncommon), go 11-, recover 11-
20	Enraged: if attacked (Very Common), go 11-, recover 14-
25	Hunted: Eastern European Militaries (All of Them) 11- (Mo Pow, NCI, Harshly Punish)
20	Hunted: New Guard 11- (Mo Pow, Capture)

European Enemies corrected for *HERO System* 5th Edition

15	Physical Limitation: Heavy (roughly 400 kg) (Frequently, Greatly Impairing)
25	Psychological Limitation: Insane Desire To Destroy Everything (Very Common, Total)
15	Psychological Limitation: Overconfident (Common, Strong)
10	Psychological Limitation: Vengeful (Common, Moderate)
15	Reputation: maniacal "killing machine", 11- (Extreme)
398	Experience Points
793	Total Disadvantage Points

DOPPLEGANGER

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage [1]
30	DEX	60	15-	OCV: 10/DCV: 10
10	CON	0	11-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
3	PD	0		Total: 3 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
5	REC	0		
20	END	0		
26	STUN	0		Total Characteristic Cost: 115

Movement: Running: 6"/16"/12"/32"
 Gliding: 10"/20"
 Leaping: 3"/6"
 Swimming: 2"/4"

Cost Powers & Skills

100	<i>Pliable Body:</i> Multipower, 100-point reserve
4u	1) Entangle 5d6, 5 DEF, Reduced Endurance (0 END; +1/2); No Range (-1/2), Cannot Form Barriers (-1/4)
1u	2) Entangle 1d6, 1 DEF (Stops A Given Sense Group Sight Group); No Range (-1/2), Cannot Form Barriers (-1/4), Nonresistant DEF (-1/4), END 2
13m	3) HA +8d6, Reduced Endurance (0 END; +1/2), NND (defense is Life Support [Self-Contained Breathing]; +1); Hand-To-Hand Attack (-1/2)
2m	4) Gliding 10"
4m	5) Running +10" (6"/16" total), END 2
2u	6) Desolidification (affected by any attack); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-1/2), END 4
5u	7) Shape Shift (Sight and Touch Groups, any shape), Reduced Endurance (0 END; +1/2)
15m	8) Stretching 10", Reduced Endurance (0 END; +1/2)
37	HA +10d6, Reduced Endurance (0 END; +1/2); Hand-To-Hand Attack (-1/2), Linked (Stretching; -1/2)
20	<i>Pliable Body:</i> Physical Damage Reduction, 50%
20	<i>Braced For Impact:</i> Knockback Resistance -10"
45	Find Weakness 14- with All Attacks
14	Healing 2 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2)

Perks

3	Well-Connected
1	1) Contact: Bora 11-
1	2) Contact: Raven Scientist 11-
1	3) Contact: VIPER Double Agent Within UNTIL 11-
1	4) Contact: VIPER Nest Leader 8-
5	5) Favor: 10 Assorted Viper Agents Around the World
1	6) Favor: DEMON Morbane
0	7) Favor: Nether

Skills

3	Acting 13-
3	Breakfall 15-
3	Climbing 15-
3	Contortionist 15-
3	Criminology 12-

European Enemies corrected for *HERO System* 5th Edition

5	Disguise 13-
3	Forgery 12-
3	KS: Superpowered Beings Of Asia 12-
3	KS: Superpowered Beings Of Europe 12-
3	KS: Superpowered Beings Of The USA 12-
4	Language: English (idiomatic)
4	Language: French (idiomatic)
0	Language: German (idiomatic; literate)
4	Language: Russian (idiomatic)
5	Mimicry 13-
3	Persuasion 13-
3	Seduction 13-
3	Shadowing 12-
3	Stealth 15-
3	Streetwise 13-
3	Tactics 12-
2	WF: Small Arms

Total Powers & Skill Cost: 364

Total Cost: 479

200+ Disadvantages

5	Accidental Change: when angry (stretches or shape shifts) 8- (Uncommon)
20	Hunted: Interpol 11- (As Pow, NCI, Capture)
25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Cold-Blooded Killer (Very Common, Strong)
25	Psychological Limitation: Complete Lack Of Compassion Or Conscience (Very Common, Total)
5	Psychological Limitation: Power Hungry (Common, Strong)
15	Reputation: supervillain, 11- (Extreme)
15	Social Limitation: Public ID (Frequently, Major)
149	Experience Points

479 Total Disadvantage Points

FACET

Val	CHA	Cost	Roll	Notes
50	STR	40	19-	Lift 25.6 tons; 10d6 HTH Damage [5]
16	DEX	18	12-	OCV: 5/DCV: 5
30	CON	40	15-	
16	BODY	12	12-	
12	INT	2	11-	PER Roll 11-
12	EGO	4	11-	ECV: 4
19	PRE	9	13-	PRE Attack: 3 1/2d6
6	COM	-2	10-	
20	PD	0		Total: 20 PD (10 rPD)
34	ED	8		Total: 34 ED (20 rED)
4	SPD	14		Phases: 3, 6, 9, 12
16	REC	0		
60	END	0		
56	STUN	0		Total Characteristic Cost: 145

Movement: Running: 6"/12"
 Leaping: 10"/20"
 Swimming: 2"/4"

Cost Powers & Skills

- 22 *Sharp Fingers*: HKA 1d6 (2d6 w/STR), Armor Piercing (+1/2), END 2
- 45 *Body Of Diamond*: Armor (10 PD/20 ED)
- 16 *Immense Weight*: Knockback Resistance -8"
- 27 *Body Of Diamond*: Missile Deflection (Any Ranged Attack), Missile Reflection; Only Works Against Energy And Light Attacks (-1/2)
- 45 Find Weakness 14- with All Attacks
- 50 *Body Of Diamond*: Life Support (Full, includes Longevity [Immortality])

Skills

- 2 AK: Brussels, Belgium 11-
- 3 Bribery 13-
- 3 Climbing 12-
- 2 KS: Diamond Brokers 11-
- 1 Language: English (basic conversation)
- 0 Language: Flemish (idiomatic; literate)
- 1 Language: French (basic conversation)
- 7 Persuasion 15-
- 7 PS: Gem Appraising 16-
- 7 PS: Gem Cutting 16-
- 2 SS: Gemology 11-
- 3 Security Systems 11-
- 7 Trading 15-

Total Powers & Skill Cost: 250

Total Cost: 395

200+ Disadvantages

- 25 Distinctive Features: body of diamond (Not Concealable; Extreme Reaction [fear]; Detectable By Commonly-Used Senses)
- 30 Enraged: Berserk when comments are made about looks (Uncommon), go 14-, recover 11-
- 15 Hunted: Belgium Police 11- (As Pow, NCI, Limited Geographical Area, Capture)
- 15 Physical Limitation: Heavy (roughly 12,800 kg) (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Compelled To Steal And Destroy Diamonds (Common, Strong)
- 15 Psychological Limitation: Hates The Diamond Industry And Its Members (Common, Strong)
- 20 Psychological Limitation: Psychotic/Casual Killer (Very Common, Total)
- 0 Psychological Limitation: Vengeful (Common, Strong)
- 15 Reputation: Psychotic Diamond Thief, 11- (Extreme)

45 Experience Points

395 Total Disadvantage Points

FLOODGATE

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1 kg; 3 1/2d6 HTH Damage [2]
30	DEX	60	15-	OCV: 10/DCV: 10
20	CON	20	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
24	PD	10		Total: 24 PD (10 rPD)
24	ED	10		Total: 24 ED (10 rED)
5	SPD	10		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
37	STUN	0		Total Characteristic Cost: 134

Movement: Running: 6"/12"
 Leaping: 3"/6"
 Swimming: 42"/336"

Cost Powers & Skills

- 37 *Water Manipulation*: Elemental Control, 74-point powers
 73 1) *Water Blast I*: EB 8d6, Double Knockback (+3/4), Area Of Effect (15" Cone; +1), END 11
 49 2) *Water Blast II*: RKA 3d6, NND (defense is Life Support: Expanded Breathing [water]; +1), Does BODY (+1); Activation Roll 11- (-1), END 13
 46 3) *Water Manipulation*: Telekinesis (80 STR), Affects Porous; Only Works On Limited Types Of Objects (water; -1), END 13
 38 4) Swimming +40" (42" total) (x8 Noncombat), Reduced Endurance (0 END; +1/2)
 30 Armor (10 PD/10 ED)
 15 Active Sonar (Hearing Group)
 8 LS (Expanded Breathing [water]; Safe in High Pressure; Safe in Intense Cold)

Skills

- 15 +5 with Water Manipulation Elemental Control
 4 SS: Environmentalism 13-
 3 Acrobatics 15-
 2 AK: Holland 11-
 3 Breakfall 15-
 3 Contortionist 15-
 5 KS: Tulips 14-
 5 KS: Water Pollution 14-
 0 Language: Dutch (idiomatic; literate)
 2 Language: English (fluent conversation)

Total Powers & Skill Cost: 338

Total Cost: 472

200+ Disadvantages

- 20 Distinctive Features: body sheathed with water (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
 30 Enraged: Berserk when she sees water pollution (Common), go 11-, recover 11-
 25 Hunted: Dutch Police 11- (Mo Pow, NCI, Capture)
 15 Hunted: Eurostar 8- (Mo Pow, Harshly Punish)
 10 Psychological Limitation: Fears Water Pollution Will Destroy The Earth (Common, Moderate)
 20 Psychological Limitation: Hates Water Polluters, Will Attack Them On Sight (Common, Total)
 15 Psychological Limitation: Vengeful (Common, Strong)

European Enemies corrected for *HERO System* 5th Edition

5	Reputation: attacks water polluters, 8-
15	Social Limitation: Secret ID (Frequently, Major)
117	Experience Points
472	Total Disadvantage Points

GLACIER

Val	CHA	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 HTH Damage
11	DEX	3	11-	OCV: 4/DCV: 4
50	CON	80	19-	
36	BODY	52	16-	
1	INT	-9	9-	PER Roll 9-
0	EGO	--	9-	ECV: 0
40	PRE	30	17-	PRE Attack: 8d6
2	COM	-4	9-	
7	PD	6		Total: 7 PD (7 rPD)
7	ED	12		Total: 7 ED (7 rED)
3	SPD	9		Phases: 4, 8, 12
25	REC	0		
100	END	0		
--	STUN	--		Total Characteristics Cost: 244

Movement: Running: 6"/12"

Cost Powers & Skills

- 30 *Body Of Ice*: EB 2d6, Damage Shield (+1/2), Continuous (+1), NND (defense is Life Support (Safe Environment [Intense Cold], heat powers, or insulating clothing; +1), Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2))
- 135 *Freezing Blast*: RKA 3d6, Area Of Effect (10" Cone; +1) **plus** RKA 3d6, Area Of Effect (10" Cone; +1), Linked (-1/2), Only Versus Inorganic Material (-1/2), END 18
- 37 *Immense Fists*: Area Of Effect (One Hex; +1/2) for up to 75 STR, END +4
- 60 *Body Of Ice*: Takes No STUN
- 60 *Body Of Ice*: Sight and Hearing Group Flash Defense (10 points each)
- 72 *Immense Weight*: Knockback Resistance (-12")
- 30 *Body Of Ice*: Lack Of Weakness (-10) for Resistant Defenses
- 40 *Body Of Ice*: Life Support (Self-Contained Breathing, Diminished Eating: Need Not Eat, Safe Environment: Intense Cold, Longevity: Does Not Age, Immunity: Diseases And Poisons)
- 42 *Aura Of Freezing Cold*: Change Environment 32" radius, -4 Temperature Levels, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2), No Range (-1/2)
- 24 *Body Of Ice*: Healing 3d6 (Regeneration; 3 BODY per Turn), Reduced Endurance (0 END; +1/2), Persistent (+1/2); Extra Time + Increased Time Increment (1 Turn; -1), Self Only (-1/2)
- 8 *Long Arms*: Stretching 2", Reduced Endurance (0 END; +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)

538 Total Powers & Skills Cost

782 Total Character Cost

200+ Disadvantages

- 20 Enraged: Berserk: when someone/thing interferes with his movement (Common), go 8-, recover 14-
- 25 Hunted: the superheroes of Europe (MoPow, Destroy) 14-
- 25 Hunted: Norwegian Government (MoPow, Lim Geo, Destroy) 14-
- 20 Physical Limitation: Enormous, 8 meters tall with a 400,000 kg mass (-4 DCV, +4 to PER Rolls to perceive) (A, G)
- 20 Physical Limitation: Instinctive Intelligence (A, G)
- 25 Psychological Limitation: Compelled To Keep Move In A Straight Line (VC, T)
- 15 Reputation: mindless monster 11-, extreme
- 30 Vulnerability: 2 x BODY from Flame and Heat attacks
- 402 Experience

782 Total Disadvantage Points

GLADIATOR

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	Lift 3200 kg; 7d6 HTH Damage [3]
29	DEX	57	15-	OCV: 10/DCV: 10
28	CON	36	15-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
12	PD	5		Total: 32 PD (20 rPD)
12	ED	6		Total: 27 ED (15 rED)
6	SPD	21		Phases: 2, 4, 6, 8, 10, 12
13	REC	0		
70	END	7		
50	STUN	3		Total Characteristic Cost: 196

Movement: Running: 6"/12"
Leaping: 7"/14"
Swimming: 2"/4"

Cost Powers & Skills

Cost	Martial Arts: <i>Dirty Infighting</i>	OCV	DCV	Damage
4	Disarm	-1	+1	Disarm; 45 STR to Disarm
4	Kidney Blow	-2	+0	HKA 1d6 +1
4	Low Blow	-1	+1	2d6 NND
4	Punch	+0	+2	9d6 Strike
5	Roundhouse	-2	+1	11d6 Strike
17	<i>Hits Hard:</i> Penetrating (+1/2) for 35 STR, END 2			
75	<i>Bolas:</i> Entangle 6d6, 6 DEF, Entangle And Character Both Take Damage (+1/4); OAF (-1), 4 Recoverable Charges (-1/2) plus EB 6d6, 4 Recoverable Continuing Charges lasting 1 Turn each (+0), Penetrating (+1/2), Continuous (+1); OAF (-1), Linked (Entangle; -1/2) plus RKA 1d6, 4 Recoverable Continuing Charges lasting 1 Turn each (+0), NND (defense is an unknown amount of Life Support); +1, Does BODY (+1), Continuous (+1); Activation Roll 9- (-1 1/2), OAF (-1), Linked (Entangle; -1/2), [4 rc]			
15	<i>Cestus:</i> HA +2d6, Penetrating (+1/2), Reduced Endurance (0 END; +1/2); OAF (-1), Hand-To-Hand Attack (-1/2) plus Penetrating (+1/2) for up to HKA 1d6+1, Reduced Endurance (0 END; +1/2); OAF (-1)			
	Notes: Applies to Kidney Blow in Martial Arts			
58	<i>Net:</i> Entangle 8d6, 8 DEF, Entangle And Character Both Take Damage (+1/4); 1 Recoverable Charge (-1 1/4), OAF (-1) plus Drain STR 3d6, Ranged (+1/2), Continuous (+1); OAF (-1), Linked (Entangle; -1/2), 1 Recoverable Continuing Charge lasting 5 Minutes (-1/4), [1 rc]			
30	<i>Sword:</i> HKA 2d6 (3d6 w/STR), Armor Piercing (+1/2), Penetrating (+1/2); OAF (-1), END 6			
15	<i>Samnite Armor:</i> Armor (20 PD/0 ED); Activation Roll 14- (-1/2), OIF (-1/2)			
11	<i>Shield:</i> FF (15 ED), Reduced Endurance (0 END; +1/2); Activation Roll 14- (-1/2), OIF (-1/2)			
	Talents			
18	Combat Sense 15-			
10	Resistance (10 points)			
	Skills			
15	+5 with Gladiator Weapons			
3	Acrobatics 15-			
3	Breakfall 15-			
5	Defense Maneuver I-II			
3	Demolitions 12-			
2	KS: Gladiators 11-			

European Enemies corrected for *HERO System* 5th Edition

2	KS: Gladiator Fighting Styles 11-
1	Language: English (basic conversation)
0	Language: Italian (idiomatic; literate)
4	Language: Latin (idiomatic)
3	Oratory 14-
3	Persuasion 14-
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 15-
3	Streetwise 14-
4	WF: Common Melee Weapons, Lassos, Whips
2	Weaponsmith (Muscle-Powered HTH) 12-

Total Powers & Skill Cost: 332

Total Cost: 528

200+ Disadvantages

25	Hunted: Italian Government 11- (Mo Pow, NCI, Capture)
0	Hunted: Red Brigade 11- (As Pow, Harshly Punish)
25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Fears Losing A Fair Fight (Common, Strong)
15	Psychological Limitation: Gladiator's Code Of Fighting (Common, Strong)
5	Reputation: Former Member of Red Brigade, 8-
15	Social Limitation: Secret ID (Frequently, Major)
228	Experience Points

518 Total Disadvantage Points

HOARFROST

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage [1]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
20	PD	18		Total: 20 PD (0 rPD)
20	ED	14		Total: 20 ED (0 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
60	END	0		
50	STUN	20		Total Characteristic Cost: 181

Movement: Running: 6"/12"
 Leaping: 2"/4"
 Swimming: 2"/4"

Cost Powers & Skills

84	<i>Cold Powers:</i> Elemental Control, 168-point powers
48	1) <i>Freezing Fog:</i> Darkness to Sight Group 8" radius, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2), No Range (-1/2)
111	2) Drain BODY and STUN 4d6, Personal Immunity (+1/4), BODY and STUN simultaneously (+1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Uncontrolled (+1/2), Area Of Effect (21" Radius; +1), Mobile (+1), Continuous (+1); Always On (-1/2)
85	3) <i>Cold Wind:</i> RKA 5d6, Armor Piercing (+1/2), Double Knockback (+3/4), END 17
29	<i>Freezing Fog:</i> Change Environment 8" radius, -4 Temperature Level Adjustment, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2), No Range (-1/2)
2	LS (Safe in Intense Cold)

Skills

4	+2 with Cold Wind
3	Bureaucratics 13-
3	Computer Programming 13-
3	Electronics 13-
3	Inventor 13-
1	Language: Danish (basic conversation)
3	Language: English (completely fluent)
0	Language: Finnish (Suomi) (idiomatic; literate)
5	SS: Cryogenics 15-

Total Powers & Skill Cost: 384

Total Cost: 565

200+ Disadvantages

20	Dependence: upon the body heat of others or Takes 3d6 Damage (Common, 1 Hour)
25	Distinctive Features: ice and frost covered body (Not Concealable; Extreme Reaction [fear]; Detectable By Commonly-Used Senses)
25	Hunted: Finnish Military 11- (Mo Pow, NCI, Capture)
0	Hunted: Midnight Sun 11- (As Pow, Capture)
25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Loves Midnight Sun (Common, Strong)
20	Psychological Limitation: Very Lonely (Very Common, Strong)
15	Reputation: killer, 11- (Extreme)

European Enemies corrected for *HERO System* 5th Edition

15	Social Limitation: Secret ID (Frequently, Major)
10	Susceptibility: Midnight Sun 1d6 damage per Turn (Uncommon)
20	Vulnerability: 2 x BODY fire and heat attacks (Very Common)
30	Vulnerability: 2 x STUN fire and heat attacks (Very Common)
145	Experience Points
565	Total Disadvantage Points

HOOD

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage [2]
29	DEX	57	15-	OCV: 10/DCV: 10
28	CON	36	15-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
22	PD	7		Total: 22 PD (10 rPD)
16	ED	4		Total: 16 ED (6 rED)
6	SPD	21		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
56	END	0		
39	STUN	0		Total Characteristic Cost: 176

Movement:	Running:	6"/12"
	Leaping:	5"/10"
	Swimming:	2"/4"
	Swinging:	15"/30"

Cost Powers & Skills

60	<i>Bow And Arrows:</i> Multipower, 120-point reserve, all slots OAF (-1)
3u	1) <i>Drain DEX</i> 4d6, Area Of Effect (One Hex; +1/2), Ranged (+1/2), NND (defense is Clinging; +1); 2 Charges (-1 1/2), OAF (-1), [2]
2u	2) <i>Electrostun Arrow:</i> EB 5d6, Penetrating (+1/2), Double Knockback (+3/4); 2 Charges (-1 1/2), OAF (-1), [2]
2u	3) <i>Explosive Arrow:</i> EB 5d6, Explosion (+1/2), Double Knockback (+3/4); 2 Charges (-1 1/2), OAF (-1), [2]
1u	4) <i>Flash Arrow:</i> EB 3d6, Affects Desolidified Any form of Desolidification (+1/2), Area Of Effect (One Hex; +1/2), NND (defense is Hearing Group Flash Defense; +1); 2 Charges (-1 1/2), OAF (-1), [2]
1u	5) <i>Bola Arrow:</i> Entangle 3d6, 3 DEF; 2 Charges (-1 1/2), OAF (-1), [2]
2u	6) <i>Net Arrow:</i> Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +1/2), Sticky (+1/2); 2 Charges (-1 1/2), OAF (-1), [2]
2u	7) <i>Magnesium Arrow:</i> Sight Group Flash 8d6, Area Of Effect (One Hex; +1/2); 2 Charges (-1 1/2), OAF (-1), [2]
2u	8) <i>Acid Arrow:</i> RKA 1d6, 2 Continuing Charges lasting 1 Hour each (+0), Penetrating (+1/2), Sticky (+1/2), Continuous (+1); OAF (-1), [2 cc]
1u	9) <i>Arrow:</i> RKA 1d6, +1 Increased STUN Multiplier (+1/4), Armor Piercing (+1/2); 3 Charges (-1 1/4), OAF (-1), [3]
1u	10) <i>Magnetic Arrow:</i> Telekinesis (16 STR), Area Of Effect (One Hex; +1/2); 2 Charges (-1 1/2), OAF (-1), Activation Roll 12- (-3/4), Only Works On Limited Types Of Objects (metal; -1/2), [2]
1u	11) <i>Line Arrow:</i> Swinging 15"; 2 Charges (-1 1/2), OAF (-1), [2]
16	<i>Armored Clothing:</i> Armor (10 PD/6 ED); OIF (-1/2)
40	Find Weakness 15- with with Multipower
10	Luck 2d6

Perks

30	Followers: 16 followers of up to 75 points, built on a 50-point base
1	Fringe Benefit: Passport
10	Money: Wealthy

Skills

3	+1 with Multipower
4	+2 vs. Range Modifier with Multipower
3	Acrobatics 15-
3	Breakfall 15-
3	Concealment 12-
3	Fast Draw (bows) 15-

European Enemies corrected for *HERO System* 5th Edition

3	High Society 13-
3	Inventor 12-
2	KS: Bow-Making 11-
3	Mechanics 12-
3	Mimicry 12-
2	Navigation (Land) 12-
2	PS: Longbow Hunting 11-
3	Shadowing 12-
3	Stealth 15-
2	Survival (Temperate/Subtropical) 12-
3	Tracking 12-
2	Weaponsmith (Muscle-Powered Ranged) 12-

Total Powers & Skill Cost: 235

Total Cost: 411

200+ Disadvantages

0	Hunted: London Watch 11- (As Pow, Limited Geographical Area, Capture)
25	Hunted: MI6 11- (Mo Pow, NCI, Capture)
25	Hunted: Scotland Yard 11- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Flamboyant (Common, Strong)
15	Psychological Limitation: Overconfident (Common, Strong)
10	Psychological Limitation: Prankster (Common, Moderate)
5	Rivalry: Professional (Rainbow Archer; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
15	Social Limitation: Secret ID (Frequently, Major)
101	Experience Points

411 Total Disadvantage Points

HUNTSMAN OF THE BLACK FOREST

Val	CHA	Cost	Roll	Notes
50	STR	40	19-	Lift 25.6 tons; 10d6 HTH Damage [5]
30	DEX	60	15-	OCV: 10/DCV: 10
40	CON	60	17-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 16-
20	EGO	20	13-	ECV: 7
40	PRE	30	17-	PRE Attack: 8d6
6	COM	-2	10-	
30	PD	20		Total: 30 PD (30 rPD)
25	ED	17		Total: 25 ED (25 rED)
6	SPD	20		Phases: 2, 4, 6, 8, 10, 12
18	REC	0		
80	END	0		
70	STUN	0		
				Total Characteristic Cost: 295

Movement: Running: 6"/12"
 Flight: 20"/80"
 Leaping: 10"/20"
 Swimming: 2"/4"

Cost Powers & Skills

- 15 *Sword:* HKA 2d6 (4d6 w/STR); OAF (-1), END 3
- 33 *Bow:* RKA 2d6, Affects Desolidified Any form of Desolidification (+1/2), Double Knockback (+3/4); OAF (-1), END 7
- 50 Mind Scan 10d6 (Human class of minds), END 5
- 27 Damage Resistance (30 PD/25 ED)
- 20 Extra-Dimensional Movement (to a single location in the Nether-Realm), END 2
- 45 Flight 20", x4 Noncombat, END 4
- 40 Desolidification (affected by magic attacks), END 4
- 15 +5 PER with all Sense Groups
- 25 Increased Arc Of Perception (360 Degrees) with all Sense Groups
- 5 IR Perception (Sight Group)
- 5 Tracking with Normal Smell
- 30 Find Weakness 11- with All Attacks
- 50 Life Support (Full, includes Longevity [Immortality])

Perks

- 30 *Demon Hounds:* Follower

Skills

- 24 +3 with All Combat
- 36 +18 with Mind Scan
- 2 Animal Handler (Canines) 17-
- 0 Language: Demon (idiomatic; literate)
- 1 Language: English (basic conversation)
- 3 Language: German (completely fluent)
- 17 Tracking 18-

Total Powers & Skill Cost: 473

Total Cost: 768

200+ Disadvantages

- 40 Enraged: Berserk when he locates his prey (Common), go 14-, recover 8-
- 25 Psychological Limitation: Only Cares About Tracking Down And Killing Prey (Very Common, Total)
- 15 Psychological Limitation: Overconfident (Common, Strong)
- 20 Reputation: killer of superhumans, 14- (Extreme)
- 20 Vulnerability: 2 x STUN magic attacks (Common)
- 448 Experience Points

768 Total Disadvantage Points

HUNTSMAN OF THE BLACK FOREST'S DEMON HOUNDS

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
16	PD	2		Total: 16 PD (10 rPD)
16	ED	2		Total: 16 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
40	STUN	0		Total Characteristic Cost: 104

Movement:	Running:	11"/22"
	Flight:	20"/40"
	Leaping:	4"/8"
	Swimming:	2"/4"

Cost Powers & Skills

30	<i>Bite</i> : HKA 2d6 (3d6+1 w/STR), END 3
30	Armor (10 PD/10 ED)
20	Extra-Dimensional Movement (to a single location in the Nether-Realm), END 2
40	Flight 20", END 4
10	Running +5" (11" total), END 1
40	Desolidification (affected by magic attacks), END 4
5	IR Perception (Sight Group)
5	Tracking with Normal Smell
30	Find Weakness 15- with with Bite

Skills

5	Defense Maneuver I-II
13	Tracking 16-

Total Powers & Skill Cost: 228

Total Cost: 332

100+ Disadvantages

0	Physical Limitation: Human Sized
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
20	Psychological Limitation: Always Obeys The Huntsman (Common, Total)
20	Reputation: Huntsman's hounds, 14- (Extreme)
20	Vulnerability: 2 x BODY from magic attacks (Common)
157	Experience Points

332 Total Disadvantage Points

THE INQUISITION

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage [1]
21	DEX	33	13-	OCV: 7/DCV: 7
23	CON	26	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
25	EGO	30	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
12	PD	9		Total: 12 PD (0 rPD)
12	ED	7		Total: 12 ED (0 rED)
5	SPD	19		Phases: 3, 5, 8, 10, 12
8	REC	0		
46	END	0		
30	STUN	0		Total Characteristic Cost: 142

Movement: Running: 6"/12"
 Leaping: 3"/6"
 Swimming: 2"/4"

Cost Powers & Skills

- 10 Darkness to Sight Group 1" radius, Personal Immunity (+1/4), Reduced Endurance (0 END; +1/2), Persistent (+1/2); No Range (-1/2), Only Works At Night (-1/2), OIHID (-1/4)
- 4 Sight Group Images 1" radius; Only Works At Night (-1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4), OIHID (-1/4), END 1
- 30 RKA 1d6, Area Of Effect (One Hex; +1/2), BOECV (Mental Defense applies; +1), Continuous (+1), Does BODY (+1); Only Works At Night (-1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4), OIHID (-1/4), END 7
- 50 Suppress mutant powers 5d6, all [special effect] powers simultaneously (+2), Area Of Effect (One Hex; +1/2), BOECV (Mental Defense applies; +1); Only Works At Night (-1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4), OIHID (-1/4), END 11
- 18 Telepathy 8d6; Only Works At Night (-1/2), Concentration (1/2 DCV; -1/4), Incantations (-1/4), OIHID (-1/4), END 4
- 35 Find Weakness 12- with All Attacks
- 28 Healing 5 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2), Only Works At Night (-1/2), OIHID (-1/4)

Perks

- 1 Fringe Benefit: Right to Marry: Can perform the marriage ceremony

Talents

- 15 Danger Sense (self only, in combat) 12-

Skills

- 3 Bureaucratics 13-
- 3 Conversation 13-
- 3 Forensic Medicine 12-
- 7 Interrogation 15-
- 2 KS: The Spanish Inquisition 11-
- 3 Language: English (completely fluent)
- 0 Language: Spanish (idiomatic; literate)
- 3 Mechanics 12-
- 3 Oratory 13-
- 3 Paramedics 12-
- 3 Persuasion 13-
- 2 PS: Priest 11-
- 2 SS: Theology 11-

Total Powers & Skill Cost: 228

Total Cost: 370

200+ Disadvantages

- 15 Accidental Change: at night 11- (Common)
- 5 Distinctive Features: Scar (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 25 Hunted: Spanish Government 11- (Mo Pow, NCI, Capture)
- 25 Hunted: Vatican 11- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Hates Mutant "Sinners" (Common, Total)
- 15 Psychological Limitation: Multiple Personality Disorder (Common, Strong)
- 25 Psychological Limitation: Religious Fanatic (Very Common, Total)
- 15 Reputation: fanatic mutant killer, 11- (Extreme)
- 15 Social Limitation: Secret ID (Frequently, Major)
- 10 Experience Points

370 Total Disadvantage Points

MAMMOTH

Val	CHA	Cost	Roll	Notes
85	STR	75	26-	Lift 3.3k tons; 17d6 HTH Damage [8]
19	DEX	27	13-	OCV: 6/DCV: 6
50	CON	80	19-	
20	BODY	20	13-	
23	INT	13	14-	PER Roll 14-
17	EGO	14	12-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
30	PD	13		Total: 30 PD (25 rPD)
20	ED	10		Total: 20 ED (15 rED)
4	SPD	11		Phases: 3, 6, 9, 12
27	REC	0		
100	END	0		
88	STUN	0		Total Characteristic Cost: 271

Movement: Running: 6"/12"
 Leaping: 17"/34"
 Swimming: 2"/4"

Cost Powers & Skills

53 *Equipment:* Variable Power Pool, 40 base + 13 control cost, VPP Can Only Be Changed Between Adventures (in Mammoth's lab; -1/2)

20 *Invulnerable:* Damage Resistance (25 PD/15 ED)

16 *Immense Weight:* Knockback Resistance -8"

30 Find Weakness 11- with All Attacks

4 *Long Arms:* Stretching 1", Reduced Endurance (0 END; +1/2); Always Direct (-1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)

Perks

30 Base (150-point base)

Talents

5 Eidetic Memory

3 Lightning Calculator

Skills

10 +2 with HTH Combat

3 Computer Programming 14-

3 Electronics 14-

3 Inventor 14-

3 Language: Danish (completely fluent)

3 Language: Dutch (completely fluent)

3 Language: English (completely fluent)

3 Language: Finnish (Suomi) (completely fluent)

3 Language: German (completely fluent)

0 Language: Icelandic (idiomatic; literate)

3 Language: Swedish (completely fluent)

3 Mechanics 14-

3 SS: Biochemistry 14-

3 SS: Chemistry 14-

3 SS: Computer Design 14-

3 SS: Electrical Engineering 14-

3 SS: Genetics 14-

3 SS: Physics 14-

Total Powers & Skill Cost: 219

Total Cost: 490

200+ Disadvantages

- 10 Hunted: Eurostar 8- (Mo Pow, Harshly Punish)
- 20 Hunted: Icelandic Government 11- (As Pow, NCI, Capture)
- 20 Hunted: Swedish Government 8- (Mo Pow, NCI, Capture)
- 0 Hunted: UNTIL 8- (Mo Pow, NCI, Harshly Punish)
- 5 Physical Limitation: Large, 11' tall, with an 800 kg mass (-2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Hates Eurostar (especially Fiacho) (Common, Strong)
- 25 Psychological Limitation: Megalomaniac (Very Common, Total)
- 10 Reputation: ruthless killer, 11-
- 15 Social Limitation: Public ID (Frequently, Major)
- 30 Vulnerability: 2 x BODY heat-based attacks (Very Common)
- 140 Experience Points

490 Total Disadvantage Points

MIDNIGHT SUN

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage [2]
21	DEX	33	13-	OCV: 7/DCV: 7
25	CON	30	14-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3 1/2d6
20	COM	5	13-	

12	PD	7	Total: 12 PD (0 rPD)	
29	ED	24	Total: 29 ED (20 rED)	
5	SPD	19	Phases: 3, 5, 8, 10, 12	
10	REC	0		
50	END	0		
36	STUN	0	Total Characteristic Cost: 152	

Movement:	Running:	6"/12"
	Flight:	40"/80"
	Leaping:	5"/10"
	Swimming:	2"/4"

Cost Powers & Skills

80	<i>Light Manipulation Powers:</i> Multipower, 100-point reserve, all slots Power Only Works In Daylight (-1/4)		
11m	1)	EB 16d6; No Knockback (-1/4), Power Only Works In Daylight (-1/4), END 8	
12m	2)	EB 12d6, Armor Piercing (+1/2); No Knockback (-1/4), Power Only Works In Daylight (-1/4), END 9	
12m	3)	EB 12d6, Explosion (+1/2); No Knockback (-1/4), Power Only Works In Daylight (-1/4), END 9	
13m	4)	Sight Group Flash 8d6, Area Of Effect (4" Radius; +1); Power Only Works In Daylight (-1/4), END 8	
13m	5)	Flight 40"; Power Only Works In Daylight (-1/4), END 8	
33	Sight Group Flash 4d6, Personal Immunity (+1/4), Uncontrolled (+1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Continuous (+1); Always On (-1/2), No Range (-1/2), Power Only Works In Daylight (-1/4)		
10	Damage Resistance (20 ED)		

Perks

5	Fringe Benefit: Member of the Aristocracy/Higher Nobility
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Talents

3	Perfect Pitch
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Skills

9	+3 with Multipower
3	Acrobatics 13-
3	Electronics 12-
3	Language: English (completely fluent)
1	Language: French (basic conversation)
0	Language: Swedish (idiomatic; literate)
5	PS: Musician/Singer 15-
3	Streetwise 13-

Total Powers & Skill Cost: 219

Total Cost: 371

200+ Disadvantages

20	Accidental Change: when exposed to daylight 11- (Very Common)
20	Hunted: Finnish Government 8- (Mo Pow, NCI, Capture)
25	Hunted: Swedish Government 11- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Believes He Should Be Treated Like Nobility (Common, Strong)

European Enemies corrected for *HERO System* 5th Edition

15	Psychological Limitation: Hates Hoarfrost (Common, Strong)
15	Psychological Limitation: Loves Yana Knurason (a.k.a. Hoarfrost) (Common, Strong)
10	Reputation: mad killer, 11-
15	Social Limitation: Public ID (Frequently, Major)
10	Susceptibility: to Hoarfrost 1d6 damage per Turn (Uncommon)
5	Unluck: 1d6
10	Vulnerability: 2 x BODY cold-based attacks (Uncommon)
11	Experience Points
371	Total Disadvantage Points

THE NAPOLEON OF CRIME

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage [1]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
12	PD	9		Total: 12 PD (0 rPD)
12	ED	7		Total: 12 ED (0 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	0		
46	END	0		
30	STUN	0		Total Characteristic Cost: 155

Movement:	Running:	9"/18"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost Powers & Skills

75	<i>Mental Powers:</i> Multipower, 75-point reserve
4u	1) Ego Attack 5d6 (Human class of minds); Concentration (1/2 DCV; -1/4), END 5
7u	2) Mind Control 10d6 (Human class of minds), Telepathic (+1/4), Reduced Endurance (1/2 END; +1/4), END 3
2u	3) Telepathy 4d6 (Human class of minds); Concentration (1/2 DCV; -1/4), END 2

Martial Arts: Fencing

Maneuver	OCV	DCV	Damage
5	+1	+3	Weapon Strike
4	+2	+2	Block, Abort
4	-1	+1	Disarm; 25 STR to Disarm roll
4	+0	+2	Weapon +2 DC Strike
5	-2	+1	Weapon +4 DC Strike
0			Weapon Element: Blades

30	<i>Electrified Saber:</i> HKA 1 1/2d6 (2 1/2d6 w/STR); OAF (-1) plus EB 5d6, 16 Charges (+0), NND (defense is having Armor or 25+ ED; +1); OAF (-1), No Range (-1/2), Linked (HKA; -1/4), END 2
10	Mental Defense (14 points total)
6	Running +3" (9" total), END 1

Perks

1	Fringe Benefit: Passport
15	Money: Filthy Rich

Talents

3	Absolute Time Sense
15	Danger Sense (self only, in combat) 13-

Skills

6	+3 OCV with Saber
3	Acting 15-
2	AK: France 11-
3	Bureaucratics 15-
3	Conversation 15-
5	Defense Maneuver I-II
3	Fast Draw (Blades) 14-

European Enemies corrected for *HERO System* 5th Edition

3	High Society 15-
2	KS: Napoleon Bonaparte 11-
2	KS: Fencing 11-
2	KS: Fencers 11-
1	Language: English (basic conversation)
0	Language: French (idiomatic; literate)
9	Oratory 18-
9	Persuasion 18-
3	Riding 14-
3	Seduction 15-
13	Tactics 18-

Total Powers & Skill Cost: 262

Total Cost: 417

200+ Disadvantages

30	Enraged: when someone tells him he's not Napoleon (Common), go 14-, recover 8-
15	Hunted: Paris Police 11- (As Pow, NCI, Limited Geographical Area, Capture)
20	Psychological Limitation: Code of Chivalry (Common, Total)
20	Psychological Limitation: Honorable (Common, Total)
0	Psychological Limitation: Megalomaniac (Common, Total)
10	Psychological Limitation: Thinks He's Napoleon (Common, Total)
5	Reputation: criminal nut, 8-
15	Social Limitation: Secret ID (Frequently, Major)
102	Experience Points

417 Total Disadvantage Points

THE PIPER

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 303.1 kg; 3 1/2d6 HTH Damage [2]
23	DEX	39	14-	OCV: 8/DCV: 8
23	CON	26	14-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	

4	PD	0	Total: 29 PD (25 rPD)
5	ED	0	Total: 25 ED (20 rED)
5	SPD	17	Phases: 3, 5, 8, 10, 12
9	REC	0	
46	END	0	
31	STUN	0	Total Characteristic Cost: 112

Movement:	Running:	11"/22"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost Powers & Skills

14	<i>Sonic Powers:</i> Elemental Control, 56-point powers, all slots OAF (flute; -1)
46	1) EB 8d6, NND (defense is [unknown]; +1), Area Of Effect (17" Cone; +1); OAF (flute; -1), END 12
22	2) Hearing Group Flash 12d6, Area Of Effect (8" Cone; +1); OAF (flute; -1), END 7
46	3) Mind Control 12d6 (Human class of minds), Area Of Effect (13" Cone; +1); OAF (flute; -1), END 12
46	4) Suppress 8d6, all sonic powers simultaneously (+2); OAF (flute; -1), END 12
14	5) FF (25 PD/20 ED), Reduced Endurance (1/2 END; +1/4); OAF (flute; -1), END 2
15	Endurance Reserve (250 END, 5 REC); OAF (flute; -1)
10	Running +5" (11" total), END 1
10	Luck 2d6

Talents

3	Perfect Pitch
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Skills

3	Electronics 13-
9	Inventor 16-
7	KS: Classical Music 17-
1	Language: Danish (basic conversation)
1	Language: English (basic conversation)
1	Language: French (basic conversation)
0	Language: German (idiomatic; literate)
3	Lipreading 13-
6	PS: Flutist 17-
5	SS: Sonics 15-
3	Systems Operation 13-

Total Powers & Skill Cost: 265

Total Cost: 377

200+ Disadvantages

0	Hunted: Eurostar 8- (Mo Pow, Watching)
25	Hunted: German Government 11- (Mo Pow, NCI, Capture)
25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Hates Rock Music (Common, Strong)
10	Psychological Limitation: Hates To Be Compared To The Pied Piper (Uncommon, Strong)
20	Psychological Limitation: Paranoid (Common, Total)

European Enemies corrected for *HERO System* 5th Edition

5	Reputation: Kidnapper, 8-
15	Social Limitation: Public ID (Frequently, Major)
62	Experience Points
377	Total Disadvantage Points

SILHOUETTE

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	Lift 151.6 kg; 2 1/2d6 HTH Damage [1]
25	DEX	45	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	

6	PD	3	Total: 16 PD (10 rPD)
6	ED	2	Total: 26 ED (20 rED)
5	SPD	15	Phases: 3, 5, 8, 10, 12
7	REC	0	
40	END	0	
32	STUN	0	Total Characteristic Cost: 123

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"

Cost Powers & Skills

72	<i>Shadowform</i> : Invisibility to Sight Group , No Fringe, Reduced Endurance (0 END; +1/2); Extra Time (Full Phase, Only to Activate, -1/4) plus Armor (10 PD/20 ED); Linked (Invisibility; -1/2) plus Darkness to Sight Group 1" radius, Personal Immunity (+1/4); Linked (Invisibility; -1/2), No Range (-1/2), END 1
20	<i>Shadowform</i> : Desolidification (affected by sonic attacks); Cannot Pass Through Solid Objects (-1/2), Increased Endurance Cost (x2 END; -1/2), END 8
5	IR Perception (Sight Group)

Talents

3	Lightsleep
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Skills

3	Acrobatics 14-
3	Breakfall 14-
3	Bribery 12-
3	Bugging 13-
8	CK: Istanbul, Turkey 18-
3	Climbing 14-
3	Concealment 13-
3	Conversation 12-
3	Disguise 13-
4	Language: English (idiomatic)
4	Language: French (idiomatic)
4	Language: Russian (idiomatic)
0	Language: Turkish (idiomatic; literate)
3	Lipreading 13-
3	Lockpicking 14-
3	Security Systems 13-
3	Seduction 12-
3	Shadowing 13-
3	Stealth 14-
3	Streetwise 12-

Total Powers & Skill Cost: 165

Total Cost: 288

200+ Disadvantages

10	Hunted: Istanbul Police 8- (Mo Pow, NCI, Limited Geographical Area, Capture)
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European Enemies corrected for *HERO System* 5th Edition

20	Hunted: KGB 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Distrusts Men (Common, Strong)
10	Psychological Limitation: Fears Being Poor Again (Common, Moderate)
15	Psychological Limitation: Vengeful (Common, Strong)
10	Reputation: best thief in Turkey, 11-
15	Social Limitation: Secret ID (Frequently, Major)
30	Vulnerability: 2 x Effect from PRE Attacks (Very Common)

345 **Total Disadvantage Points**

SIR GAWAIN

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage [2]
29	DEX	57	15-	OCV: 10/DCV: 10
23	CON	26	14-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
28	PRE	18	15-	PRE Attack: 5 1/2d6
14	COM	2	12-	
15	PD	10		Total: 15 PD (15 rPD)
12	ED	7		Total: 12 ED (12 rED)
7	SPD	31		Phases: 2, 4, 6, 7, 9, 11, 12
10	REC	0		
46	END	0		
37	STUN	0		Total Characteristic Cost: 186

Movement: Running: 6"/12"
Leaping: 5"/10"
Swimming: 2"/4"

Cost Powers & Skills

40 *Magical Gift of Strength*: Multiform (354 Character Points in the most expensive form) (x4 Number Of Forms); No Conscious Control (Only Effects cannot be controlled; Forms Change At Precise Times, And No Other; -1)
Notes: (assume 306-point 40 STR, 322-point 65 STR, or 354-point 80 STR form; true form is 326-point 25 STR form)

Martial Arts: *Sword Skill*

Maneuver	OCV	DCV	Damage
4 Block	+2	+2	Block, Abort
5 Defensive Strike	+1	+3	Weapon Strike
4 Disarm	-1	+1	Disarm; 35 STR to Disarm roll
5 Offensive Strike	-2	+1	Weapon +4 DC Strike
Use Art with Blades			

20 *Sword*: HKA 2 1/2d6 (4d6+1 w/STR); OAF (-1), END 4
9 *Armor*: Damage Resistance (15 PD/12 ED); OIF (-1/2)
3 *Armor*: Lack Of Weakness (-5) for Resistant Defenses; OIF (-1/2)
7 *Armor*: Mental Defense (14 points total); OIF (-1/2)
7 Power Defense (10 points); OIF (armor; -1/2)
6 Detect Blooded Enemies 14- (no Sense Group), Range, Sense; OAF (-1)

Skills

5 +1 with HTH Combat
6 +2 with Sword Skill

3 High Society 15-
4 KS: Family History 13-
0 Language: English (idiomatic; literate)
3 Riding 15-
2 Survival (Temperate/Subtropical) 11-
5 Tactics 12-
2 WF: Common Melee Weapons

Total Powers & Skill Cost: 140

Total Cost: 326

200+ Disadvantages

5 Distinctive Features: Archaic Speech Patterns (Easily Concealed; Noticed and Recognizable; Detectable By

European Enemies corrected for *HERO System* 5th Edition

Commonly-Used Senses)

- 15 Enraged: if code of honor is insulted (Uncommon), go 11-, recover 11-
- 10 Hunted: Black Paladin 8- (As Pow, Capture)
- 20 Psychological Limitation: Code of Chivalry (Very Common, Strong)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 5 Rivalry: Professional (any "chivalrous" character; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
- 15 Social Limitation: Public ID (Frequently, Major)
- 15 Unluck: 3d6
- 20 Vulnerability: 2 x BODY from Magic Attacks (Common)
- 20 Vulnerability: 2 x STUN from Magic Attacks (Common)

340 Total Disadvantage Points

Magical Gift of Strength Multiform Characteristics

CHA	9 PM-3 AM	3-8 AM/4-9 PM	8-11 AM/1-4 PM	11 AM-1 PM
STR	25	40	65	80
DEX	29	26	23	20
CON	23	28	33	38
BODY	12	15	18	21
INT	10	10	10	10
EGO	18	18	18	18
PRE	28	28	28	28
COM	14	14	14	14
PD	15	20	25	30
ED	12	16	20	24
SPD	7	6	5	4
REC	10	14	20	24
END	46	56	66	76
STUN	37	49	68	80

SPECTOR

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	

7	PD	5	Total: 7 PD (0 rPD)
7	ED	4	Total: 7 ED (0 rED)
6	SPD	50	Phases: 2, 4, 6, 8, 10, 12
15	REC	30	
40	END	5	
23	STUN	0	Total Characteristic Cost: 149

Movement:	Running:	6"/12"
	Leaping:	2"/4"
	Swimming:	2"/4"
	Teleportation:	20"/80"

Cost Powers & Skills

22	<i>Assault Rifle:</i> RKA 2d6, 15 Charges (+0), Autofire (5 shots; +1/2); OAF (-1), [15]
110	<i>Teleportation Device:</i> Teleportation 20", x4 Increased Mass, x4 Noncombat, Armor Piercing (+1/2), Ranged (+1/2), Usable As Attack (no defense given; +1); IAF (-1/2), END 16
1	Teleportation: Fixed Location (1 Locations)
5	Teleportation: Floating Fixed Location (1 Locations)
27	<i>Teleportation Device:</i> Desolidification (affected by energy blasts); IAF (-1/2), END 4

Talents

18	Danger Sense (self only, in combat) 15-
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Skills

8	+4 with Assault Rifle
5	AK: Yugoslavia 14-
3	Bureaucratics 11-
3	Concealment 12-
11	Demolitions 16-
3	Electronics 12-
3	Language: English (completely fluent)
0	Language: Serbo-Croatian (idiomatic; literate)
3	Lockpicking 13-
3	Security Systems 12-
3	Shadowing 12-
3	Stealth 13-
11	Streetwise 15-

Total Powers & Skill Cost: 242

Total Cost: 391

200+ Disadvantages

20	Hunted: CIA 8- (Mo Pow, NCI, Capture)
20	Hunted: Yugoslavian Government 8- (Mo Pow, NCI, Capture)
20	Normal Characteristic Maxima
20	Psychological Limitation: Always Obeys Orders of Superiors in the Serbian Liberation Force (Common, Total)
20	Psychological Limitation: Likes To Kill And Destroy Things (Very Common, Strong)
10	Psychological Limitation: Vengeful (Common, Strong)

European Enemies corrected for *HERO System* 5th Edition

10	Reputation: Serbian terrorist, 11-
15	Social Limitation: Secret ID (Frequently, Major)
5	Unluck: 1d6
30	Vulnerability: 2 x Effect from PRE Attacks (Very Common)
21	Experience Points
391	Total Disadvantage Points

THESPIAN

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	Lift 606.3 kg; 4 1/2d6 HTH Damage [2]
21	DEX	33	13-	OCV: 7/DCV: 7
18	CON	16	13-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
25	EGO	30	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
20	COM	5	13-	

5	PD	0	Total: 13 PD (8 rPD)
4	ED	0	Total: 12 ED (8 rED)
5	SPD	19	Phases: 3, 5, 8, 10, 12
9	REC	0	
36	END	0	
33	STUN	0	Total Characteristic Cost: 144

Movement:	Running:	6"/12"
	Leaping:	4"/8"
	Swimming:	2"/4"

Cost Powers & Skills

- 47 *Mental Powers:* Elemental Control, 164-point powers, all slots Concentration (0 DCV; -1/2), Incantations (-1/4)
- 73 1) Ego Attack 6d6, Reduced Endurance (0 END; +1/2), Area Of Effect (31" Cone; +1), Continuous (+1); Concentration (0 DCV; -1/2), Incantations (-1/4)
- 47 2) Mind Control 12d6 (Human class of minds), Reduced Endurance (0 END; +1/2), Area Of Effect (18" Radius; +1 1/4); Concentration (0 DCV; -1/2), Incantations (-1/4)

Martial Arts: Fencing

Maneuver	OCV	DCV	Damage
5 Defensive Strike	+1	+3	Weapon Strike
4 Martial Block	+2	+2	Block, Abort
4 Martial Disarm	-1	+1	Disarm; 33 STR to Disarm roll
4 Martial Strike	+0	+2	Weapon +2 DC Strike
5 Offensive Strike	-2	+1	Weapon +4 DC Strike
Use Art with Blades			

- 15 *Rapier:* HKA 1d6+1 (2d6+1 w/STR), Armor Piercing (+1/2); OAF (-1), END 3
- 16 *Armored Costume:* Armor (8 PD/8 ED); OIF (-1/2)
- 20 Mental Defense (25 points total)

Talents

- 5 Eidetic Memory

Skills

- 15 +5 with Fencing
- 3 Acting 15-
- 3 Breakfall 13-
- 3 Contortionist 13-
- 3 Conversation 15-
- 5 Cramming
- 3 Disguise 12-
- 3 Fast Draw (Blades) 13-
- 3 High Society 15-
- 4 KS: Shakespearian Plays 13-
- 2 KS: Stage Fencing 11-
- 1 Language: Danish (basic conversation)

European Enemies corrected for *HERO System* 5th Edition

- 5 Language: English (imitate dialects)
- 5 Language: Norwegian (idiomatic; literate)
- 1 Language: Swedish (basic conversation)
- 3 Mimicry 12-
- 3 Oratory 15-
- 3 Sleight Of Hand 13-

Total Powers & Skill Cost: 313

Total Cost: 457

200+ Disadvantages

- 5 Distinctive Features: Loud Voice (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 25 Enraged: Berserk when accused of overacting (Uncommon), go 11-, recover 11-
- 5 Hunted: Eurostar 8- (Mo Pow, Watching)
- 15 Hunted: Norwegian Police 11- (As Pow, NCI, Limited Geographical Area, Capture)
- 25 Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Enjoys Using Powers To Make Others Look Bad (Very Common, Strong)
- 20 Psychological Limitation: Overacts (Very Common, Strong)
- 5 Reputation: overacts, 8-
- 15 Social Limitation: Public ID (Frequently, Major)
- 122 Experience Points

457 Total Disadvantage Points

VLAD THE IMPALER

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage [2]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	14-	
12	PD	8		Total: 32 PD (20 rPD)
12	ED	7		Total: 32 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
9	REC	0		
50	END	0		
43	STUN	0		Total Characteristic Cost: 167

Movement: Running: 6"/12"
 Leaping: 4"/8"
 Swimming: 2"/4"

Cost Powers & Skills

- 43 Absorption 10d6 (energy, split equally between STR, CON, BODY, and END); Only Works At Night (-1/2), Does Not Work Against Light-Based Attacks (-1/4) **plus** Armor (20 PD/0 ED); Linked (Absorption; -1/2), Only Up To Amount Rolled By Absorption (-1/2)
- 48 Absorption 10d6 (energy, split equally between STR, CON, BODY, and END); Only Works At Night (-1/2) **plus** Armor (0 PD/20 ED); Linked (Absorption; -1/2), Only Up To Amount Rolled By Absorption (-1/2)
- 195 Transfer 4d6 (target's Characteristics to Vlad's Characteristics, equally), Area Of Effect (One Hex; +1/2), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Transfer From All Characteristics Simultaneously (+2), Variable Effect (To) All Characteristics Simultaneously (+2); Always On (-1/2), Only Works At Night (-1/2)
- 20 Find Weakness 11- with HTH Attacks
- 73 Healing 10 BODY, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Extra Time (Regeneration-Only) 1 Turn (Post-Segment 12) (-1 1/4), Self Only (-1/2)

Talents

- 3 Simulate Death

Skills

- 5 AK: Carpathian mountains 14-
- 3 High Society 13-
- 0 Language: Bulgarian (idiomatic; literate)
- 3 Language: English (completely fluent)
- 1 Language: German (basic conversation)
- 3 Language: Russian (completely fluent)
- 3 Seduction 13-
- 3 Stealth 13-

Total Powers & Skill Cost: 403

Total Cost: 570

200+ Disadvantages

- 15 Distinctive Features: looks like a vampire (Concealable; Always Noticed and Causes Major Reaction [fear]; Detectable By Commonly-Used Senses)
- 10 Hunted: Bulgarian Government 8- (Mo Pow, NCI, Watching)
- 5 Hunted: Fearless Vampire Hunters 8- (Less Pow, Harshly Punish)
- 20 Psychological Limitation: Manic Depressive (Common, Total)
- 25 Psychological Limitation: Really Believes He Is A Vampire (Very Common, Total)
- 5 Psychological Limitation: Refuses To Look In Mirrors (Uncommon, Strong)
- 10 Reputation: Vampire, 11-

European Enemies corrected for *HERO System* 5th Edition

15	Social Limitation: Public ID (Frequently, Major)
5	Unluck: 1d6
260	Experience Points
570	Total Disadvantage Points

WHITE ROSE

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage [1]
25	DEX	45	14-	OCV: 8/DCV: 8
18	CON	16	13-	
14	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
16	PRE	6	12-	PRE Attack: 3d6
20	COM	5	13-	
8	PD	5		Total: 8 PD (0 rPD)
8	ED	4		Total: 8 ED (0 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
7	REC	0		
50	END	7		
31	STUN	0		Total Characteristic Cost: 126

Movement:	Running:	6"/12"
	Flight:	20"/40"
	Leaping:	3"/6"
	Swimming:	2"/4"

Cost Powers & Skills

90	Shrinking (0.0314 m tall, 0.0004 kg mass, -12 PER Rolls to perceive character, +12 DCV, takes +18" KB), Reduced Endurance (0 END; +1/2)
96	Multipower, 120-point reserve, all slots Linked (Shrinking; -1/4)
13m	1) <i>Energy Thorn</i> : EB 10d6, Armor Piercing (+1/2), Reduced Endurance (0 END; +1/2); Reduced By Range (-1/4), Linked (Shrinking; -1/4) Notes: 1 1/2d6 of EB per level of Shrinking
8u	2) <i>Energy Thorn Barrage</i> : EB 8d6, Autofire (10 shots; +1), Reduced Endurance (0 END; +1); Reduced By Range (-1/4), Linked (Shrinking; -1/4) Notes: 2d6 EB per level of Shrinking
10m	3) Flight 20", Reduced Endurance (0 END; +1/2); Linked (Shrinking; -1/4) Notes: 3" of Flight per level of Shrinking

Perks

3	Fringe Benefit: Bulgarian Police Powers
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Talents

9	Ambidexterity (no Off Hand penalty)
4	Double Jointed

Skills

2	AK: Bulgaria 11-
9	Acrobatics 17-
3	Acting 12-
9	Breakfall 17-
3	Bugging 11-
9	Contortionist 17-
3	Disguise 11-
3	Forgery 11-
2	KS: Gymnastics 11-
0	Language: Bulgarian (idiomatic; literate)
1	Language: English (basic conversation)
1	SS: Botany 8-
3	Shadowing 11-
9	Stealth 17-

Total Powers & Skill Cost: 290

Total Cost: 416

200+ Disadvantages

- 5 Distinctive Features: long white hair (Easily Concealed; Noticed and Recognizable; Detectable By Commonly-Used Senses)
- 20 Hunted: Bulgarian Government 14- (Mo Pow, NCI, Watching)
- 20 Hunted: CIA 8- (Mo Pow, NCI, Capture)
- 10 Hunted: MIA 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Always Obeys Superiors (Common, Total)
- 15 Psychological Limitation: Hates Americans (Common, Strong)
- 15 Psychological Limitation: Vengeful (Common, Strong)
- 5 Reputation: hero of Bulgaria, 8-
- 15 Social Limitation: Public ID (Frequently, Major)
- 10 Unluck: 2d6
- 10 Vulnerability: 2 x STUN Sonic attacks (Uncommon)
- 71 Experience Points

416 Total Disadvantage Points

ZEPHYR

Val	CHA	Cost	Roll	Notes
8	STR	-2	11-	Lift 75.8 kg; 1 1/2d6 HTH Damage [1]
25	DEX	45	14-	OCV: 8/DCV: 8
18	CON	16	13-	
10	BODY	0	11-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
16	COM	3	12-	

6	PD	4	Total: 6 PD (0 rPD)
12	ED	8	Total: 12 ED (0 rED)
5	SPD	15	Phases: 3, 5, 8, 10, 12
6	REC	0	
36	END	0	
24	STUN	1	Total Characteristic Cost: 94

Movement:	Running:	6"/12"
	Flight:	20"/40"
	Leaping:	1"/2"
	Swimming:	2"/4"

Cost Powers & Skills

20	<i>Wind Control:</i> Elemental Control, 40-point powers
60	1) <i>Wind Blast:</i> EB 8d6, STUN Only (+0), Area Of Effect (9" Cone; +1), END 8
26	2) <i>Wind Gust:</i> Telekinesis (24 STR), Fine Manipulation, END 5
20	3) <i>Wind Riding:</i> Flight 20", END 4
10	<i>Wind Gust:</i> Missile Deflection (Arrows, Slings, Etc.)
15	Detect Air Currents 12- (Mystic Group), Increased Arc Of Perception (360 Degrees), Range
10	Luck 2d6

Talents

15	<i>Detect Air Currents:</i> Danger Sense (self only, in combat) 12-
4	Double Jointed

Skills

3	AK: Luxembourg 12-
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-
3	Concealment 12-
3	Language: English (completely fluent)
0	Language: French (idiomatic; literate)
3	Language: German (completely fluent)
3	Lockpicking 14-
3	Sleight Of Hand 14-
3	Stealth 14-
9	Streetwise 14-

Total Powers & Skill Cost: 219

Total Cost: 313

200+ Disadvantages

15	DNPC: Three Younger Brothers 8- (Normal; Group DNPC: x2 DNPCs)
20	Hunted: Luxembourg Police 11- (Mo Pow, NCI, Limited Geographical Area, Capture)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Fears Capture By The Authorities (Common, Strong)
5	Reputation: thief, 8-

European Enemies corrected for *HERO System* 5th Edition

15 Social Limitation: Secret ID (Frequently, Major)
23 Experience Points

311 Total Disadvantage Points