

ALIEN ENEMIES™

CREDITS

Author/Designer: Scott Heine

Editor/Developer: Rob Bell

Cover Illustration: Adam Hughes

Interior Illustration: Scott Heine

Layouts: Scott Heine, Jennifer Kleine, Kevin Williams

Project Specific Contributions: *Series Editor:* Rob Bell;
Page Design: Jennifer Kleine; *Layout:* B.T. Thompson;
Cover Graphics: Jennifer Kleine; *Editorial Contributions:*
Chad Brinkley, George MacDonald; *Proofreading:* David
Mercier.

ICE MANAGEMENT — *Art Director/Production Manager:* Terry K.
Amthor; *Sales Manager:* Deane Begiebing; *Editing & Develop-*
ment Manager: Coleman Charlton; *President:* Peter Fenlon;
CEO: Bruce Neidlinger; *Controller:* Kurt Rasmussen.

ICE STAFF — *Marketing Consultant:* John Morgan; *Print Buyer:* Bill
Downs; *Production Supervisor:* Jennifer Kleine; *Editing & Develop-*
ment Staff: Kevin Barrett, Rob Bell, Monte Cook, Pete Fenlon,
Jessica Ney, John Ruemmler, Terry Amthor; *Graphics & Production*
Staff: Eric Bruns, Andrew Christensen, Edward Dinwiddie, William
Hyde, B.T. Thompson, Jonathan Hart Eddy; *Sales & Customer*
Service Staff: John Brunkhart, Jo Lori Drake; *Finance Staff:* Chad
McCully; *Shipping Staff:* John Breckenridge, Kurt Fischer, David
Johnson, David Mercier.

DEDICATION

My appreciation goes out to Aaron ('the Great and Powerful') Allston for the use of METE; Rob ('The Butcher') Bell for The Champ, and Steven ('Can I martial throw the 50-mile wide alien?') Holmes for The Masq, The Puppeteers, and The T'Yak-E'Crotian War. Thanks also to Margo ('You want me to read through another one?!') Heine, the dedicated inmates of the Rogues' Gallery and the enthusiastic callers of the Red October BBS for their feedback.

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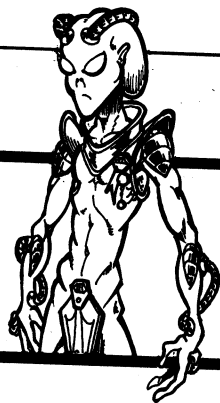
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INTRODUCTION

The twentieth century will be remembered for many things: amazing inventions in transportation that allow us to speed across the country by road or sky, the first outbreaks of war on a global scale, the dawn of world-wide video communications, the creation of the computer, and countless more. But perhaps it will be remembered best as the century man reached the stars, both in his imagination and in reality.

For the past several decades, the world has been fascinated with "the final frontier." Trillions of dollars have been spent sending men to the moon and launching satellite probes to reach through our solar system and beyond. Likewise, a tremendous amount of human creativity has been invested in bringing alien worlds into our entertainment. From the early *Flash Gordon* serials to the blockbuster sci-fi movies of the 1980s, from action-packed comics to countless science fiction paperbacks — never have we been so fascinated with extraterrestrials.

It is not surprising that beings from outer space have eventually worked their way into role-playing games. Not only are entire gaming systems centered around science fiction, but we're beginning to see alien contact introduced to fantasy games also. Of course, *Champions* remains true to the inspiring, alien-filled comic books by continuing to present the best in "little green menaces" from other worlds.

Numerous *Champions* supplements have included a menagerie of alien threats for eager superheroes. Who could forget George MacDonald's "Firewing" from *Classic Enemies*, Andy Robinson's "Ancient Ones" from *Wrath of the Seven Horsemen*, or Aaron Allston's family of "Blood" from *Organizations Book III*? This volume continues the tradition of great alien villains for *Champions*.

In these pages, you will find representatives of most of the major types of science fiction and comic book extraterrestrials. There are monstrous invaders ready to devour mankind. There are cosmic entities wandering the galaxy, more from curiosity than a desire to conquer. And there are secret alien cultures, already walking among us, disguised to look like the neighbor next door. Some of the creatures in this volume are amusing and light-hearted; others are deadly. These aliens have been inspired by classic science fiction literature, comic book stereotypes, tales of magical horrors from beyond the stars, decades of sci-fi movies, ancient mythology — just about everywhere extraterrestrials have reared their little green heads.

Though the twentieth century may be remembered as the time when mankind went to the stars, your players may come to remember it best as the time when the stars came to them! Enjoy gaming with this collection of nasty extraterrestrials, and always remember: Be a Hero!

WHAT'S INSIDE

Alien Enemies begins with introductory notes explaining how aliens might be used in a variety of campaigns. This discussion includes suggestions for using aliens in superhero games as well as other genres, and suggestions for designing your own alien threats.

The heart of the book, however, is the collection of alien enemies. Every effort has been made to provide a wide variety of extraterrestrial villains, from humorous nuisances to horrifying conquerors. In these pages you'll find the Aquarians, a race of seafaring folk with a hunger for vengeance, and the Tyrixx, terrifying swarms of invaders determined to add Earth to their empire. We've included the Cerebraeum, a group of super-scientists determined to turn Earth into utopia whether we like it or not, and their experiment-gone-wrong, the Spores From Space, which threaten to turn every man, woman, child, and animal into botanical zombies. There are also individual aliens such as the Infinite Man, whose powers live up to his name, the Champ, who's sure to make your heroes feel guilty for neglecting their charitable responsibilities, and Orion the Hunter, a shapeshifting assassin with a nasty record for success. You'll also find several groups of villains, including the Exterminators, a zealous band of alien hunters with dangerous weaponry, the Pantheon, a collection of individuals hosting aliens patterning themselves after the Greek gods, the Galactic Mauraders, a ruthless band of intergalactic pirates and slave traders, and the Midnight Society, who hope to magically open a gateway to another world and let Earth be overrun by sorcerous, tentacled terrors.

The final section of this book concerns the Metropolitan Extraterrestrial Enclave, or "METE," an organization of pro-alien researchers and lobbyists, created by Aaron Allston. Included are two sample adventures which bring the heroes into the affairs of METE.

Every GM should find a wealth of useful ideas, suggestions, and characters to use in his game. As always, the GM should feel free to adapt the material in this volume to fit his own campaign.

USING THIS BOOK

ALIENS IN *CHAMPIONS*

Simply put, aliens make terrific villains for superheroes to fight. There are countless reasons why aliens would threaten Earth: to strip its resources, to enslave its people, to set up an intergalactic station, or the classic reason — to conquer. Since the invading forces are often all from the same race, the GM need only design one set of characteristics to represent every alien in the adventure. Furthermore, the GM doesn't need to come up with clever origins to explain why the aliens have their powers; he just says that everyone on their homeworld has these powers.

However, the GM should be careful not to introduce too many aliens to his campaign. The fewer alien races he creates, the more detailed and interesting each will be. A few well-developed alien invaders are much more interesting than streams of nameless beasties-of-the-week. In a *Champions* campaign, the GM should consider using aliens to provide a unique change of pace from the standard villain-bashing. Perhaps the world will come under the threat of an all-out alien invasion, with every superhero (and possibly many supervillains as well) scrambling together to fight off the alien threat. Or perhaps the aliens will be introduced subtly, with the heroes being shocked to discover that their secretary is actually a shapeshifted assassin. In any case, adventures involving aliens should be given a unique, bizarre atmosphere; the players should know they are up against something out of the ordinary. This volume provides a lot of aliens to choose from, and the GM should select those which will add the most variety to his campaign.

ALIENS IN OTHER GENRES

You may notice that many of the aliens found in this book range in power level from the merely talented and annoying to the cosmically potent and dangerous. Many of these characters will work well in other genres besides *Champions* with just a little modification. Looking for a new monster to ravage the nearby village in your Fantasy Hero setting? Consider dropping in the Spores from Space, making them the malevolent creation of that wizard in the

dark tower. How about some exotic opponents for the crew of the Starship Callisto in your science fiction campaign? Try pitting them against a pirate ship full of Galactic Marauders. With a little creativity, most of these extraterrestrials can be adapted and used in dozens of other genres.

CREATING ALIEN ENEMIES

In designing alien threats for your players, several factors should be considered. First, the GM should consider the environment the aliens are coming from. What is their homeworld like? Are they from an aggressive, warlike society, always involved in conflict with other planets? Then the aliens will be ferocious invaders, used to violence and battle. Or perhaps they are a cunning, politically devious race, pitting their enemies against each other and then

taking control when the defenses are down. Then again, the aliens may be peaceful, nomadic creatures who are easily frightened into defensive combat by the unknown. Determining the homeworld environment of the aliens will help the GM roleplay the threat with much more character and detail.

The GM should also think about the technological background of the aliens. Most aliens in a *Champions* campaign will have developed means of space travel and may be toting sophisticated energy weapons, force field generators, communicators, etc. Others may travel by magical means, or even with their own physical powers. If the aliens have advanced technology, the GM should consider the effect of introducing this technology to Earth. Will the aliens keep their powers and equipment hidden? Will the government try to suppress knowledge of the aliens' presence while studying leftover wreckage?

Next, the GM must decide on the aliens' physical make up. What do they look like? What abilities do they have? If the aliens are from a planet with a greater gravitational pull than Earth, then they may be super-strong on our planet, able to lift great weights, leap tremendous

distances, and withstand most physical damage. Perhaps the aliens are insectoid, with multi-faceted eyes that provide 360° vision, large, veined wings and poisonous stingers. It is possible that the aliens are humanoid in appearance, differing only in their unique abilities. Some aliens may actually be weaker than humans, relying on otherworldly technology for success.



Finally, the GM should consider the goals and motivations of the aliens. Why are they coming to Earth? Was it an accident, or are they intentionally coming to get something from our planet or conquer our people? Why will the heroes come in conflict with the aliens, and what are the possible results? From these questions, the GM will be able to construct an adventure using his villainous alien creations, explaining who the aliens are, what they've come for, and what the heroes need to do about it.

Indeed, being alien can explain just about any set of powers and abilities. And it's possible that the alien's intentions are so foreign that the heroes may never know what's really going on. However, with a little creative thought, the GM can invent alien threats which are just odd enough that they terrify the world and challenge the heroes, without making them so strange that the players will feel left out of the adventure. So bring on the aliens, and give your players a challenge they'll never forget!

THE AQUARIANS

Val	Char	Cost	100+	Disadvantages
35	STR	25	5	1 ½x BODY from fire
20	DEX	30	12	Enraged when another Aquarian is hurt 14-, 11-
25	CON	30		Wants revenge (total)
12	BOD	4	25	Stubborn (strong)
10	INT	0	20	Dependence: 3d6/hour out of water
10	EGO	0	5	Distinctive Features (alien body), not concealable, major reaction
10	COM	0		Hunted by U.S. Navy, 14-
15	PRE	5	20	Villain Bonus
23	PD	16		
20	ED	15		
5	SPD	20	20	
12	REC	0	127	
50	END	0		
43	STUN	0		

Cost Powers END

10	+5d6 HA, only in water (-½)*	+2
14	+25 STR, only out of water (-¾)*	+2
18	Clinging (59 STR)	
15	Active Sonar	
5	IR Vision	
11	Life Support: May breathe underwater, Immunity to intense pressure and cold	
40	+25" Swimming (27" total; 108" noncombat), ½ END	2
5	Mind Link with bonded Sea Beast	
6	+3 PER rolls, only in water (-½)	
Skills		
3	Animal Handler 11-	
3	Stealth 13-	
11	Tracking 15-	
Talents & Perks		
1	Immunity to Sea Beast's Poison	
47	Follower: bonded Sea Beast	

* Note that the limitation for these powers are less than the examples in the *Champions* hardcover because of the increased contact these characters have with water.

OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12

Costs:	Char.	Power	Total	Disadv.	Base
	145	+	189	=	334
				=	234
				+	100

AQUARIAN SEA BEASTS

Val	Char	Cost	100+	Disadvantages
25	STR	15	10	2x BODY from fire
23	DEX	39	20	Obeys Aquarian master (total)
25	CON	30	15	No fine manipulation with limbs
18	BOD	16	25	Susceptible: 3d6/phase out of water
6	INT	-4		Distinctive Features (alien body), not concealable, major reaction
10	EGO	0	25	
15	PRE	5		
4	COM	-3		
25	PD	20		
20	ED	15		
5	SPD	17		
10	REC	0		
50	END	0		
44	STUN	0		

Cost Powers END

23	+40 STR, only with Grab (-¾)	+4
54	3d6 RKA, +1 to STUN multiple, no range, no effect if victim has proper Immunity or Life Support (-¼)	4
15	Damage Resistance (15PD/15ED)	
5	Mental Defense (12 points total)	
35	+35" Swimming (37" total)	
10	Tracking "Scent" (actually follows movement through water)	
15	Active Sonar	
5	6 Extra Limbs	
11	Life Support: May breathe underwater, Immune to Intense Cold and Pressure	

OCV: 8; DCV: 8; ECV: 3; Phases: 3,5,8,10,12

Costs:	Char.	Power	Total	Disadv.	Base
	150	+	173	=	323
				=	95
				+	228



Background: The colony of Aquarians were travelling to their new home on the watery world of Tlemma when their star drives began to malfunction and overload. Making a hasty scan of nearby, inhabitable worlds, the Aquarians chose Earth as the site for their emergency landing. Their craft splashed down in the middle of the Pacific and sunk to the ocean floor far below. The Aquarians and their livestock barely escaped the craft before the engines exploded, leaving them stranded on this strange new planet.

The Aquarians salvaged what they could from the rubble and constructed a new dwelling in a coral forest in the Pacific. For years they lived peacefully on Earth. The Aquarians were a tribal society, with distinct family units and responsibilities. The females were responsible for construction, food preparation, and rearing the community's children. The males were scouts and hunters, caring for the livestock and providing raw fish from the schools that swam through the coral forest. The Aquarians' lives were simple and happy.

However, one dark day while a hunting party was far away pursuing several enormous sharks, the village found itself near the site of a deep-sea nuclear weapons test. Though the women and children swam quickly from their village, they could not escape the deadly power of the weapons' charges. Two days later, when the hunting party returned, they found their entire village destroyed and their families dead.

The hunters responded with fury, seeking vengeance upon the surface dwellers. With no living females to produce offspring nor a vessel to take them from this world, the hunters began a suicide mission to kill the air breathers above in return for wiping out their homes and loved ones.

Motivation/Personality: The Aquarians are, understandably, hurt and angry over the loss of all they hold dear. They also realize that they are the last of their race on this world, with little hope of propagating new generations. Thus, with hatred in their glossy, yellow eyes, they hope to kill as many humans as possible in the years they have left.



Powers/Tactics: The Aquarian hunters, about 50 in number, have learned to work together silently and efficiently. They divide into small guerrilla squads of 10 to 20 and raid coastal cities, particularly near naval shipyards, killing any human they come across. They hope to take control of one of the surface dwellers' nuclear submarines and use it to cause global destruction.

The Aquarians are powerful swimmers, capable of tremendous speeds underwater. On land, they are much slower, though the reduced pressure gives them tremendous strength which they can use to cling to vertical surfaces or deliver powerful blows. Each Aquarian has keen senses, especially in the murky depths of the ocean.

The Aquarians have raised a herd of tentacled Sea Beasts to assist them in their hunting. These Beasts are bonded to individual hunters; the two share a telepathic link and work together in a hunt. Each beast possesses six barbed tentacles which it uses to lash out and draw in prey. The Beasts are also capable of stinging large prey with a small poisonous barb located at the tip of each tentacle. The Aquarians will use the Beasts aggressively in their war against mankind.

Appearance: The Aquarian hunters have a shiny, pale green hide which offers them protection from the pressures and temperatures of the sea. They have webbed hands and feet for swimming, and large yellow eyes. They occasionally adorn themselves with shells as part of an ornamental "war dress."

The Sea Beasts are large, black creatures that resemble giant squids. Their eyes are a deep yellow, and their tentacles are lined with ochre barbs on the underside with a brownish, poisoned spike at the end.

Quote: "All air-breathers must die for what they did to us!"

Campaign Use: The Aquarians are vengeful invaders, embittered by the loss of their families and home, and stubbornly determined to destroy all of mankind as retribution. They will continue their raids upon harbors, fishing vessels, Coast Guard patrols, and any other humans who venture into the water. Perhaps the heroes will be called in by local authorities to search for a lost tuna fleet, or to investigate the systematic sinking of several retired naval vessels. The Aquarians have also been known to send their powerful Sea Beasts to local beaches to kill and devour swimmers and surfers. A hero's day off at the beach could suddenly become a nightmarish panic as black, barbed tentacles begin reaching up through the foam and dragging summer vacationers to their deaths. The presence of the Aquarians in an adventure should cause panic and confusion; they attack with guerilla tactics, there is no indication of how many Aquarians there are, and their abilities in water give them something of a "home field" advantage.

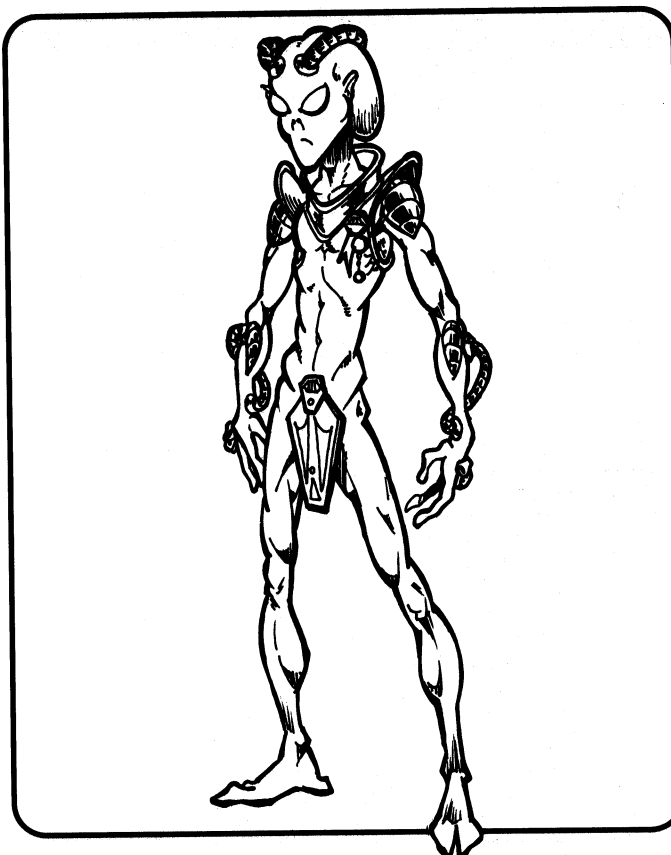
Should characters ever consult the government, they may discover that the United States military became aware of the destruction of the Aquarian village following an inspection of the test site. However, the Aquarians are an embarrassment to the government; government officials will publicly deny knowledge of the Aquarians' activities. Attacks on beaches will be passed off as shark attacks. Sunken ships will be blamed on Central American drug lords or national enemies. In short, the government will do practically anything to disassociate themselves with the deaths of hundreds of peaceful aliens in the Pacific.

If the heroes ever learn the reason behind the Aquarians' attacks, they may find themselves in an ethical dilemma. Surely the Aquarians are justified in their anger, yet the heroes cannot allow them to continue killing humans. However, the Aquarians will be difficult to reason with; they would rather die than give up their mission. Because of the potential frustration for the heroes, the GM must be careful to make the U.S. government out to be the real villains in this incident. The heroes will likely find themselves in the role of mediators between two stubborn enemies. One plot twist for GMs to consider is that the government actually captured a group of Aquarians (males and females) before the accident took place and they're using them for testing.

THE CEREBRAEUM					
Val	Char	Cost	100+	Disadvantages	
13	STR	3	10	1 ½x STUN & BODY from cold attacks	
20	DEX	30		Superiority complex (strong)	
23	CON	32	15	No emotions (total)	
10	BOD	0	20	Determined to convert Earth to utopia	
30	INT	30	15	No sense of smell	
18	EGO	16		Normal Characteristic Maxima	
13	PRE	3	5	Susceptible: 1d6/turn from extreme cold	
10	COM	0	20	Distinctive Features (alien body), concealable, extreme reaction	
5+	PD	2	10	Hunted by the Supreme Soviets, 11-	
5+	ED	0		Hunted by PRIMUS, 11-	
5	SPD	19	20	Alien Bonus	
8	REC	0			
46	END	0			
29	STUN	0	20		
			15		
			47		
Cost				Powers	
50	Multipower, 16 charges (no bonus)				0
5 u	10d6 Energy Blast, STUN only ("blaster")				
5 u	4d6 Entangle ("stasis projector"), entangle and character both take damage				
5 u	5d6 Flash ("laser light projector")				
18	Armor (15PD/15ED), ablative, activation 14-				
5,5	Flash Defense, 5 points, IR Vision				
10	+5" Running (11" total)				
6	+3 Enhanced Vision				
3	Ultrasonic Hearing				
	Skills and Talents				
3,3	Bureaucratics 12-; Computer Programming 15-				
3,3	Electronics 11-; Inventor 15-				
3,3	Mechanics 11-; Weaponsmith 11-				
3,3	Scientist, Absolute Time Sense				
20	Sciences: Astronomy, Bacteriology, Biology, Geology, Mathematics, Medicine, Metallurgy, Physics, Robotics, Sociology; all 15-				
2	Transport Fam.: space vehicles				
4	English, Spanish, French, German; all basic conversation				
OCV: 7; DCV: 7; ECV: 6; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	135	+	162	=	297
				=	197
				+	100

Background: The planet Gael is a thriving, green world, and the home planet of a highly developed humanoid race. Early in their world's history, the Gaeleans set apart a group of their finest scholars to lead the planet's quest for knowledge and technology. Within a matter of decades, this elite group (known as "the Cerebraeum") had solved almost every problem that might have threatened their society, creating a world without violence, disease, or hunger. It was utopia. Of course, their efforts also greatly extended the life expectancy of the people. As the population grew, the Cerebraeum turned their attention to locating a suitable planet for colonization. A starship was built, a supply of a unique regenerating food was loaded, and five members of the Cerebraeum set forth on a journey across the stars.

The Cerebraeum eventually came across Earth — a world similar in climate to Gael. However, upon entry into Earth's atmosphere, something went wrong with the Cerebraeum's craft. The five members of the Cerebraeum ejected from the doomed ship, allowing it to crash in an uninhabited region of the Louisiana swamps. The ship's materials and star charts were lost forever.



Stranded on Earth with no means to contact their brethren on Gael, the Cerebraeum have turned their attention to solving all of Earth's problems, whether Earth desires it or not.

Motivation/Personality: The Cerebraeum are driven by their intense curiosity and quest for social and technological advancement. Yet they are incapable of demonstrating emotion, making them appear cold and calculating. The Cerebraeum are determined to "help the Earthlings along" by recreating the utopia of their homeworld, despite the protests of the native governments. Since their minds are far superior to most humans, they believe themselves to be the logical choices as world rulers.

Powers/Tactics: The Cerebraeum are brilliant; they learn and process information at incredible speeds. Yet because of their purely objective standpoint, they are incapable of understanding more subjective disciplines, such as philosophy, art, or religion.

Additionally, the Cerebraeum have developed and implanted themselves with advanced cyborg components which not only provide them with adequate defenses in a hostile world, but allow them to utilize a number of non-lethal weapons to assist them in their "noble" goal of conquering the world for its own good.

The Cerebraeum will avoid a physical conflict whenever possible, preferring to persuade their opponents using logic rather than the brute force of their cybernetics. Under no circumstances will the Cerebraeum knowingly hurt a human.

Appearance: The Cerebraeum are approximately 6' 6" tall and have pale bluish-violet skin. Their thin bodies have no hair, but are supplemented by silvery plates and wires connecting their cyborg implants. Their eyes are large, yellow, and bulbous.

Quote: "Your resistance is illogical. We offer you paradise, yet you choose mediocrity."

Campaign Use: The Cerebraeum are not designed as super-powered threats for heroes; rather, they are a political nuisance. Beginning with "third world" leaders, the Cerebraeum try to persuade leaders to submit to their authority. Though some men are interested in the Cerebraeum's offer, most are either afraid to let down military defenses or are "selfishly" clutching political power. The heroes are sure to get caught in this political tension.

THE CHAMP					
Val	Char	Cost	100+	Disadvantages	
50	STR	40	10	Enraged when seeing money	
23	DEX	39		flagrantly wasted 14-, 14-	
23	CON	26	25	Does all for the poor (total)	
15	BOD	10	20	Honorable in word/deed (total)	
13	INT	3	15	Reputation (Crusader for the	
10	EGO	0		poor) 11-, extreme	
45	PRE	35	20	DNPC: whatever vagrant he has	
8	COM	-1		picked up this week,	
20+	PD	10		incompetent, 11-	
20+	ED	15	15	Hunted by the Imperium, 8-	
5	SPD	17	5	Hunted by the Black Reaver, 8-	
15	REC	0	10	Public Identity	
46	END	0	10	Destitute	
45	STUN	0	132	Pain-in-the-Neck Bonus	
Cost	Powers			END	
10	Damage Resistance (10PD/10ED)				
24	Armor (+10PD/+10ED), only when below				
	10 STUN (-¼)				
40	Full Missile Deflection, totally invisible power effects				
20	Knockback Resistance, -10"				
5	Lack of Weakness, -5				
15	+15" Superleap (25" total)				
22	+11" Running (17" total)				
	Skills				
3,3	Breakfall 14-; Streetwise 18-				
7,4	KS: Poverty 15-; English, fluent, native accent				
15	+3 Levels with hand-to-hand combat				
OCV: 8; DCV: 8; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	194	+ 168	= 362	= 262	+ 100

Background: Arneth Yasin was one of the greatest gladiators the arena had ever known. After forty consecutive victories, he had become a hero of the poor, oppressed citizens who suffered under the Imperium's tyranny. The Imperium had created the arena as a place to demonstrate their invincible might, but Arneth's continued success was giving the people hope that they, too, might rise up and overthrow the Imperium.

Fearful of Arneth, the Imperium decided to release the Black Reaver—a soulless, unaging, killing machine. They hoped that the Reaver would tear Arneth to pieces before the crowd, obliterating all thoughts of revolution. But Arneth did the impossible—he beat the Black Reaver. The crowd went wild, and a band of revolutionaries led a charge on the expensive seats. The Imperium's marines soon charged in, and the riot quickly spread throughout the city and eventually across the planet.

As the conflict raged on, the authorities were faced with a dilemma: what to do with Arneth. They couldn't allow him to continue fighting, but they didn't dare kill him lest he become a martyr. Finally they decided to exile Arneth secretly to a far-away colony where he would no longer be a source of trouble.

As fate would have it, the computer-driven ship, with Arneth in cryogenic freeze, miswarped and crashed on Earth. Arneth awoke on a strange planet, with no memory of how he arrived. He soon discovered, however, that like the Imperium, Earth was populated by those too poor to enjoy life to its fullest. Resuming his role, Arneth took up the cause of the downtrodden. Today, those who know him have begun to call him "The Champion of the Poor."

Motivation/Personality: The Champ judges every action he takes as to how it will have an impact on the downtrodden. If he sees someone with money, he'll ask for some (or all) of it to give to the poor. If he sees someone spending money, he'll ask that person to forego that chocolate bar since the same fifty cents "could buy the Vitamin A that could prevent blindness for a child in Kenya." The Champ has no inkling of how economics works; his goal is simply to make everyone "upper middle class." He is a cheerful individual, happily sacrificing all his own possessions and dedicating his life to helping the needy.

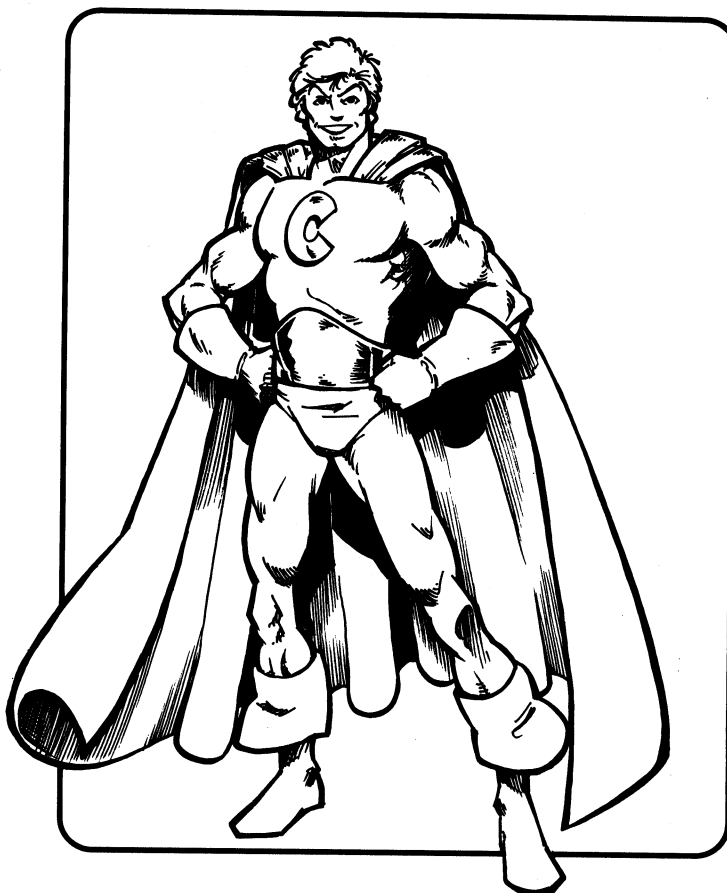
The Champ is not actually a villain; he is a hero of the impoverished. However, he is also an alien, and has no understanding that his dream of a world-wide socialistic approach would have devastating effects on global economics.

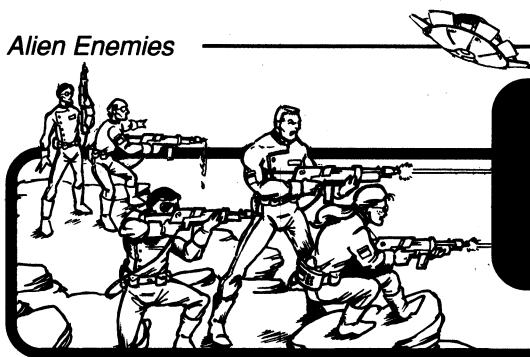
Powers/Tactics: The Champ has powers given to him by the arena's creators. He has tremendous defenses; this is especially annoying to villains desperate to knock him out (and shut him up). His missile deflection is invisible; it seems as if the Champ is just soaking up the damage.

Appearance: The Champ wears a royal blue bodysuit with blue boots, white leggings and white gloves. His gold belt matches his billowing cape, and a bright gold "C" is splashed across his chest.

Quote: "Have you given money to [charity of the week]?" (If the character says, "yes," The Champ moves on to another charity.)

Campaign Use: The Champ is an NPC who will always, always tell the players they aren't doing enough. It doesn't matter how much they've given; they still have enough to put gas in their car (go on a date, buy a hamburger, etc.), don't they? Conversely, the Champ may adopt one of the heroes as one of his poor brethren, and will offer him financial assistance, sage advice, and pep-talks. Nothing will dissuade the Champ that the hero is anything less than poverty stricken. If the hero says "I am not poor!" the Champ will look at him with pity and say, "It is no shame to be poor. Look, here is \$5.00; go buy yourself a decent meal. Rice goes farthest, although oatmeal is also very healthy." Soon a visit from the Champ will be as welcome as a battle with Dr. Destroyer.





THE EXTERMINATORS

The summer sun gleams off the strange blue and red craft as the two farmers scratch their heads in disbelief. "I dunno, Jed, it just swooped outta the sky and skidded across my soybeans. Must be from Mars or somethin'."

"Well, whatta ya gonna do, Jonathan?"

"I already had Martha call the authorities. They said they'd send someone right out."

Suddenly, the peaceful August afternoon is shattered by the screaming sounds of a siren and the green and gold flashing of lights. A large van labeled "The Exterminators" pulls up and a team of men and women with heavy jumpsuits and humming backpacks jump out. "Stand aside, men. We'll take care of this." Glowing streams of plasma spray across the craft, melting it into a smoking heap of slag.

"Gee, Jonathan, I wonder if'n they should've found out what was in it first..."

The Exterminators are a band of anti-alien agents formed by Dr. Maxwell "Specs" Sanders in response to the increasing accounts of contact with beings from beyond Earth. By superheroic standards they are slow and most are lousy shots. However, they are armed to the teeth with ridiculously powerful and unstable weaponry, making them dangerous to have around.

Each of the Exterminators has been assigned particular equipment to carry along on missions, and this is reflected in their statistics. However, the GM should remember that all of these foci are universal — they can be employed by other individuals in a scenario. Thus, on rare occasions, equipment may be tossed back and forth among the Exterminators as their weapons begin to fail. And pity the poor hero who comes across an evil alien who has taken one of their plasma generators and is figuring out how it works...

Equipment/Tactics: Dr. Sanders spends most of his time lobbying with congressmen and calling in old favors in hopes of stripping alien beings of any legal rights. However, when the Exterminators suit up, their tactics are not so subtle. They are best known for charging into battle, plasma generators blazing. The instability of their weaponry and their poor marksmanship skills tend to cause a lot of structural damage whenever they engage in combat.

In addition to their dangerous weapons, the Exterminators carry several other pieces of equipment which aid them in their work. These include a scanning device able to locate and identify alien beings in a nearby radius, a pistol which fires small bolos to entangle their opponents, and radio communicators to link the team together. Additionally, the Exterminators wear heavy, protective jumpsuits which keep them safe from alien bacteria and guard them against incoming attacks. However, the more damage done to the suits, the less protection they offer.

Uniforms: The Exterminators' uniforms consist of heavy, white jumpsuits topped with clear, plastic bubbles over their heads. Their nicknames are stitched on the front of the uniforms in gold. Equipment belts and plasma generator packs are strapped over the protective suits.

Plasma Generators: The Exterminators' Plasma Generators are rifle-like weapons connected to a small power mechanism hooked on the back of their belts. The weapons are essentially miniaturized, gas-discharged tubes which generate plasma and force it through a narrow orifice by the combined action of magnetohydrodynamic and thermal forces. The result is a brilliantly luminous jet of extremely high temperature and energy. This beam effect, unlike most Energy Blasts, cannot be spread or bounced, and must always be used at full power.

Because of the miniaturization process involved, the weapons are highly unstable. On an 11- roll, the weapon will not activate at all, making merely a sputtering and humming sound. And even when the weapon does activate properly, there is a slight chance that it will burnout with an explosive backfire. (Reporters have learned to keep their distance when covering the Exterminators' activities.)

Plasma Generators

18d6 Energy Blast, -3 OCV, Activate 11-, Burnout 14-, Side Effect: 4d6 Explosion when Burnout rolled, 16 charges, OAF, Beam Attack (-¼)

2d6 Flash attack vs all sight, linked to Energy Blast, Burnout 14-, Beam Attack, OAF

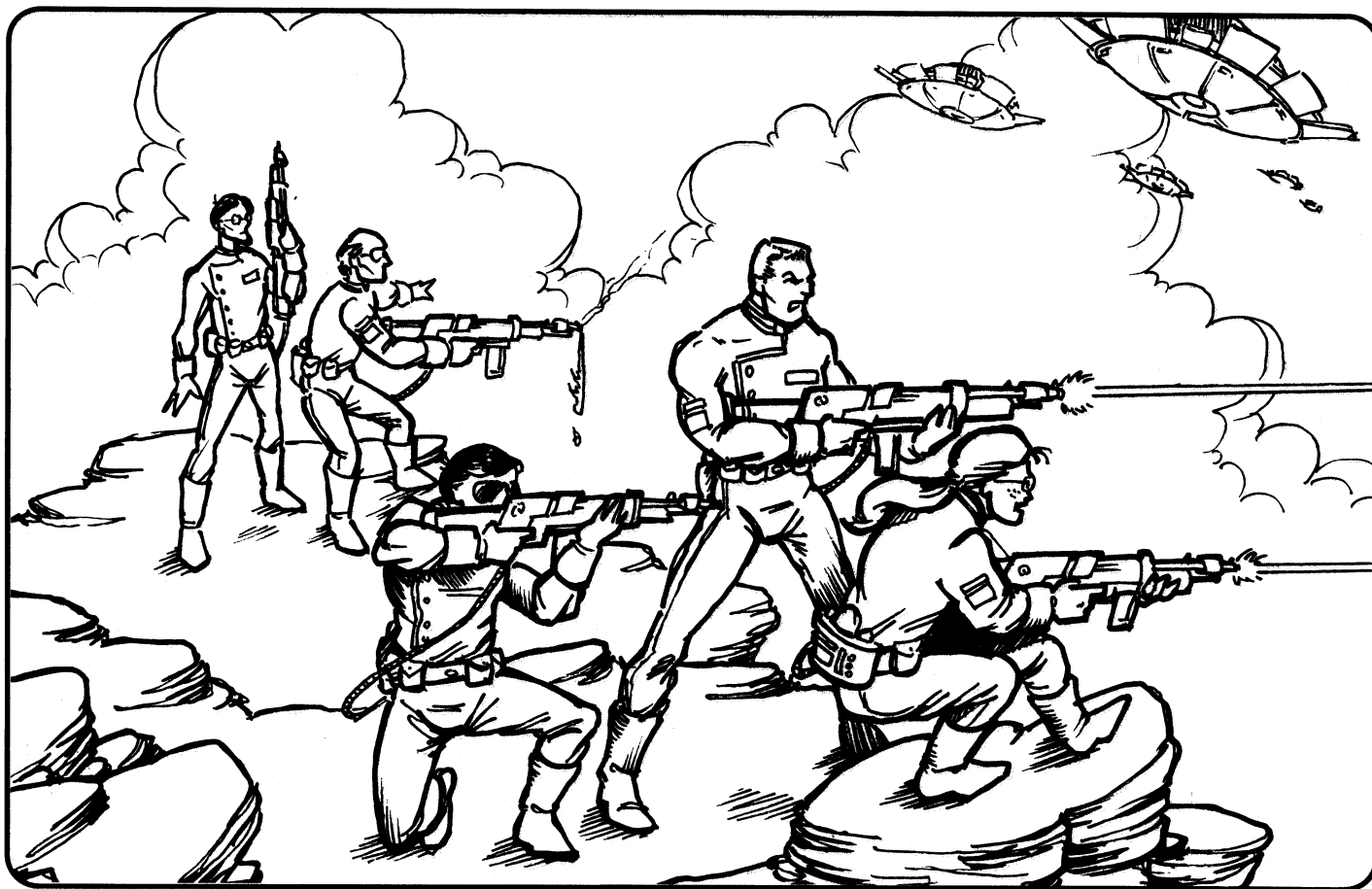
Total Cost: 35 points

Campaign Use: The Exterminators are narrow-minded, considering all aliens to be a threats which must be dealt with severely. To them, aliens have less rights than common animals, and the elimination of "little space invaders" is an amoral task. The Exterminators are stubborn in their cause, and they operate with all the logic and finesse of a bunch of drunk hunters. Alternatively, the Exterminators can be a source of comic relief in a campaign, bumbling their way after U.F.O. sightings and leaving a trail of plasma-melted wreckage in their wakes. They may interfere with the heroes' efforts to legitimately deal with alien threats, endangering not only nearby innocents but the heroes as well with their misfiring plasma generators. However, if one of the heroes is an alien, the Exterminators may pose a more serious threat. In addition to their armored jumpsuits, the team's plasma generators can cause serious injury on those rare occasions when they hit their targets.

Dr. Sanders has recently invested a great deal of energy into swinging public opinion toward his side. He has hired a public relations firm to promote the Exterminators as "real heroes — making the world safe for mankind." Though some special interest groups (i.e., METE) have opposed the Exterminators' efforts, large segments of the public are being convinced that the Exterminators are their only hope against galactic tyranny. Whenever the Exterminators go into action, large crowds begin to gather, chanting, "Zap the Space Invaders! Zap the Space Invaders!" Of course, these crowds have no idea of the danger they are placing themselves in by being in such close proximity with the Exterminators' unstable weapons, and heroes may find themselves spending more time breaking up the gathered mob and getting people to safety than stopping the Exterminators themselves.

SPECS				
Val	Char	Cost	100+	Disadvantages
10	STR	0	15	Paranoid about alien contact with Earth (total)
13	DEX	9		Claustrophobia (strong)
11	CON	2	10	Nearsighted
10	BOD	0	5	Normal Characteristic Maxima
28	INT	21	20	Age: 40+
18	EGO	16	5	Reputation, 8-
11	PRE	1	5	Hunted by METE, 14-, mild interference
10	COM	0	20	Hunted by VIPER, 8-
2+	PD	0		
2+	ED	0	15	
3	SPD	7		
8	REC	8		
22	END	0		
21	STUN	0		
Cost			Powers	
35	Plasma Generator			
36	Armor (+30PD/+30ED), ablative, OIF: protective jumpsuit			
11	Life Support: self-contained breathing, immune to disease & radiation; OIF: protective jumpsuit			
2	Radio Listen/Transmit, OAF: radio			
12	Detect alien life forms, discriminatory, 360°, range, OAF: scanner			

Skills					
3	Bureaucratics	11-			
3	Deduction	15-			
3	Scientist				
2	SC: Biology	15-			
2	SC: Chemistry	15-			
5	SC: Disease Analysis	18-			
1	KS: alien encounters	8-			
1	Latin, basic				
2	German, fluent				
Perks					
3	Favors: U.S. Government				
10	Wealthy				
OCV: 4; DCV: 4; ECV: 6; Phases: 4,8,12					
Costs:	Char.	Power	Total	Disadv.	Base
	64	+	131	=	195
				=	95
					+ 100



Background: Dr. Maxwell Sanders worked hard to become the famous biologist that he is. When his mother nearly died of an undiagnosed illness, Maxwell decided to dedicate his life to understanding diseases and developing cures for the "incurable." All of his hard work has paid off, and Maxwell is credited with insightful advances toward preventing and curing several varieties of cancer, as well as significant contributions to the fight against AIDS.

Two years ago, Maxwell was called in as a consultant for a widespread plague that was developing in a farming community in Iowa. Maxwell had never seen a disease like this before. The victims were rapidly aging and deteriorating. Clearly some sort of disease was involved; it was being passed on through close contact to people in the region. However, no apparent cause could be determined.

Then a team of researchers, wearing heavy, protective suits, discovered the wreckage of a small spaceship buried deep in a cornfield within the quarantined region. The pilot of the craft, a short, pale green individual with a disproportionately large head, was badly injured but still alive. It didn't take long for Maxwell to determine that the alien was the carrier of the deadly disease, and Maxwell argued that the alien should be locked away or destroyed before the illness spread further.

However, various social action groups set their lawyers to the task of protecting the injured alien. After all, it was a sentient being — it would be inhumane to simply destroy it. The media exploited the controversy, and soon the entire nation was buzzing with arguments about what should be done. Maxwell was astonished that people would even debate the issue. From his perspective, the alien was carrying an unknown virus that couldn't be treated through conventional means. The only clear choice was to get rid of the creature.

And so, while examining the alien in hopes of developing a cure, Maxwell injected a massive dose of a sedative that quickly sent the alien into a coma. At least the alien would be locked away in intensive care until something could be done about the problem. However, Maxwell couldn't let the world know what he had done lest he become the focus of a major controversy. Additionally, he feared becoming involved in a legal case that would set precedence regarding alien rights.

During the following months, Maxwell used tissue samples from the alien to develop a cure for the mysterious disease. Maxwell had come close to losing most of that Iowan town to the alien virus, and he swore something like that would never happen again. Maxwell soon began to explore other cases involving alien contact with the Earth. He was appalled at the thought of so many U.F.O. sightings and so many potential plagues from alien viruses while no agency was doing anything to prevent the inevitable. In fact, many groups wished to protect aliens and even offer some citizenship. Maxwell arrived at a different conclusion, one he would describe as "the only scientific, objective alternative." He saw aliens as a lower species — certainly not something to be equated to humanity. Even animals, which were natives of earth, should take priority. And so Maxwell secretly began to form an organization that would seek out and get rid of all alien life that came into contact with the Earth.

He invested his fortune into the project, sought out others who would share his concerns (or at least contribute toward his goals), and the Exterminators were born. Maxwell assumed leadership of the group and began to be called "Specs" by his teammates — a reference to his incredibly thick glasses.

Since their beginnings, the Exterminators have been the subject of controversy. Many agree with their efforts to wipe out "little green men from other planets who will only bring harm to our world." Others simply label them as racist vigilantes who should be thrown into prison and locked away for good.

Motivation/Personality: Maxwell, as founder of the Exterminators, sincerely believes that he is doing what is best for the Earth. For him, the task of eliminating alien contact is serious business. Since the Iowa incident, Maxwell hasn't slept well; he saw all those people die and fears that it might happen again. His position is well thought out and intelligently arguable — a fact which he has demonstrated on several television talk shows. Maxwell is cold, serious, and brilliant, and will often speak using long, technical terms that only other scientists could hope to understand.

Appearance: Maxwell is 47 years old, has thinning salt and pepper hair and dark brown eyes, which seem absolutely enormous through his "Coke-bottle" glasses.

Quote: "Get out of the way! These alien monsters will be the death of us all (if these guns don't kill us first)!"

GIZMO					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	5	Enraged when experiments fail	
11	DEX	3		8-, 11-	
14	CON	8	15	Compulsive urge to tinker with	
10	BOD	0		technology (strong)	
15	INT	5	15	Fear of pain (moderate)	
12	EGO	4	5	Farsighted	
14	PRE	4	20	Normal Characteristic Maxima	
10	COM	0	10	DNPC: sister, normal, 8-	
2+	PD	0	10	Hunted by Starguard Interna-	
3+	ED	0		tional, 14-, questioning and	
3	SPD	9		debriefing	
5	REC	0	20	Hunted by METE, 14-, mild	
28	END	0		interference	
24	STUN	2	5	Hunted by VIPER, 8-	
			15	3d6 Unluck	
Cost			Powers		
36	Gadget Pool, 30 points, always OAF, only changed in a lab (-½)				
35	Plasma Generator				
36	Armor (+30PD/+30ED), ablative, OIF: protective jumpsuit				
11	Life Support: self-contained breathing, immune to disease & radiation; OIF: protective jumpsuit				
2	Radio Listen/Transmit, OAF: radio				
	Skills				
3	Computer Programming 12-				
9	Gadgeteering 15-				
11	Electronics 15-				
15	Inventor 18-				
9	Mechanics 14-				
3	Security Systems 12-				
12	Weaponsmith: slugthrowers, heavy weapons, and energy weapons; 14-				
	Talents				
3	Lightning Calculator				
OCV: 4; DCV: 4; ECV: 6; Phases: 4,8,12					
Costs:	Char.	Power	Total	Disadv.	Base
	35	+	185	=	220
				=	120
					+ 100

Background: Dwight Brinkley has loved to tinker with mechanical things for as long as he can remember. It seemed only natural that he would pursue degrees in mechanical engineering and physics. And when Starguard International offered him a position in their weapons design department, Dwight jumped at the opportunity. The workshop and freedom which Starguard provided him was more than he could have dreamed of, and Dwight was happy just tinkering away day and night.

When Dwight discovered a means of generating intense plasma energy and building it into a portable weapon, he was ecstatic. However, Starguard leaders recognized Dwight's concept as unstable and dangerous, both to clients and agents. Dwight was assigned to other projects that took him away from his plasma generators, and Dwight became childishly angry. After all, this could be the technological breakthrough that would set Starguard apart from competitive agencies such as Protectors Inc., VIPER, and Raven.

Dr. Maxwell Sanders learned of Dwight's plasma generator as well as his frustration with Starguard, and contacted him to discuss his plan to form an anti-alien organization. Sanders and Dwight convinced each other of their goals; Dwight agreed that the alien threat would best be dealt with by direct force and Sanders believed that Dwight knew what he was doing in producing his portable plasma generators. And so Dwight joined the Exterminators as their resident inventor and weaponsmith, Gizmo.

Motivation/Personality: Dwight is a somewhat timid individual, preferring not to speak to people he does not already know. He is very aware of his lack of athletic abilities (something which his classmates drew to his attention constantly while growing up), and avoids taking many physical risks.

However, when involved with his area of expertise, Dwight simply cannot be stopped. He loves to explain to the unwary, inquisitive individual exactly how his inventions work in the most technologically incomprehensible terms. Likewise, he is thrilled when the Exterminators encounter something to use his equipment on. Dwight has become convinced that the alien threat which Earth is dealing with is something best dealt with by using more powerful weaponry, and delights in fiddling with and enhancing his designs for the team.

Appearance: Dwight is 35 years old and has mousy brown hair and a thin moustache. He wears round, wire-framed glasses, and speaks in a squeaky, excited voice.

Quote: "Hmm. Considering the relative size of the beast in comparison with the per-square-inch output from the generator's nozzle, not to mention the crucial factor of gravitational resistance, I would say that our chance for success is less than satisfactory."

SLICK					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	20	Obnoxious (total)	
13	DEX	9	15	Dishonest (strong)	
19	CON	18	20	Normal Characteristic Maxima	
12	BOD	4	20	DNPC: girlfriend of the week,	
11	INT	1		normal, 14-	
11	EGO	2	20	Hunted by METE, 14-, mild	
15	PRE	5		interference	
16	COM	3	5	Hunted by local loan shark, 8-	
3+	PD	0			
4+	ED	0			
3	SPD	7			
7	REC	0			
46	END	4			
30	STUN	0			
Cost	Powers			END	
35	Plasma Generator				
13	3d6 Entangle, takes no damage, OAF: bolo gun, 6 charges, activation 12-				
36	Armor (+30PD/+30ED), ablative, OIF: protective jumpsuit				
11	Life Support: self-contained breathing, immune to disease & radiation; OIF: protective jumpsuit				
2	Radio Listen/Transmit, OAF: radio				
	Skills				
3,3	Bribery 12-; Bugging 11-				
3,3	Combat Driving 12-; Concealment 11-				
3,3	Forgery 11-; Gambling 11-				
3,3	Persuasion 12-; Conversation 12-				
3,3	Seduction 12-; Stealth 12-				
3	Lockpicking 12-				
OCV: 5; DCV: 5; ECV: 3; Phases: 4,8,12					
Costs:	Char.	Power	Total	Disadv.	Base
	58	+	142	=	200
				=	100
				+	100

Background: Stan Sneiderwind cheated and bribed his way through high school, college, and graduate school. It wasn't a lack of intelligence that made him cheat; he simply didn't want to apply himself. He would rather spend his time chasing sorority girls than studying, and so Stan regularly broke into school offices to steal test answers, paid teachers under the table to give him good grades, tricked other students into writing his papers, etc. The strategy worked well enough to earn Stan a PhD in sociology and land him a job as fraternity/sorority coordinator for a local university.

During Stan's school years, he shared a dorm room with Maxwell Sanders. It was an unusual combination — Maxwell was the epitome of dedication and organization while Stan was partying in the background. However, the two became friends and remained in contact with one another over the years.

When Stan found out that Dr. Sanders was forming the Exterminators, he decided to convince his old roommate that the team needed his "expertise." Though Stan could contribute nothing to the organization in terms of scholastic accomplishment, Maxwell saw the usefulness of Stan's many years of sneaking around in the dark, breaking into offices, manipulating people into doing things for him, etc. Stan convinced Maxwell to let him join the Exterminators, secretly hoping that it would be a fun adventure and a great place "to meet babes."

Needless to say, Stan signed up immediately. He has been given the nickname "Slick," and adds a light-hearted, irresponsible-yet-dedicated mood to the team.

Motivation/Personality: Stan is... well, a jerk. He treats women like mere objects to be conquered, has no concept of personal responsibility, and is an absolute slob. Nevertheless, Stan is a lovable jerk in a peculiar, "happy-go-lucky" way. He has a great sense of humor and can add levity to the gravest situations. He enjoys pulling practical jokes on enemies of the Exterminators, which has endeared him to the rest of the team.

Stan has never really thought through why he is hunting down alien menaces. Maxwell's logical arguments make sense to him, and he has never bothered to hear any other side of the story. Besides, being a member of the Exterminators has made him a celebrity and introduced him to all sorts of beautiful women who are in need of his protection. When not actively involved in a case, Stan can be found either reading girly magazines and sipping margaritas or hunting down sorority women.

Appearance: Stan sees himself as suave and handsome, and is happy to prove it to any woman who seems interested. He has straight, black hair, tan skin, and green eyes. When not in uniform, Stan is almost always wearing mirrored sunglasses, even indoors.

Quote: "Yo, babe, watch me toast the martian!"

Background: Jud Hogan was one of the few veterans from the Vietnam war who was glad he went. For some reason, Jud had a tremendous amount of violent hostility within him that found its release in stalking the dark jungles and blowing soldiers away. The Marines had trained him well, and Jud was disappointed to be shipped back home to the States.

When he arrived back in his hometown in western Kansas, Jud took a job driving a truck for a big moving company. The work was simple, and Jud got along well with the other truckers on the road. Within a few months, Jud had met and fell in love with a perky young waitress at a truck stop on his route. The two began dating whenever Jud could get away from his job, and they had a great time with each other. The waitress saw Jud as a cute little boy in a man's body — someone to have fun with whenever he was in town. Jud, however, thought this was true love and intended to marry the girl.

One fateful evening, Jud drove into the truck stop with an engagement ring in his pocket and the first tie he had ever worn around his neck. But when he got inside, he found out that the waitress had left her job the week before. As it turns out, she had run away to Vegas to marry another trucker, though no one dared to tell Jud. Instead, they said that she just disappeared. Jud was crushed and wanted an explanation for why his girl would leave him so suddenly.

He found his answer when he glanced at a grocery store tabloid on the counter. The headline read, "Woman Seduced by Alien Invader." And Jud, not being too bright, was convinced that if it could happen to the girl in the paper, it must have happened to his own beloved. Jud contacted the police and pleaded with them to join his search for his girlfriend. He checked with every local newspaper for any recent accounts of U.F.O. sightings in the area. He even called up his old Marine commander to ask the military to become involved. But no one believed his story.

Jud eventually sold the engagement ring and used the money to purchase classified ads in papers around the country asking if anyone had seen the flying saucer which kidnapped his girlfriend. The ads caught the attention of Dr. Maxwell Sanders, who was then putting together the Exterminators. And when Dr. Sanders met Jud in person, he knew he had his newest member: "Bruiser" (a nickname given to Jud during his tour of duty with the Marines). Sure, Jud wasn't much on brains, but he had a passionate hatred for aliens and some incredible combat skills and experience.

Jud agreed to join the Exterminators as their combat expert and has become the only member of the team that can fire their plasma generators with any accuracy.

Motivation/Personality: Jud is convinced beyond reason that "them dang spacemen" stole his girlfriend. He's not actually sure which alien race is responsible, so he's decided to help wipe them all out. Jud has something of a one-track mind, coupled with an incredible stubbornness. He is also fond of violent answers to almost any problem.

Appearance: Jud stands 6'4" high and packs 260 pounds of pure muscle. He has curly blonde hair, blue eyes, and a neck almost as thick as his waist.

Quote: "Ya Green-skinned space-freak! Think you can just come here and take our women? Take this!"

BRUISER					
Val	Char	Cost	100+	Disadvantages	
19	STR	9	15	Enraged at the sight of aliens	
20	DEX	30	8-, 8-		
17	CON	14	15	Hatred of all aliens (total)	
13	BOD	6	20	Normal Characteristic Maxima	
8	INT	-2	5	Distinctive Features (chews tobacco), easily concealable	
8	EGO	-4	20	Hunted by METE, 14-, mild interference	
15	PRE	5	5	Rivalry with all brawny men to prove "manliness"	
10	COM	0	10	2d6 Unluck	
4+	PD	0	33	Experience spent	
4+	ED	0			
4	SPD	10			
8	REC	0			
34	END	0			
32	STUN	0			
Cost			Powers		END
35	Plasma Generator				4
24	Martial Arts (Commando Training)				
	Maneuver	OCV	DCV	Damage	
	Boxing Cross	0	+2	6d6	
	Aikido Throw	+0	+1	4d6 + v/5	
	Karate Chop	-2	0	1 1/2d6 KA	
	Choke	-2	0	2d6 NND	
	Judo Disarm	-1	+1	Disarm,+10 STR	
	Kung Fu Block	+2	+2	Block	
36	Armor (+30PD/+30ED), ablative, OIF: protective jumpsuit				
6	+3" Running (9" total)				
11	Life Support: self-contained breathing, immune to disease & radiation; OIF: protective jumpsuit				
2	Radio Listen/Transmit, OAF: radio				
	Skills				
3,3	Breakfall 13-; Climbing 13-				
3,3	Demolitions 11-; Stealth 13-				
3,3,3	Streetwise 12-; Survival 11-, Tracking 13--				
6,6	+2 Levels w/ rifles, +3 Levels w/ Plasma Generators				
	Talents				
5	Defensive Maneuver				
3	Fast Draw				
OCV: 7+; DCV: 7; ECV: 3; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	68	+	155	=	223
				=	123
				+	100

TREKKIE					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	15	Aggressive in combat (strong)	
13	DEX	9	20	Normal Characteristic Maxima	
11	CON	2	15	Hunted by METE, 11-, mild	
10	BOD	0		interference	
14	INT	4	1	Experience Spent	
11	EGO	2			
10	PRE	0			
12	COM	1			
2+	PD	0			
2+	ED	0			
3	SPD	7			
4	REC	0			
22	END	0			
21	STUN	0			
Cost	Powers			END	
35	Plasma Generator				
13	3d6 Entangle, takes no damage, OAF: bolo gun, 6 charges, activation 12-				
36	Armor (+30PD/+30ED), ablative, OIF: protective jumpsuit				
11	Life Support: self-contained breathing, immune to disease & radiation; OIF: protective jumpsuit				
3	Life Support: immune to alcohol				
2	Radio Listen/Transmit, OAF: radio				
	Skills				
3	Conversation 11-				
3	KS: science fiction 12-				
3	KS: U.F.O. encounters 12-				
3	PS: author 12-				
4	+2 Levels with Plasma Generators				
	Talents				
10	Eidetic Memory				
OCV: 5; DCV: 5; ECV: 3; Phases: 4,8,12					
Costs:	Char.	Power	Total	Disadv.	Base
	25	+	126	=	151 = 51 + 100

Background: Sylvia Briggs is one of the few fortunate individuals who managed to turn her hobby into her profession. As a child, Sylvia became fascinated with astronomy and science fiction. She dreamed of meeting beings from the stars and developed a reputation as an expert on science fiction, U.F.O. sightings, and other weird phenomena. When she was eighteen, she wrote her first book about "close encounters," and it turned out to be a surprising success. Now in her mid-twenties, Sylvia is invited to participate on talk shows, sci-fi conventions, and just about any other place where people are willing to hear about beings from other worlds. She also edits "Starbase One," a popular fanzine devoted to the cult classic *Space Trek* T.V. series

Just six months ago, Sylvia invited her parents to come with her to examine an unusual geographical formation on a small island in the Caribbean. She thought it would be a great vacation for the three of them, and her parents agreed. The site itself consisted of an unexplainable series of dark tracks forming a geometric design on this little island. Sylvia theorized that it was some sort of marking or message from outer space.

Unfortunately, she was correct. On their third day on the island, Sylvia's parents went out to examine the site. Upon stepping into the design, there was a flash of light and the couple was gone. Sylvia caught a glimpse of a silvery sphere speeding eastward over the horizon and concluded that her parents had been abducted by alien visitors.

No longer were spacecraft and alien encounters something delightful and intriguing. Sylvia looked on all alien life as evil and dangerous. She believed that all aliens were working together in some sort of conspiracy, and she hated them with an intensity that she had never known before.

Sylvia heard of Dr. Maxwell's desire to form an anti-alien organization and offered her skills and expertise. Jud Hogan has trained her in the use of the team's equipment, and now Sylvia fights against the alien threat as "Trekkie," a member of the Exterminators.

Motivation/Personality: Sylvia is a little peculiar in personality. She finds it difficult to separate the real world from the fantasy of her sci-fi hobby. She tends to make remarks which embarrass her teammates and demonstrate little of the virtues of femininity. For instance, Sylvia refuses to shave her legs ("If God intended women to have bare legs, he wouldn't have given us hair follicles there!"), and has been known to belch loudly after a big meal of beer and pizza.

However, she is a true expert on U.F.O. encounters and can quote exact references on any known sighting. Unfortunately, all this knowledge must now be put to use in figuring out how all the sightings fit in to what she sees as a galaxy-wide conspiracy against the people of the Earth.

At first, Sylvia was timid about using the portable plasma generators provided by the Exterminators. However, with a little training and experience, she has become almost as aggressive as Jud Hogan.

Appearance: Sylvia's thin and wiry body is topped by carrot-red hair, usually tied back in a ponytail. She has an abundance of freckles and a cheery smile.

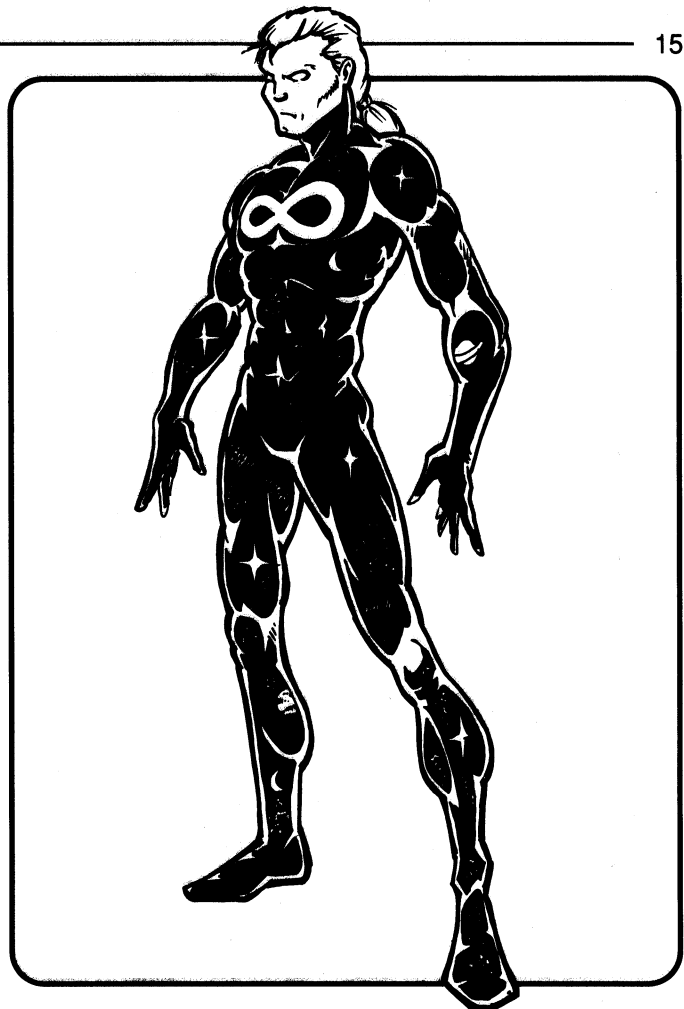
Quote: "Ooo! This alien looks just like the Bug-Eyed Monster from *Space Trek* episode 35. Oh well, nothing a little plasma can't deal with." (BLAM!)

THE INFINITE MAN					
Val	Char	Cost	150+	Disadvantages	
90	STR	80	30	2x STUN, 1 ½x BODY from magical attacks	
38	DEX	84	10	Accidental Change to the "Dark One" when BODY Damage is taken, 11-	
40	CON	60	15	Incapable of love (strong)	
50	BOD	80	20	Childish (strong)	
35	INT	25	10	No memories (moderate)	
35	EGO	50	20	Can't choose between good and evil (strong)	
30	PRE	20	20	Code against killing (total)	
20	COM	5	15	Distinctive Features (electric tingle when near; not concealable, recognizable)	
35	PD	17	8	Watched by METE, 14-	
35	ED	27	10	Hunted by the Exterminators, 11-	
9	SPD	42	5	Hunted by Galactic Freedom Fighters, 8-	
26	REC	0	1016	Cosmic Entity Bonus	
150	END	35			
125	STUN	10			
Cost			Powers		END
550	Power Pool: 250 points, can change powers as a 0 Phase action, no skill roll required, cannot be used for characteristics or skills (-¼) varies				
30	50% Resistant Physical Damage Reduction				
30	50% Resistant Energy Damage Reduction				
15	Mental Defense (22 points total)				
30	Life Support, total				
90	Clairsentience, all sight and sound, 3200" maximum range, no range penalty				
	Talents				
3	Absolute Time Sense				
3	Combat Sense 16-				
10	Danger Sense 11-				
10	Eidetic Memory				
3	Lightning Calculator				
20	Universal Translator				
OCV: 13; DCV: 13; ECV: 12; Phases: 2,3,4,6,7,8,10,11,12					
Costs:	Char.	Power	Total	Disadv.	Base
	535	+	794	=	1329
				=	1179
				+	150

Background: Eons ago, far across the universe, planets trembled in fear under the cold shadow of an immortal tyrant. The being, known only as "the Dark One," had existed for as long as anyone remembered. He travelled throughout the galaxies demanding submission and allegiance from all sentient beings. On those worlds which bowed to his immense, hateful power, the Dark One established governors chosen from among the most wicked beings to rule on his behalf. The planets which refused his rule were annihilated.

Legends of the Dark One's foul dominion travelled across the stars until it reached the world known as Shastorrál. This was an ancient world, filled with wise and benevolent beings who decided to prepare for the Dark One's coming. The entire population joined its collective will in an effort to stop the growing malevolence. And when the Dark One arrived on Shastorrál, eight million people gave their lives in an effort to rob him of his immortality.

When the battle was over, a solitary figure floated amidst the planetary debris and scattering asteroids. The people had failed to destroy the Dark One but had instead erased all memory of his identity and greatly reduced his power. When the figure awoke, he was lost and confused, and keenly aware of a terrible loneliness there in the cold of space.



He began to travel across the dark void in search of others who could tell him who he was. His journey, which lasted nearly seven thousand years, ended when he came across a shining green world known as Earth.

The being assumed the physical form of the native inhabitants and began to walk among them. He was amazed at what he saw. Here was a people very unlike himself; they were mortal, fragile, and intensely competitive. They were separated into various races using different languages, and spread across their little globe. Yet they possessed one ability the being had never seen before; for thousands of years, he had learned to work miracles with his powers, but he never knew of relationships or the ability for two beings to interact. These Earthlings knew how to share, fight, compete, communicate, and, best of all, love.

The being also became aware of individuals with exotic powers and abilities who waged a war of good and evil throughout the world. They were known as superheroes and supervillains, and the being eventually chose to involve himself in their fight, taking up the identity of "the Infinite Man."

The Infinite Man has had a great deal of difficulty choosing which side he should fight on. The concepts of good and evil meant little to him while he was alone in space, and he is not sure which side he best identifies with. Thus, he has fluctuated between the two, occasionally helping out the heroes, and sometimes ensuring that the villains are successful.

The Infinite Man has learned that his power is far greater than most other paranormal beings on this planet. Whereas they are limited to a set number of abilities, he can do almost anything with just a thought, and this ability sets him apart from his peers. He has also learned that his incredible powers keep him from being hurt by just about anything. To date, the Infinite Man has only once felt pain,

and it was a unique, intriguing sensation for him. The blow came from being caught in a cross-fire between the magical blasts of the hero known as Solitaire and the technological weaponry of the villain called Dr. Destroyer. The pain brought about the distinct feeling that, buried deep in his mind, the Infinite Man had memories and experiences which were locked away in time.

The Infinite Man has been most intrigued with the human emotion known as love. It seems to be the one feeling he is incapable of sharing, and thus it is the one thing he wants most in this world. Time and time again he has come across a beautiful woman who could care for him, but he has driven her away by his awkwardness and total inability for romantic passion.

Motivation/Personality: The Infinite Man looks upon the world with childish wonder. He doesn't actually view people as equals but rather as priceless toys with which to entertain himself. Thus, he is very detached from real human concerns such as poverty, crime, etc. However, though he sees people merely as advanced animals, he treasures them and has vowed to keep himself from killing any of them.

The only real thing which the Infinite Man desires is to experience the emotion of love. To this end, he has immersed himself in an intense study of the subject. He has read books, spoken with humans, and even become invisible to observe the phenomena close up. Though he has learned how to manipulate a human into loving him, he has never been able to reciprocate the feeling.

Conversing with the Infinite Man is usually disturbing. He frequently stares at the speaker with wide eyes, analyzing every word without responding. When he does speak back, his thoughts will be disjointed and difficult to follow. For instance, if a hero attempts to convince him to assist in stopping a villain from taking over the world, the Infinite Man may begin discussing the psychology of dictators or the potential results of such a take-over, or even whether people could still experience love under a different form of government. His questions and answers will not only be naive, they will rarely make any sense.

Powers/Tactics: Though greatly weakened by the martyrdom of the Shastorrálites, the Infinite Man still possesses incredible power. This is reflected not only in his high Characteristics, but in his cosmic Power Pool as well. With just a thought, he can create objects from thin air (Transformation), travel across the globe (Teleportation), locate and read any human's thoughts (Mind Scan and Telepathy), manipulate weather patterns (Change Environment), and just about any other ability he desires. He also has the ability to clairvoyantly see and hear other places within a 4-mile radius, and can survive in any possible environment.

The Infinite Man, though capable of changing the world with a mere thought, generally chooses to observe rather than get involved. On the rare occasions when he has engaged a human in combat, he has usually immobilized them through paralysis (Mind Control, one command) or simply removed them to another place (Teleport, usable against others).

Should the Infinite Man choose to shower his affections upon a woman (say, a PC heroine or an NPC villainess), and should someone actually try to hurt his "beloved," the Infinite Man will quickly transform the offender to a toad or other lowly animal. The GM should warn heroes of this possibility by having the Infinite Man demonstrate his overprotective instincts frequently before such a conflict occurs.

Though the Infinite Man is capable of using his power to assume any form or size he desires, he usually appears as a very pale human, approximately six feet tall, with bright white hair and silvery eyes. Those standing in his presence will feel a slight electrical tingle throughout their body. It is difficult to determine his age, though most would guess somewhere between twenty and forty. His muscular body is usually cloaked in shimmering black with faint traces of stars and other celestial bodies slowly spiraling within. His chest bears a large silvery infinity symbol.

Quote: "You humans are simply fascinating! What a grand time I am having on your planet!"

Campaign Use: Care must be used in introducing the Infinite Man into a campaign. The sheer power available to the character could easily throw the game out of balance unless handled cautiously. Remember that the Infinite Man will be somewhat reluctant to use his abilities in combat for fear of destroying a human. Besides, he would rather observe than participate.

The Infinite Man can serve as a perfect vehicle for clarifying ethics and character convictions of heroes. He will always ask why the heroes choose to fight for good instead of evil, and why they see human life as valuable. After all, the human life span is so short that it seems a waste to spend it all looking after weaker people. Should the heroes ever convince the Infinite Man to join them in their task, they will have to keep a close eye on him to prevent him from radically changing things by simply mind controlling nations, toying with time and history, etc.

On the other hand, villains in the campaign will also try to persuade the Infinite Man to join them and grant their every wish. A mastermind criminal such as Dr. Destroyer (see *Classic Enemies*) or a manipulating fiend such as Fiacho might attempt to befriend the Infinite Man and turn him into a minion of evil. Or imagine the horror of our heroes when they discover a madman like Foxbat has hired the Infinite Man to be his personal bodyguard and wish-granter! The heroes will have to somehow convince the Infinite Man that he is making a mistake and should turn against the villains that seek to control him.

One way for the Infinite Man to resolve his confusion between good and evil is to set up a debate between the heroes and the villains to decide which side he should join. Choosing an exotic, neutral location like the moon or the bottom of the ocean, the Infinite Man would build a grand courtroom and place himself as judge. He would then gather the heroes and their most hated enemies, and listen to arguments from both sides as to the supremacy of good or evil. Of course, the Infinite Man would never allow for fighting to break out; the heroes will have to win this one by their wits.

Alternatively, if the GM wants a bit more combat in the game, the Infinite Man could set up a contest between the forces of good and evil. Whichever side wins will gain the loyalty of the Infinite Man himself.

The GM may also use the Infinite Man to explore issues of morality and develop the players' characters. One way to do this is to have the Infinite Man choose to "love" one of the female characters or prominent NPCs in the campaign. He will shower her with gifts, never leave her alone, and literally grant every wish she makes. At first, he may charm the lovely lady, winning her affection with his innocent, romantic gestures. However, the Infinite Man will eventually get on her nerves, and she will have to find a way to move his attention to other pursuits. Of course, if the lady is a villain, she may revel in the attention she gets from such a powerful ally, and may try and persuade the Infinite Man to serve her and her wicked desires.

During the course of the campaign, the GM may decide to have the Infinite Man awaken from his memory loss and recover the tyrannical, evil persona of the Dark One. This can occur whenever the Infinite Man takes BODY damage (roll his Accidental Change), and can be represented by exchanging his "Code vs. Killing" disadvantage for "Must conquer all life encountered." Once the Infinite Man regains his "Dark One" identity, he will still avoid simply killing men in hopes of ruling them first. After all, a dead subject cannot worship and bow down before you. The heroes will probably have to combine forces with other NPC heroes and villains to protect the Earth from the Dark One's power. This should be a dramatic, multi-session adventure, with an exciting climax as heroes and villains pull together to drive the Dark One back to the stars (or eliminate him altogether).

THE EVER-EATING KARRG

Val	Char	Cost	100+	Disadvantages
15	STR	5	10	2x BODY from heat
18	DEX	24	10	2x BODY from electricity
17	CON	14	25	Insatiable appetite (total)
10	BOD	0	20	Fear of violence (total)
5	INT	-5	5	Color-blind
8	EGO	-4	25	Distinctive Features (not concealable, extreme reaction)
12	PRE	2		
8	COM	-1	1	Alien Bonus
28	PD	25		
5	ED	2		
4	SPD	12		
6	REC	0		
34	END	0		
27	STUN	0		

Cost	Powers	END
32	3" Darkness, impervious to all sight, 6 continuing charges lasting 1 Turn each (-¼)	0
10	Mental Defense (10 points)	
22	+11" Running (17" total)	3
20	+20" Superleap (23" forward, 22" up)	5/4
18	+9" Swimming (11" total)	2
9	+3 Enhanced Perception	
8	Life Support vs. all ingested material, may breathe underwater	
3	Breakfall 13-	

OCV: 6; DCV: 6; ECV: 3; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	74	+	122	=	196
				=	96
				+	100

Background: The Kaarg don't mean to hurt anyone, and they certainly don't intend to wipe out all sentient life in a star system. Yet, wherever they go, they leave a trail of dead, lifeless worlds in their wake. You see, the Kaarg not only have a driving instinct for racial survival and expansion, but they also have incredible appetites. They will eat almost anything. And once a world's food supply is depleted, the natives are doomed to starvation.

The Kaarg reproduce rapidly, and the process of devouring all edible material on a world is a quick one. The gestation period for a Kaarg is only three days, and each female Kaarg (called a "cow") produces up to ten eggs each week. Thus, when the Kaarg come upon a new planet, they quickly outnumber the native population and eat everything in sight.

Of course, the Kaarg have adapted a method which will prevent them from self-extinction. When a world's food supply is nearly depleted, the Kaarg can selectively breed a number of unique cows who can fly and survive the cold of space for a brief period. These special cows are then impregnated and sent into space to spew forth their eggs across the galaxy before dying. The eggs remain dormant until they enter the warmth of a planet's atmosphere. Upon landing, the Kaarg hatch and soon begin reproducing, and the entire cycle begins anew.

Unknown to the inhabitants of Earth, several Kaarg eggs are quickly moving toward the unsuspecting planet. Soon, all of humanity will come face to face with the terror of the Kaarg.

Motivation/Personality: The Kaarg are simple beings of very low intelligence. Although they use a native language consisting of throaty croaks, their intelligence parallels that of a small child. To them, life consists of eating, breeding, and being friendly to other sentient beings. Thus, when a human encounters a Kaarg, the Kaarg will be naive but polite, attempting to communicate non-hostility. Of course, all the while the Kaarg will continue eating away at the human's food supply. Because of their strong instincts and low intelligence, it is impossible to convince the Kaarg that they are doing anything dangerous.

Powers/Tactics: In addition to insatiable appetites, the Kaarg have long legs which allow them to run at quick speeds and leap great distances. Their webbed feet make them great swimmers, and their slippery skin protects them from most physical attacks (though energy attacks, especially heat and electricity, hurt them severely). Each Kaarg is also capable of releasing a smelly cloud of gas that obscures the vision of predators and allow them to jump away to safety. The simplicity of the Kaarg's minds provides them with effective defenses from most mental attacks.

Appearance: The Kaargs resemble large, humanoid frogs with slick, pinkish skin. Their hands and feet are webbed, and their yellowish eyes have a translucent shield for seeing underwater. Their lower jaws are able to disconnect from the rest of the skull, allowing them to fit enormous objects (a bush, a large dog, etc.) into their mouths at one time.

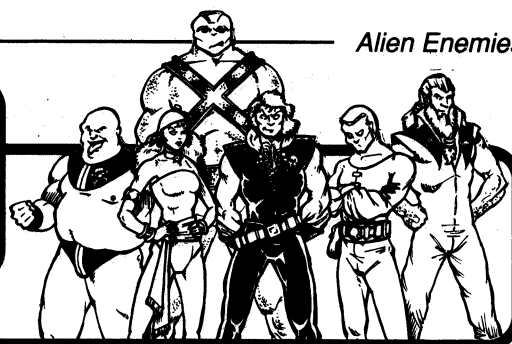


Quote: (chomp, chomp... squeal... chomp, chomp... burp!)

Campaign Use: Initially, the presence of the Kaarg will be humorous. The giant, pink toads will hop through the city, dropping their jaws loose and filling their mouths with anything they can find. The heroes may learn of their presence as the Kaarg take over a nearby "Quickie Burger" or begin to devour the Mayor's prize rose garden. They don't really mean any harm, and will never take food away from another being without being offered it first, but they will cause quite a commotion (and anger restaurant owners across the state). Perhaps cats all around the neighborhood are disappearing (the Kaarg find felines to be a delicacy), and the heroes will have to convince the Kaarg that pets are not food.

Before long, though, the Kaarg will present a difficult problem for most heroes. Clearly they are friendly, intelligent life forms. But if something isn't done about them quickly, they will eat the world into extinction. Simply slaughtering the Kaarg will bring the wrath of special-interest groups. Local veterinarians may suggest rounding up the Kaarg and neutering them (though gathering the ravenous space frogs and convincing them to be sterilized will be tough). Whatever the solution, the adventures with the Kaarg should be light-hearted and fun, not seriously threatening.

THE GALACTIC MARAUDERS



The Star Galleon's engines screamed as the vessel sped away from the military destroyer. Captain Richaal grinned. Even though his band of space pirates were in danger of capture, Richaal enjoyed the thrill of a good chase. "Bring her 'round the dark side of the moon and slow to impulse," he ordered. "We'll let them get close enough to taste us before we hit the hyperdrive."

The Galleon swung quickly into the shadow of the small satellite and the crew prepared for sudden acceleration. Just as the destroyer's nose appeared over the horizon, Richaal shouted, "Hit it!" The Galleon streaked off into the stars, weaving in hyperspace and making it impossible for the military's long-range scanners to get a fix on them. Richaal laughed loudly. "Ha! I wish I'd seen the look on the Commander's face. That'll teach 'im to mess with the Marauders!"

Later that day, the Galleon's crew gathered together to discuss their next move. It was decided that they should avoid the Alliance's systems for a while until things cooled off. The Emperor would be furious when he discovered his treasure chambers emptied and his daughter missing. Perhaps the Marauders could strike out to the frontier and look for some new prospects for a while.

And so the Galleon raced through the galaxy, searching for inhabited planets with new horizons to plunder. Eventually the scanners picked up signs of life on the third planet of a distant star on the edge of the galactic frontier. Slowing to impulse, the Galleon's sensors learned that this planet, called "Earth" by its natives, was ripe with valuable minerals. Furthermore, they had no unified government or deep space navy. And best of all, the dominant life form were bipedal humanoids with manipulatory arms and opposing digits — valuable stock for the galactic slave market.

"Bring her into a high orbit," Richaal ordered, "and ready the crew. I think it's time for some action!"

Campaign Use: The Galactic Marauders are a band of ruthless pirates from a distant star system. They have come to Earth in search of valuable minerals, artifacts, and slaves. They will set their Star Galleon in orbit and teleport to the planet's surface for specific raids. They may seek to remove the gold from Fort Knox or large quantities of oil from a holding in the middle east. They may also raid important museums, stealing various art pieces which they hope will have value to inter-galactic collectors. The Marauders might attempt to kidnap the population of a small town for sale on the slave market, or take a number of newborn infants from a hospital to raise and develop a breeding stock.

The Marauders will look at the people of Earth as victims to be plundered. If they are challenged by powerful heroes, they may develop a healthy respect for their opponents but will not be deterred from pillaging and robbing Earth's resources.

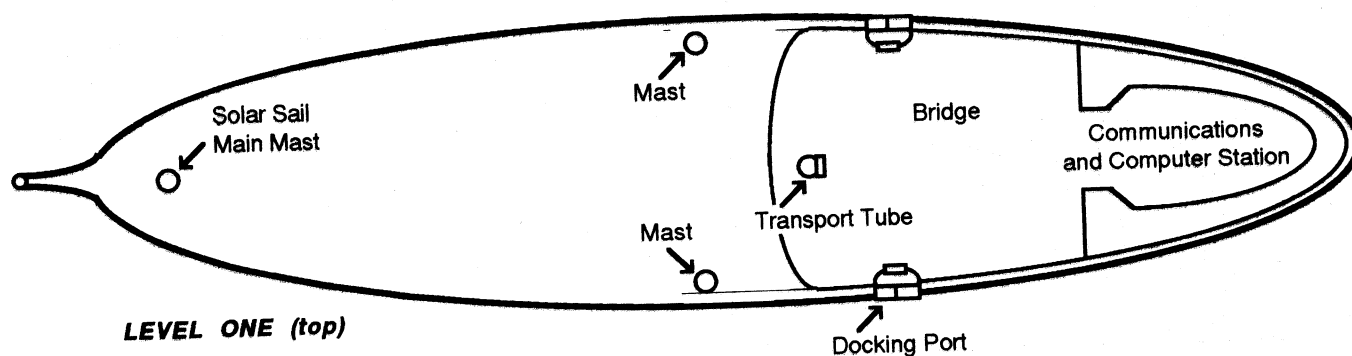
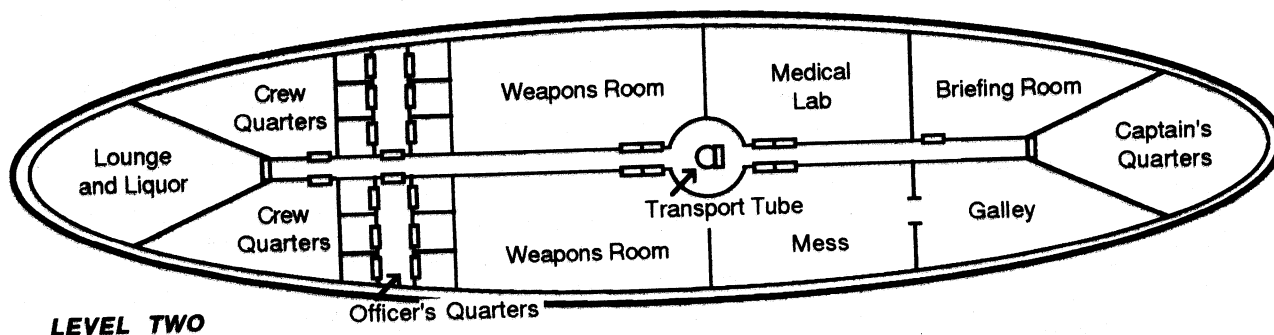
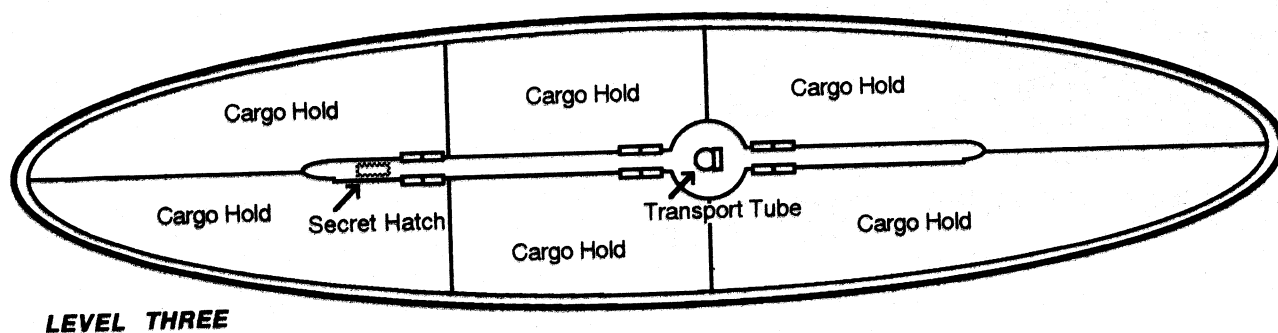
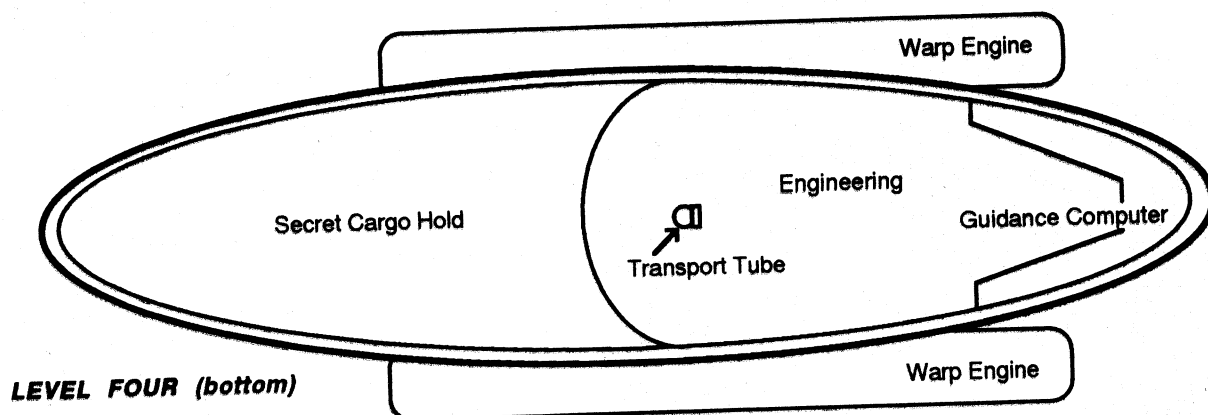
Language will be a problem when the heroes seek to interact with the Marauders. Each of the Marauders speaks Thalospace, the common tongue of their native star system. If the GM wishes to avoid this issue, he may allow the Marauders to carry a translating device, bought as the talent "Universal Translator" with a Focus Limitation.

STAR GALLEON

Char.	Value	Cost	
Size	32x16	75	
DCV	-10		
Mass	3.2 kton		
STR	85		
DEF	20+	54	
BODY	25		
DEX	18	24	
SPD	4	12	
Movefly	150x6	315	
Max	3600		
Cost	Equipment		
80	4d6 RKA, Armor Piercing, Autofire, 250 charges (+1), target must be at least 3 hex area in size (-3/4), 180° firing range (in front of ship, -1/2)		
109	85 STR Telekinesis - "tractor beam", 0 END, target must be at least 3 hex area in size (-3/4)		
30	Hardened Defenses (bought twice)		
40	Force Field (+20PD/+20ED), 0 END, activation 14-		
32	FTL Travel (2000 Light Years/year)		
30	Life Support, total		
92	Spatial Awareness, 360°, 3125x range (+1 1/4), no range penalty, bulky OIF		
18	High Range Radio, 3125x range (+1 1/4), no range penalty, bulky OIF		
37	Clairvoyance, 3125x range (+1 1/4), no range penalty, bulky OIF		
63	AI Computer		
	INT: 10	EGO: 10	
	DEX: 18	SPD: 4	
	Skills: Combat Pilot, Mechanics, Navigation, Systems Operation, Tracking, Transport Familiarity		
	Talents: Defense Maneuver		
	Programs: Pilot ship from point A to B, Control Environment (doors, temperature, etc.), Diagnose Malfunction, Scan Space		
Costs:	Char.	Equip.	Total
	488	+ 531	= 1011

The Marauders' Star Galleon is a magnificent ship resembling Earth's own early pirate galleons. It's hull is a resilient, silver alloy that gleams in the starlight. Large solar sails, made of sparking yellow energy, tower above the Galleon, catching stellar winds to aid the impulse drives. The inside of the ship is clean and well organized. The computer responds to voice commands, providing necessary information, opening doors, turning on lights, and assisting with navigation.

The Galleon has been fitted with high-tech plasma weaponry, tractor beams, and light-speed hyperdrive engines. It is manned by its permanent crew, hirelings from recent ports (use statistics for Skilled Normals). There are also number of service robots (like Normals, Mind Linked to Computer, that cannot be stunned); they are under the guidance of the central computer system.



The Star Galleon



CAPTAIN RICHAAL

Val	Char	Cost	100+	Disadvantages
15	STR	5	15	Overconfident (moderate)
18	DEX	24	15	Enjoys taking risks (moderate)
21	CON	22	20	Normal Characteristic Maxima
12	BOD	4	15	Distinctive Features
17	INT	7		(concealable, major reaction)
12	EGO	4	5	Reputation: ruthless
15	PRE	5		swashbuckler, 8-
14	COM	2	25	Hunted by the Imperial Navy, 14-
3+	PD	0	15	Hunted by the Galactic Patrol, 11-
4+	ED	0		
4	SPD	12	15	Hunted by the Exterminators, 11-
7	REC	0	10	Villain Bonus
42	END	0		
30	STUN	0		

Cost	Powers	END
22	2d6 HKA (3d6 with STR), penetrating, OAF: Energy Saber	3(4)
30	Armor (20PD/20ED), activation 14-, OIF: protective suit	
22	Invisibility vs. all sight, 0 END, OIF: cloaking device	
	Skills	
3,3	Breakfall 13-, Climbing 13-	
3,3	Combat Pilot 13-, Concealment 12-	
3,11	Gambling 11-, Lockpicking 17-	
3,7	Navigation 11-, Stealth 15-	
3,3	Streetwise 12-, Survival 11-	
3,9	Security Systems 12-,Tactics 15-	
2	Transport Familiarity: all space craft	
	Talents	
20	4d6 Luck	

OCV: 6; DCV: 6; ECV: 4; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	85	+	150	=	235
				=	135
				+	100

Background: Richaal was born on the planet Bandoq IV, a remote world populated primarily by outlaws and adventurers. Bandoq IV was a hostile environment to raise a child, and Richaal grew up quickly. He learned the finer arts of stealing, gambling, and carousing before he was twelve, and quickly became known as a rebel with potential. Eventually, Richaal became interested in expanding his horizons and stowed away on a military scout ship. This took him to Thalok Prime — the hub of his planetary system. There Richaal began a career as a smuggler, helping pirate ships move their plunder through customs and bringing canisters of Q mist (an illegal hallucinogenic drug) to the streets.

Richaal became quite good at smuggling. His services became known in the black markets throughout the entire star system. One day, when Richaal was moving a case of Q mist past the cargo inspectors, a military agent opened fire on his crew. Apparently the navy had learned of the vessel's pirate endeavors, and they were attempting to seize both the ship and its crew. Richaal wasted no time in running to the helm and activating the retro engines. The ship sputtered back away from the docks, barely making it out of the hangar doors before they slammed shut. The few members of the crew that had remained on the ship were impressed with Richaal's quick thinking and pledged their loyalty. That day, the Galactic Marauders were formed.

The years have treated Richaal and his crew well. They have acquired a beautiful vessel, the Star Galleon, and have successfully plundered various planets. However, as the military's pursuit of the Galleon crew has become heated, Richaal has moved their activity out of the known star systems and into the frontier.

Motivation/Personality: Richaal is a thrill-seeking swashbuckler in search of riches and adventure. He finds the danger of his career exciting, and takes almost everything in stride. Richaal has a crude sense of humor and is loyal to his own crew. He cares little for those he plunders and sells into slavery; he sees them as a source of wealth for himself. Thus, though there is an enigmatic charm to the Star Galleon's captain, his motives are wicked and selfish, and the GM shouldn't make him seem too admirable.

Powers/Tactics: Richaal is a tactical genius. His experience in the smuggling business has served him well in developing surprise maneuvers and daring tactics. Thus, though the Galleon has come close to being caught on several occasions, Richaal has always managed to pull her through by the skin of his teeth.

Richaal is also an excellent thief. He can move silently and quickly, avoiding most security devices and scanners. To aid him in his thievery, Richaal has stolen a rare prototype of a personal cloaking device — a belt-worn machine which warps light waves and makes its wearer appear invisible.

Appearance: Richaal, like all native Bandoqians, is humanoid and has warm, ochre skin. His yellow eyes sparkle with a malicious gleam, and his toothy grin is sinister. Richaal has dark brown hair which drapes down to his shoulders, an excellent build, and prefers wearing black and gold clothing.

Quote: "Of course I don't know what will happen! That would take away all the excitement!"

SYNTHRE					
Val	Char	Cost	100+	Disadvantages	
11	STR	1	30	1 ½x STUN and BODY from Physical Killing Attacks	
17	DEX	21		Vain (moderate)	
17	CON	14	10	In love with Richaal (strong)	
10	BOD	0	15	Honorable (strong)	
13	INT	3	15	Normal Characteristic Maxima	
18	EGO	16	20	Distinctive Features	
13	PRE	3	15	(concealable, major reaction)	
20	COM	5		Hunted by the Emperor's Secret Police, 11-	
2+	PD	0	15		
3+	ED	0			
4	SPD	13			
5	REC	0			
50	END	8			
25	STUN	0			
Cost			Powers		
50	Multipower (Mental Powers)				END
5u, 5u	5d6 Ego Attack, 10d6 Mental Illusions				5, 5
5 u	8d6 Mind Control, no communication				5
5 u	8d6 Mind Scan, +5 to roll				5
30	Armor (20PD/20ED), activation 14-, OIF: protective suit				
10	Mental Defense (14 total)				
3	Mental Awareness				
	Skills				
3,3	Bureaucratics 12-, High Society 12-				
3,3	Oratory 12-, Seduction 12-				
3,3	Systems Operation 12-, Tactics 12-				
	Perks				
5	Fringe Benefits: nobility				
OCV: 6; DCV: 6; ECV: 6; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	70	+	150	=	220 = 120 + 100

Background: Synthre resented growing up in the Emperor's palace on Thalok Prime. Every day nursemaids would pamper her and dress her and feed her and train her to be everything the public expected from their only princess. But Synthre didn't want to be the perfect little girl. Instead, she dreamed of taking one of her father's cruisers and speeding off to a world where no one knew of her royal heritage.

When Synthre eventually met Richaal (while he was in the process of breaking into her father's private elixir reserves), Synthre was enchanted. Here was a handsome Bandoqian risking his very life in the royal palace just to get a few bottles of Intessian wine. This was the kind of man she wanted to be with, not those prissy fools her father always paraded in front of her. Synthre offered to help Richaal with his theft, disarming the palace scanners until he was safe outside. In exchange, Synthre wanted Richaal to take her along with him on the Star Galleon. Richaal, enchanted by Synthre's beauty and spunk, agreed, and soon they found themselves hand in hand, racing away from the Emperor's royal navy.

Motivation/Personality: Synthre is the Star Galleon's newest crew member. She finds everything about the pirates' lifestyle fascinating — much like an Earth child's wonder on Christmas morning. Synthre has a keen sense of humor and a flirtatious manner, though her true romantic interest is Captain Richaal.

Synthre has been trained in tactical warfare, and has personally witnessed the execution of dozens of convicted criminals on her homeworld. Thus, she has developed a callousness to the sight of blood, and a "spoiled brat" attitude toward her own desires.

Powers/Tactics: As all Thalokites in the royal family, Synthre has powerful psionic abilities. She can locate minds, read them, twist their perceptions, and even create a psionic backlash that stuns her target. In combat, Synthre prefers to remain hidden away from her opponents. She will locate their minds using her mind scan and send her psionic backlash (Ego Attack) to disable them quietly. Her telepathic powers have also been helpful in learning court secrets and manipulating squires, barons, and military commanders into getting what she wants.

Appearance: Synthre is a beautiful Thalokite with pale yellow skin, deep green eyes, and soft silvery hair. Though she looks best in elaborate gowns and royal outfits, she prefers wearing the more ruddy clothes of a space pirate. Only a small Royal Brooch in the emblem of a starburst, which she wears on her collar, eludes to her royal background.

Quote: "Mmm... what big muscles you humans have! Too bad we have to kill you before we get to know each other better."

CHAIKAYAN					
Val	Char	Cost	100+	Disadvantages	
25*	STR	5	10	Berserk when drunk 8-, 11-	
23	DEX	39	13	Enraged when attacked 8-, 8-	
28	CON	36	20	Short temper (strong)	
20	BOD	20	20	Loyal to Richaal (total)	
10	INT	0	20	Distinctive Features, not	
10	EGO	0		concealable, extreme reaction	
13	PRE	3	25	Hunted by the Imperial Navy, 14-	
8	COM	-1	15	Hunted by the Exterminators, 11-	
15+*	PD	8	10	2d6 Unluck	
15+*	ED	7	2	Villain Bonus	
5	SPD	17			
11	REC	0			
56	END	0			
47	STUN	0			
* Additions for Density Increase already figured in					
Cost	Powers			END	
18	Martial Arts, with tongue only (-¼)				
	Maneuver	OCV	DCV	Damage	
	Whip	-2	+1	11d6	
	Strangle	-2	0	3d6 NND	
	Tongue Lash	-2	0	2d6 KA(with STR)	
	+2 DC (Already Figured In)				
15	25% Resistant Physical Damage Reduction				
15	25% Resistant Energy Damage Reduction				
13	Density Increase (2 levels), 0 END,persistent, always on			0	
9	2" Stretching, 0 END, no noncombat, tongue only (-½)			0	
5	Extra Limb (tongue)				
	Skills				
3,11	Combat Pilot 14-, Concealment 15-				
3,3	Electronics 11-, Mechanics 11-				
2	Transport Familiarity: all space craft				
OCV: 8; DCV: 8; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	138	+	97	=	235 = 135 + 100

Background: Chaikayan, a native of Bandoq II, spent most of his life in and out of military prisons. He had an aggressive, hot temper and a habit for picking fights with naval officers. When he wasn't cooling off in a security cell or doing time on the prison world, Chaikayan was busy tinkering with starships that came into Bandoq II's ports. Unknown to the military or the public, however, Chaikayan's specialty was in designing hidden holding cells for smuggled goods, and he often served as a carrier for stolen products.

Chaikayan was eventually offered a position as a ship engineer for a small pirate vessel. On his very first mission — a smuggling trip transporting several cases of Q mist to Thalok — a military officer got wind of their mission and opened fire on the vessel. The planet's receiver, a rebel named Richaal, boarded the vessel and moved it quickly away from Thalok's port. Chaikayan, along with several other members of the crew, agreed to join this young thief as a member of his new crew. When Richaal eventually gained possession of the Star Galleon, Chaikayan joined as the ship's chief engineer.

Motivation/Personality: Chaikayan is a gruff, hot-tempered native of Bandoq II. He takes everything seriously and becomes extremely angry when things don't go according to plan.

Chaikayan is also a bright engineer and takes pride in his creative work. His current project is developing a tesseract storage device which would allow a small cargo bay to hold enormous numbers of slaves or other plunder.

Powers/Tactics: The natives of Bandoq II are humanoids whose bodies retain incredible amounts of fat. Their skin also has a leathery resiliency which protects them from most physical attacks. They have exceptionally long tongues.

Chaikayan also has a surprising talent which has brought him victory in many bar fights — he has learned to use his tongue as a weapon. When engaged in combat, Chaikayan will use his massive body to deliver conventional blows. Once he feels his opponent is weakening, he will shoot forth his six foot-long tongue, wrap it around his victim's throat, and begin constricting until his victim is either unconscious or dead. This unique talent has also proved useful in restraining restless slaves, fetching small objects off shelves, etc. Some of the crew find his ability repulsive, but Chaikayan is proud of his hidden weapon.

Appearance: Chaikayan weighs over 400 kg and has a ruddy complexion. His eyes are pale yellow, and his tongue is a slimy sea-green. Chaikayan usually only wears black trunks, wristbands, sandals, and collar.

Quote: “#*%@! You told us there'd be no interference! Friggin' humans!”



PHINRESS					
Val	Char	Cost	100+	Disadvantages	
35	STR	25	20	1 ½x STUN and BODY from radiation or biological attacks	
25	DEX	45		Short attention span (strong)	
23	CON	26	20	Loyal to Richaal (total)	
12	BOD	4	20	Distinctive Features, conceal-	
10	INT	0	15	able, major reaction	
10	EGO	0		Hunted by the Imperial Navy, 14-	
15	PRE	5	25	Hunted by the Intessians, 8-	
10	COM	0	10	Hunted by the Exterminators, 11-	
15+	PD	8	15	Villain Bonus	
15+	ED	10	30		
5	SPD	15			
12	REC	0			
46	END	0			
42	STUN	0			
Cost			Powers		
			END		
30	Elemental Control — bioenergy drain				6
a-30	4d6 STR Transfer to STR (+24 maximum)				
b-20	6d6 Absorbition to STR (+36 maximum) vs. all energy attacks; linked with 25% Resistant Physical and Energy Damage Reduction				6
15	Armor (5PD/5ED)				
10	Power Defense (10 points)				
Skills					
3	Computer Programming 11-				
3	Deduction 11-				
3	Forgery 11-				
3	Systems Operation 11-				
OCV: 8; DCV: 8; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	138	+	117	=	255 = 155 + 100

Background: Phinress is a native Intessian. His race has produced some of the finest, most logical, scientific people in all creation. Unfortunately, though, the Intessians keep to themselves. When called upon to solve some world problem or design some useful device, the Intessians politely refuse, noting that too much interaction with other races can corrupt their own culture.

Phinress, however, was bored following the simple rituals and routines of daily Intessian existence and plotted a way to escape his planet. One day, when a trade ship came to buy Intessian wine (the planet's only export), Phinress decided to stow away in one of the cargo holds. Phinress didn't know that the ship he had chosen was a pirate vessel from Thalok Prime. He also didn't realize that his hold contained a dangerous prototype fission weapon which was slowly leaking and filling the chamber with radiation. His genetic structure reacted violently to the radioactive particles, sending Phinress into frenzied convulsions. Crew members heard his screaming, found him in the cargo hold, and quickly brought him to their physician. Phinress' condition was stabilized, and they soon learned that the radiation had mutated Phinress, giving him remarkable bio-energy abilities.

Phinress was delighted. He had only expected to leave the boredom of his homeworld, not gain new powers. The pirate crew was delighted also. Not only had they managed to steal three times as much Intessian wine as they were buying, but they had gained a new crew member as well. Phinress continued under the direction of Captain Richaal, using his bio-energy powers effectively.

Motivation/Personality: Phinress is an impatient Intessian with a very short attention span. He is always keeping himself busy, fidgeting with some toy or working off steam in the ship's gymnasium. He is loyal to the crew for saving his life, taking him away from his homeworld, and helping him to control his new abilities. He has abandoned the logical rituals of his people in exchange for the chance to risk his life with the pirates.

Powers/Tactics: The accident gave Phinress some remarkable abilities. He can absorb almost every form of energy and enhance his own strength. He is also able to drain the strength of other beings he encounters. He is everything an Intessian is not supposed to be — strong, aggressive, outgoing, and ready for a good slug-fest.

In combat, Phinress will first attempt to drain strength from "bricks" and then use his enhanced power to grab and squeeze his weakened opponent. Phinress will laugh loudly at any energy blaster who attacks him, absorbing their power and depending on his own defenses to protect him.

Appearance: Phinress is incredibly muscular for an Intessian. He stands just over 6 feet high and has deep blue skin and pale grey eyes. His light blue hair has grown quite long, and Phinress now sports a shaggy beard as well.

Quote: "Oh my! This could be dangerous. How exciting!"

DOCTOR ZEINERT						
Val	Char	Cost	100+	Disadvantages		
13	STR	3	15	Greedy (strong)		
20	DEX	30	20	Overconfident (strong)		
18	CON	16	20	Normal Characteristic Maxima		
10	BOD	0	25	Susceptible: 2d6/segment from radiation		
13	INT	3	15	Distinctive Features, concealable, major reaction		
13	EGO	3		25	Hunted by the Imperial Navy, 14-	
13	PRE	3			Hunted by the Emperor's Secret Police, 8-	
16	COM	3	10			
3+	PD	0				
4+	ED	0				
4	SPD	10				
7	REC	0				
50	END	7				
30	STUN	4				
Cost			Powers		END	
60	Multipower				6	
6 u	12d6 Healing Aid (as per optional rule: dice total aids STUN, each BODY rolled aids BODY)					
3 u	4d6 Energy Blast, AVLD: Power Defense, no range					
30	Armor (20PD/20ED), activation 14-, OIF: protective suit					
22	+11" Running (17" total)					
	Skills				3	
3	Forensic Medicine 11-					
3	Paramedic 12-					
3	PS: Doctor 12-					
15	+3 Levels with hand-to-hand combat					
OCV: 7; DCV: 7; ECV: 4; Phases: 3,6,9,12						
Costs:	Char.	Power	Total	Disadv.	Base	
	85	+	145	=	230 = 130 + 100	

Background: Zeinert spent many long years studying medicine in the universities of Thalok. As a child, Zeinert demonstrated the rare power to heal the wounds and illnesses of others around him, and the government chose him to become a physician. As a government physician, though, Zeinert never stood a chance of gaining any personal wealth. And Zeinert wanted badly to become rich.

On the day of his graduation, Zeinert took a leave of absence from which he would never return. He stole a government shuttle pod, a variety of medicines and equipment, and set off for one of Thalok's moons in search of a healthy, capitalistic environment. However, his journey was intercepted by the Star Galleon, a ship filled with pirates who wanted his medical supplies. Zeinert showed no fear as they brought him aboard, and this gained the favorable attention of the Galleon's captain, Richaal. Richaal summoned Zeinert to his quarters and questioned him as to where the Thalokite government pod containing government supplies was going. Zeinert told Richaal about his greedy desires, and Richaal offered him a position with the crew. After all, Richaal argued, Zeinert was sure to make more money with the Galleon than he would on one of Thalok's moons. Zeinert agreed, and has been a faithful member of the Galleon's crew ever since.

Motivation/Personality: Zeinert is a gutsy, greedy individual. He hopes to serve with the Galleon just long enough to collect a small fortune for himself and then retire in luxury. Zeinert could care less how many people are injured or killed in his quest for riches. He is a quiet individual, always looking out for himself first, and never intimidated by any other individual. He has kept a level head in the worst of situations, and Richaal has come to depend upon him as a source of stability in the crew.

Powers/Tactics: Once every several generations, a Thalokite is born with an ability to serve as a living catalyst in the natural healing process of others. Zeinert, born with such a gift, is able to touch another's wounds and heal them almost instantly. This ability has saved the lives of several of the Marauders.

Zeinert has also learned to reverse the process of healing in individuals, causing wounds to open up and become infected as quickly as he can heal them. He must touch his target for the wounding to occur, and has learned several techniques for closing in during hand-to-hand combat and striking with his wounding touch. Only Power Defense offers resistance against Zeinert.

Appearance: Zeinert's skin is a rich yellow color and his eyes are a deep blue-green. His white hair is cut short, and he prefers to wear white jumpsuits.

Quote: "Just think, I could be enjoying a comfortable retirement on Trillium 7 right now. But no, Richaal couldn't be satisfied with just a few billion credits worth of contraband and a beautiful princess. He has to get us mixed up with these idiots from Earth!"

TARCHOSS					
Val	Char	Cost	100+	Disadvantages	
60*	STR	15	10	2x STUN from fire/heat	
22	DEX	36	15	Enraged when crew members	
24	CON	28		are hurt 14-, 8-	
13	BOD	6	20	Childish (total)	
10	INT	0	20	Loyal to Richaal (total)	
10	EGO	0	20	Distinctive Features, not	
16	PRE	6		concealable, major reaction	
10	COM	0	25	Hunted by the Imperial Navy, 14-	
12+*	PD	0	15	Hunted by the Exterminators, 11-	
12+*	ED	0	15	3d6 Unluck	
6	SPD	28	62	Villain Bonus	
10	REC	0			
48	END	0			
40	STUN	0			
* Additions for Density Increase already figured in					
Cost			Powers		END
54	Armor (18PD/18ED)				
10	Flash Defense (10 points)				
10	Power Defense (10 points)				
5	Lack of Weakness (-15 to roll)				
26	+13" Running (19" total)				
5	Discriminatory Smell				
10	Tracking Scent				
52	Density Increase (7 levels), 0 END, persistent, always on				
	Talents				
11	Combat Sense (smell), 15-				
OCV: 7; DCV: 7; ECV: 3; Phases: 2,4,6,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	119	+	183	=	302
				=	202
					+ 100

Background: Tarchoss was born on the high-gravity world of Ssynstra just three years before it was destroyed in the Great War. Just before the battle began, Tarchoss' parents hid him on a freighter that was travelling from Ssynstra to Bandoq II. On its journey, the freighter was captured by Captain Richaal and his pirate crew. Upon discovering the Ssynstran child, Richaal decided to keep and raise the boy as his own.

Little did Richaal realize that Ssynstrans not only mature quickly, but their own density gives them tremendous strength. Additionally, Tarchoss was a hyperactive child, always looking to run off energy by playing with the crew around the ship. It was all Richaal could do to keep Tarchoss entertained so he wouldn't accidentally break something (or someone) important.

In time, Tarchoss grew old enough to begin training as a part of the crew. Though he is still continuously restless, Tarchoss has gained control of his hyperactivity and is serving Richaal loyally.

Motivation/Personality: Tarchoss is little more than a big child with too much power for his own good. Taking after his father, Tarchoss is quite a bully. Tarchoss is also one of a handful of survivors from the Ssynstran disaster, making him a unique individual in the galaxy. The only parents he remembers are the crew of the Star Galleon, and he loves Richaal dearly.

Powers/Tactics: Tarchoss' increased density gives him incredible strength and resiliency against damage. In combat, his strength makes him a fearsome opponent, but he has had to learn to be delicate with things around the ship lest he crush them with his power. Richaal has made something of a game of crushing skulls for the hyperactive youth, and Tarchoss' favorite activity is sneaking up on an opponent and squashing the victim's head.

Appearance: Tarchoss is an enormous reptilian with jade green scales covering his hairless body. His eyes are small and pink. Tarchoss only wears a leathery loincloth and harness.

Quote: "But Richaal, I want my own human to play with. Everyone else gets to beat up a human; can't I smush one, too?"

THE MASQ					
Val	Char	Cost	100+	Disadvantages	
50	STR	40	40	2x STUN and BODY from electrical attacks	
20	DEX	30	15	Accidental Change to natural form when contacting electricity, 14-	
20	CON	20			
10	BOD	0			
10	INT	0	15	Contempt for humans (strong)	
11	EGO	2			
19	PRE	9	15	Power hungry (strong)	
6	COM	-2	10	Reputation: always operate in groups of two, 11-	
20	PD	10			
15	ED	11	15	Hunted by Secret Service, 11-	
5	SPD	20	20	Hunted by the Exterminators 11-	
13	REC	0			
40	END	0			
45	STUN	0			
Cost			Powers		END
15	Damage Resistance (15PD/15ED)				
6	+3" Running (9" total)				2
5	Discriminatory Smell				
20	Shapeshift — limited group: humanoids, 0 END, persistent, 1 Phase extra time, 0 DCV concentration during change				0
Skills					
9,9	Acting 16-, Mimicry 16-				
3,7	Oratory 13-, Disguise 13-				
3	Linguist				
3	1 human language (as appropriate)				
3	KS: 1 Earth culture (as appropriate) 11-				
7	PS: 1 profession (as appropriate) 13-				
OCV: 7; DCV: 7; ECV: 4; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	140	+	90	=	230
				=	130
				+	100

Background: Captain Breden couldn't help but congratulate himself. He had discovered a world inhabited by a peaceful, friendly humanoid race, known as the Masq. They seemed interested in trade and cultural exchanges with the Empire. As his ship lifted off the pleasant world, he dreamed of the awards he would receive for this discovery. He did not realize, however, that the Masq were shapeshifters, or that over half his crew lay dead on the planet below. Many of his men had been replaced by shapeshifted aliens, and Breden was carrying them out into the stars to wreak havoc.

From this humble start, the Masq infiltrated dozens of worlds. Though technologically inferior to most races, their uncanny mimicking abilities allowed them to utilize the tools and starships of the races they encountered. For tactical as well as biological reasons, Masq operatives operated in pairs, usually working their way through an organization's ranks until they occupied two positions of power. From there it was always easy to bring in more.

During the height of their success, the Masq took control of many local governments and dozens of Imperial Starships. While on a routine mission to apprehend a group of pirates known as the Galactic Marauders, an Imperial ship filled with shapeshifted Masq followed the Marauders' Star Galleon into orbit around the planet Earth. The captain of the pirate ship quickly evaded them, but the Masq were no longer interested. Loading shuttle pods with Masq operatives, over fifty of the aliens were sent down to the blue-green world. Yet before their pod could land, the Marauders swung 'round and attacked the mother ship by surprise. With deactivated shields, the Imperial starship vanished in a ball of white fire leaving the remaining Masq trapped on the remote planet. "Ah, well," thought



the Masq leader, "we'll simply have to make the best of it and take control of this planet. Who knows, perhaps these silly humanoids will develop their own means of space travel and allow us to continue our mission of conquest in the galaxy."

Motivation/Personality: From birth to death, the Masq want control of all they encounter. The Masq have learned that while brute strength is sometimes required, it is hardly as effective as the power granted by a large company or government. Therefore, it is the control of these organizations that the Masq crave. And with their ability to mimic anyone they encounter, they have little difficulty in achieving their goal.

Powers/Tactics: The Masq will first get into an innocuous position where they can observe and learn their victims' personalities. Then they will ambush and slay the victims, taking their places. Preferred victims are high government officials, captains of industry, and military leaders. Note that a Masq can identify another Masq through smell, and this is how they avoid attacking each other.

If forced into combat, Masq use brute force to pulverize opponents. They will always try to strike by surprise and then flee, changing appearance to avoid capture.

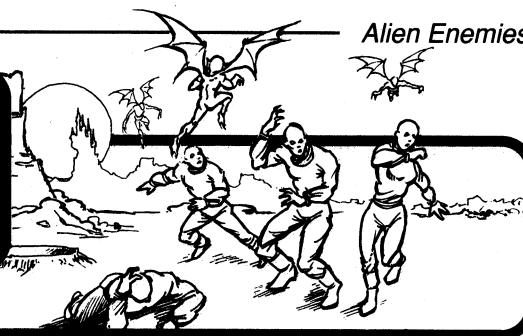
Appearance: In their natural form, Masq appear as humanoids with three fingers and opposable thumbs. Their skin is translucent and thick, with strange mottled organs beneath the surface.

Quote: "Hello Defender, so glad you could make it. Why don't we step into my office..."

Campaign Use: The Masq are deceptive, shapeshifted conquerors. They can be introduced into almost any area of the campaign. For example, a new hero with great strength may ask to join the team. Is it really MegaMan, or a diabolical alien duplicate? And why is the new division head of Primus acting so strangely? Perhaps the Masq will replace one of the heroes' DNPCs!

Adventures involving the Masq should be mysterious and slowly introduced. The GM should let the heroes know that something is wrong, but keep the exact nature of the problem a secret, drawing out the suspense toward an exciting, revealing climax.

THE MIDNIGHT SOCIETY



The air hung heavy with sulfurous smoke as twelve black candles sputtered with eerie, evil light. Shadows danced on the walls in time with the Midnight Society's chants. In the center of the circle, a pulsing white Orb hummed and sparked with ancient power.

For months, the Orb had carefully gathered its minions from the unsuspecting people of this planet, training them for the events of this dark night. As the clock chimed twelve, the portal was prepared. Deep within its misty window, a black, tentacled creature flashed its yellow teeth in a wicked grin. Soon the Arcane would come, and the power of this little sphere called Earth would be theirs...

Background: Far across the galaxy, in a dim corner of space, a malign race of alien sorcerers have been plotting to exploit the unsuspecting Earth. The race, known as "the Arcane," spent thousands of years learning to manipulate the magical forces of their world. Centuries have passed by, each ruled by different, warring Wizard Lords. The entire populace learned to draw forth mystic energy to perform all of their tasks, preferring magic to manual labor. However, as time passed, the mystical forces became depleted, and the Arcane grew weaker. Faced with the possibility of losing their powers and returning to a life of hard work and no magic, the Arcane dedicated their efforts to locating a new source of sorcerous energy.

It wasn't long before the Arcane discovered Earth. The planet resounded with hidden enchantments. Furthermore, only a handful of the planet's inhabitants had learned to manipulate the magical forces, and they would be easily dealt with. However, the Arcane's own power had grown far too dim to transport them across the galaxy to Earth. They needed a focus, here on Earth, to draw them across the stars. It was decided that the Arcane would invest the last of their homeworld's mystical powers to send an enchanted Orb across space which would form a focus to summon the Arcane later.

The Orb, a shimmering silver globe of crackling magic power, settled in a large city and began to work its power. It located twelve suitable humans, mesmerized them, and began teaching them the art of summoning the Arcane, twelve at a time. The group became known as the Midnight Society, passing themselves off as a very exclusive social club that gathered periodically to discuss magic. In reality, the Midnight Society, directed by the Orb, have begun preparations for the charms which will draw the Arcane to this world.

Each month, when the moon is full, the Midnight Society gathers around the Orb, joins hands, and begins to work the spell which may draw forth the Arcane. In order for the magic to work, all twelve members must be present, concentrating their energies together on a single spell. So far, their efforts have been unsuccessful. But the Orb has convinced them that soon they shall behold their true masters: the Arcane.

The Members of the Midnight Society: Each member of the Midnight Society has been chosen by the Orb because of his natural aptitude for magic as well as his somewhat eccentric position in society. Should one of the members be captured or killed, the Orb will choose a suitable replacement. The roll call of the Midnight Society currently includes individuals from all walks of life: a student, a musician, an athlete, a vagrant, a store owner, a model, etc. The GM should be creative in putting this group together, and should consider using one of the hero's DNPCs as a member; this would provide a natural way to draw the heroes into the evil goals of the Society.

In addition to appropriate Skills assigned by the GM, each member of the Midnight Society has these Powers and Disadvantages:

Cost	Power
16	Summon one Arcane, Leatherwing, and Gremlin, only when all the Midnight Society is present (-2), only during a full moon (-2), only at midnight (-2), Activation 11- (-1), Gestures (-¼), Incantation (-¼)
15	12d6 Energy Blast, Each member may only use 2d6 which may be combined with other members of the Midnight Society when they are in physical contact (-3)
29	10PD/10ED Force Wall, reduced size to 5" (-¼), Activate 14- (-½)
3	Skills KS: Arcane Magic 12-
0+	Disadvantages
13	Monitored by the Orb, 14-
20	Hunted by the Circle, 11-
20	Loyal to the Arcane (total)
9	Villain Bonus

Each member of the Midnight Society is capable of releasing a small blast of magical energy. However, when several of the members combine their attacks by linking hands, the energy blast becomes much more damaging. Additionally, each member is capable of setting up a wall of magical force, though the size of this wall is reduced because of the Society's inexperience. Their real power, however, comes one night each month. During a full moon, precisely at the stroke of midnight, the Society can perform the ritual which creates a gateway between the world of the Arcane and the Earth. All twelve members must participate, and the spell still has only a limited chance of success. To this day, the Society has been unable to fully open the gate (though they're getting better with each month's practice...).

ORB: AUTOMATON SHELL

Val	Char	Cost	150+	Disadvantages
1	STR	-9	20	Loyal to the Arcane (total)
10	DEX	0	20	Single task: open trans-world gateway (total)
10	CON	0	20	Distinctive Features, not concealable, major reaction
40	BOD	60	20	Hunted by the Circle, 14-
10+	INT	0	25	Hunted by METE, 14-
10+	EGO	0	20	Hunted by the Exterminators, 11-
20	PRE	10	152	Villain Bonus
2	COM	-4		
15	PD	15		
15	ED	13		
2+	SPD	0		
2	REC	0		
2	END	0		
46	STUN	0		

Cost	Powers	END
13	5" Flight, 0 END persistent, always on	0
30	Life Support, total	
-12	-6" Running	
-2	-2" Swimming	

The Orb: The Orb is a silvery sphere, approximately five feet in diameter, which continually hovers at eye level. It occasionally sparks and crackles with mystic energy. The Orb was designed by the Arcane as an instrument for training twelve humans in the art of opening a gateway between the worlds. Thus, it is capable of locating human minds, probing them for magical aptitude, and manipulating them into the service of the Arcane. The Orb's powers are completely invisible and inaudible.



ORB: AI "COMPUTER" BRAIN

Cost	Powers	END
55	7d6 Mind Scan, +10 to roll, 0 END, 0 DCV concentrate	0
58	7d6 Telepathy, 0 END, invisible to all senses, 0 DCV concentrate	0
58	7d6 Mind Control, 0 END, invisible to all senses, 0 DCV concentrate	0
30	Mind Link with Arcane High Council (12 minds), any distance	
20	+20 INT	
40	+20 EGO	
27	+4 SPD, usable with Mental Powers only (-½)	
Talents		
20	Universal Translator	

OCV: 3; DCV: 3; ECV: 10; Phases: 2,12 (2,4,6,8,10,12)

Costs:	Char.	Power	Total	Disadv.	Base
85	+	337	= 422	= 272	+ 150

The Orb itself is designed as an automaton housing a mystical "computer." As such, it cannot be stunned or knocked out. The intelligence within the Orb is self-motivating, capable of making independent decisions and taking actions for self-preservation.

THE ARCANES

Val	Char	Cost	100+	Disadvantages
15	STR	5	15	2x STUN, 1 ½x BODY from cold attacks
18	DEX	24	20	Fear of manual labor (total)
21	CON	22	15	Overconfident (moderate)
12	BOD	4	25	Susceptible: 2d6/Segment from extreme cold
11	INT	1	25	Distinctive Features, not concealable, extreme reaction
23	EGO	26	15	Hunted by METE, 14-
15	PRE	5	15	Hunted by the Exterminators, 11-
8	COM	-1	15	Hunted by the Circle, 11-
23	PD	20	10	2d6 Uhluck
20	ED	16	115	Villain Bonus
5	SPD	22		
8	REC	16		
42	END	0		
31	STUN	0		

Cost	Powers	END
84	Power Pool: 60 active points, activation 15-	varies
15	25% Resistant physical Damage Reduction	
15	25% Resistant energy Damage Reduction	
5	Flash Defense (5 points)	
10	Mental Defense (15 points total)	
10	Clairvoyance, only at Gremlin's location (-1)	
5	UV Vision	
5	180° Vision	
7	Detect sources of magic 13-, sense, range	
5	Life Support: doesn't eat or sleep	
Skills & Perks		
3	KS: Magic 13-	
1	Familiarity with Earth culture	
45	Followers: 1 Gremlin, 1 Leatherwing, and 6 Underlings	

OCV: 6; DCV: 6; ECV: 8; Phases: 3,5,8,10,12

Costs:	Char.	Power	Total	Disadv.	Base
160	+	210	= 370	= 270	+ 100

Cost	Power	END
a-40	40 STR Telekinesis (spectral hand), Gestures, Incantation	6
b-27	Darkness vs. normal sight, 4" radius (fog), no range (-½)	4
b-10	Images, affects normal sight and sound (haunting shadows), ½ DCV Concentrate	1
b-17	Flash Defense (10 points), linked to Darkness, usable by others in a 6" radius	0
c-40	8d6 Energy Blast (wind), Explosion (+½), Gestures, Incantation	6
c-12	6" Flight (wind riding)	1
d-30	3d6 RKA (fireball), Gestures, Incantation	4
d-30	Force Field (15PD/15ED; fire shield)	3
e-40	6d6 Entangle (quicksand), Gestures, Incantation	6
e-20	4" Tunneling through 4 DEF (earthwalking)	1
f-40	6d6 Energy Blast (water spray), double knockback, 1/2 END cost, Gestures, Incantation	3
f-8	+4" Swimming (6" total)	1
f-5	Life Support: may breathe underwater	0
g-40	4d6 Character Points of BODY Drain (touch of death), recover 5 points/minute, Incantation	5



Examples of Arcane Power Pool Uses

The Arcane: The Arcane are a mysterious race of sorcerous aliens who selfishly seek to milk Earth of all its magical potential. When the Arcane's power grew dim, they sent the enchanted Orb across space to manipulate one dozen humans into serving as a focus for opening a gateway from their world. They care little for human lives, except when they serve the Arcanes' own purposes.

The Arcane are masters in the mystic arts. They have learned to tap into the natural magical energy which flows throughout a world and manipulate that mana for their own purposes. This is reflected in their magical Power Pool, which can simulate almost any conceivable effect, though they generally prefer powers linked to the natural elements of a planet (i.e. fire, water, earth, and air).

The Arcane stand between 5 and 6 feet tall and have brownish-

LEATHERWINGS					
Val	Char	Cost	50+	Disadvantages	
23	STR	13	20	Trained to obey commands (total) No fine manipulation Hunted by the Underlings, 11-Animal Bonus	
20	DEX	30			
20	CON	20	15		
14	BOD	8	10		
6	INT	-4	57		
5	EGO	-10			
20	PRE	10			
6	COM	-2			
10+	PD	5			
8	ED	4			
4	SPD	10			
9	REC	0			
40	END	0			
36	STUN	0			
Cost			Powers		
			END		
24	2d6 HKA (talons: 2x 1d6 HKA [2x 2d6 HKA with STR]), reduced penetration			3(6)	
20	20" Flight, OAF: wings			4	
1	Armor (1 PD)				
5	UV Vision				
9	Telescopic Vision (+6 vs. range mod.)				
9	+3 Levels with talons, Flight, and Move By				
OCV: 7; DCV: 7; ECV: 4; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	84	+	68	=	152 = 102 + 50

pink skin dabbled with mauve splotches. Several slimy tendrils hang from their jaws, and their large orange eyes are clearly compound.

Leatherwings: The Arcane ride on large, winged beasts that resemble pterodactyls. Each beast, called a "Leatherwing," has a dark gray, scaly hide, three yellow eyes, and large nostrils that are always belching heavy red smoke. These Leatherwings are excellent flyers, able to make tight maneuvers at high speeds. Additionally, the Arcane have trained the Leatherwings to use their talons to scoop up and crush prey.

GREMLINS					
Val	Char	Cost	25+	Disadvantages	
10	STR	0	25	Loyal to Arcane (total)	
13	DEX	9	10	Vicious and aggressive	
13	CON	6		(moderate)	
10	BOD	0	40	Dependence: 3d6/Segment	
6	INT	-4		when more than one mile from	
10	EGO	0		Arcane master	
13	PRE	3	25	Distinctive Features, not	
8	COM	-1		concealable, extreme reaction	
10	PD	8			
10	ED	7			
3	SPD	7			
5	REC	0			
26	END	0			
27	STUN	0			
Cost	Powers			END	
33	4d6 Character Points of BODY Drain ("poisonous saliva"), recover 5 points/day, must have done bite damage (-½)				4
10	1d6 HKA (2d6 with STR; "bite")				1(3)
10	10" Flight, OAF: small bat wings				3
27	Shrinking (2 levels), 0 END persistent, always on				0
5	UV Vision				
OCV: 5; DCV: 9; ECV: 3; Phases: 4,8,12					
Costs:	Char.	Power	Total	Disadv.	Base
	35	+	90	=	125
				=	100
				+	25

Gremlins: Each of the Arcane possesses a pet gremlin to assist him in his efforts. The gremlins are small, green, lizard-like beasts with miniature bat wings and sharp yellow teeth. The gremlin's Arcane master is able to see through the gremlin's eyes (via Clairvoyance); a gremlin thus makes a great spy.

The gremlins all have nasty bites laced with a destructive poison. Should a gremlin's teeth puncture a victim's defenses and do damage, the poison will be injected, causing extreme pain for several days and possibly death.

Each gremlin is magically linked to its master. It must always remain within a mile of its personal Arcane; otherwise it ignites with crimson flame and quickly vanishes in sulfurous smoke.

Underlings: While the Arcane are waiting for the Midnight Society to summon them to Earth, they have enslaved a race of short pale humanoids to do their bidding. These slaves, called "Underlings," live in the cavernous bowels of the Arcane's homeland. They are physically strong yet emotionally gentle, making them excellent slaves. The Arcane terrify the Underlings, and each slave has learned the pain of its master's whip. The Underlings are afraid to rebel against the Arcane, and would rather die than suffer the painful torture procedures of their masters. Use the statistics for normal humans to represent the Underlings.

CAMPAIGN USE OF THE ARCANE

The Arcane are ancient, mystical horrors from beyond the stars. They are evil and lazy — ready to rape the Earth of its latent mystical resources and plunder our world for their own amusement. The Midnight Society is their link to our world, and the GM should slowly introduce the mystery of the Society to the campaign. Someone close to the heroes will be subdued by the magical Orb and forced to join the Midnight Society. The heroes may become curious as to why one of their friends meets with an odd assortment of individuals



one night each month, though the NPC will tell them it's only a hobby — he's merely meeting with other people who are interested in parapsychology. The heroes may eventually discover the NPC's magical talents — particularly the Mystic Blast — should the NPC ever run across a mugger or get caught up in a skirmish between superheroes and villains.

Sooner or later, the heroes will want to investigate their friend's social club, and will arrive just in time to see the Midnight Society open the gateway to the Arcane's world. A dozen Arcane will fly in, riding their dark, beastly Leatherwings and carrying their personal familiars. The Arcane will battle the heroes, allowing the Midnight Society to grab the Orb and flee into hiding. Each month, the Midnight Society will continue to summon in more Arcane, and the heroes will have to hunt down these mysterious alien invaders and the Midnight Society (including the NPC friend), and put a stop to the enchantments.

One interesting use of the Arcane is to have the heroes chase one of the Arcane back through the gateway into the Arcane's homeland. The heroes will find themselves on a dark, distant world, with shadowy Leatherwings circling high overhead and frightened Underlings scattering everywhere in fear of the coming battle. Such an adventure would emphasize combat, as the heroes battle through waves of Arcane, Gremlins, Leatherwings, and even legions of Underlings who fearfully follow the orders of their masters. Eventually, the heroes may come in contact with a few bold Underlings who will tell them of the Orb's power to link the Arcane's world with Earth. The heroes will then have to force the Arcane's high council into instructing the Orb to arrange for the heroes' transportation home.

However the Arcane are introduced to the campaign, the GM should strive to create an eerie, alien atmosphere. The Arcane are horrible, cruel creatures, capable of limitless surprises as they use their Power Pools to dominate the world. Their goals and abilities are shrouded in mystery, and the GM should play up the horrific, alien nature of their threat.

greatest of the gods. Another called himself Neptune, and took to the waves. It is possible that some of the legends of the time are a

which come too near his lightning home. Mars may attempt to start World War III. The members of the Pantheon should even-

ORION THE HUNTER					
Val	Char	Cost	100+	Disadvantages	
30	STR	20	10	1 ½x STUN from energy Killing Attacks	
29	DEX	57	10	Accidental Change to natural form when BODY Damage is taken, 11-	
26	CON	32	20	Enraged when mission is interfered with 11-, 8-	
14	BOD	8	10	Memory Loss (moderate)	
14	INT	4	15	Little regard for life (moderate)	
13	EGO	6	15	Distinctive Features (natural form), easily concealable, extreme reaction	
15	PRE	5	10	Reputation: assassin, 11-	
10	COM	0	15	Hunted by the Imperial Secret Police, 14-	
25	PD	21	10	Hunted by the Champions, 8-	
25	ED	20	15	Secret ID: "Deadshot" Blaze	
6	SPD	21	217	Villain Bonus	
16	REC	10			
52	END	0			
42	STUN	0			
Cost	Powers			END	
14	Martial Arts (Imperial Assassin Training)				3
	Maneuver	OCV	DCV	Damage	
	Snap Kick	0	+2	8d6	
	Dodge	—	+5		
	Nerve Pinch	-1	+1	2d6 NND	
	Escape	0	0	+15 STR vs. Grabs	
24	2d6 HKA (4d6 with STR; talons), not when shapeshifted (-¼)				3(6)
27	Shapeshift into any humanoid, 0 END persistent, only beings Orion has met (-½)				0
15	Damage Resistance (15PD/15ED)				
5	Flash Defense (5 points)				
5	Power Defense (5 points)				
5	Lack of Weakness (-5 to roll)				
38	+19" Running (25" total)				5
9	+3 Enhanced Vision				
5	IR Vision				
5	Discriminatory Smell				
10	Tracking Scent				
	Skills				
3,3	Acrobatics 15-, Breakfall 15-				
11,3	Disguise 15-, Lockpicking 15-				
3,3	Security Systems 12-, Stealth 15-				
3,3	Streetwise 12-, Tracking 12-				
4	+2 OCV w/HKA				
	Talents				
3	Combat Sense 12-				
40	Find Weakness with all attacks, 13-				
OCV: 10; DCV: 10; ECV: 5; Phases: 2,4,6,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	204	+ 243	= 447	= 347	+ 100

Background: When the Prince was sent to Earth on a twenty-year training trip, the kingdom's enemies (who hoped to kill the Prince and install their own Imperial ruler) sent for the most feared assassin in the galaxy: a shapechanging being known only as "Orion the Hunter." Orion accepted the task of killing the Prince in exchange for immunity and protection under the new Empire.

When Orion arrived in his starcruiser, a team of superheroes known as "the Champions" was dispatched to intercept the alien

visitor. Orion was surprised to discover that his quarry, the Prince (who had taken on the identity of "Obsidian"; see *Champions*), was a member of this "welcoming party." To Obsidian's surprise, the Champions were greeted with a barrage of pulsar blasts from the cruiser's weapon systems. During the ensuing battle, Quantum delivered a powerful blow directly into the cruiser's main engines, causing the ship to explode in a brilliant flash of light and energy.

Orion's quick reflexes allowed him to eject from the ship, but not before he received a nasty blow to the head. When he awoke, Orion found that his recent memories were gone; he knew who he was, but not what planet he was on. Likewise, he knew nothing of his assassination assignment. Trapped on Earth without a starcruiser, Orion has tried to figure out how and why he came here. He has also assumed the identity of Larry "Deadshot" Blaze. In this human guise, Orion has begun doing what he does best: hiring himself out as the perfect, discrete killing machine.

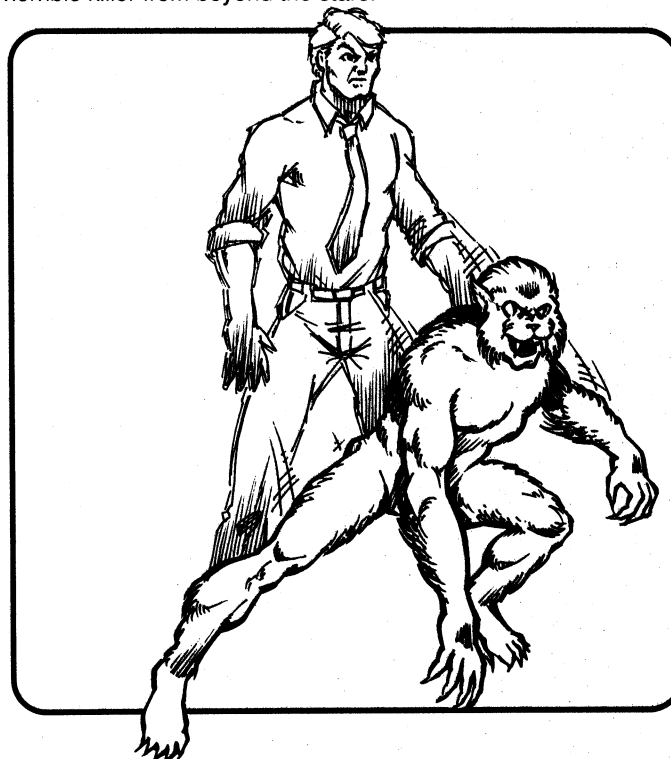
Motivation/Personality: Orion is a cold individual, who prefers to remain quiet and observant. Even as "Deadshot" Blaze, Orion rarely says a word (though he has been slowly learning the English language). Orion takes everything seriously and literally; he has no sense of humor or imagination.

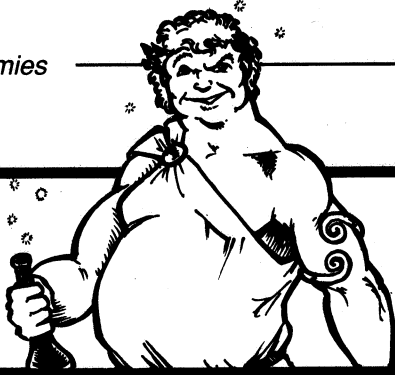
Powers/Tactics: Orion is a crafty killer with natural hunting abilities and the power to change his outer form to imitate any being he has come into contact with. When Orion takes on a job, he prefers to work alone and not disclose his methods. He gets close to his victim, disguised as a close friend or neighbor. After he has observed the prey for quite some time, determining any weaknesses, Orion will get the victim alone and in an isolated spot. There he changes into his natural form, killing the victim quickly. Orion then returns to his identity as "Deadshot" Blaze, leaving no murder weapon and a baffled homicide department.

Appearance: Orion can appear as any creature of roughly human size. However, he can only mimic people or creatures which he has actually seen; his lack of imagination prevents him from inventing his own personas to assume.

Quote: "Ah, the sweet smell of terror..."

Campaign Use: Orion is an assassin with a surprising alien twist. The GM may first introduce Orion to the campaign in the guise of "Deadshot" Blaze, a local hood suspected to be a mercenary hit man. Thus, as the heroes close in on what they think to be an ordinary assassin, they will discover that they are dealing with a horrible killer from beyond the stars.





THE PANTHEON

The pale moon danced 'round the little blue globe as it had done each month for thousands of years. Its light glimmered in the cold of space, attracting the attention of the alien, drawing it closer and filling it with an eagerness it had not experienced in a hundred lifetimes. The alien glided through the silent vacuum, recalling the joys and passions it had once experienced on that humble blue sphere so very long ago. It remembered the simplicity of the people who lived by the great sea and the way they worshipped it while it resided in one of their own bodies. Soon it would embrace another unsuspecting life, using a fleshy body to fulfill its own desires.

Elsewhere in the galaxy, another mighty alien grew bored with its insectoid host. It had not found an entertaining world in centuries, and chose to throw its host off a cliff and end their symbiotic relationship. If only there was a people who could delight it and bring it such pleasure as those humans on that little, wet planet did so long ago. But of course! Why not simply return to that world and take on a new host, as it did so many years ago?

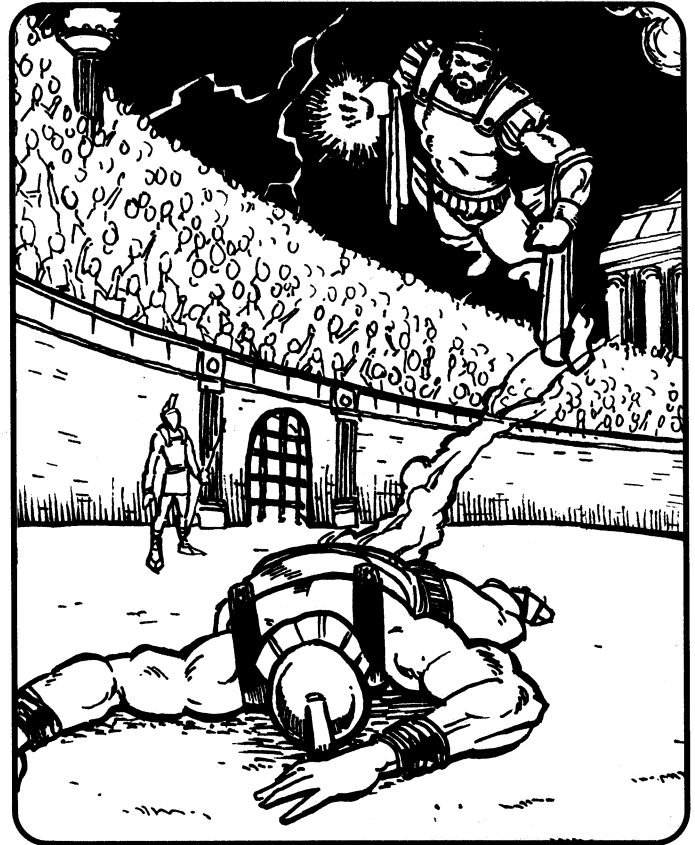
Throughout space, similar events were occurring as simple beings of pure energy chose to return to Earth and take up residence within human hosts once again. And as that planet spun 'round in the shadow of its moon, the earthlings never suspected how their lives would be forever changed...

Background: Around 100 B.C., six alien entities sped across space, destined for Earth. They were beings of pure energy, travelling together through the stars on a curious whim. Their survival depended upon symbiotic relationships with beings of matter, and they found such hosts among the people of the Rome. In exchange for using the physical bodies of their victims, the energy beings provided their hosts with incredible powers. One gained the powers of the sun itself, another learned the secrets of lunar energy, another controlled the weather, etc. Each symbiotic relationship which was established introduced new super-human powers to Roman society.

In addition to providing their hosts with new abilities, the energy beings twisted the personalities of their human hosts. A peaceful sailor became an angry, fire-wielding menace. An aggressive soldier developed a bottomless hatred and a thirst for violence. A young, virtuous maiden became a fount of lust and unquenchable passion. And though the hosts struggled for control of their personalities, the energy beings' influence caused them to become unstable, childish, and chaotic.

To make their transition easier, the alien entities patterned themselves after some of the existing myths and legends of the day. The most powerful called himself Jupiter, who was considered the greatest of the gods. Another called himself Neptune, and took to the waves. It is possible that some of the legends of the time are a result of the alien's activities.

The time came when the energy beings grew bored with humanity and they allowed their human hosts to die. Now, three thousand years later, the six beings have returned to Earth. They have chosen new hosts and endowed them with their remarkable powers. In choosing their human hosts, the energy beings looked for individuals who were lonely, hurting, or angry. They preferred to reside in emotional, tragic people who would use their new powers to change the world.



Each of these symbiotic beings possesses the ability to recognize another of their kind whenever they are in close proximity. This power of recognition will allow the various members to draw together as "The Pantheon" in their exploitation of Earth.

Campaign Use: The members of the Pantheon all have distinct motivations and personalities. Each member is struggling with the conflicting desires within, and it is likely that the alien presence in possession will eventually win out.

The members of the Pantheon may be introduced individually into a campaign. Perhaps Mercury will hire several villains and form his own team for thievery. Neptune may attempt to destroy ships which come too near his lighthouse home. Mars may attempt to start World War III. The members of the Pantheon should eventually encounter one another, recognizing their kindred alien origins, and band together in an unstable allegiance. Though they may quarrel among themselves, they will be loyal in defending one another in whatever projects they decide upon.

The GM may also wish to use the Pantheon as guides in building more characters from Roman legends. Saturn, Venus, Pluto, etc., could all make interesting NPCs in a *Champions* campaign.

Finally, if he is using the *actual* Greek gods in his campaign (as presented in *The Olympians*), then the GM should decide how the two groups interact. It is entirely possible that Zeus and his brethren will be angered by the alien mimics. Perhaps the PCs will have to avert a divine war!

JUPITER					
Val	Char	Cost	100+	Disadvantages	
60*	STR	40	10	Accidental Change to Jupiter identity when angry, 11-	
23*	DEX	31		Enraged when insulted 8-, 8-	
27*	CON	27	8	Will not strike a woman (total)	
15*	BOD	8	20	Easily seduced (strong)	
12*	INT	2	15	Distinctive Features (blue energy eyes as Jupiter), easily	
10	EGO	0	10	concealable, major reaction	
20*	PRE	8		Reputation: mobster, 11-	
14*	COM	2		Hunted by the Champions, 11-	
30*	PD	13	10	Hunted by the F.B.I., 14-	
30*	ED	19	20	2d6 Unluck	
6*	SPD	22	20	Secret ID	
20*	REC	5	10	Villain Bonus	
80*	END	10	15		
69	STUN	10	89		
* Only in Villain ID (-¼), already figured in					
Cost	Powers			END	
43*	Multipower, activation 14-				
4 u	50 STR Telekinesis (wind)			7	
4 u	10d6 Energy Blast, explosion (wind)			7	
4 u	4d6 RKA, ½ END (lightning)			3	
4 u	13" Flight, usable at range by 8 others (Jupiter cannot use this power while others are using it)(+1 ¾)			4	
21*	Damage Resistance (26 PD/26 ED)				
34*	21" Flight			4	
5	Instant Change				
	Skills				
3	Gambling 11-				
3	Shadowing 11-				
2	Stealth (not in Villain ID, -½) 11-				
3	Streetwise 13-				
OCV: 8; DCV: 8; ECV: 3; Phases: 2,4,6,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	197	+ 130	= 327	= 227	+ 100

Background: John Condos spent many years as the lackey for the New York crime boss, Maxwell Dibone. Each day he risked his life running errands, avoiding the police, and roughing up "insurance" customers; meanwhile Dibone received all the glory. John Condos grew to resent his employer, but was terrified of standing up to him or breaking free from the organization.

Then, one rainy day as John was making arrangements for a shipment of weapons, he was struck by a flash of blue light that plummeted from space. John's muscles swelled and his beard grew long and curly. He felt a tingle of power course through his body and found himself rising into the sky. Instinctively, John could control the thunder and lightning of the coming storm. He directed the winds to carry him across the city to the home of Dibone and summoned lightning to destroy his former employer.

With Dibone gone, John, who now called himself "Jupiter," used his power to take control of Dibone's organization. At last he had the power he always craved, and John was determined to make the most of the situation. Today, Jupiter and his mob are quickly becoming one of the most feared underworld organizations on the Eastern seaboard.

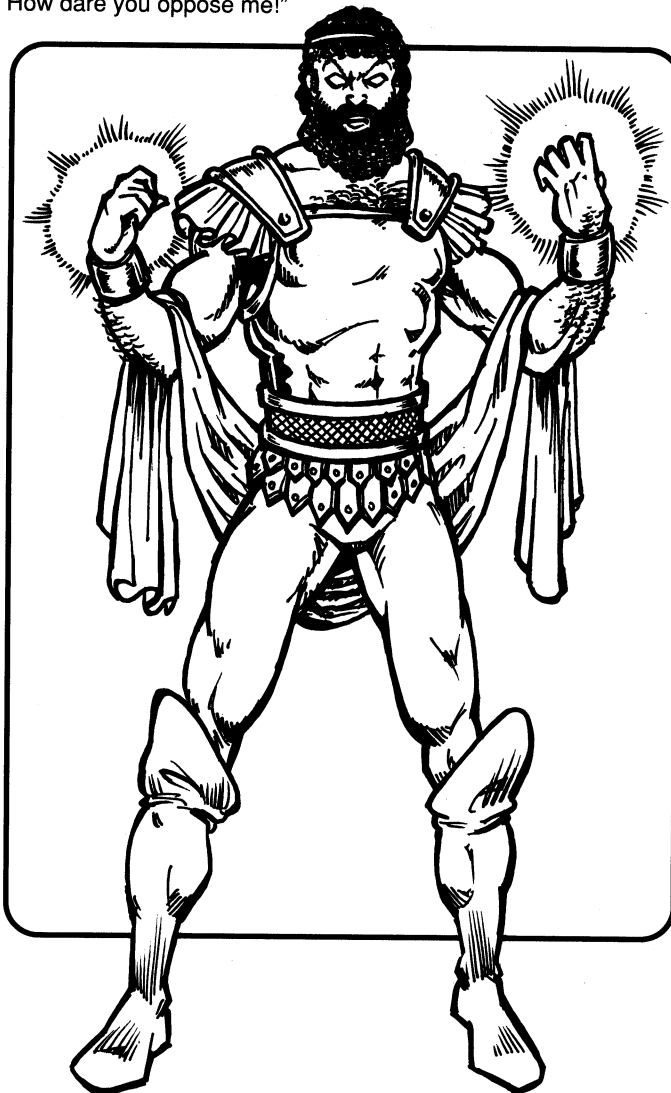
Motivation/Personality: John has fully embraced the powers and personality of Jupiter, and prefers remaining in his Jupiter identity rather than his natural form. He is driven primarily by his lust for power and dominance over other people. For too many years he played servant to bullies around him; now it's his turn to manipulate others. The alien residing in John plays upon this bitterness, driving John to use his powers for conquest and domination. As Jupiter, John finds his powers invigorating and takes great pleasure in summoning the fierce elements to do his bidding. Should the Pantheon assemble, Jupiter would become the natural leader.

Jupiter's main weakness is his uncontrollable interest in women. He is easily manipulated by beauty and will never strike a woman, even if his life depends on it.

Powers/Tactics: In addition to his incredible strength, Jupiter is able to call upon the power of the storm. Even on a sunny day, Jupiter can summon raging winds to carry him in the air; he can also call forth concussive blasts of thunder, and hurl deadly lightning with incredible accuracy. In combat, Jupiter is aggressive and overconfident. He knows that he cannot be harmed by most normal weaponry and laughs at gunfire. Thus, he tends to charge straight in, using his most powerful attacks and mocking his opponents' "inferiority."

Appearance: John Condos is a thin, pale man in his late thirties with wiry black hair and a short beard. As Jupiter, he is bulging with powerful muscles. His curly, jet black hair and beard are long and thick, and his skin is a beautiful bronze. Jupiter's eyes crackle with blue energy and a feeling of static electricity surrounds him.

Quote: "Cretin! You battle not against a mere mortal. I am a god! How dare you oppose me!"



NEPTUNE					
Val	Char	Cost	100+	Disadvantages	
13*	STR	2	20	2x STUN from heat attacks	
21*	DEX	26	10	Accidental Change to Neptune identity when hurt, 11-	
18*	CON	13		Enraged when ocean is abused	
10	BOD	0	10	14-, 11-	
10	INT	0		Bitter against everyone (total)	
10	EGO	0	20	Protective of oceans (total)	
15*	PRE	4	15	Crippled in secret ID	
10	COM	0	10	Hunted by the Champions, 11-	
3+	PD	0	20	Hunted by the Coast Guard, 14-	
4+	ED	0	15	Secret ID	
5	SPD	15	15	Villain Bonus	
7	REC	0	56		
50*	END	11			
35*	STUN	7			
* Only in Villain ID (-¼), already figured in					
Cost		Powers			END
59*	55 STR Telekinesis (fluid hand), ½ END, must have water present to animate (-½)				4
60*	35 STR Telekinesis (earthquake), on selective area effect 640" radius, ½ END, only against targets in contact with the ground (-1), only to shake (no grab/squeeze, -1)				9
70*	8" Force Wall (17PD/17ED)(wall of water), 0 END, must have water present to animate (-½)				0
15*	+19" Swimming (21" total)				4
4*	Life Support: may breathe underwater				
5	Instant Change				
OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	78	+ 213	= 291	= 191	+ 100

Background: Clyde Welles was a WWII hero who was hit by a Nazi bullet while boarding a captured German vessel. The bullet grazed his upper spine, causing minor brain damage and paralysis from the waist down. Welles returned to the United States and took residence in an abandoned light house owned by his parents. For a while, friends and neighbors would visit him, trying to cheer him up and make him comfortable. But in time, the visits stopped. And when Welles' parents died, he was all alone.

Welles spent most of his time on the porch overlooking the ocean. He felt trapped in his wheelchair and angry about his accident. He blamed himself for risking his own life, and became bitter against the young seaman he had saved. Whenever a ship passed near his lighthouse, Welles cursed it and all who travel on the sea.

On one occasion, as Welles watched from his front porch, a pulsing green light shined on him from the evening sky. Welles was terrified, but soon experienced feeling in his legs. Afraid yet excited, Welles stood from his wheelchair. Unaccustomed to walking, he tripped forward, tumbling over the railing and plunging into the sea below. To Welles' surprise, he could breathe underwater. In fact, in a strange way, Welles felt truly at home there beneath the foamy waves of the sea.

Welles set out to explore the ocean depths near his lighthouse home. He was enchanted by the pulsing beauty of the tides and the frenzied schools of fish that swarmed around him. Yet, when he came upon a Coast Guard vessel patrolling the shore, Welles' bitterness swelled inside him. Instinctually, Welles caused the sea to capsize the boat. He held it in the watery depths until every sailor had drowned. In a strange, twisted way, Welles was deeply satisfied, believing that he had defended his ocean.



Since that day, Welles has learned that he not only controls the power of the sea, but can manipulate any source of water he is near. He has also learned that he can summon great earthquakes. Welles has dedicated himself to protecting his oceans from all who would bring violence to them. He has taken on the guise of "Neptune" (a name which came to Welles in a dream), and has been a terror to military vessels around the world.

Motivation/Personality: Welles is driven by bitterness. He is angry at the world for the loss of his legs and the lonely years he spent in his wheelchair. As Neptune, he is angry that the world is trying to take away the one thing he truly loves by disrupting the harmony of the ocean with war and pollution. He is a stubborn individual and will not "waste time" listening to arguments.

The alien within Welles has always had a fondness for the quiet, murky depths of the ocean. Like Welles, the alien is infuriated with the pollution of the oceans. Thus, the alien is fanning the flames of Welles' anger and hurt, pushing him to use his powers to make the oceans the clean, tranquil place they once were.

Powers/Tactics: As Neptune, Welles has gained mastery over the forces of land and sea. He can make water come alive and do his bidding. Welles rarely ventures forth on land anymore, preferring the cool, quiet depths. When he encounters a war vessel, Welles will attack viciously, capsizing the boat and drawing its crew to the ocean floor. He sees all intrusions of violence, including large-scale fishing operations and oil-polluting drilling, as crimes deserving of capital punishment.

Appearance: Welles was a frail man with wrinkled tan skin and thinning blonde hair. As Neptune, Welles is finally strong and healthy. Soft white hair flows over his shoulders and down his chest, and his sea-green eyes gleam with excitement. His skin is now a rich, gold color, and he prefers to dress in turquoise and pearl. He carries a long trident for show.

Quote: "You've destroyed the land and polluted the sea; you've brought violence to the tranquil oceans... you all deserve to die!"

MARS					
Val	Char	Cost	100+	Disadvantages	
60*	STR	40	20	2x BODY from magical attacks	
24*	DEX	34	10	Accidental Change to Mars	
23*	CON	21		identity when seeing combat, 11-	
15*	BOD	8	15	Enraged when annoyed 14-, 8-	
10	INT	0	20	Hateful and violent (strong)	
12	EGO	4	15	Distinctive Features (crimson	
20*	PRE	8		skin and fiery eyes as Mars),	
10	COM	0		easily concealable, extreme	
23*	PD	9		reaction	
23*	ED	14	20	Hunted by the Champions, 11-	
6	SPD	21	15	Hunted by U.S. military, 14-	
17	REC	0	5	Rivalry with alien persona	
46	END	0	15	Secret ID	
57	STUN	0	96	Villain Bonus	
* Only in Villain ID (-¼), already figured in					
Cost	Powers			END	
40*	10d6 Energy Blast (searing vision)				5
67*	9d6 Mind Control, area effect 4" radius, 0 END				0
	persistent, telepathic command, only to make				
	angry, always on				
12*	Damage Resistance (15PD/15ED)				
4*	Flash Defense (5 points)				
4*	Power Defense (5 points)				
4*	Lack of Weakness (-5 to roll)				
18*	+11" Running (17" total)				
5	Instant Change				
	Skills				
3	Breakfall 14-				
9	Tactics 14-				
6	+2 Levels with punch, kick, and energy blast				
OCV: 8+; DCV: 8; ECV: 3; Phases: 2,4,6,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	159	+	172	=	331
				=	231
				+	100

Background: General Ryan MacMillan was humiliated by the over-zealous reporters who swarmed around him on his way into the courthouse. He had been accused of selling military secrets to the Soviet Union. It didn't really matter if he was guilty or not; his military career was over, and his family was put to shame.

As MacMillan climbed the steps toward the courthouse, a pulsing orange light streaked down from the sky and struck him in the back. He reeled forward against the crowd, and felt his shirt tearing. Suddenly an intense hatred welled up within him; he directed it toward the reporters who were making his life miserable. Flashes of red and orange light burst from his eyes, burning through the mob of newsmen around him. Those who were not killed became violent, using the cameras and other equipment to attack each other. Approaching policemen also felt an uncontrollable anger; they drew their guns to fire into the crowd.

It was then that MacMillan caught a glimpse of himself in one of the news monitors. No longer was he a mere human — he had become something far more powerful and terrifying. MacMillan began to flee the scene and discovered that his legs had grown tremendously powerful and were carrying him at incredible speeds. Everywhere he went, violence broke out in his wake, and he eventually fled to his home thirty miles away.

Upon arriving, his wife screamed in terror and ran into the kitchen. As he followed her, she grabbed a nearby rolling pin and began to beat their children. MacMillan tried to stop her, but he didn't realize his own strength. Within moments, his entire family lay dead. In anguish, MacMillan literally tore the house down to its foundation and ran off into the woods.

In the months that have passed, MacMillan has become accustomed to his abilities, and the alien presence within him has begun to take control of his mind. He now calls himself "Mars," and he takes great pleasure in seeking out violence. Mars has taken a particular interest in the gang wars of Los Angeles, and hopes to set himself up as a kingpin, using his powers to fuel the killing.

Motivation/Personality: MacMillan was a tough, militant individual; now he is a raging, furious individual, seeking hatred and destruction in everyone he encounters. As Mars, he will lose his temper at the slightest annoyance, usually killing whoever brought him the bad news. The alien within him is a creature of hatred and impatience, and it is driving MacMillan to create an environment of tension and anger.

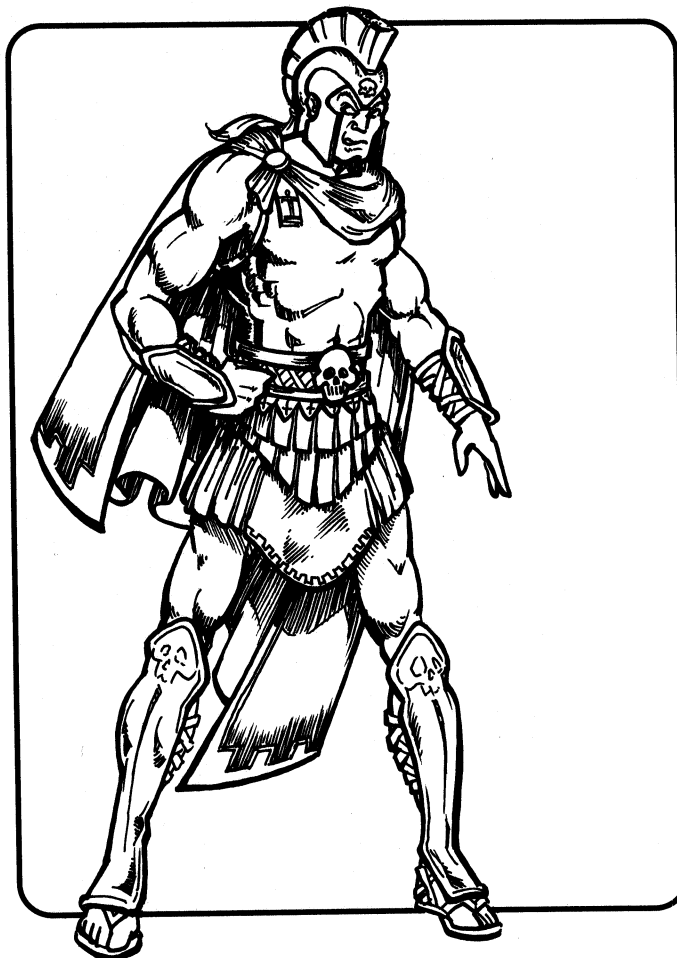
Though MacMillan enjoys the emotional release, he is becoming frightened as he loses control to the alien. MacMillan has carefully guarded his thoughts about the U.S. military capabilities from the alien, directing his fury against teenage street gangs. However, MacMillan fears the day when the alien learns of the destructive power of atomic weapons and seeks to initiate World War III.

Powers/Tactics: In addition to his incredible strength, Mars can cause unquenchable hatred in those around him. Everywhere he goes, violence follows. He takes great delight in bloodshed, and will do almost anything to start a fight.

In personal combat, Mars is a brilliant tactician, keeping himself well covered while hitting opponents from behind with his deadly eye blasts. His favorite maneuver, though, is to grab an opponent and hurl him at yet another enemy with his incredible strength.

Appearance: General MacMillan is a tough man in his late forties with a square jaw, short grey hair, and a long scar across his neck from a wound in the Korean War. As Mars, his skin becomes a deep crimson, his body swells with powerful muscles, and his eyes become a fiery yellow.

Quote: "Death and destruction! I hunger for annihilation!"



LUNA					
Val	Char	Cost	100+	Disadvantages	
10	STR	0	20	Vain (total)	
18*	DEX	19	15	Fear of violence (strong)	
13*	CON	5	15	Greedy (strong)	
10	BOD	0	5	Distinctive Features (shimmering eyes), easily concealable	
10	INT	0		Hunted by the Champions 11-	
13	EGO	6	20	Hunted by the French Police, 14-	
15	PRE	5	15	3d6 Unluck	
40*	COM	27	15	Secret ID	
5*	PD	2	15	Villain Bonus	
5*	ED	2	77		
4	SPD	10			
7	REC	0			
40*	END	11			
27	STUN	0			
* Only in Villain ID (-¼), already figured in					
Cost		Powers		END	
69*	6d6 Flash vs. sight, area effect 6" radius, activation 14-				12
48*	Desolidification (affected by light; i.e., lasers, Flash, etc.), 0 END				0
20	STR affects physical world (+2 Advantage)				1
42*	26" Flight				5
10	Instant Change into any outfit				
6*	+14 COM (40 total)				
	Skills				
3	High Society 12-				
3	Seduction 12-				
3	Stealth 13-				
3	PS: Model (PRE based) 12-				
3	Fluent English with French accent (native: French)				
OCV: 6; DCV: 6; ECV: 5; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	87	+ 210	= 297	= 197	+ 100

Background: Marie Dubois was the hottest thing on the French fashion scene in twenty years. Designers around the world would pay enormous sums just to have her model their creations. She had her own line of perfume, a beautiful home outside of Paris, and more suitors than she had time for.

However, though Marie was beautiful on the outside, her beauty was tainted by cold, selfish ambitions. Marie was never satisfied with the wealth and fame that was offered her, and would spend evenings on her balcony, staring at the moon, wishing she owned the world. Then, one night as she dreamed of untold fortunes, a pale grey light descended on her from the sky. Suddenly, she found herself floating into the night sky. She hovered above the city of Paris; it seemed a sparkling jewel just waiting to be grasped. As she glided down toward the city, she realized that she now had the power to take whatever she wanted. She made her way for a jewelry shop downtown and proceeded to glide through the wall into the store. Her hand also became transparent, reaching into the cases and taking out diamonds and pearls. She flew out of the store and returned to her home.

Since that evening, Marie has taken on the name "Luna," patterning herself after the beautiful, sparkling Roman goddess of the moon. She has stolen priceless jewels from all around the globe, leaving the authorities baffled. However, the more she has, the more she wants; her greed knows no end. She continues to model for several designers, though her vanity and arrogance have cost her much of her public appeal.



Motivation/Personality: Marie is unbelievably greedy and vain. Her home is filled with full-length mirrors, and Marie will often spend hours staring at her own reflection. The alien persona living within her is attracted to beautiful, shiny things, and is the driving force in Luna's thievery. Marie likes the alien presence within her and the daring adventures it leads her into. And, of course, she is delighted to be surrounded by such beautiful things, even if they are stolen.

Powers/Tactics: Luna can become living moonlight whenever the moon is present in the sky. This allows her to become intangible and gives her the ability to project beams of bright light to blind her opponents. She uses her abilities to commit exotic robberies of priceless jewels and expensive gowns, returning her stolen goods to a secret vault in her house in Paris. To this day, Luna has never engaged in physical combat, preferring to blind her enemies and vanish through the nearest wall. Luna is terrified that one day someone will actually strike her, ruining her "perfect face."

Appearance: Marie Dubois is recognized around the globe as one of the most beautiful women to ever live. Several magazines have dubbed her "a modern-day Helen of Troy." However, Marie's beauty pales in comparison with that of her Luna persona. As the Roman goddess, her hair is silky white and her eyes have a cold, white glow. Her skin becomes white like snow, and she prefers to dress in flowing white gowns and adorn herself with stolen diamonds.

Quote: "You'll never catch me, you know. Ta ta!"

MERCURY					
Val	Char	Cost	100+	Disadvantages	
15+	STR	5	10	1 ½x STUN from cold attacks	
35*	DEX	60	15	Likes to taunt heroes (total)	
18*	CON	13	15	Likes to take risks (strong)	
10	BOD	0	15	DNPC: girlfriend of the week,	
10	INT	0		normal, 11-	
10	EGO	0	15	Hunted by local police, 14-	
15*	PRE	4	15	Hunted by local mafia, 11-	
10	COM	0	15	Secret ID	
15+*	PD	10	59	Villain Bonus	
15*	ED	9			
7*	SPD	20			
7	REC	0			
70*	END	14			
27	STUN	0			
* Only in Villain ID (-¼), already figured in					
Cost	Powers			END	
11*	+25 STR, usable only for Move By (-1)			4	
4*	+10 PD, usable only for Move By (-1)				
46*	+29" Running (35" total)			7	
21*	15" Flight (10" normal flight, 15" when in contact with a surface, -½2)			3	
5	Instant Change				
	Skills				
3	Breakfall 16-				
3	Forgery 11-				
3	Lockpicking 16-				
3	Sleight of Hand 16-				
3	Stealth 16-				
4	+2 Levels with Move By				
18	+6 Levels with movement				
OCV: 12+; DCV: 12; ECV: 3; Phases: 2,4,6,7,9,11,12					
Costs:	Char.	Power	Total	Disadv.	Base
	135	+	124	=	259
				=	159
				+	100

Background: Bennie Ladro was a small-time crook in Vancouver, British Columbia. He didn't have any ambitions in life other than staying alive and out of jail while stealing whatever he needed to survive. He lived in a small apartment, paid for and furnished with stolen money, and spent most of his time on the streets picking pockets or working up some scam to rob tourists. Aside from his illegal endeavors, Bennie was a likeable guy, with a twinkle in his eye and a knack for eluding the authorities. Most of the street folk knew him well, and Bennie had few enemies other than the Vancouver police.

Bennie was all alone when the sparkling yellow light struck him. It was a frightening experience. His feet and hands began to tingle, and he felt the urge to burn off energy. Suddenly he heard the sounds of sirens. He figured that the police must have seen the light stream down from the sky and were tracing it to where it landed. Bennie began to run to one of his favorite hiding spots, but was amazed when he found himself across town in a matter of seconds. Apparently the light had given him the ability to move at blinding speeds.

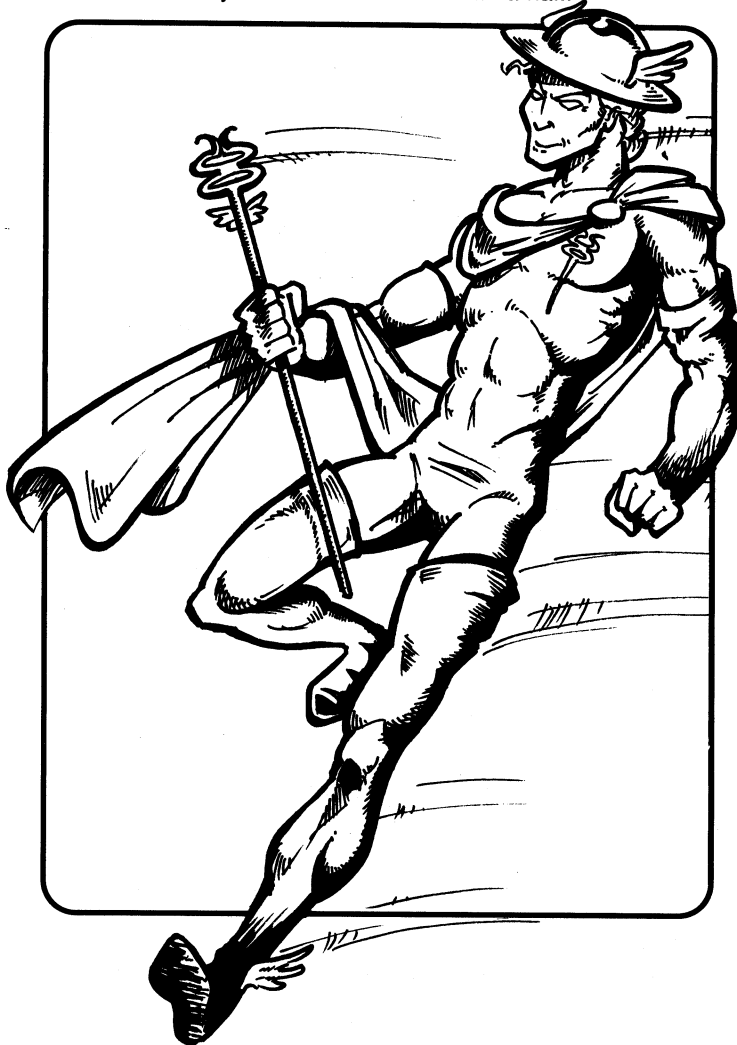
Bennie decided to use his new abilities for profit. Now he could pick pockets so fast that no human eye could follow. By agitating his molecules, Bennie could even run on air. And, if anyone ever got close to catching him, Bennie could pour on the speed and be in another city in minutes.

Motivation/Personality: Bennie is a crook with little ambition. As Mercury, he still uses his powers for petty crimes. The delight is not in how much he can steal, but in how clever he is in getting away with it. The alien persona also delights in trickery, and pushes Bennie into taunting the authorities on occasion. He has even left notes for the police to tell when and where his next crime will take place, daring them to try and stop him. Bennie enjoys his relationship with his alien resident. He senses that the alien alone shares his sense of humor and his knack for deception.

Powers/Tactics: As Mercury, Bennie can move at incredible speeds. He can run across water, up vertical surfaces, or even on air. Bennie has learned to use this speed to perform powerful Move By maneuvers (up to 11d6). Additionally, Bennie uses his new speed to enhance his skills of pickpocketing, lockpicking, and stealth.

Appearance: Bennie Ladro is in his early thirties, has curly red hair, and flashes an enchanting, mischievous smile. As Mercury, he wears a maroon body suit, long gold gloves and winged boots, and a shiny, winged helmet. He has been known to carry a brass caduceus he lifted from a medical convention, though Bennie does not understand the alien's fascination with the rod.

Quote: "I'd love to see the look on their faces when they discover I've stolen the keys to their base! Bwah-ha-ha-ha..."



BACCHUS					
Val	Char	Cost	100+	Disadvantages	
18*	STR	6	10	Accidental Change to Bacchus identity when drunk, 11-	
18*	DEX	19			
18*	CON	13	15	Obsessed with celebrating (strong)	
10	BOD	0			
10	INT	0	20	Alcoholic	
20*	EGO	16	15	Distinctive Features (always draws a crowd), easily concealable	
15*	PRE	4			
10	COM	0			
15*	PD	9	10	Hunted by police for disturbing the peace, 11-	
15*	ED	9			
4	SPD	10			
9	REC	2			
60*	END	10			
30	STUN	1			
*Only in Villain ID (-¼), already figured in					
Cost	Powers				END
40*	40 STR Telekinesis (animate plants), must be in the presence of plant life (-¼)				6
11	Martial Arts, only with Telekinesis (-½)				
	Maneuver	OCV	DCV	Damage	
	Vine Lash	0	+2	10d6	
	Vine Strangle	—	+5	2d6 NND	
	Vine Disarm	-1	+1	50 STR	
	Vine Grab	0	0	50 STR	
8*	10" Swinging (using spun vines)				
5	Instant Change				
	Skills				
3	Streetwise 12-				
2	KS: Wines 11-				
2	PS: Partying 11-				
OCV: 6; DCV: 6; ECV: 7; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	99	+	71	=	170
				=	70
				+	100

Background: Harry Tremaine was a New Jersey drunk for fifteen years. One night, as Harry combed through a dumpster in search of food and liquor, he was bathed in a violet light. Harry felt an unusual sensation in his stomach and a tingling in his fingers. Thinking that he was going through another hallucination, Harry ignored the feeling. However, the next time Harry got drunk, his body began to change. No longer was he the thin panhandler everyone had known. Now Harry was a well-rounded, jolly man with a deep laugh and an unquenchable thirst for wine. When another drunk asked who Harry was supposed to be, Harry blurted out "Bacchus," though he has no idea where the name came from.

Over the past several months, Harry has learned that whenever he becomes drunk, he changes into the fat, elfin god. Whenever the drunken stupor wears off, he returns to his tired, old body. As Bacchus, Harry enjoys lively music, wine, laughter, wine, women, and wine. He instinctively seeks out parties and crowded bars.

It was at one such party where Harry discovered a side effect of the Bacchus persona. As the Roman god, he has a limited control over nature and plants. At first, this manifested itself as a sudden outburst of ivy growth that surrounded him when he tripped and fell against a planter. Since then, Harry has learned that he can make plants grow and move. He has never used this ability to hurt anyone, preferring merely to entertain his friends with dancing vines and swaying trees.



Harry continues to enjoy his romps as Bacchus, and is building a reputation for himself among the party crowds of New York and New Jersey. However, every morning when the alcohol wears off, Harry returns to his former self and resumes his lonely life of wandering the streets in search of a handout.

Motivation/Personality: The Bacchus persona which inhabits Harry is quite mad. It thrives on the excitement of celebration, and it will prompt Harry to do anything to make people laugh. It is also extremely jealous, and will turn its pranks against anyone who doesn't seem friendly to Harry. So far, no one has offended Harry enough for the persona to become violent. However, if someone interrupts Harry's fun or tries to arrest him for his boisterous behavior, the alien is capable of using vines to strangle the offender. Both the alien and Harry love strong drink, and can usually be found with a bottle in one hand. Harry is unaware of the alien's use of his body; he can no longer distinguish reality from a drunken fantasy.

Powers/Tactics: Bacchus is capable of controlling nature around him with a simple thought. He can animate any plant life within sight, and will usually do so for entertainment purposes. Harry is a harmless individual who merely wants to have fun and be drunk. However, as Bacchus, he abandons all common sense and may even attempt something dangerous. His antics tend to draw a crowd, make a lot of noise, and anger the local police.

Appearance: Harry is thin and dirty, with wisps of greying brown hair and blue eyes. He often mutters to himself. As Bacchus, he has a large belly, a bright smile, and a keen sense of humor. He will always weave a wreath of vines to wear around his head and will often do the same for others around him.

Quote: "Don't be so upset. We're only having a good time!"

Note: Should Bacchus encounter any of the other members of the Pantheon, his happy outlook on life will change. Rather than simply enjoying amusements with other mortals, he will begin to demand their worship. Those who do not abandon all responsibilities and celebrate with him will be injured or killed by creeping vines, falling trees, etc. When drunk, Bacchus can also be manipulated by Jupiter into almost any task, as long as he is rewarded with good wine and an occasional beautiful woman.

PUPPETEERS					
Val	Char	Cost	100+	Disadvantages	
5	STR	-5	15	Believes other forms of life are toys	
18	DEX	24			
18	CON	16	15	Malicious sense of humor	
5	BOD	-10	25	No manipulatory limbs (all the time, fully impairing)	
15	INT	5			
14	EGO	8	10	Mute (frequently, slightly)	
15	PRE	5	2	-1" Running (5" total slither)	
2	COM	-4	20	Susceptible: 2d6/Phase from contact with salt	
5	PD	4			
4	ED	0	20	Distinctive Features, concealable, extreme reaction	
4	SPD	12			
5	REC	0	15	Hunted by PRIMUS, 8-	
26	END	-5	10	Hunted by the Exterminators, 11-	
20	STUN	3			
Cost			Powers		END
67	18d6 Mind Control, 0 END, no range, based on CON (vs. physical defenses)				0
36	12d6 Telepathy, 0 END, linked with Mind Control, no range, based on CON (vs. physical defenses)				0
15	Invisibility vs. normal sight ("chameleon skin"), 0 END, 1 Phase extra time, 0 DCV concentrate during change				0
27	Shrinking (2 levels), 0 END persistent				0
5	Life Support: doesn't eat/sleep				
5	IR Vision				
18	Clinging (29 STR total)				
	Skills				
3	Concealment 12-				
3	Stealth 13-				
OCV: 6; DCV: 6; ECV: 5; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	53	+ 179	= 232	= 132	+ 100

Background: When the Puppeteers were first discovered on their homeworld by a passing scientific expedition, it was believed that they were parasites who lived on the planet's other inhabitants. What the scientists did not realize was that these slug-like worms not only lived off their victim's life essences, they also controlled the creatures by altering the electrical signals in their victims' bodies. A short while later, a plague swept through the scientists. The last supply ship to leave the planet left with warnings of a strange sickness that drove men insane. The sickness, of course, was the Puppeteers.

Eventually, an evil galactic dictator learned of this "plague," and decided to use this biological infestation to blackmail half the kingdoms in the galaxy. Thousands of the hideous creatures were released during routine trading; others were dropped by probe onto more restricted worlds. However once the Puppeteers were free, chaos ensued; the Puppeteers all but destroyed the galactic economy, started a major war, and even bombed the dictator's homeworld (one of the best Puppeteer jokes ever!). Additionally, the Puppeteers launched hundreds of their people in probes to the far corners of the galaxy. The Puppeteers on one of these probes were quite pleased when they began their descent to a temperate blue-green world called Earth.

The Puppeteers' probe crashed in Yosemite National Park, and they began searching for creatures to control. Soon the Puppeteers came across the Wilsons, a family backpacking in the woods. It didn't take long for the Puppeteers to take control of them, and when the Wilsons left the woods, their backpacks were full of squirming Puppeteer slugs. From this humble beginning the Puppeteers have progressed far, but it is only a matter of time before they are discovered.

Motivation/Personality: The Puppeteers have always considered other sentient beings to be playthings for their amusement. To a Puppeteer, controlling someone and ruining his life is hilarious. Plunging an entire race into war is a joke that lives for centuries in the Puppeteers' legend. However, Puppeteers fear their own deaths, and grudgingly sacrifice a good laugh to save themselves.

On Earth, the Puppeteers will try to get into positions where they can do the most damage. Thus, the Puppeteers will seek out celebrities, superheroes (and villains!), and government officials, and use them to spread their chaos further.

Powers/Tactics: The Puppeteers have a natural chameleon-like ability that allows them to be virtually invisible when they are motionless. This camouflage allows them to strike while their victim sleeps, which is their preferred tactic. Once a Puppeteer has made contact with its victim, it will then attach itself in a hidden location on the victim (usually on the back, under the clothing) and determine how best to utilize its new toy. Without a host, the Puppeteer will generally find a damp, cool place to hide during the day, hunting only at night. If captured, a Puppeteer will make deals and promise anything — whatever it takes to be free to wreak havoc again. It will never, however, reveal the location of another Puppeteer. That would spoil all the fun!

Appearance: The Puppeteers are purple slugs, stretching about two feet in length. Their heads end in sixteen fine feelers or tentacles which they use to project their mind-controlling energies. They have two slitted eyes set behind their tentacles, and ear flaps and breathing slits on the sides of their bodies.

Quote: "A new toy! What shall I do with this one?"

Campaign Use: The Puppeteers have been on Earth for some time and have tired of small-time humor. You can only have so many people push innocent tourists off cliffs before it stops being funny. The time has come to raise the stakes.

In the campaign, the Puppeteers should be anything but funny. They provide the heroes with an awkward challenge: How to you stop someone who is out of control without hurting the innocent host? Puppeteers are as appropriate for a heroic campaign as they are for a superheroeic one.



SPORES FROM SPACE

Val	Char	Cost	100+	Disadvantages
15	STR	5	20	2x STUN & BODY from fire
13	DEX	9	20	Berserk when BODY damage is taken 11-, 8-
19	CON	18		
15	BOD	10	25	Insatiable hunger for flesh (total)
3	INT	-7	25	Blind (all the time, fully impairing)
8	EGO	-4	25	Deaf/Mute
15	PRE	5		(all the time, fully impairing)
2	COM	-4	20	Normal Characteristic Maxima
11	PD	11	25	Distinctive Features, not concealable, extreme reaction
11	ED	10		
4	SPD	17	15	Hunted by the Cerebraeum, 11-
15	REC	26	10	Hunted by the Exterminators, 11-
38	END	0	65	Villain Bonus
35	STUN	2		

Cost	Powers	END
60	Multipower	
6 u	2d6 HKA (2 1/2d6 with STR), Damage Shield, 0 END	0
6 u	2d6 RKA, Area Effect 4" cone	6
45	2d6 cumulative Transformation: dead material into another Spore creature; reversed to corpse state by destroying the plant	3
30	50% Resistant Physical Damage Reduction	
30	50% Resistant Energy Damage Reduction	
30	Regeneration, 3 BODY/Turn	
8	Mental Defense (11 points total)	
25	Spatial Awareness	
	Skills & Talents	
9	+3 Levels with Multipower	
3	Simulate Death	

OCV: 5; DCV: 5; ECV: 3; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	98	+ 252	= 350	= 250	+ 100

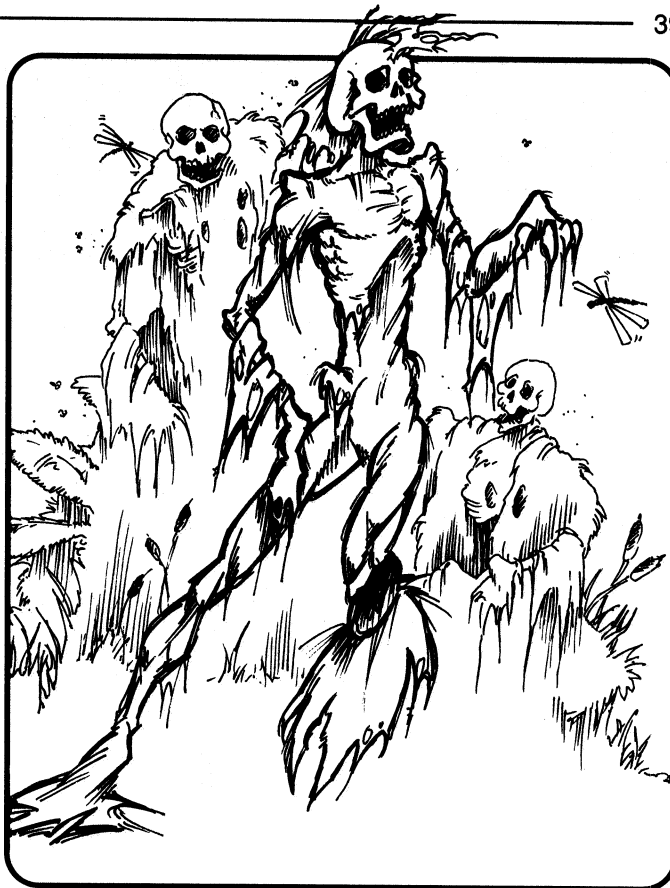
Background: When the Cerebraeum ejected from their collapsing spacecraft, little did they know that their regenerating vegetative food source was undergoing its own catastrophic changes. Somehow, the dramatic environmental changes of entering Earth's sky, in combination with the peculiar properties of that atmosphere, caused the vegetation source to mutate. When the plant life plunged into the murky gloom of the Louisiana swamps the mutation was complete. What was once a harmless supply of food had become the stuff of nightmares.

The new vegetation was first encountered by three teenagers cruising the bayou. Their boat skimmed across a sickeningly gray-green mass of algae and became stuck on a submerged log. Within moments, the algae came to life, slipped into the boat and engulfed the youths. Their flesh began to burn as the vegetation ate away at them. Soon they were dead.

Well, almost dead.

The vegetation mimicked the muscle and nervous structures of its victims, wrapping itself around their remaining skeletons, and lumbered off into the shadows of the swamp. Whatever animal forms it came in contact with, it quickly consumed, producing still more mossy zombies. The plant creatures have now begun to disperse themselves and slowly travel throughout the land.

Motivation/Personality: The plant creatures, nicknamed "Spores from Space" by one nosy tabloid reporter, are not fully sentient. They merely demonstrate some of the same instincts as their former victims. Thus, they can recognize fire as a threat and will back away in fear. In general, they want to survive and expand — by multiplying and transforming everything they encounter into horrific, undead vegetation.



Powers/Tactics: Before the mutation, the vegetation had incredible regenerative powers. Now it can also digest and replace other organic matter with more of itself. When coming into physical contact with a victim, caustic oils from the plant begin to spread, and soon the victim's flesh is replaced with creeping vines, moss, and leaves. However, the Spores must first kill their victim with their caustic oils before the transformation takes place; thus no known process will restore the victim to life again.

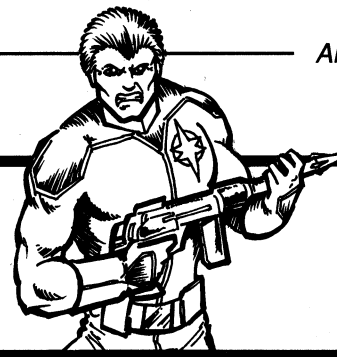
The plant has also developed a limited ability to spray a small area with oil-covered seeds. These seeds have a similar, though diluted, effect as actual physical contact with the plant. However, the same oils which makes the plant so deadly also make it vulnerable to flame. To date, this has been the only known means of destroying this other-worldly threat.

Appearance: The plant creatures take on the form of whatever animal they destroy. Thus, they may appear in the shapes of dogs, birds, alligators, or men — anything with a large enough skeleton for them to wrap their sticky tendrils around. They are slimy grey-green, gurgling and oozing with caustic oils, and the pale bones of the dead victim can sometimes be seen beneath their mossy strands. They also reek of rotting flesh, which is decomposing within their leafy forms. (Be vivid in your descriptions and disgust your players. It's fun!)

Quote: (Shamble... Shamble... Shamble...)

Campaign Use: The Spores from Space serve as a terrifying alien threat with elements of the best horror stories. Their presence is a secret, and their very nature is repulsive and dangerous. They lumber through the shadows in ever-increasing numbers. They will always appear in groups (a ratio of 2 Spores to each superheroes is usually sufficient). Should the creatures ever come across a graveyard (with enormous amounts of dead material to transform), or should a crafty villain find a way to capture and use the Spores as a weapon, the players will have a really nasty situation on their hands! If they don't discover it themselves, the heroes may learn of the Spores' weakness from the Cerebraeum (who will be embarrassed by the entire affair).

THE T'YAK AND E'CROTIAN WAR



Th'sook bit his lip and held his breath as he crouched low in the bushes. He knew wandering in this area of the woods was a mistake. Now he'd been seen by one of those revolting little T'Yak, and if he wasn't careful, he'd soon be dead.

Sky'akki was just as terrified as the horrid E'Crotian he'd just encountered. Now his red-skinned enemy had eluded him in the woods. The E'Crotian could be anywhere! If he wasn't careful, Sky'akki would soon be dead.

Meanwhile, a group of human campers made their way through the brush toward the top of the hill. They had been enjoying a weekend away from the hustle of urban life, and had no idea that they were walking into a crossfire. One of the campers stepped on a twig. Snap! Both the E'Crotian and the T'Yak jumped in fear, tightening their trigger fingers in reflex and cutting across the campers' path with ribbons of deadly energy. The campers didn't know to be careful. And now they'd never return from their weekend retreat...

Background: The T'yaks and the E'Crotians are engaged in a bitter struggle from supremacy, fueled by centuries of hatred, slavery, and arrogance. Through an unexpected series of events, the races have now brought their war to Earth's soil. The T'yaks — the underdogs in the struggle — are convinced that everyone on the planet, including both humans and the E'Crotian soldiers, are their enemies. The E'Crotians, on the other hand, are far less alien and threatening to humans, and will attempt to convince humans to help them wipe out the T'yaks.

The heroes should be instrumental in capturing the T'yaks. After all, the alien-looking T'yaks will be using guerilla tactics to kill humans and destroy industries, and the human-looking E'Crotians will offer to assist the heroes' efforts. Once the T'yaks are captured, the heroes will have to decide how to respond to the E'Crotian demands. Remember that the T'yaks' thought processes are very alien and would be difficult to decipher with telepathy, whereas the E'Crotians would be comfortable allies. However, the heroes may sense the incredible fear and trembling of the T'yaks at the suggestion of being handed over to the E'Crotians, and may wish to investigate further. Eventually, it should become clear that the T'yaks are not the animals that the E'Crotians claim them to be, and the E'Crotians will turn on the heroes and try to take the T'yaks by force.

Further opportunities for adventure are on the E'Crotian ships, or even on the E'Crotian and T'yak homeworlds. Perhaps one side or the other will convince the heroes to return and help in their cause. The E'Crotians would tell the heroes that the T'yaks may strike again unless they are all rounded up, while the T'yaks will try to convince the heroes of the E'Crotian atrocities. Alternatively, depending on which side the heroes chose in the initial encounter, Earth itself could become the victim of a small-scale invasion. If the heroes offer to help the E'Crotians, then the T'yaks will attempt to muster together forces for a retributive strike against Earth. Or, should the heroes shelter the T'yaks, the E'Crotians are sure to send a fleet of ships in hopes of recovering the T'yaks and teaching the "inferior humans" a lesson. Either way, the Earth will be caught up in a struggle that is not its own, and the heroes are sure to be in the thick of it.



T'yak and E'Crotian Equipment:

The T'yaks and the E'Crotians use identical E'Crotian technology and weaponry. Each of the aliens will be carrying an assortment of equipment, drawn from the following list. The Laser Rifles and Blaster Cannons are the most popular weapons; they're efficient and deadly. Several of the E'Crotians are likely to use Capture-Field Guns instead, hoping to take the T'yaks alive. Additional equipment that the alien soldiers may carry includes a small, hand-held communicator, reflective Flash Shield visors, and an occasional Medical Kit.

Cost	Equipment
29	Laser Rifle: 2d6 energy RKA, Autofire, No Range Penalties, +1 OCV, OAF, no knockback (-¼)
20	Capture-Field Guns: 3d6 Entangle, linked with 3d6 NND (defense is being insulated against electricity), 4 Charges, OAF, Activate 15-, Side Effect: 3d6 STUN Drain when failing to activate
24	Blaster Cannon: 12d6 Energy Blast, 8 Charges, OAF
5	Communicator: High Range Radio, OAF
3	Flash Shield: 5 points Flash Defense, OIF
8	Medical Kit: 6d6 Aid to BODY, not above starting value (-½), OAF, 10 Charges
5	T'yak Space Suit: Life Support vs. vacuum and high pressure, self-contained breathing, OIF, 1 five-hour charge (-¼)

THE T'YAKS					
Val	Char	Cost	100+	Disadvantages	
35*	STR	15	30	2x STUN, 1 ½x BODY from heat attacks	
17	DEX	21			
18	CON	16	15	Fear of humanoids (strong)	
16*	BOD	8	15	Cannot speak human languages (frequently, greatly impairing)	
10	INT	0			
8	EGO	-4	25	Distinctive Features, not concealable, extreme reaction	
20	PRE	10			
2	COM	-4	15	Hunted by the E'Crotians, 11-	
2+	PD	-5			
4+	ED	0			
4	SPD	13			
11	REC	0			
34	END	-1			
46*	STUN	10			
* Additions for Growth already figured in					
Cost	Powers			END	
15	1d6 HKA (2d6 with STR; bite)			1(3)	
12	Armor (+5PD/+3ED; tough hide)				
8	Mental Defense (11 points total)				
6	+3" Running (9" total)			2	
10	360° Vision				
10	Active Sonar, OIF: antennae				
13	Growth (10 points), 0 END persistent, always on			0	
5	2 Extra Limbs (4 arms total)				
	Skills & Equipment				
3	Climbing 12-				
3	Stealth 12-				
3	Survival (forest) 11-				
3	Tracking 12-				
30	30 points of assorted equipment (see list)				
OCV: 6; DCV: 6; ECV: 3; Phases: 3,6,9,12					
Costs:	Char.	Power	Total	Disadv.	Base
	79	+	121	=	200
				=	100
				+	100

Background: 480 solar years ago, the T'yaks were a simple, peaceful people. Although technologically undeveloped, they had a rich culture of art and music. The highest honor in T'yak society was to be an artist, and the gifted T'yaks were expected to do nothing else. The T'yaks used simple tools, needing little else to survive on their beautiful forested world. Being vegetarians, the T'yaks were just beginning to develop simple agriculture when a strange light appeared in the sky. As the strange object grew larger, T'yak musicians wrote songs postulating its origin. And when the sleek, 100-meter vessel finally set down in the middle of a field, the T'yak celebrated. Many had postulated that there was a higher reason they had been created, and that the visiting ship would reveal the T'yaks' destiny.

Three days after landing on the planet, a portal opened in the side of the space craft. When the humanoid E'Crotians first stepped from their ships, the T'yaks thought that they were gods.

The E'Crotians thought that the T'yaks were delicious.

Using their advanced weaponry, it did not take long for the E'Crotians to overwhelm and subjugate the T'yaks. The E'Crotians also discovered something else as they conquered the T'yaks, that these hideous creatures could understand and perform rudimentary tasks. It is a tribute to E'Crotian arrogance that they never figured out just how intelligent these fuzzy, bear-like creatures were.



After over 400 years of serving (and feeding) the E'Crotians, the T'yaks had learned a great deal about E'Crotian technology. Additionally, the T'yaks outnumbered the E'Crotians three-to-one on the T'yak homeworld, and there was at least one T'yak for each E'Crotian back on the E'Crotians' own homeworld. On the day of E'Crotian "Feast of Plenty" (when the T'yaks were expected to serve prime cuts of their brothers to the hateful humanoids), the revolution began. With total surprise, the T'yaks decimated their oppressors. More importantly, over half of the E'Crotian star ships fell to the T'yaks. The revolution was over as quickly as it had started. All of the E'Crotians on the T'yaks' homeworld were killed, and three of the eight remaining E'Crotian ships fell into T'yak hands. This was the beginning of a great war between the two races, as the T'yaks and the E'Crotians each struggled to dominate the other.

For the past eighty years, the T'yaks and the E'Crotians have been fighting. The T'yaks have been quick to use E'Crotian weapons and tactics against their enemies, while the E'Crotians have played upon the T'yaks' innocence and gullibility. Recently, a T'yak ship was destroyed near the Earth's star system, and a single escape pod carried a handful of surviving T'yak toward Earth. Unseen by Earth's telescopes, the pod crashed to the ground in the hills outside the campaign city. The dazed T'yak soldiers were horrified by what they found: an entire planet of what they mistakenly took to be E'Crotians. After all, the only difference between E'Crotian and humans is a reddish pigmentation in E'Crotian skin.

The T'yaks felt they had little choice but to fight valiantly against the inhabitants of this world and do as much damage as possible. Thus, they have begun a guerilla war fought in the hills and suburbs of the campaign city, using hit-and-run tactics, destroying industrial plants and rail lines, and slaughtering as many humans as possible.

Motivation/Personality: The T'yaks were originally a peaceful; if somewhat complacent race. Though intelligent, they had not yet developed very far beyond primitive tool use. This was due to the T'yaks' dislike of fire. After the terrible cruelty of the E'Crotians, the character of the T'yak people began to change. Now, there is a strong cynicism among the T'yaks'. Moreover, there is a hatred and fear of any humanoid. The T'yaks have had little contact with races other than the E'Crotians and cannot tell the difference between the humanoid E'Crotians and humans any more than we can distinguish between male and female T'yaks.

Powers/Tactics: The T'yaks use E'Crotian technology to good effect. Their tactics are simple: Fire from ambush, then close in. Because of their justifiable fear of fire, a fire-wielding enemy will be neutralized first. In close combat, T'yaks will use their great strength to overwhelm their opponents. Only in the most desperate of situations would a T'yak attempt to bite an enemy. If they get into trouble, they will not hesitate to retreat.

Appearance: The average T'yak weighs approximately 430 lbs. and is roughly the size of a human. Their skin is covered with short, soft fur — usually maroon or dark blue. They have bear-like heads with small, compound eyes. A thick growth of sensitive fur rises up behind each of their ears, and this fur serves as their antennae, picking up vibrations from their sonar. Each T'yak has six limbs: two for walking and four for grasping. T'yak speech is a chattering or chirping sound, comparable to the noises made by crickets.

Quote: "How do you like it when its your meat that's being cooked?"

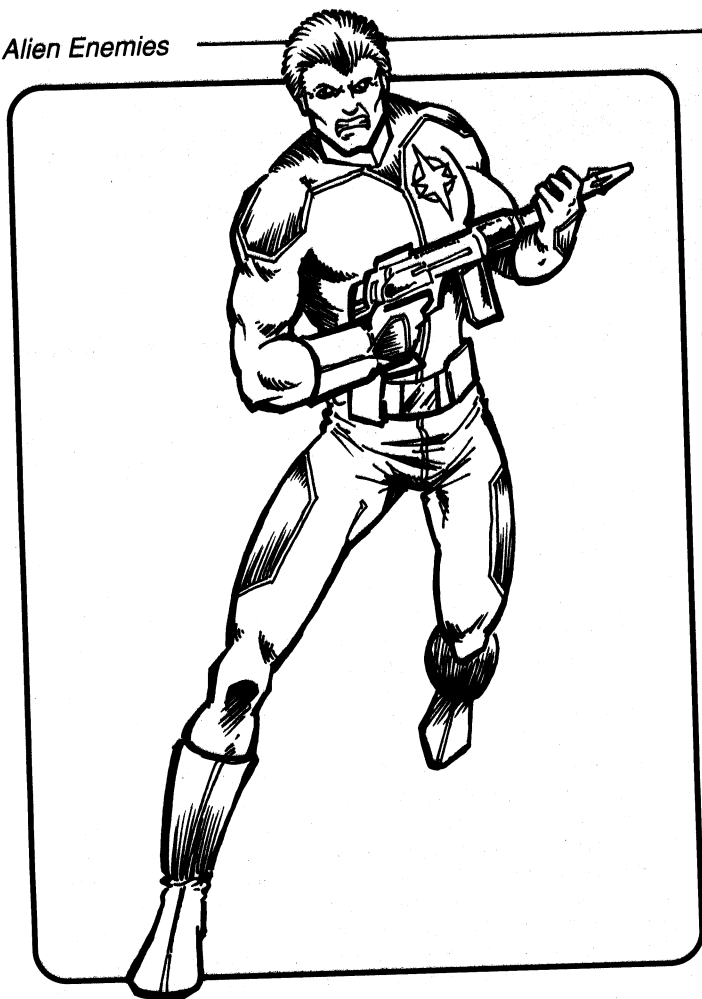
THE E'CROTIANs					
Val	Char	Cost	100+	Disadvantages	
30	STR	20	10	1 ½x STUN from poisons and chemicals	
20	DEX	30			
18	CON	16	10	Enraged if E'Crotian superiority is questioned 11-, 11-	
13	BOD	6			
15	INT	5	15	Arrogant (moderate)	
10	EGO	0	20	Ethnocentric (total)	
15	PRE	5	15	Susceptible: 2d6/Turn from alcohol	
12	COM	1			
7+	PD	1	5	Distinctive Features, easily concealable	
7+	ED	3			
5	SPD	20	15	Hunted by the T'Yaks, 11-	
10	REC	0	10	2d6 Unluck	
38	END	0			
37	STUN	0			

Cost	Powers	END
16	Armor (+8PD/+8ED), OIF: battlesuit	1
2	+1" Running (7" total)	
5	UV Vision	
9	Life Support: breathing is self-contained, can survive in a vacuum; OIF: battlesuit	Skills & Equipment
5	Tactics 13-	
10	+2 Levels with ranged attacks	
46	46 points of assorted equipment (see list)	

OCV: 7; DCV: 7; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	107	+	93	=	200 = 100 + 100

Background: The E'Crotian Empire was formed over 10,000 years ago. They have survived 13 major wars and numerous world-wide catastrophes. Their battle cry is "We Cannot Fail." Although they're a race of zealots, the E'Crotians are not entirely dedicated to war or conquest — in many ways they are admirable. They have abandoned the use of nuclear weapons, are unified under one government, and supply higher education for all their people. On the E'Crotian homeworld, there is no hunger or unemployment, and most E'Crotians live long, happy lives. Technologically, they are ahead of Earth, using fusion as their primary power source, and possessing faster-than-light star ships. Unfortunately, their race has a failing: bigotry. The E'Crotians do not recognize non-humanoid races as sentient, and they are not especially concerned about fate of these races.

When the E'Crotians first discovered the home of the "hideous" T'yaks, their main concern was how to exterminate the creatures so that they could develop the planet. In their first battle with the T'yaks, they killed thousands of the "beasts." However, during an examination of T'yak bodies, an E'Crotian medical officer discovered that the creatures were edible. It was only a short time later that the T'yaks became a delicacy on the E'Crotian homeworld. This continued for some time before the E'Crotians made another discovery: the T'yaks seemed to possess a rudimentary intelli-



gence. The use of T'yaks as slave labor quickly became common among the E'Crotians. The creatures were docile and strong, and when they became too old or were crippled, they became a tasty treat.

When the T'yak revolution began, the E'Crotians were taken entirely by surprise. It was a difficult decision for them not to renew the use of nuclear weapons, but they had already turned back from that task. Thus, they began the arduous process of preparing for full scale war against the animals which had once served them.

Eighty solar years after the start of the war, the E'Crotians have still not defeated the T'yaks. Their current goal is to reclaim or destroy the captured E'Crotian starships. Now only one remains in T'yak hands. The E'Crotians are sure that victory will soon be theirs.

Recently, an E'Crotian scout vessel pursued and destroyed a fleeing T'yak ship near Earth's orbit. The T'yak managed to survive in an escape pod and travel to Earth, but not before the E'Crotians picked up the escape pod's trajectory on their sensors. The E'Crotians have been receiving and studying Earth transmissions for some time, and are convinced that the people of Earth will help them round up the T'yak survivors. When the T'yaks have been captured, the E'Crotians will identify the T'yaks as "escaped food stock," and will request that the T'yaks be returned to the E'Crotian ship. Once there, the E'Crotians will torture and kill their hated enemies.

Motivation/Personality: The E'Crotians have always viewed themselves as the most advanced race in the galaxy. Their disregard for non-humanoids, and their arrogance towards other humanoid races, has made them despicable in the eyes of most galactic organizations. Their attitude toward less-developed humanoid races is generally condescending at best, abusive and exploitative at worst. However, the E'Crotians would like to increase their influence, and they realize that this is best done through diplomacy. They are looking for allies in the war against the T'yaks, and will do what they can to enlist the aid of other races.

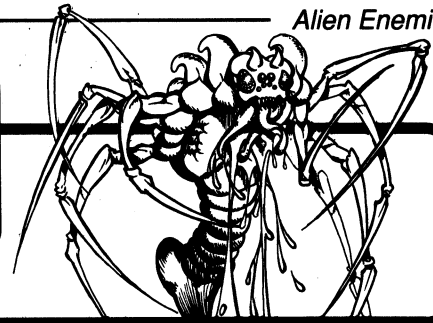
Powers/Tactics: At birth, there is little difference between an E'Crotian and a human. However, advanced medicine and training techniques will generally make an adult E'Crotian super-human by Earth standards. The adult E'Crotians enjoy greater strength and agility, enhanced vision, and increased constitution. Additionally, the E'Crotians have a natural ability with ranged weapons. Other races have postulated that this is due to the unusual way that they process visual data — making instinctive, subconscious range calculations and spatial determinations. For this reason an E'Crotian will always prefer to remain at range rather than to enter into hand-to-hand combat.

In combat, the E'Crotians generally prefer their laser rifles or blaster cannons to their capture-field guns. If they are relatively confident of their victory, they will attempt to subdue their opponent rather than kill him. When engaged with an enemy, standard procedure is to take cover and attempt to keep the enemy from closing. E'Crotians will generally back up and lose a strategic position in order to maintain range with an opponent.

Appearance: The E'Crotians appear as tall, healthy, red-haired humans, with ruddy complexions and grey-green eyes. The variation between them is much less than it is among human beings, and any group of E'Crotians appears related by human standards. The soldiers wear tight-fitting silver battle suits which cover their entire bodies. On the chest of each uniform is the insignia of the E'Crotian Empire — a yellow six-pointed star in a red field. The E'Crotian warrior will generally carry a weapon, a life support unit, a communicator, and a flash visor.

Quote: "Those things have no rights... They're just animals!"

THE TYRIXX INVADERS



The clanking of chitinous armor filled the black ship as insectoid drones followed their silent commands. Hyperdrive controls glided in response to telekinetic manipulation, and the warship jolted from warp speed to impulse. The bright blue world they had picked up on their scanners beckoned to them like an apple ripe for picking. They hungered for its resources; they hungered for the souls of its people. Soon it would be theirs, like countless worlds before it.

The Warship moved itself into orbit and the Warriors boarded their battlepods. The bay doors slid open and the pods ejected into the cold of space. The invasion had begun...

Background: Far across our galaxy a dark, foreboding planet revolves trudgingly around its star. The planet has become known as a place of terror among the star-faring races. Legends of horrid, violent beasts and tales of acid-breathing invaders are whispered throughout the stars.

Unfortunately, the legends are true.

The Tyrrix ("Hateful Ones" in their own language) are a vicious, evil race of insectoid creatures with intense territorial instincts. Over the course of several centuries, they have developed the technology for space travel and have constructed powerful warships to carry them to the stars. The other two planets in their system which supported life quickly became sources of food.

Six earth-years ago, an Imperial ship from a neighboring star system passed too close to the Tyrrix dominion. Within hours, it found itself overwhelmed by the aggressive Tyrrix swarm. No prisoners were taken alive.

The Imperial ship possessed both cloaking and hyperspace capabilities — technology new to the Tyrrix. The insectoids' Thinkers set to work duplicating these abilities in their own warships, allowing them to extend their tyranny across the galaxy. One of their early scouting parties discovered Earth — a world not only populated with delicious humans, but one that would present an interesting challenge for the Tyrrix Warriors.

The Tyrrix have recently dispatched one of their dreaded warships, armed with dozens of Warriors as well as Thinkers, Workers, and a single Queenspawn, to capture this planet for the Tyrrix dominion.

Motivation/Personality: The Tyrrix are organized into very specific castes, much like some insect colonies. The Workers comprise most of the population. They are responsible for all the tasks of labor, including such things as construction, food preparation, breeding, and piloting. The Thinkers rule the Workers. Their tasks are the mental necessities and sciences for the race, including engineering, strategy, etc. The Warriors serve as the brawn for the race; they are much larger and stronger, with natural armor to allow them to survive in almost every circumstance. Ruling over the entire Tyrrix swarm is the Queen, an enormous and highly intelligent creature. The Queen also produces what are known as Queenspawn — additional females charged with the tasks of breeding with the Workers and governing for the Queen in her absence. Each of the Tyrrix will operate strictly according to his caste.

The Tyrrix have earned the title of "Hateful Ones"; no known species in the galaxy is as cruel and merciless as they. They seek to conquer other worlds primarily due to an instinctive aggressiveness for territorial expansion. And because they can selectively breed to produce additional members for a given caste, their territory can never be too big.

The Tyrrix will not tolerate failure among themselves. Thus, the Warriors will never retreat, no matter how overwhelmed they may be. Likewise, when the Queen or one of her Queenspawn decides on an action, the swarm will continue pursuing that goal until it is either completed or they all lie dead.

The Tyrrix are known for eating their victims, preferably alive. They religiously believe that this is a way of "consuming the power of the soul," adding their prey's strength and skills to their own.

Powers/Tactics: The Tyrrix have no verbal language or manipulatory limbs, but have developed remarkable psionic abilities to compensate. They communicate exclusively through Telepathy, and are capable of understanding almost any language. They have also learned to manipulate objects with Telekinesis. The Workers have increased their own Telekinetic ability over time for use in large-scale construction, though this is never used as an attack.

Their unusual physiology provides the Tyrrix with several unique abilities. Their multi-faceted eyes allow for 360° vision, and their spiny legs allow them to crawl at amazing speeds. Each of the Tyrrix can also cling to walls and sheer surfaces with an incredible grip, moving on them as if they were level.

The Workers have developed small spinnerets near the base of their tails capable of generating nearly invulnerable strands of sticky, silvery web, used in construction, binding prey, etc.

The Warriors have gained specialized skills and abilities useful for combat. Their outer plates are much harder than the other Tyrrix, providing protection from outside attacks as well as reliable life support.

In combat, whether in space or within a planet's atmosphere, the Warriors will attack aggressively, using their venomous stingers and acidic tendrils to their fullest potential. When prey has either been cornered or killed, the Warriors will allow the Workers to divide up the prey or encase it in webs for future consumption.

The Queen and her spawn have the additional abilities of flight and mind linking with hundreds of Tyrrix across space.

Tyrrix are particularly sensitive to both extreme heat and alcohol, though this is a weakness which the players should discover on their own. Additionally, the Tyrrix become somewhat sluggish during the daylight hours, usually lying dormant in dark, dank places (i.e. sewers, abandoned buildings, deep forests, etc.).

Appearance: Each of the Tyrrix has a long, multi-segmented body of grayish flesh covered with mottled black and mauve plates. Their eight eyes are set in the middle of their head, between two horn-like projections and a row of razor-sharp teeth. Protruding from their mouths are a number of sticky tentacles capable of producing acidic secretions for digesting their prey before actually swallowing. Six spidery limbs protrude from each side of their bodies.

The Workers and Thinkers stand approximately 3' high. The Warriors, however, are approximately 7 feet tall and are armed with a venomous stinger in their tails. The Queenspawn resemble Warriors, though they have venous wings in addition to stingers and are 13 feet high. The Queen herself is approximately 25 feet high, and also has large insect wings.

Quote: None (The Tyrixx carry out their plans with ominous silence)

Campaign Use: The Tyrixx swarm serve as complex, aggressive invaders of Earth. They will station their warship just beyond the moon and dispatch Warrior-filled shuttles to deal with Earth's natives. Since the Warriors are far more powerful than the average human, it will be up to the heroes to stop the invasion.

Generally, in a superheroic campaign, the Tyrixx will be slightly less powerful than the heroes. However, they will likely outnumber the heroes by as many as two to one, forcing the heroes to utilize a great deal of strategy and teamwork. Eventually the heroes may wish to travel to the mother ship (either in some of the shuttles or by their own power) and deal with the Queenspawn and her minions. Only a small number of Warriors will be left on the mother ship, though the Queenspawn herself will prove to be quite a challenge.

Should the heroes become overwhelmed by the Tyrixx, the GM may consider revealing the Tyrixx' weaknesses (possibly through some NPC science organization) or sending in backups to help with the large numbers of Tyrixx opponents (For example, the Exterminators could join the confrontation).

Of course, should the first wave of Tyrixx be defeated, the Queen will dispatch more until the task of conquest is complete. This may eventually lead to an exciting adventure with the players traveling across the galaxy to the dark homeworld of the Tyrixx and confronting the powerful Queen herself.

For further discussion and additional suggestions for running an alien invasion, the GM should consult *Invasion: Target Earth*, a Sourcebook for *Champions* by Cyrus G. Harris.



TYRIXX WARRIOR					
Val	Char	Cost	100+	Disadvantages	
15	STR	5	30	1 ½x STUN, 2x BODY from heat attacks	
10+	DEX	0			
18	CON	16	20	Berserk when Queen is harmed	
13	BOD	6		11-, 8-	
10	INT	0	15	Loyal to Swarm (total)	
10	EGO	0	20	Will not give up (total)	
15	PRE	5	25	No manipulatory limbs (all the time, full impairing)	
4	COM	-3			
10+	PD	7	5	No sense of smell (infrequently, slightly impairing)	
10+	ED	6			
2+	SPD	0	10	Susceptible: 1d6/turn from alcohol	
7	REC	0			
54	END	9	25	Distinctive Features, not concealable, extreme reaction	
31	STUN	1	13	Monitored by the Tyrixx Queen, 14-	
			85	Villain Bonus	
Cost			Powers		END
30	2d6 Character Points of BODY Drain ("digestive tendrils"), recover 5 points/5 minutes				3
30	4d6 Telepathy, 0 END				0
31	14 STR Telekinesis, 0 END				0
31	+15" Running (21" total)				
30	Clinging (75 STR total)				
30	2d6 HKA (4d6 with STR, "stinger")				3(6)
25	Armor (+15PD/+15ED), ablative				
20	Total Life Support, linked to Armor				
3	Power Defense (5 points), linked to Armor				
5	Mental Defense (8 points total)				
10	360° Vision				
12	+7 DEX (17 total), not in bright light (-3/4)				
17	+3 SPD (5 total), not in bright light (-3/4)				
5	3 Extra Limbs (total: six legs & tail)				
	Skills				
3	Tactics 12-				
OCV: 3(6); DCV: 3(6); ECV: 3; Phases: 6,12 (3,5,8,10,12)					
Costs:	Char.	Power	Total	Disadv.	Base
	52	+	296	=	348
				=	248
				+	100

TYRIXX WORKER					
Val	Char	Cost	75+	Disadvantages	
15	STR	5	30	1 ½x STUN, 2x BODY from heat attacks	
10	DEX	0			
18	CON	16	20	Berserk when Queen is harmed 11-, 11-	
13	BOD	6			
6	INT	-4	15	Loyal to Swarm (total)	
10	EGO	0	20	Will not give up (total)	
15	PRE	5	25	No manipulatory limbs (all the time, full impairing)	
4	COM	-3			
10	PD	7	5	No sense of smell (infrequently, slightly impairing)	
10	ED	6			
2	SPD	0	10	Susceptible: 1d6/turn from alcohol	
7	REC	0			
74	END	19	25	Distinctive Features, not concealable, extreme reaction	
22	STUN	-9	13	Monitored by Tyrix Queen, 14-	
			85	Villain Bonus	

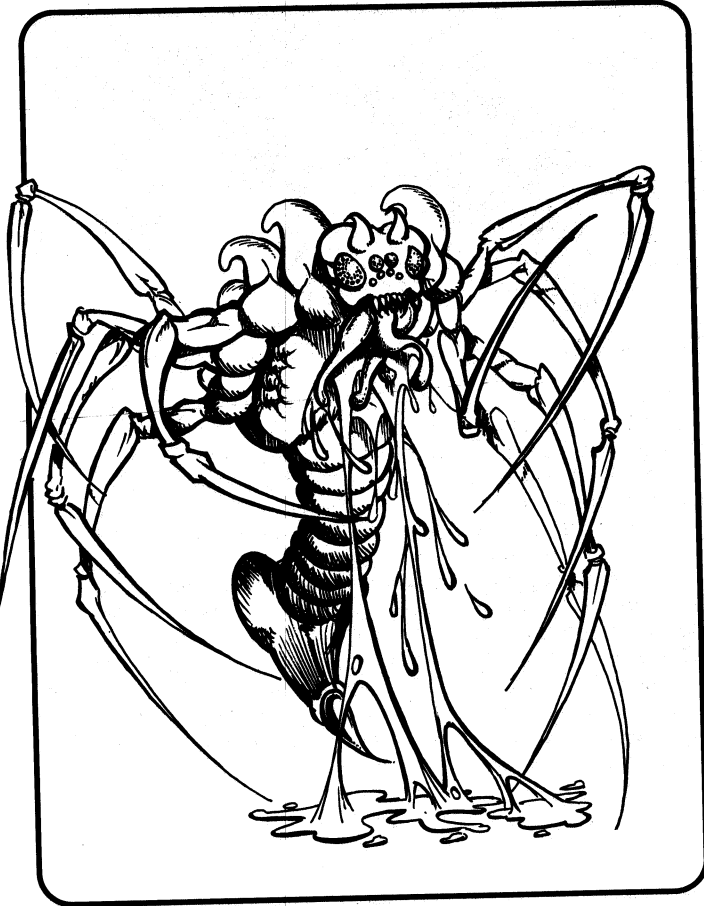
Cost	Powers	END
30, 30	+15" Running (21" total), Clinging (75 STR total)	
5	Mental Defense (8 points total)	
10	360° Vision	
5	2 Extra Limbs (total: six legs)	
13	Shrinking (1 level), 0 END persistent, always on	0
	Skills	
12	Each Thinker will have four of the following Skills, depending on their training and task:	
	Computer Programming 13-; Concealment 13-; Cryptography 13-; Deduction 13-; Demolitions 11-; Electronics 11-; Forensic Medicine 13-; Inventor 13-; Mechanics 11-; Navigation 11-; Paramedic 11-; Security Systems 13-; Systems Operation 13-; Tactics 13-; Weaponsmith 11-; KS: Earth Culture 13-; Various Sciences on a 13- (i.e., Astronomy, Biology, Physics, Mathematics, Geometry, Sociology, Geology, etc.)	
OCV: 3; DCV: 5; ECV: 8; Phases: 6,12		
Costs:	Char.	Power
80	+	211
		= 291
		= 216
		+ 75

TYRIXX QUEENSPAWN					
Val	Char	Cost	150+	Disadvantages	
30*	STR	5	30	1 ½x STUN, 2x BODY from heat attacks	
28	DEX	54			
32	CON	66	20	Berserk when Queen is harmed	
25*	BOD	24		11-, 8-	
21	INT	11	15	Loyal to Swarm (total)	
24	EGO	28	20	Will not give up (total)	
25	PRE	15	25	No manipulatory limbs	
4	COM	-3		(all the time, full impairing)	
10+	PD	5	5	No sense of smell	
10+	ED	4		(infrequently, slightly impairing)	
8	SPD	42	10	Susceptible: 1d6/turn from alcohol	
20	REC	22			
92	END	14	25	Distinctive Features, not concealable, extreme reaction	
80*	STUN	42	13	Monitored by Tyrix Queen, 14-	
* Additions for Growth figured in			404	Villain Bonus	

Cost	Powers	END
30	2d6 Character Points of BODY Drain ("digestive tendrils"), recover 5 points/5 minutes	3
30	4d6 Telepathy, 0 END	0
31	14 STR Telekinesis, 0 END	0
30	+15" Running (21" total)	
30	Clinging (75 STR total)	
30	2d6 HKA (4d6 with STR, "stinger")	3(6)
30	Armor (+18PD/+18ED), ablative	
20	Total Life Support, linked to Armor	
3	Power Defense (5 points), linked to Armor	
5	Mental Defense (8 points total)	
24	24" Flight, OAF: insectoid wings	
82	Mind Link, 256 Tyrix at one time over any distance, 0 END	0
5	3 Extra Limbs (total: six legs & tail)	
20	Growth (1 level), 0 END persistent, always on	0
	Perks	
5	Member of the Tyrix aristocracy	
OCV: 9; DCV: 9; ECV: 8; Phases: 2,3,5,6,8,9,11,12		
Costs:	Char.	Power
327	+	390
		= 717
		= 567
		+ 150

TYRIXX THINKER					
Val	Char	Cost	75+	Disadvantages	
15	STR	5	20	1 ½x STUN, 1 ½x BODY from	
10	DEX	0		heat attacks	
18	CON	16	15	Loyal to Swarm (total)	
13	BOD	6	15	Will not give up (strong)	
20	INT	10	25	No manipulatory limbs (all the	
24	EGO	28		time, full impairing)	
15	PRE	5	5	No sense of smell (infrequently,	
4	COM	-3		slightly impairing)	
10	PD	7	10	Susceptible: 1d6/turn from	
10	ED	6		alcohol	
2	SPD	0	25	Distinctive Features, not	
7	REC	0		concealable, extreme reaction	
36	END	0	13	Monitored by Tyrix Queen, 14-	
30	STUN	0	88	Villain Bonus	
Cost				Powers	
30	2d6 Character Points of BODY Drain ("digestive tendrils"), recover 5 points/5 minutes			3	
30	4d6 Telepathy, 0 END			0	
31	14 STR Telekinesis, 0 END			0	

THE TYRIXX WARSHIP			
Char	Value	Cost	
Size	35x14.5	75	
DCV	-10		
Mass	3.2 kton		
STR	85		
DEF			
(hard.)	20	54	
BODY	50	25	
DEX	10		
SPD	3	10	
Movefly	100x8	210	
Max	2400		
Cost	Equipment		
17	Hardened Defenses		
40	Force Field (+20PD/+20ED), 0 END, activation 15-, not while invisible		
36	Invisibility to all sight, all hearing, radar and spacial awareness, 0 END, Persistent, 1 Turn Activation, not with force field		
36	FTL Travel (1 Light Year/hour)		
30	Life Support, total		
52	Spatial Awareness, 360°, 125x range (+3/4), no range penalty, bulky OIF		
15	High Range Radio, 125x range (+3/4), no range penalty, bulky OIF		
Costs:	Char.	Equip.	Total
	374	+ 226	= 600



The Tyrrix Warship was the creative genius of a host of Thinkers. The ship was designed to incorporate several of the designs of other spacecraft the Tyrrix encountered in their crusades of conquest, including the cloaking and hyperspace abilities of the Imperial cruiser.

The materials used in building the Warship include an integration of artificially constructed alloys and the tough, binding material of the Workers' spinnerettes. It has been equipped with full Life Support capabilities, very fast hyperspace engines, and high-powered shields, as well as the Imperial cloaking device. All of the equipment has been designed to respond only to telekinetic manipulation.

The Warship's long black body is reminiscent of the Tyrrix themselves; clearly the ship has a segmented, insect-like design.

TYRIXX BATTLEPOD			
Char.	Value	Cost	
Size	1.2x.7	5	
DCV	0		
Mass	200 kg		
STR	15		
DEF(hard.)	15	39	
BODY	11		
DEX	10		
SPD	3	10	
Move	fly 34x4	73	
Max	408		
Cost	Equipment		
7	Hardened Defenses		
20	Force Field (+10PD/+10ED), 0 END, activation 15-, not while invisible		
36	Invisibility to all sight, all hearing, radar and spacial awareness, 0 END, Persistent, 1 Turn Activation, not with force field		
30	Life Support, total		
41	Spatial Awareness, 360°, 5x range (+1/4), no range penalty, bulky OIF		
11	High Range Radio, 5x range (+1/4), no range penalty, bulky OIF		
19	Computer		
	INT: 10		
	DEX: 18		
	SPD: 3		
	Skills: Battlepod pilot		
	Programs: Pilot ship from point A to B		
Costs:	Char.	Equip.	Total
	127	+ 128	= 255

The Tyrrix Battlepods are used to transport Warriors from the Warship to a planet's surface. Since their purpose is solely transportation, they have not been fitted with offensive weaponry. However, their power sources are capable of generating a scaled-down version of the Warship's force fields for defensive purposes.

Each of the Battlepods has been equipped with a small on-board computer capable of maneuvering the pod from the Warship to a pre-programmed landing location. It can also be set to return to the Warship or travel to another location. The pods' quick flight abilities have been designed to move them along a constantly varying path, making them difficult targets for other space vehicles to hit.

The Battlepods are black, egg-shaped vehicles with dim amber lights glowing on the underside. A translucent window looks out from each pod, allowing the Tyrrix Warrior within to see his surroundings. Their instrumentation has been designed like the Warship; it can only be manipulated using telekinesis. Its large size and bizarre, bio-technical composition make it an eerie juggernaut among the stars.



METE

BACKGROUND

With the advent of super-powered humans, the reality of alien life in the galaxy has become more prominent. Some of Earth's premier heroes have been aliens; so have some of the planet's best known villains. Unfortunately, most extraterrestrial visitors have been forced into one of a few stereotypical roles (eg., alien savant, horror-from-beyond-the-stars, etc.) by human paranoia and other circumstances beyond the visitor's control.

Balancing Earth's odd reception of alien visitors is the sentiment of civilized alien cultures toward this planet. Preliminary scans by extraterrestrial scouts always indicate that Earth is a world of fragmented government and early nuclear-level technology. Yet all invasions and attacks by more advanced cultures have been forcibly, even savagely, rebuffed by the planet's eccentric elite guard, the superheroes. So Earth is generally kept under close observation by alien empires who advise their citizens to trespass in the Terran solar system only at their own risk.

Several years ago, a 9-foot tall, 600-pound scientist from a high-gravity world landed on Earth to initiate peaceful contact between his world and this one. He was immediately attacked by the Golden Avenger, a government-sponsored, fairly extremist superhero. Defeated, the only option given him by the cheerless government representatives assigned to the case was to surrender himself to the authorities for protection. Baffled, confused, and trapped (his ship was impounded by investigators), he turned for help to Orrad, a recognized superhero and an alien himself. Orrad soon had the alien released, and the two quickly became friends, working together to protect the city of Washington, D.C.

The alien's first superhero action occurred later that week, when a gang of terrorists hijacked a plane heading for the Middle East. Orrad and the alien attacked, and the terrorists were quickly defeated. However, the hapless alien scientist, unused to his comparatively formidable strength, killed six fragile Terrans in the course of the battle. Remorseful and in over his head, the alien then committed suicide.

Orrad agonized over the tragedy along with Marie Dumont, a police officer who had tried to keep the alien from killing himself. The government, on the other hand, covered up the incident. At the subsequent Senate subcommittee investigation, Marie Dumont expressed the opinion that treatment of the alien had been botched, and that creation of an independent organization, a cooperative effort between civilian scientists and government personnel, might prevent some similar occurrences in the future. The subcommittee declined to pursue that avenue, but Orrad, present for the hearing, was very interested.

Within the month, the support of several superhero organizations, including the Champions, the New York-based Guardians, and the San Francisco-based Protectors, began donating a portion of their charitable earnings to the fledgling organization. Marie Dumont took on the task of project coordinator, working with Orrad and hiring the organization's first lobbyist: former Virginia senator Lyle Harrison. Thus, the Metropolitan Extraterrestrial Enclave (METE) was born.



METE's history over the following few years was a checkered one. The organization was backed by industrialists who had dealings with the superhero community or aerospace planning, so its financial status became more stable. Support also came from several future-planning societies and science fiction organizations. However, resistance arose in the form of some government officials, who feared security leaks and intrusions by alien spies. Several religious groups, upset by METE's identification of several alien races as related to *Homo sapiens*, also caused interference and public embarrassment for METE. Certain concessions on METE's part, along with intensive lobbying by Harrison's agency, have staved off most of the resistance, allowing METE the freedom to develop contacts and additional support. Orrad's presence in the organization has also helped to prevent resistance from anti-alien groups such as the Exterminators.

Two years ago, Dr. Maxwell Sanders, the leader of the Exterminators, hired a public relations firm to swing public opinion against alien visitors on Earth. A two-hour television documentary was shown, complete with pictures of the Iowan Tragedy where an entire town nearly died of an alien infection, footage of the alien villain "Firewing" (see *Classic Enemies*), and commentary from dozens of scientists, military generals, and politicians telling the American people how dangerous aliens can be. This has caused a great deal of trouble for METE, and several of the research group's biggest supporters have pulled their money out of the operation. Prominent alien heroes, such as Orrad, Obsidian of the Champions, Quasar of the Protectors, and Igneous of the Capitol Patrol, have attempted to cast a favorable light on aliens and the beneficial efforts of METE. However, public opinion has been mixed, and the leaders of METE are being very careful about their public reputation.

Currently, METE is a privately sponsored research group backed by regular contributors and occasional government contracts. The primary focus of the group's studies is biological research. Orrad, leery of the Terrans' capacity for self-annihilation, recommends to each off-world patient that no technological information be given to humanity. Consequently, the group's government liaison has been unable to accumulate much technological information—a problem which irritates both NASA and the military. However, government officials believe that the studies done at METE are simply too valuable for retributive actions.

FUNCTIONS

METE serves the world and alien visitors in several ways. First, it provides shelter, medical care, and other humane facilities to peaceful visitors from other worlds. Secondly, METE utilizes the medical data it gathers from its extraterrestrial clients to further the study of medicine on this world. Thus, METE has a great deal of interaction with other research facilities in the medical community.

METE has also been known to provide medical facilities to emergency patients from the superhero community, particularly if the hero's own biochemistry is altered and in need of special facilities. Of course, METE will not hesitate to call in favors from superhero patients they have helped in the past.

Finally, METE will occasionally relay knowledge about alien civilizations and technology to various societies and appropriate authorities. However, the staff at METE is cautious about revealing schema for alien weaponry, defense systems, or advanced space vehicles to the public or government; Orrad fears that Earth must mature before such dangerous information is passed on.

Since METE resists the government's attempts at takeover, military or government officials seldom, if ever, bring captured aliens or extraterrestrial envoys to the research group; medical emergencies, however, become exceptions to that bias. On the other hand, since alien visitors often interact first with the planet's superheroes, the government sources are often bypassed.

CAMPAIGN USE

The existence of METE in a *Champions* campaign can serve several purposes. First, it can solve questions about alien lifeforms and altered biochemistries for PCs. The staff at METE are experts in exotic physiologies, and can often answer such questions as, "What are the alien plant creatures feeding on?" or "How can we contain the mutated virus created by King Cobra?" The GM can use METE as a source for information that will advance the plot of an adventure. However, if he desires to withhold answers and have the players discover the vital information themselves, he can simply explain that METE is working on the problem, but it will take some time for them to come up with an answer.

Additionally, METE can cause problems for the heroes. For example, Dr. Elam, METE's top researcher, may have discovered a microorganism that cures a particular disease in Betelgeuseans but is instant death for natives of Earth. If that micro-organism were to escape containment or, worse yet, fall into the hands of a supervillain such as Prof. Muerte, the heroes will have a widespread emergency on their hands.

If there are aliens among the players' heroes, or if some of the PCs have remarkably unusual anatomies, METE may be their only source for medical attention. However, METE will usually collect on favors owed them by heroes. Perhaps they will ask the heroes to help track down a frightened and dangerous alien fleeing the authorities just outside the campaign city. Imagine the dilemma when the players find that PRIMUS has already located and captured the confused alien in hopes of conducting their own research. The heroes may find themselves torn between being loyal to METE, who may have saved their lives, or the government, who can really make their lives miserable if they interfere.

Moreover, the nature of the advanced medical and technological information obtained by the staff at METE makes them ideal targets for espionage operations from hostile governments or power-seeking supervillains. After all, if Eurostar can learn the secrets of the Martian global-scale superweapon, they will have the perfect tool for world terrorism.

By its very nature, METE will always be embroiled in controversy and trouble. Of course, the player-characters will tend to get dragged into these sorts of problems. They may also be involved with METE in their secret identities, either as employees or consultants. An interesting twist is to have one of the staff at METE as a hero's DNPC, either as a friend, rival, relative, or lover. This provides the GM with an easy way to involve the heroes with METE.

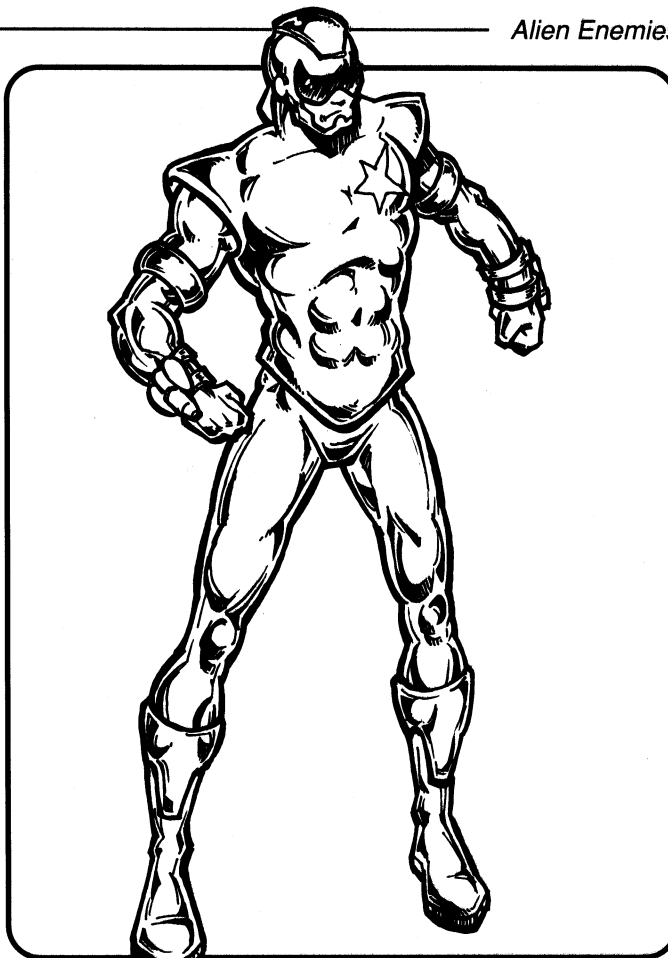
THE STAFF

Almost all of the members of METE's staff belong in the "competent normal" category; that is, they are built on a base of 50 points plus disadvantages. Most of these points will be spent on sciences or other skills that relate to their function at METE. With the exception of Orrad and Marie Dumont, the staff at METE are not prepared for combat or other dangerous emergencies, and will react to these situations much like other normals.

ORRAD					
Val	Char	Cost	100+	Disadvantages	
20+	STR	10	10	1 ½x STUN & BODY from electrical attacks	
20	DEX	30		Berserk when overwhelmed in combat 11-, 11-	
23	CON	26	15	Compulsively disciplined (strong)	
20	BOD	20		Code against killing (total)	
20	INT	10	15	Distinctive Features: concealable, causes prejudice	
20	EGO	20	20	Reputation as METE's primary hero, 11-	
20	PRE	10	15	DNPC: Marie Dumont, 14-	
20	COM	5		Hunted by the Exterminators, 14-	
15+	PD	11	10	Public ID	
15+	ED	10		Experience	
5	SPD	20	15		
11	REC	4	25		
50	END	2	10		
44	STUN	2	171		
Cost			Powers		END
33	10d6 Energy Blast, OIF: battlesuit, draws from END Reserve				[5]
10	Martial Arts (Commando Training)				2
	Maneuver	OCV	DCV	Damage	
	Boxing Cross	0	+2	6d6	
	Aikido Throw	+0	+1	4d6 + v/5	
	Karate Chop	-2	0	1 ½d6 KA	
	Choke	-2	0	2d6 NND	
	Judo Disarm	-1	+1	Disarm, +10 STR	
	Kung Fu Block	+2	+2	Block	
27	+40 STR, OIF: battlesuit, ½ END, draws from END Reserve				[2]
34	Armor (+17PD/+17ED), OIF: battlesuit				
3	Flash Defense (5 points), OIF: battlesuit				
13	+17" Running (23" total), OIF: battlesuit, draw from END Reserve				[5]
20	10" Flight, OIF: boot rockets, 8 charges lasting 5 minutes each				0
3	UV Vision, OIF: helmet				
6	END Reserve: 50 END, 5 REC; OIF: batteries, only for battlesuit (-¼)				
20	Total Life Support, OIF: battlesuit				
	Skills				
3,3	Deduction 13-, Stealth 13-				
3,3	Survival 13-, Tactics 13-				
3	Fluent English with accent				
15	+3 Levels with ranged combat				
	Talents				
20	Find Weakness with Energy Blast, 13-				
OCV: 7+; DCV: 7; ECV: 3; Phases: 3,5,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	180	+	226	=	406
				=	306
				+	100

Background: This humanoid alien was a distinguished member of an elite warrior caste in a race which dominates several stellar systems. Orrad was notable for being representative of the "perfect warrior," adhering best to the ideal capabilities set by his military trainers. (This is reflected in the extraordinary similarity of his characteristics.)

After serving his requisite military time in the most dangerous branch of his world's army, Orrad had the option of retiring at a comfortable pension or keeping his military equipment and seeking his fortune elsewhere. He chose the latter course, gravitating eventually to Earth, the planet of improbabilities he'd heard so much about. Because of his heroic inclinations, organizational nature, and adaptability, he became established as a capable, albeit unpublicized, superhero in Washington, D.C.



Orrad eventually helped to free an alien visitor from bureaucratic investigation, and the two began patrolling the capitol as a team. When his alien friend committed suicide that fateful afternoon, Orrad joined with Marie Dumont in forming METE. Since then, Orrad has served as the initial contact for visiting aliens.

Motivation/Personality: Orrad is a powerful, highly disciplined individual. He always keeps his body and equipment in top shape, and follows a strict schedule. His disciplined nature is also manifested in his personality. He is formal yet polite, thinks deductively, and rarely demonstrates a sense of humor.

Orrad is deeply concerned with the way Earth is treating its early alien contacts. Orrad knows that if Earth does not extend some degree of hospitality to friendly aliens, then the planet will be passed up by intergalactic trading alliances and diplomatic efforts. Worse still, if Earthlings continue to persecute all the aliens which visit the planet, they are sure to make enemies with several powerful, star-travelling worlds who could easily out Earth's populations for its disrespect toward alien ambassadors.

Powers/Tactics: Orrad wears a powerful military battlesuit from his homeworld. In addition to servo-motors which enhance Orrad's strength and speed, the suit is equipped with a pulse blaster, flight rockets, life support, and enhanced sensors. Orrad's training has also equipped him for effective hand-to-hand combat both in and out of the battlesuit.

In combat, Orrad prefers to size up his opponents and determine their weaknesses. When he enters battle, Orrad retains at least partial cover behind corners or obstacles and uses his blaster against his enemies' weaknesses. If hand-to-hand combat becomes necessary, Orrad will use his armor's tremendous strength to grab an opponent and throw him as far as possible so that ranged combat might be resumed. Since Orrad is loathe to kill in battle, he will never use his weaponry at full strength until he has determined the defensive abilities of his opponent.

Appearance: Orrad is a tall, muscular alien with pale blue skin, silver hair, and bright green eyes. His battlesuit is shiny gold with silver trim. His blaster is attached to the top of his wrist, for easy fire, and his indigo faceplate slides down to cover his face during battle.

Quote: "Stand back! Let me try and communicate with the alien! You're only frightening him!"

MARIE DUMONT

10 STR	18 DEX	18 CON	10 BOD	20 INT
15 EGO	10 PRE	18 COM	10 PD	10 ED
4 SPD	7 REC	36 END	24 STUN	

Skills: Police Training (Martial Strike, Martial Throw, Choke Hold, Martial Disarm, Martial Block); Bureaucratics 11-; Combat Driving 13-; Criminology 13-; Paramedic 13-; Persuasion 11-; Streetwise 11-; Fluent Spanish; KS: Boston 11-; KS: Washington D.C. 13-; KS: METE 16-; +1 Level with all guns.

75+ Disadvantages: Protective of innocents (strong); Normal Characteristic Maxima; Reputation 11-; DNPC: Diana Ingraham 11-; Monitored by F.B.I. 11-; Experience.

Marie's father, a police officer in Boston, was killed in a gunfight with a gang of drug runners when Marie was only seven years old. She grew very close to her mother, a secretary in the Governor's office, following the tragedy. Marie eventually grew up and went away to Georgetown University to study political science. However, upon graduation, Marie was frustrated with the political scene of Washington, D.C. and decided to begin training as a police officer.

Marie served on the force for eighteen years, earning her detective's badge and several commendations for her work and dedication to the force. One dark afternoon, Marie got a call about a team of terrorists taking hostages at the Smithsonian Institute. Marie rushed to the scene to see what she could do, and discovered that a pair of alien superheroes were already battling the terrorists. One of the aliens was unaware of how his incredible strength would effect humans, and was accidentally responsible for killing six of the terrorists. The alien plunged into confusion and despair as police officers and secret service men shouted at him, calling him a killer and a monster. Marie tried to calm the alien down, but despite her efforts, the alien committed suicide.

Marie was furious, charging her fellow officers with botching up the contact with an extraterrestrial. She eventually left the force and joined with Orrad to establish METE. Today Marie is using many of the principles she learned in her political science classes as the coordinator of the fledgling organization.

Marie is an active, intelligent, and appealing woman in her early 40s. Personally, she is characterized by strong friendships, biting sarcasm, a certain tendency toward short-temperedness, and extraordinary organizational abilities.

Though most of Marie's job is done from behind a desk, she will occasionally join Orrad in initiating contact with a new alien visitor. Marie is still in excellent physical condition, and she carries a licensed .357 Smith & Wesson revolver in her purse for protection. She has short, black hair, blue eyes, and usually dresses in skirts and business coats.



DIANA INGRAHAM

10 STR 14 DEX 13 CON 10 BOD 11 INT
 11 EGO 13 PRE 14 COM 5 PD 5 ED
 4 SPD 5 REC 26 END 22 STUN

Equipment: Taser Gun (5d6 NND, 1 recoverable charge, OAF); Kevlar Suit (Armor: +5PD/+5ED, activate 14-, OIF); Radio (Radio Listen/Transmit, OAF).

Skills: Police Training (Martial Strike, Martial Throw, Choke Hold, Martial Disarm, Martial Block); Combat Driving 13-; Criminology 13-; Deduction 13-; Paramedic 13-; Streetwise 11-; KS: Washington D.C. 13-; KS: METE 13-; +1 Level with all guns.

75+ Disadvantages: Protective of METE (strong); Argumentative (moderate); Normal Characteristic Maxima; Monitored by F.B.I. 11-; Experience.

Diana went to the police academy in Washington where she met and became good friends with Marie Dumont. However, upon graduation, Diana decided there was more money to be made in private industry security than on the force, and so she resigned, taking up a position in security with a large aerospace development firm. Years later, when her old friend Marie Dumont contacted her about the METE project, Diana agreed to come aboard as the head of security.

Diana is in charge of eighteen assistants (use the "competent normal" statistics from *Champions* and arm them with radios, Taser Guns and Kevlar suits from the "Weapons and Armor" section of the rules). Six are on duty at the Enclave at any given time.

Diana is a spunky woman with a dry wit and an aggressive manner. She has blonde hair and green eyes, and usually wears a forest green jumpsuit with the METE logo stitched on the front pocket over her Kevlar.

DR. BILL ELAM

Skills: Computer Programming 13-; Forensic Medicine 15-; Paramedic 15-; SC: Biology 14-; SC: Anatomy 13-; KS: Alien physiology 11-; PS: Doctor 12-; SC: Biochemistry 16-;

Dr. Elam is the research analysis head. Together with computer specialist Dr. Robinson, Elam coordinates and files all of METE's data. Elam also publishes METE's documentation for the American Medical Association and various government organizations and special interest groups. He works with a staff of two assistants and can be found in his lab all hours of the night.

Elam is a middle-aged gentleman who is obsessed with his work. Though he has spent years studying biochemistry, he is still easily frustrated when a solution eludes him. Elam has a reputation around METE as a grumpy genius. He is thin, balding, and generally wears a stained lab coat over polyester slacks, dress shirt, and a conservative tie.

HOWARD ESTERHAUS

Skills: Bureaucratics 11-; Conversation 14-; Interrogation 12-; Persuasion 12-; Security Systems 11-; Stealth 11-; KS: METE 16-

Howard was hired by the U.S. Government to operate as the official liaison between METE and his employers. As such, Howard is in an uncomfortable position. Essentially, he is the "spy" in METE, circumventing the thinly-veiled hostility of the staff while trying to make sure that the politically-impractical scientists don't jeopardize national security or unleash something deadly on the world. Howard has immediate communication available with several contacts at the Pentagon, and has learned to coax the METE staff into revealing all sorts of important secrets. This subtle interrogation tactic has often angered Marie, and Howard's presence at METE, while irrevocable, is tolerated with clenched teeth.

Howard is a tall, thin man with light brown hair and blue eyes. He prefers wearing sportscoats and slacks, and will always have his briefcase, cellular phone, and tape recorder close at hand.

LYLE HARRISON

Skills: Bureaucratics 14-; Conversation 13-; High Society 13-; KS: Politics 12-; KS: METE 13-

METE's chief lobbyist in Washington and his four assistants operate out of offices near the Capitol Building. They are responsible for applying leverage and working miracles among the legislators in hopes of creating a more hospitable environment for METE and Earth's peaceful visitors. Though the Enclave now has a few supporters in the Senate and House, Harrison's job is extremely difficult.

Harrison is an energetic, charismatic man in his late 30s. He has black hair and dark eyes, and always dresses in three-piece suits.

DR. ELLEN ROBINSON

Skills: Computer Programming 17-; Electronics 13-; KS: METE 12-

Dr. Robinson is the computer sciences chief for METE, in charge of the extensive data processing duties of the Enclave. Robinson also coordinates a small team of part-time engineers who are responsible for maintaining and upgrading the organization's analytical equipment.

Ellen is a pleasant woman in her early 40s, with curly, auburn hair and deep green eyes. She prefers wearing long lab coats that help to veil her slightly heavy frame.

OTTO WYNDHAM

Skills: Bribery 11-; Bureaucratics 11-; Criminology 12-; Interrogation 13-; Oratory 13-; PS: Law 13-; KS: Washington D.C.; Manhattan, Boston, & Chicago all 11-.

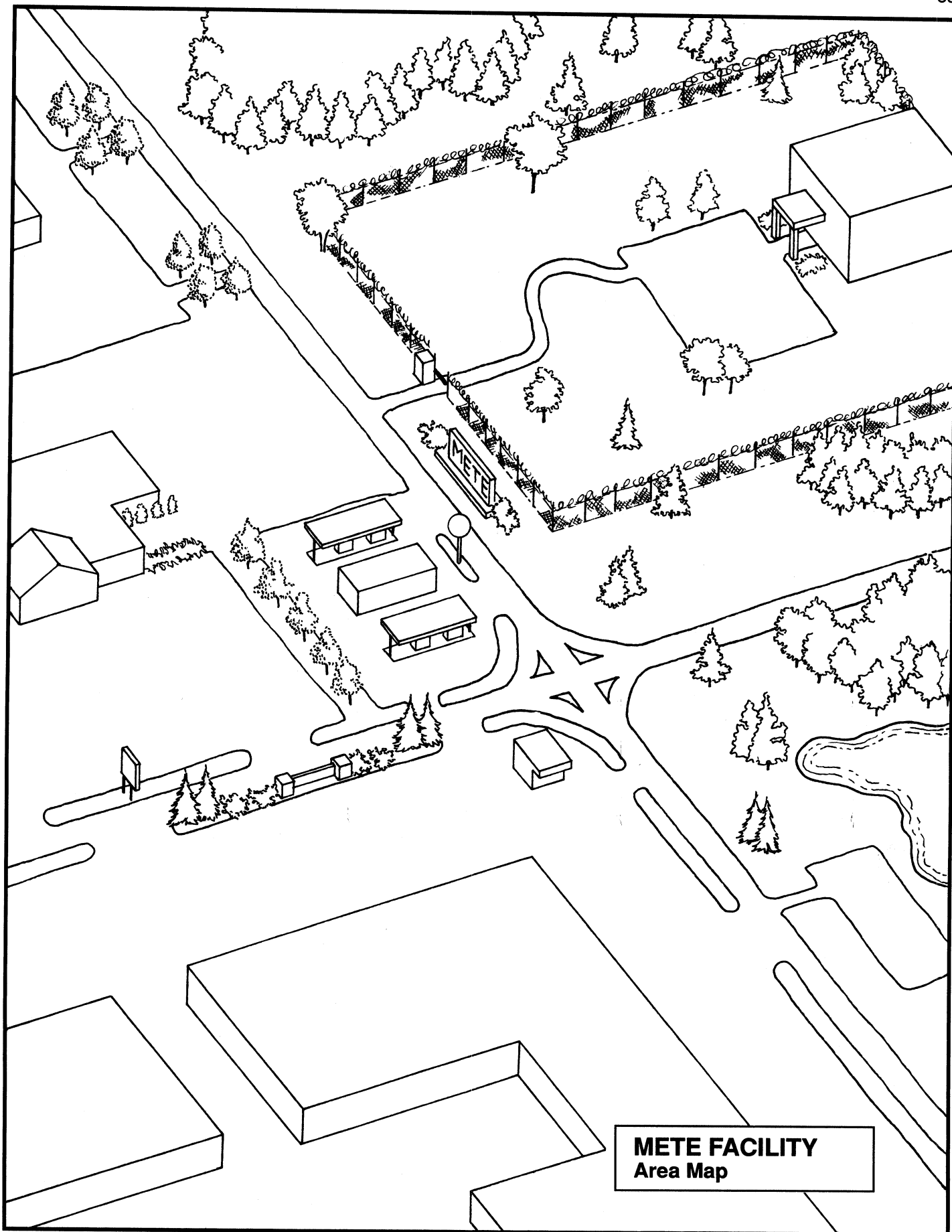
Mr. Wyndham, METE's attorney, works from a plush office in nearby Arlington, Virginia. He and his associates also maintain offices in Manhattan, Boston, and Chicago. Most of his time is currently spent defending METE against various legal actions.

Wyndham is a shrewd lawyer and has been very successful both in and out of the courtroom. He has slick, black hair, blue eyes, and a thick moustache. He has a sardonic sense of humor and a smile like a used-car salesman. Wyndham usually wears expensive suits and gold-nugget jewelry.

THE FACILITIES

The METE complex should be located in a suburban area outside the campaign city. It is a simple, two-story building of concrete and steel. A guardhouse, manned by two of Diana Ingraham's security officers at all times, checks in visitors with the security office of the main building. A short driveway through the carefully manicured landscaping leads to the small parking lot and main entrance. Signs clearly mark the emergency medical entrance and the main reception areas. An emergency exit opens from the inside on the back of the building. Television cameras equipped with infrared sensors surround the complex and send pictures to a series of monitors in the security office.

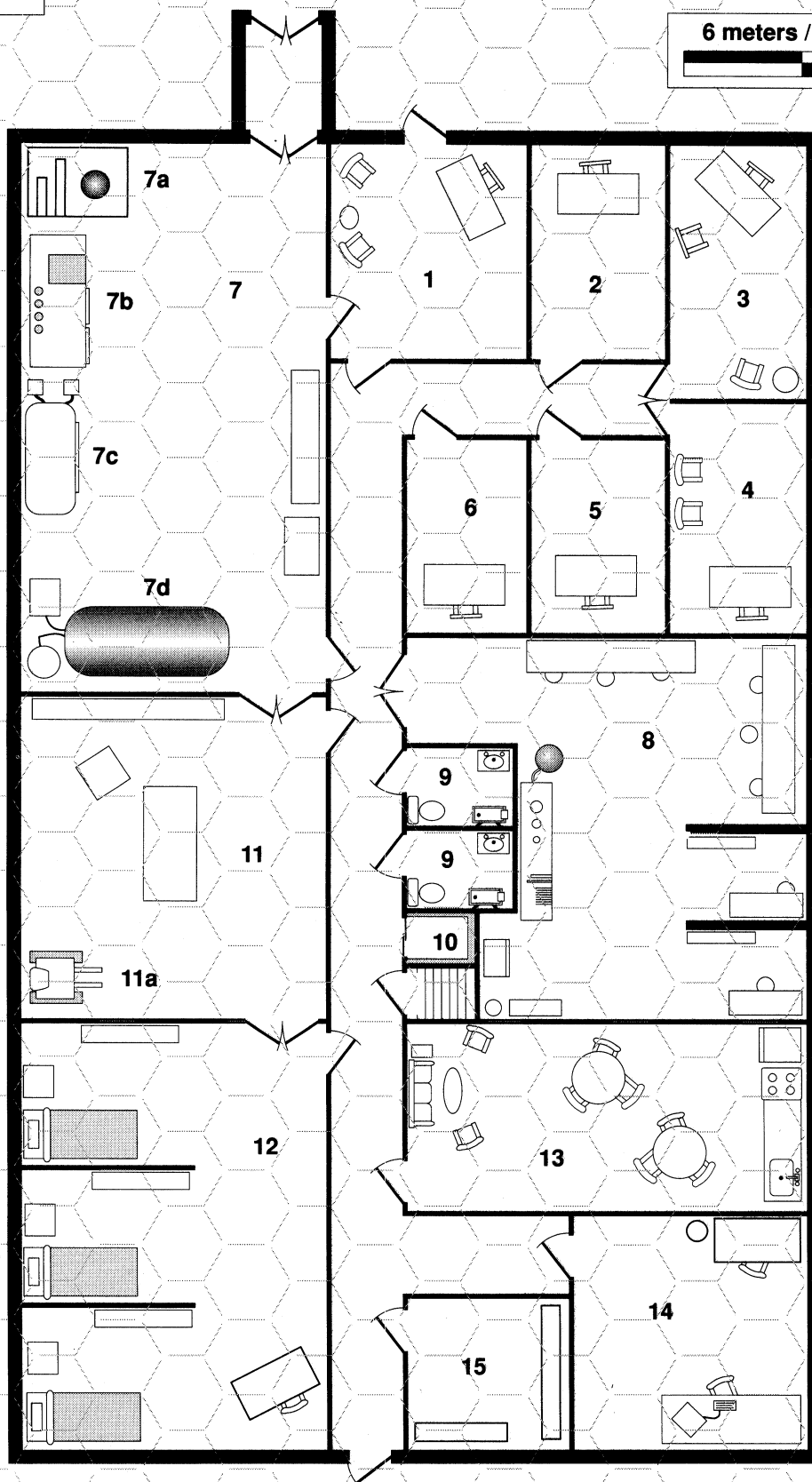
The METE facility has no windows other than the glass doors at the main entrance. The exterior walls are all 8 DEF, 5 BODY. The interior walls are 4 DEF, 3 BODY.



METE FACILITY
Area Map

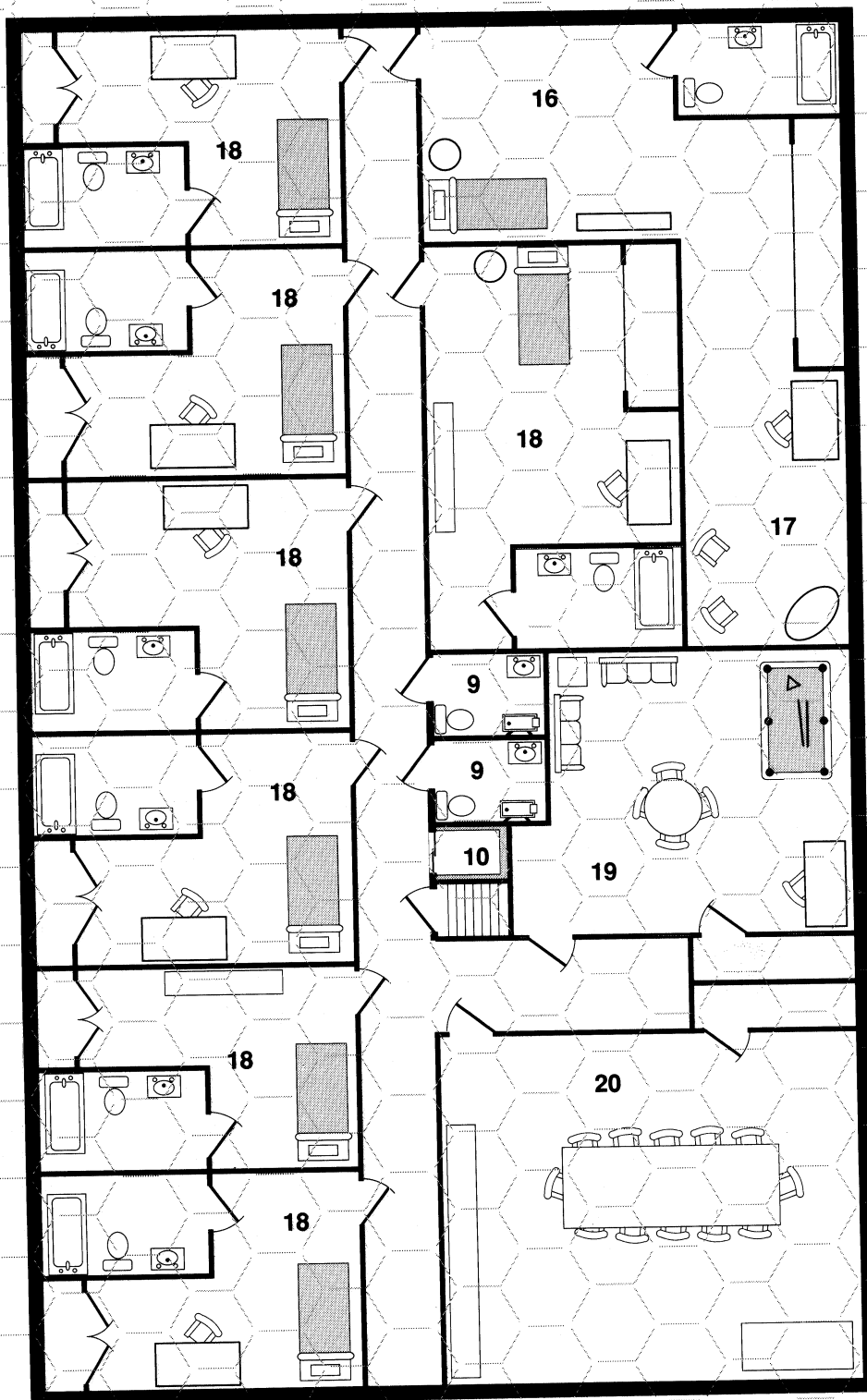
METE FACILITY
Level One

6 meters / 3 hexes



METE FACILITY **Level Two**

6 meters / 3 hexes



LEVEL ONE

Level one of the METE facility is set up much like a small medical clinic. Most of the interior is in white and grey with light blue accents. The walls are noticeably bare of accessories, and quiet music is usually played over the complex's sound system.

1. Reception: A security officer sits behind a large desk in the corner of the room, welcoming and screening visitors. A gray industrial carpet covers the floor, and pale blue office furniture, including several waiting-room chairs, make for a pleasant but formal environment.

2. Security Office: Several monitors rotate images from the various infrared cameras outside the building. At least one security officer will be in this room at all times. Two additional security officers will be on random patrols throughout the buildings and around the grounds. These officers can relieve those at the guardhouse, reception office, or security office if the need arises.

3. Marie Dumont's Office: Various files demanding attention are stacked high on the desk, along with dozens of recent phone messages. A pale blue bulletin board along one wall has newspaper clippings and editorials relating to events involving METE.

4. Orrad's Office: Orrad's office is the picture of organization. Everything has its place; there are no loose papers or office supplies.

5. Howard Esterhaus' Office: The desk drawers in this room are all locked, and contain dozens of miniature cassettes of conversations and conferences held in the METE facility. Various correspondence with government organizations are filed away neatly in desk trays, and a bright red phone with a direct line to the Pentagon sits alongside the standard communication panel.

6. Dr. Bill Elam's Office: Dr. Elam rarely uses this office, as is evidenced by the lack of papers, files, etc. Several medical degrees and licenses adorn the walls.

7. Emergency Room: This room can be entered directly through twin sets of swinging doors from the parking lot or through a side door from the reception room. It is painted bright white, has clean tile on the floor, and smells of antiseptic. Critical cases rushed to METE are brought first to this area. The room contains various emergency treatment equipment and diagnostic tools.

7a. An X-Ray scanner with microscopic capabilities. Treat as N-Ray vision (not through lead), with x100 magnification, bulky OIF (-1). Cost: 13 points.

7b. An advanced spectroscope, used for extreme magnification and cellular analysis. The device has x10,000 microscopic vision, as well as ultraviolet and infrared lenses; bulky OIF (-1). Cost: 10 points.

7c. An ultrasound scanner, defined as N-Ray limited to organic and organic-like materials. The device is also capable of analyzing internal systems (skeletal, nervous, muscular, and cardiovascular), and plotting out a rough diagram of the patient's functions. Treat this analysis capability as a Discriminatory Detect Sense on biological systems with +5 to the Perception roll. Again, it is a bulky OIF (-1). Cost: 19 points.

7d. This is a large atmospheric pressure tank which acts as 25 points of Life Support (vs. all but eat/sleep) for anyone within, but only if METE is aware of the proper atmosphere and pressure to duplicate. Give the scientists an 8- roll to duplicate the proper environment if they have gained a little knowledge of the patient's biochemistry. This roll can be increased to 11- or 14- as they gather more data. This acts as a total -3/4 Limitation on the Life Support. The chamber is a bulky OIF (-1). Cost: 9 points.

8. Research Facility: This large room is equipped with two research stations and several monitoring devices. It is used primarily by Dr. Elam and his staff for non-emergency research into cellular and anatomical data. This room also houses METE's highly experimental Translator Device. The device can be represented by the Universal Translator talent, bought through a bulky OIF (-1), and activating on an 11- (-1). Cost: 7 points.

9. Restroom: Visitors may notice some fairly peculiar attachments in here (GMs should use their imagination). The graffiti is even more peculiar.

10. Elevator: A simple lift between the two levels.

11. Examination Room: This is a basic examination area for non-critical cases; normal medical functions such as blood tests, biopic analyses, routine examinations, etc., are conducted here. This area can also serve as an operating room if necessary.

11a. A man-driven robotic forklift is kept here for those heavy patients. The unit operates on treads (3" movement), utilizing waldo attachments, and is capable of carrying three tons (35 STR). It is a bulky OIF (-1). Cost: 20 points.

12. Ward: Here patients are kept who are ill or still in need of monitoring. The ward can host additional life support chambers (cf. 7a) as needed.

13. Lounge: Unlike the rest of the first level, this room is warm and friendly. The walls are covered with a cheery floral print wallpaper, and the furniture is all soft pink. A small kitchenette and refrigerator are along one wall, and two large tables for dining are in the center of the room. A couch and two recliners are near the entrance, and have become favorites for METE staff wishing to unwind.

14. Computer Science: This room serves as both an office and a workroom for Dr. Ellen Robinson. A sophisticated computer system is stored here containing all of the collected data from METE's research. The system can be tied into other networks via modem, but this connection is usually left disabled.

15. Storage: Medical and office supplies are housed neatly on shelves along the walls of this room, and a large refrigerated unit near the rear holds specialized medicines and other cold storage.

LEVEL TWO

Level two is reserved for METE personnel and patients, and is never opened to the public.

9 & 10. See the descriptions for Level One.

16. Orrad's Quarters: The space warrior's apartment here at METE is rather spartan. Decorated in light grey with black lacquer furniture, the apartment has a cold, formal feel. A sturdy desk and bed lie opposite the bathroom and walk-in closet, and a large-screen television stands against the far wall.

17. Armory: Adjacent to Orrad's quarters is a small armory used for maintaining his powerful battlesuit.

18. Guest Quarters: These modular rooms can be adapted for a number of alien species with little effort. The furnishings have been kept deliberately simple, providing a bed, nightstands, table and chair, chest, large closet, and washroom (with hook-ups for more unusual fixtures). Recovering patients not in need of immediate medical supervision are often housed here temporarily.

19. Recreation Room: Though this room is seldom used at the facility, it contains comfortable couches, a table and chairs, writing desks, a stereo system, and even a billiards table. A storage closet along one wall has shelves with a variety of fictional books, games, puzzles, and other entertainments.

20. Conference Room: This room is dominated by a large, gray table and several pale blue office chairs used for METE staff meetings. A counter with refreshments is on one wall, and a large screen is set up on the opposite side of the room. The closet in the corner houses an overhead projector on a cart, as well as a slide projector and a television/VCR player which can be used for presentations. Diana Ingraham has discovered that this room is a prime target for bugging equipment.

SCENARIOS

THE HATCHING

Several months ago, a park ranger in Yellowstone National Park found a brownish blob of pulsating, skin-like material without visible external appendages or sensory apparatus. The creature was located in a clearing marked by a 30'-diameter circle of charred Earth. Biologists at the site recommended the thing be brought to the Enclave. METE scientists were unable to make much of a bioscan; the blob-like thing responded to X-Rays and ultrasound scans by thrashing around in what the technicians could only guess was pain. Quick experimentation revealed that the thing responded well to a nearly-pure oxygen environment, so Case 39 (as it was named) was placed in an environment tank. For two weeks, METE scientists have been monitoring the atmospheric tank's occupant, performing spectroscopic and cellular analyses. However, the blob's only action has been an occasional ripple, usually every four hours. EEGs and a telepathic probe have proved fruitless.

The staff at METE will be shocked when Case 39 suddenly becomes active. They have assumed that the alien is an adult with whom they have yet to learn how to communicate. However, though the species to which Case 39 belongs is indeed fairly peaceable and quite intelligent, Case 39 is really only an infant in a dormant stage, awaiting the point in its development when it is to initiate feeding. When the young hatchling awakens, it will be nearly mindless, lost, afraid... and starved. As it peels off its fleshy skin, it will appear to be pure white and slick of texture, with sixteen limbs (each 20 meters long) which have a ridge of rending cartilage along their lengths. The thing's octopoidal head has eight eyes, resulting in 360° vision, and a fanged mouth on the underside.

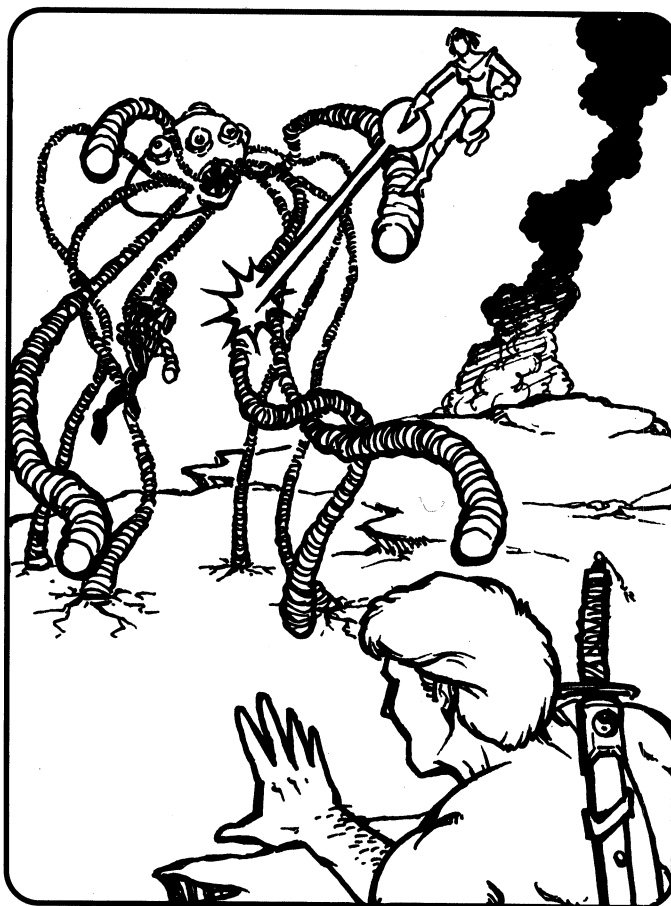
The first thing the creature will do upon hatching is burst out of the life support unit (which it doesn't even really need), due to its severe claustrophobia. Subsequently, the creature will attempt to leave the building. After the trauma of confinement is passed, it will begin to cast about, looking for food. It is a carnivore and will go for any medium-to-large mammal, such as a dog, cow, or even a human. It will attempt to consume about 400 kilos of meat before running off and sinking into a digestive stupor. For all its strength, it is still vulnerable to certain forms of energy, specifically X-Rays and sonic bombardment. It can be communicated with telepathically when not in a feeding frenzy.

The time of day in which the creature breaks out can change the nature of the scenario considerably. If it hatches during rush hour, there will be a lot of people in the way, and the heroes will have their work cut out for them to prevent a bloodbath. If it hatches late at night, there will be few people around, and it may become difficult to track the creature (except by the trail of its victims' skeletons).

The heroes will also have to deal with an interesting question: Do they kill the creature, or simply attempt to capture it? More blood-thirsty heroes will just ignore the question. If characters don't bring this up, one of the staff at METE definitely would. And if the heroes continue to try and slaughter the alien beast, Orrad will likely intervene and try and stop them. All this could lead to some fighting between heroes, as some attempt to kill the "rampaging monster" while other, more compassionate heroes try to stop them. Meanwhile, the creature will continue obeying its instincts for food.

Several months after the creature hatches, its parents may arrive in a globular spacecraft and attempt to retrieve their child. If this occurs, increase the creature's base statistics by 10 Character Points apiece to achieve its parents' stats.

Note: Case 39 is an incredibly tough opponent. It is capable of doing a great deal of damage with its tentacles while practically ignoring attacks against it. If the heroes are having a difficult time subduing the creature, one of the METE staff will remind them of Case 39's sensitivity to X-Rays and ultrasound. However, this reminder will not be given if the players are attempting to destroy the alien beast.



CASE 39					
Val	Char	Cost	100+	Disadvantages	
80	STR	70	20	2x STUN & BODY from sonic attacks	
20	DEX	30			
50	CON	80	30	Berserk when hungry 14-, 8-	
25	BOD	30	20	Claustrophobia (strong)	
5	INT	-5	15	Repelled by humans (strong)	
10	EGO	0	20	Susceptible: 3d6/turn from ultrasonic sounds	
40	PRE	30			
2	COM	-4	25	Susceptible: 3d6/Phase from X-Rays	
20	PD	4			
20	ED	10	25	Distinctive Features, not concealable, extreme reaction	
7	SPD	40			
26	REC	0	8	Monitored by METE, 14-	
100	END	0	10	Hunted by the Exterminators, 11-	
90	STUN	0			
			15	3d6 Unluck	
			242	Villain Bonus	
Cost	Powers			END	
25	1 ½d6 HKA (3d6 with STR, "bite")				1(2)
60	75% Resistant Physical Damage Reduction				
60	75% Resistant Energy Damage Reduction				
5	Flash Defense (5 points)				
5	Power Defense (5 points)				
13	Mental Defense (15 points total)				
10	+5" Running (11" total)				2
10	360° Vision				
5	UV Vision				
10	Clinging (80 STR)				
20	½ END cost on STR				[4]
5	12 Extra Limbs				
67	10" Stretching, 0 END persistent, always on				0
OCV: 7; DCV: 7; ECV: 3; Phases: 2,4,6,7,9,11,12					
Costs:	Char.	Power	Total	Disadv.	Base
	285	+	295	=	580
				=	430
				+	150

'TIL DEATH DO US PART

Few lifeforms in the galaxy are as beautiful as the Delarrs. Each Delarr appears much like an enormous jellyfish, with a translucent, shimmering bulb billowing over its long, thin tendrils. The Delarrs' skin scintillates with every color of the rainbow, and their tendrils dance lazily about as the creatures glide through the stars.

The Delarrs are as beautiful in disposition as they are in physical form. They are peaceful creatures, simply enjoying the quiet beauty of space and the love of their lifemates. The Delarrs need little to live on; their only food is salt, and they only descend to a planet once every millennium to feed. Otherwise, the Delarrs spend their nearly ageless lives gliding through space with their mates, soaking in the wonder and beauty of the universe.

Two months ago, a pair of Delarrs passed near the Earth's solar system, intrigued by the way the sun's light reflected off the gasses of Venus. Astronomers registered the Delarrs as dark shadows, each almost 50 miles in width, passing slowly between the planets, moving closer toward Venus. As the creatures neared Earth, the male was suddenly struck by a stray asteroid which had broken free of its gravitational orbit. The asteroid made a small puncture in the Delarr's bulbous body, and the creature decided to descend to the cool salt waters of nearby Earth to recover. The female in the pair waited in orbit around the tiny planet while her mate entered the atmosphere and descended to feed and heal.

As the male drew close to the western shores of America, it was suddenly surrounded by swarms of military aircraft and barraged by stinging missiles. The city-sized Delarr reacted in fear, lashing out with its tendrils like we would swat away flies. However, the missiles had done their duty, and the wounded Delarr plunged flightless into the cold ocean waters just ten miles off the coast of Seattle, Washington. The creature sent a telepathic message to its mate high overhead as naval vessels quickly surrounded the creature.

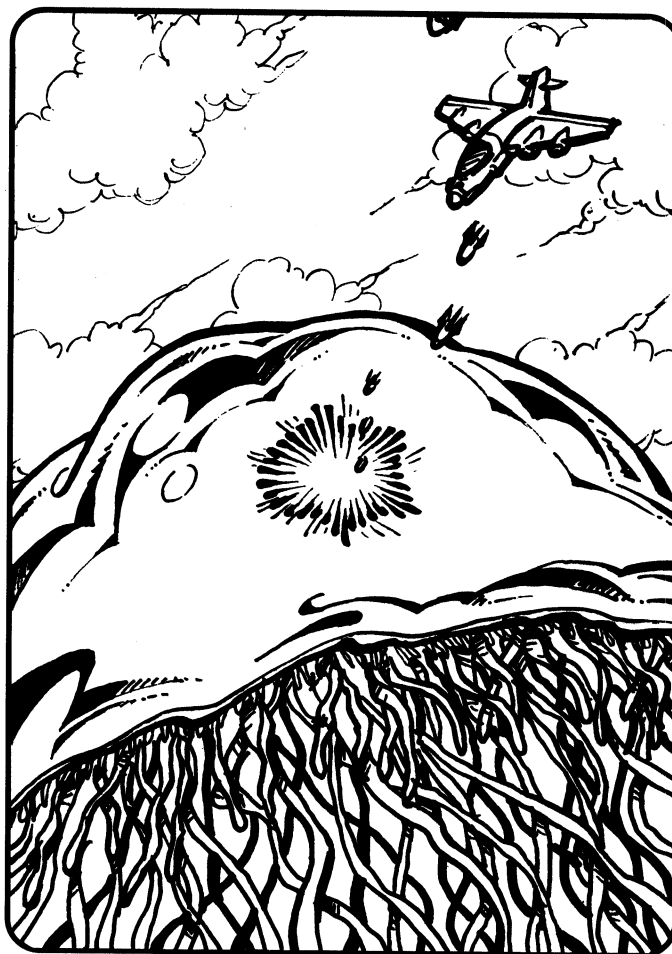
The heroes will learn of the arrival of the giant alien shortly after the military attack. So will the leadership of METE, Dr. Sanders of the Exterminators, and the rest of the world. News media will begin broadcasting special reports with footage of the injured Delarr as scientists scrape away tissue samples. Coast Guard ships begin to wrap the creature up in series of nets, and naval helicopters buzz around the alien. METE will immediately dispatch a team of researchers, led by Orrad and Marie Dumont, to try and keep the military from further harming the creature. Simultaneously, the members of the Exterminators will scramble together in hopes of reaching and destroying the alien before anyone gets hurt. A confusing struggle will break out around the creature, as the Coast Guard tries to keep both groups away from the creature. Orrad attempts to keep the Exterminators from using their plasma generators while Marie Dumont and Dr. Sanders lobby with naval officials.

The heroes can become involved at this point, getting caught up in the conflict between METE and the Exterminators, and helping the Coast Guard keep things from getting out of control. This is an opportunity for extensive role-playing, with the heroes debating back and forth between METE, the Exterminators, and the military with regard to what should be done with the creature. If any of the heroes are Telepaths, they will be invited to make contact with the alien and determine if it is hostile. Unfortunately, the male Delarr will have gone unconscious from its wounds, and any attempted Telepathy will only pick up happy memories of flying through space for centuries.

The female Delarr, however, will respond with loving, protective fury to her mate's call for help. She will descend through the atmosphere and aggressively make her way to her mate's side. It will be quite clear that this second Delarr is hostile and dangerous; she will use her tendrils to swat aside military jet fighters as well as any heroes who may attempt to intercept her. Once she reaches her mate, she will attempt to sink or drive away all ships surrounding the wounded creature and give him time to heal. This will begin a frenzied confusion, with Orrad and the heroes trying to protect innocents from the female Delarr's wrath while the Exterminators are trying to sneak in shots against either of the creatures. Throughout all this, the Delarr female will be defending herself and her lifemate; all she wants is to provide her mate with time to heal so they may leave this hostile little world and return to the beautiful silence of space.

Resolution of this adventure will depend largely upon the way the heroes interpret the Delarrs' intentions. If the Delarrs are seen as hostile invaders (and there is certainly good cause for such a conclusion), then the heroes may join with the Exterminators and attempt to eliminate the alien "threat." If, however, the heroes realize that the Delarrs are peaceful creatures, frightened by the military's actions and protective of each other, then the heroes may attempt to enforce METE's desires to save the aliens and protect them from further abuse. Whichever way they choose, the heroes will have made a statement about the rights of alien visitors on Earth. The heroes will also have made enemies of either METE or the Exterminators, and the GM may use this new tension for further adventures with aliens from this volume.

THE DELARR					
Val	Char	Cost	100+	Disadvantages	
235*	STR	0	20	2x STUN from energy Killing Attacks	
13	DEX	9			
70	CON	120	13	Enraged when mate is hurt 14-, 8-	
55*	BOD	0			
15	INT	5	20	Insatiably curious (strong)	
24	EGO	28	20	In love with mate (total)	
30	PRE	20	15	Innocent and naive (strong)	
18	COM	4	10	Mute (Infrequently, greatly impairing)	
15	PD	13			
15	ED	1	5	Dependency: 2d6/5 hours when separated from mate	
6	SPD	37			
16	REC	0	25	Distinctive Features, not concealable, extreme reaction	
120†	END	-10			
175*†	STUN	85	10	DNPC: mate (as powerful), 14-Alien Bonus	
			630		
* Additions for Growth already figured in					
† At the beginning of the adventure, these values will be at 0 for the unconscious male Delarr					
Cost	Powers			END	
300	Growth (33,000 hexes wide, 16,500 hexes high), 0 END persistent, always on			0	
60	75% Resistant Physical Damage Reduction				
30	50% Resistant Energy Damage Reduction				
15	Flash Defense (15 points)				
10	Power Defense (10 points)				
15	Mental Defense (23 points total)				
50	25" Flight			5	
18	FTL Travel (1 Light Year/month)				
23	+23" Swimming (25" total)				
5	IR Vision				
5	Mind Link with mate, 0 END persistent, always on			0	
30	Total Life Support				
5	Extra Limbs (hundreds of tendrils)				
	Skills & Talents				
17	Navigation 18-				
13	Tracking 19-				
10	2d6 Luck				
OCV: 5; DCV: —; ECV: 8; Phases: 2,4,6,8,10,12					
Costs:	Char.	Power	Total	Disadv.	Base
	312	+ 606	= 918	= 768	+ 150



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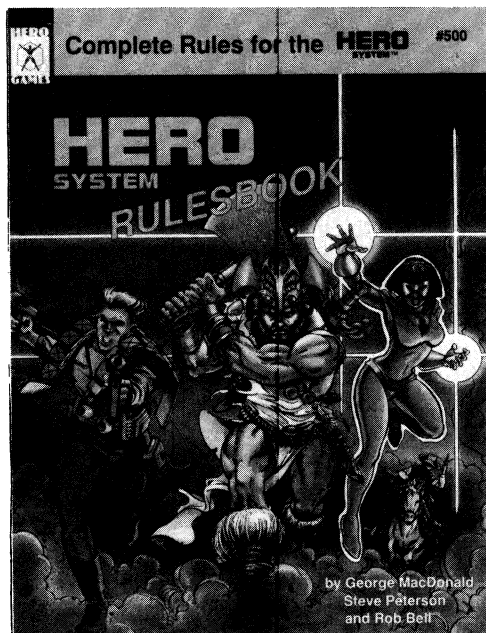
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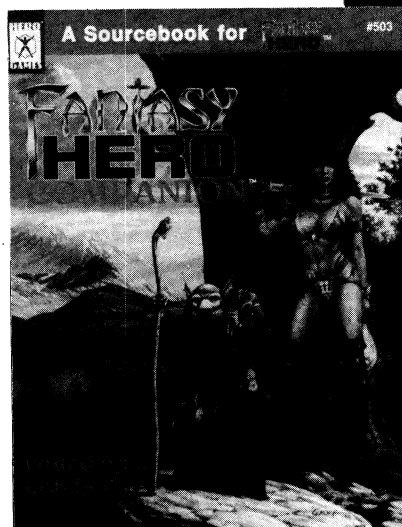
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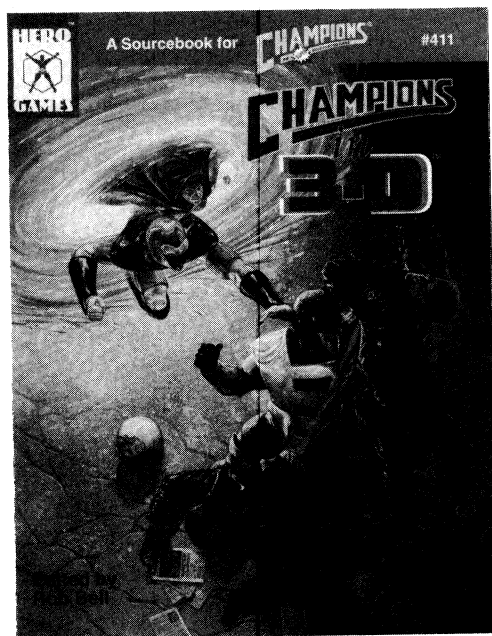
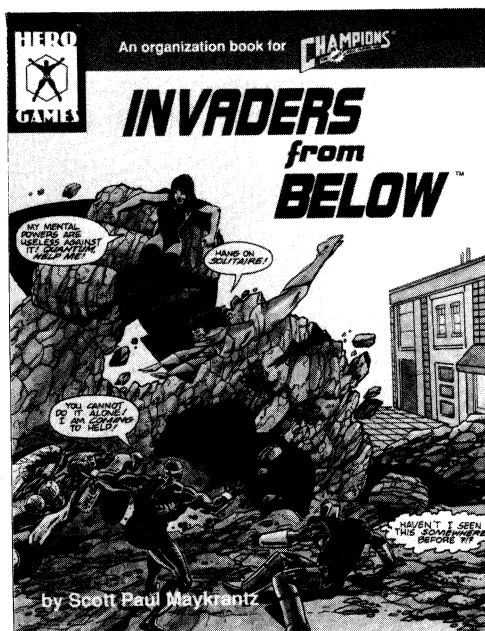
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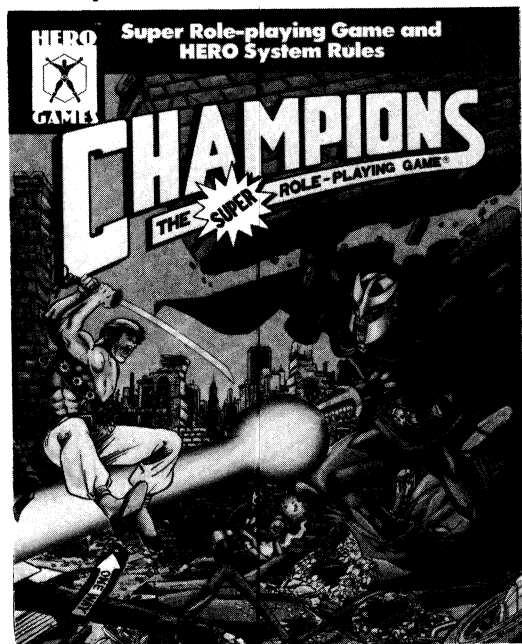
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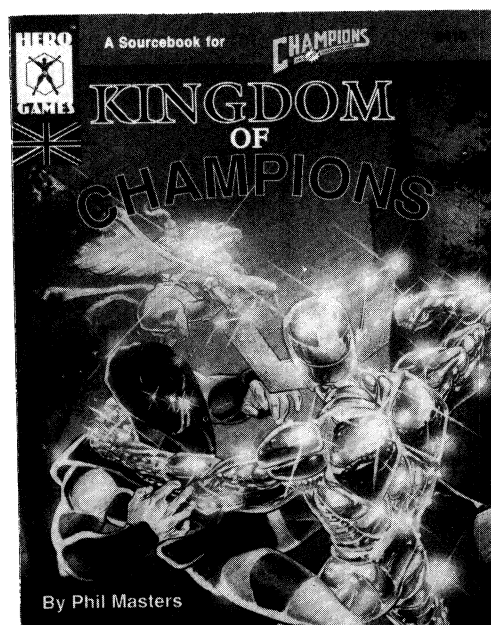
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Cutting: Cut the figures along the dotted yellow lines. DO NOT cut on the solid lines — those are the fold lines.

Folding: The best way to fold the figures is to start by scoring along each fold line. Use a letter opener, coin, or similar hard object; “mark” along a straightedge to indent the fold lines on each figure. Then place the fold line over a table edge and bend. This will give you a clean and accurate fold line. If you use a table edge without scoring first, your fold may not go exactly where you want it.

Assembly: A finished figure has a front, back, and base. You may assemble it either temporarily or permanently. For temporary assembly, cut along the dotted lines that extend half-way into the base of each figure. You can then lock the two halves of the base together (see illustration). The figure will stay up during play, but can be taken apart and stored flat when you are through with it. For permanent assembly, overlap the two sides of the base and glue or tape them together.

Weighting: If you assemble your figures permanently, you can weight each base with a B-B, fishing sinker, or similar object glued inside. The Cardboard Heroes are surprisingly stable without weights, but you may want a little “insurance.” A ball of clay makes a good temporary weight.

Identification: Each figure has a unique identification number on its base, along with a very brief description. However, NO identification has been placed where it will show during play. If you wish, you can write names, letters or numbers on the front or back of each figure; we’ve left this to the purchaser’s individual preferences. For those who prefer to have the identification visible during play, space has been left on the base of each figure. You can put your own names or IDs out of sight, referring to them only when necessary.

