

ENEMIES OF SAN ANGELO

A San Angelo Sourcebook
for Champions



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INTRODUCTION

Introduction

FOREWORD

Without evil, there can be no good. Without darkness, no light.

Welcome to the dark side of *San Angelo: City of Heroes*.

Enemies of San Angelo presents a sampling of the superhuman criminals who plague the Golden City and its citizens. Thieves, killers, criminals-for-hire and villains of all kinds are detailed to embolden and enliven your *Champions* campaign.

But in the world of San Angelo, even supervillains are people first.

Villains who are evil for no better reason than the demands of plot are nothing more than two-dimensional cardboard cutouts. They are neither interesting nor memorable.

The true challenge is to create living, breathing people who oppose the heroes for their own good reasons. A foe whose goals the heroes can understand, if not condone, will be remembered long after the power-mad megalomaniacs and other stock villains have been forgotten.

Indeed, not all villains need be evil. Some are lost souls, others caught in the grips of obsession, while still others justify their actions in the name of vengeance. Certainly few consider themselves evil, instead excusing their misdeeds in the name of a higher cause or recompense for past grievances.

Yet, whatever their motivations or self-justifications, they are doing wrong.

Making wrong things right is a job for heroes.

Your heroes.

A Note About the 5th Edition Hero System Rules

Although the 5th Edition Hero System rules are still being developed at the same time as this book, we're making every effort to ensure that the characters presented herein are compatible with the 5th Edition rules. Thus, there are a couple of things that should be noted about the way certain powers were "bought" for the characters in *Enemies of San Angelo*.

Aid

The cost for Aid is being increased from 5 Active Points per die to 10 Active Points per die. We've used 10 Active Points per die when buying Aid for several of the characters in this book. Characters designed using the 4th Edition method can simply be given extra Experience Points to pay for the added cost. Alternately, GMs and players can reduce the number of dice in the Aid. And, of course, you can ignore the cost change altogether. Regardless of which way you decide to handle the change, the characters remain completely compatible.

Hand Attack

Hand Attack has been modified for 5th Edition Hero System to cost 5 Active Points per die instead of the 4th Edition cost of 3 Active Points per die. Hand Attack has been changed from a straight Power to being a -½ Limitation bought on extra strength or Energy Blast. The Real Cost of Hand Attacks does not change; it is still 3 points per 1d6. The characters with Hand Attacks in this book use the 5th Edition method.



ANARCHY

A powerful five-person team of superhuman terrorists, Anarchy strives to wipe out organized society in favor of a return to a pastoral, family-based structure. As a team motivated by political beliefs rather than greed or megalomania, Anarchy presents some interesting challenges to superheroes.

Team Information

History

After escaping from the military hospital where he had been held prisoner following his accident, Blight traveled to San Angelo in search of recruits in the cause of anarchy. He heard of a college professor transformed into living quartz whose life had been turned upside down by uncaring bureaucrats.

Seeking him out on the computer nets, Blight gradually won the disgruntled professor over to the anarchist cause and Quartz became the first member of Anarchy. But the team needed more firepower and Blight next turned his attention to tales of a wild, bloodthirsty superhuman preying on mystics.

Blight and Quartz cornered Harpy one night in Cathedral Square. After a brief, inconclusive fight in which Harpy's claws failed to harm Quartz, they persuaded her to join forces with Anarchy.

The trio conducted a few operations as Anarchy — robbing a Prospector Bank branch, smashing the front of the San Angelo County Courthouse and trying to stop a

munitions train heading for Forgan Air Force Base before being chased off by the Justice Foundation.

Then Blight received word that a young woman with flame powers was interested in joining Anarchy. Blaze offered her services to the team if it would help her rescue her younger brother, Haze, from a county juvenile facility. Anarchy quickly agreed, freed Haze and added both youngsters to the roster.

Objectives

Anarchy strives to eliminate the trappings of civilization, which it views as the root of ideology, greed and territorialism. The team considers government institutionalized dehumanization, and society a dangerous addiction that separates people more than it brings them together.

The only valid social structure, according to Anarchy, is the family — whether actual blood relatives or individuals who come together as a family.

Only by removing the social structures stifling the modern world, and learning to value one another as individuals, can humanity hope to survive.

In turn, Anarchy seeks to weaken the edifices of organized society through its actions. Since it is unlikely that one team, no matter how powerful, can actually bring down the government or other targets, Anarchy prefers to demonstrate to the public that it cannot rely on social structures to protect it. The team also seeks to bring to light examples of wrongdoing or oppression by its targets.

Relations

Despite the various personality quirks and differing perspectives present in Anarchy, the team works together



Teams

"Political activists? Hey, those Anarchy supers are terrorists. Remember the blackout they caused last year? My neighbor worked at the power plant Anarchy attacked. Blight infected him with some disease. The doctors still can't figure it out. He finally had to go on disability, couldn't pay the mortgage and lost the house. I think his family's in an apartment in Pleasant Grove, now. If you're trying to defend Anarchy ... well, you just don't know what you're talking about."

— Bob Quinlan, 42, postal carrier

fairly well.

Unlike many criminal masterminds, Blight leads by example rather than intimidation. Most of his comrades respect his dedication to the anarchist cause, as well as his success at planning their raids, and follow Blight of their own free will. His reticence to throw his weight around, born of his conviction that individuals should be free to make their own choices, helps Blight in his unique role.

Harpy, the most radical and violent member of Anarchy, tends to be the black sheep of the team. Blaze and Haze fear her, while Blight and Quartz choose not to react to her provocations even though her malicious behavior sometimes strains even their notions of individual freedom.

Tactics

Befitting its name and philosophy, Anarchy favors an uncoordinated blitzkrieg approach to combat. Rather than precision teamwork, Anarchy relies on chaos and mayhem to rattle its enemies.

While the Anarchy villains may not believe in taking orders, they aren't stupid. They readily act together to take out powerful heroes or get one of their fellow Anarchists out of a jam.

Blight has a good grasp of tactics, and although he rarely gives orders in combat he uses his skill to select the optimum place, time and objective to strike. Anarchy's assaults often come when a hero team is distracted, weakened or otherwise occupied, and the villains almost always attack by surprise.

If outmatched, Anarchy will seek to withdraw in an orderly fashion behind a covering cloud of smoke formed by Haze. The team may place innocents in danger to preclude pursuit by the heroes. One common tactic involves Blaze setting an occupied building aflame.

Base and Equipment

Anarchy has no permanent base, but operates from a number of temporary safe houses, both in and out of the city, established by Blight using the proceeds from the team's crimes.

In urban San Angelo, Anarchy typically moves from hideout to hideout frequently to avoid arousing suspicion. These are often old warehouses, seemingly abandoned buildings and other fairly nondescript spots where the more unusual-looking supers on Anarchy are safe from casual observers.

Anarchy also maintains longer-term safe houses in rural San Angelo County, to be used when the team's depredations bring it too much attention. These are found in remote, out-of-the-way regions, such as the river delta and Lake Oro foothills. These safe houses are kept stocked with food and other supplies, enabling them to be used at any time.

The superhuman criminals have no team vehicles, although they have been known to steal vans or other automobiles as needed. Blaze, Haze and Harpy can fly, while Quartz can leap vast distances. In a pinch, Harpy will carry Blight as the team makes its escape by air. Anarchy has also used the labyrinthian storm drains below downtown San Angelo as an escape route at times.

High-tech equipment is obtained as necessary for specific missions, usually from Dr. Talos or by theft from one of the many advanced labs in Arroyo Verde.

Campaign Use

Anarchy can strike almost anywhere at any time. Governments, corporations, the military, law enforcement agencies, organized religion — all are targets for a team that seeks to raze the structures of society.

Sometimes Anarchy has a particular goal for an attack, but at other times the team simply seeks to spread chaos and weaken the faith of the public in the protections offered by the establishment.

GMs can use Anarchy in almost any kind of adventure, from a complicated plot to steal spent nuclear fuel rods for a later scheme to a simple brawl as the PCs interrupt the team's vandalism spree.

As a team motivated by political beliefs, not a desire for wealth or power, Anarchy presents an interesting change of pace for PCs tired of foiling robberies and world conquerors.



Teams

Blaze

Jessalyn Chambers

Val	Char	Cost	Notes
10	STR	0	100kg, 2d6
23	DEX	39	OCV: 8/DCV: 8
25	CON	30	
10	BODY	0	
10	INT	0	PER Roll: 11-
10	EGO	0	ECV: 3
20	PRE	10	PRE Attack: 4d6
10	COM	0	
5	PD	3	
5	ED	0	
6	SPD	27	Phases: 2, 4, 6, 8, 10, 12
8	REC	2	
100	END	25	
40	STUN	7	

Total Costs

Char: 143 + Powers: 385 = Total: 528

Base: 100 + Disad: 428 = Total: 528

Cost Powers END

70	Flame Attacks: Multipower (70 pt. pool)	
14	m) Heat Blast: 14d6 Energy Blast	7
12	m) Fire Blast: 4d6 Ranged Killing Attack	6
13	m) Fireball: 9d6 Energy Blast, Explosion	7
13	m) Superheated Air: 6d6 Energy Blast, NND (defense is Life Support)	7
6	m) Oxygen Deprivation: 4d6 Energy Blast, NND, (defense is Life Support), AE: 4" any area, Time Delay, Only in confined area (-1)	6
5	m) Firefield: Change Environment (small fires erupt), AE: 16" radius	2
12	m) Flame Control: 4d6 Suppress fire and heat powers, Affects all powers of SFX	6
20	Flame Control: Elemental Control	
30	a) Flame Shield: Force Field (20 PD/20 ED), ½ END	2
25	b) Fiery Corona: 1d6 HKA, AE: 1 Hex, Damage Shield, Penetrating, 0 END	0
45	c) Wall of Flame: Force Wall (12 PD/12 ED), opaque to IR Vision	6
10	d) Heat Absorption: 8d6 Absorption, to END, fade 5 pts/Turn, Heat and fire only (-1)	—
20	e) Fire Resistance: 75% Damage Reduction, resistant vs. Energy, Heat and fire only (-1)	—
20	f) Flame Form: Desolidification, 2x END	8
20	g) Thermal Gliding: 20" Flight (x2 NC)	4
	Enhanced Senses:	
5	Infrared Vision	—
20	Detect Fires, 360°, Sense, Range 11-	



8 **Life Support:** Breathe superhot air, Safe in intense heat/cold

Cost Skills

6	Combat Skills: +2 w/flame powers
3	Streetwise 13-
2	PS: High school student 11-
2	AK: Illinois 11-
1	AK: San Angelo 8-
2	KS: Runaway scene 11-
1	KS: Anarchist beliefs 8-

100+ Disadvantages

10	Enraged when Haze injured (Uncommon) 11-, 8-
20	Hunted: FBI (Mor Pow, NCI) 8-
10	Hunted: Local law enforcement (Less Pow, NCI) 8-
20	Psych: Devoted to brother, Haze (Common, Total)
10	Psych: Fears being punished (Uncommon, Strong)
10	Psych: Indebted to Blight (Uncommon, Strong)
10	Rep: Teenage criminal 11-
15	Secret ID (Jessalyn Chambers)
323	NPC Bonus

Background: When her parents died in a car accident, Jessalyn Chambers applied to be named guardian of her



younger brother, Terry. Although she was only 18, the Illinois courts reluctantly acceded, as long as the teenage orphans met strict conditions on staying in school and out of trouble.

The judge, of course, never knew that Jessalyn and Terry had superpowers. Jessalyn had the power to control flame, while her 16-year-old brother could command smoke.

Only their parents had known about their paranormal abilities, and Jessalyn decided they should continue to keep their powers secret. But it was not to be.

One day at their high school, a bully attacked Terry in the hallway. School security officers couldn't break through the mob of students watching the gang-banger beat Terry senseless. Jessalyn pushed her way through in time to see the thug slamming her brother's head against a locker door.

The next thing Jessalyn knew, students were fleeing everywhere in blind panic. Engulfed in flames, the bully was running down the hallway screaming in agony. Keeping the terrified security officers at bay with a flamewall, Jessalyn collected her brother and fled the campus.

Afraid to go home, she and Terry spent the night in a park. The next day Jessalyn bought some newspapers. The bully had third-degree burns over 70% of his body and wasn't expected to live. Police were searching everywhere for the superhuman siblings, who were considered extremely dangerous.

Realizing that if she turned herself in she would lose custody of Terry, Jessalyn decided to go on the run. The teens hitchhiked across the country to San Angelo, where Jessalyn hoped their superpowers might be less conspicuous.

But one day while Jessalyn was out buying food, police raided the makeshift camp where they had been staying with other teen runaways. She returned to discover that Terry and the others had been locked up in juvenile hall.

Desperate for help, Jessalyn remembered hearing about the Anarchy team of superhumans and put out the word that she was interested in joining. When Blight contacted her, Jessalyn offered to assist Anarchy in exchange for its help in freeing Terry.

Blight gladly agreed, and once Terry was freed gave the teens their new identities as Blaze and Haze — the newest members of Anarchy.

Quote: *"Stay back! Or don't you know what they say about people who play with fire?"*

Personality: Blaze and her brother, Haze, are completely devoted to one another. They are the only family each has left. As the older sister, Blaze is extremely protective of Haze. She will do anything for him.

Ever since childhood, Blaze has nurtured a deep-rooted

fear of being caught and punished for wrongdoing. Joining a criminal — some say terrorist — team has only enhanced this secret fear. Blaze sometimes has panic attacks about being sent to prison and not being able to take care of Haze.

Blight has been tutoring Blaze and Haze in anarchist beliefs, but privately Blaze does not really share his political fervor. However, she does feel a sense of loyalty to Blight for helping rescue Haze and intends to remain in Anarchy to repay her debt.

The Anarchy mastermind has also trained Blaze in using her powers, allowing her to rapidly expand her array of fire-based abilities to rival those of far more experienced superhumans.

Powers/Tactics: A master of fire powers, Blaze has a variety of attacks and defenses involving flame. She can sear foes with naked flame, blast them with superheat gases and cause explosions.

When direct attacks with her blasts fail, Blaze can use her flames to superheat the air around a foe, injuring his throat and lungs. She can also prepare traps in confined areas by setting up fires to burn away all the oxygen in the air for a short period.

In addition, Blaze can cause a profusion of small fires to erupt over a wide area. While they are not individually hazardous, if not contained these blazes can grow into a dangerous conflagration. Other flame-powered superhumans can have their power sapped by Blaze's mastery of fire, and she can draw on fire-based attacks or natural blazes to replenish her endurance.

Defensively, Blaze can surround her self with a protective flame field that burns those who attack her in hand-to-hand combat, erect flame walls and even become living flame. She has only recently learned to perform the last, and tires quickly.

Appearance: Blaze, 19, is a young African American woman with curly black hair and brown eyes. She stands 5'6" and has an athletic build.

As Blaze, she wears a flame-style bodysuit woven from heat-resistant cloth devised by Dr. Talos. Her force field surrounds Blaze with intense flames, and when she flies Blaze leaves a burning contrail.

Campaign Use: Blaze is a young woman on the edge; she could easily become a full-fledged, highly dangerous villain. Or, despite some fairly long odds, she might still straighten out her life. The crucial factor is Haze — she will do anything to protect her brother. The PCs might be able to persuade Blaze that continuing their life of crime will ultimately destroy Haze.

However, heroes will also have to overcome her formidable fear of being punished for the crimes she has already



committed.

On the other hand, Blaze could quite conceivably accidentally kill a normal bystander or even a PC with her vast powers. The death might not even be accidental if someone injures Haze.

"Hi honey, it's Frank. I'm gonna be late tonight. Emergency overtime. Well, these heroes tangled with Anarchy over in midtown, and Blaze melted the street. I've gotta take a crew over there and repair the asphalt in time for the morning commute tomorrow. I know, I know ... look, I'll earn some good OT for this. We'll go out for dinner at the Emerald Palace this weekend, how about that? OK, bye."

— Frank Carlucci, 48, public works supervisor

Ebony Clarke

STR 8 DEX 10 CON 9 BODY 8 INT 11
EGO 12 PRE 11 COM 10 PD 2 ED 2
SPD 2 REC 4 END 18 STUN 17

Skills: Acting 11-, Animal Handler 8-, CS: +2 w/switchblade (total OCV: 5), Concealment 11-, Familiarity w/Forgery 8-, AK: City Center 11-, Riding 11-, Seduction 11-, Sleight of Hand 8-, Familiarity w/Streetwise 8-, TF: Horses

Disadvantages: Distinctive Features: Homeless (Easily Conc), Hunted by local law enforcement (As Pow, NCI) 8-, Psych: Shy (Com, Mod), Psych: Has hero-worship for female supers (Com, Str)

Background: Ebony is a 17 year old runaway from San Francisco who lives on the streets of San Angelo with a small group of runaways, including Emily Warden, more commonly known as Phobia (*see SA:CoH*, page 248). She is rather shy and suffers from hero-worship for female paranormals, especially Blaze. Blaze and Ebony met in Liberty Square one afternoon as Ebony was feeding ducks at the pond with crumbs she'd scavenged from a nearby trash can. Blaze came over and struck up a conversation, and the two have been good friends ever since, meeting occasionally to talk over a sandwich and trade stories.

If she is contacted by police or sheriff's deputies, they will discover her status as a runaway and take her into custody, sending her to Juvenile Hall, located in Rancho Madera, until her parents can come to get her. This will take her out of San Angelo for a week or so until she runs away again to rejoin her friends.

While still in school, Ebony worked as volunteer veterinary assistant and enjoyed spending weekends on her uncle's ranch in the foothills. But since a fight with her parents a year ago, she has been living on the street. She stays primarily with Phobia and the other runaways in the group, and carries a switchblade (½d6K, +1 OCV) for protection, despite Phobia's impressive ability to overcome would-be assailants.

Blight

Dr. Miles Dawson

Val	Char	Cost	Notes
20	STR	10	400kg, 4d6
26	DEX	48	OCV: 9/DCV: 9
20	CON	20	
12	BODY	4	
15	INT	5	PER Roll: 12-
15	EGO	10	ECV: 5
30	PRE	20	PRE Attack: 6d6
0	COM	-5	
20	PD	16	
20	ED	16	
5	SPD	14	Phases: 3, 5, 8, 10, 12
8	REC	0	
60	END	10	
50	STUN	18	

Total Costs

Char: 186 + Powers: 328 = Total: 514

Base: 100 + Disad: 414 = Total: 514

Cost	Powers	END
65	Blight Powers: Elemental Control	
125	a) Plague Touch: Drain 1d6 Body & 3d6 Stun (Recovery per week), Continuous, Uncontrolled, Sticky, ½ END	9
43	b) Contagion: Drain 1d6 Body & 3d6 Stun (Recovery per hour), Damage Shield, 0 END, Persistent, Always on	0
30	Blight Aura: Change Environment: plants wither, AE: 2" radius, 0 END, Persistent, Always On, No Range	0
3	Detect Disease 12-	
10	Damage Resistance (10 PD/10 ED)	
3	Life Support: Immune to Disease	
6	+3" Running (9" total)	2

Cost	Skills
3	Bureaucratics 15-
3	Computer Programming 12-
3	Forensic Medicine 12-
3	Paramedic 12-
3	Stealth 14-
3	Streetwise 15-
3	Tactics 12-
3	Scientist
5	SC: Biochemistry, Biology, Epidemiology, Medicine, Pharmacology, all at 11-
2	KS: Bioweapons Research 11-
2	KS: US Military 11-
2	KS: US Military labs 11-
4	KS: Anarchist Beliefs 13-
2	AK: San Angelo 11-
2	Contacts: Radical Anarchists 11-



100+	Disadvantages
20	Distinctive Features: Diseased, rotted (Conc, Extr)
25	Hunted by FBI (Mor Pow, NCI) 11-
25	Hunted by Dept. of Defense (Mor Pow, NCI) 11-
15	Phys: Diseased (All the time, Slightly)
20	Psych: Fanatic anarchist (Common, Total)
15	Psych: Loathes superheroes (Uncommon, Strong)
15	Reputation: Terrorist leader (extreme) 11-
279	NPC Bonus

Background: A brilliant biochemist, Dr. Miles Dawson spent 15 years in top-secret US military labs perfecting biowarfare applications. Sometimes he designed antitoxins or vaccines to counter the effect of enemy bioweapons, but on other projects he helped design new agents of death for military arsenals.

Extreme safety and security precautions at the lab regimented almost every part of Dawson's life, but he welcomed the strict controls to help him focus on his work.

In May 1995, however, the protocols failed. An accident in a sealed laboratory released a deadly prototype bioweapon based on flesh-eating bacteria. A breach in Dawson's protective suit exposed him to the biotoxin and he collapsed in agony as his flesh began to rot.

An emergency biohazard cleanup team entered the lab expecting to find only a corpse. But Dr. Dawson lived, albeit just barely. They rushed the horribly disfigured scientist to an isolation ward.

In the weeks that followed, physicians puzzled over his survival. Dr. Dawson had become a veritable reservoir of contagion, capable of passing on infection with a mere touch of bare skin. They could only conclude that some form of superhuman adaptation had kept him alive.

Alone in his isolation ward, Dr. Dawson slowly regained his strength. He read voraciously, and soon happened across philosophical arguments on anarchist beliefs. Intrigued, he delved deeper into the field. Before long, he realized what had happened to him in the bioweapons lab was only a symbol of the wrongs created by misguided attempts to order society.

Nature demanded freedom and chaos to thrive, not the oppressive controls demanded by modern civilizations. The more he read, the more Dr. Dawson became convinced that the anarchists were right.

In the end, he escaped from the secret military hospital where he'd been held since the accident. Driven to action by the realization that he would never be freed, Dr. Dawson rejected society's rules and gained his own freedom.

Now, as Blight, he would fight for the anarchist cause and set right all that was wrong with modern society.



Quote: "Superheroes. The military. The police. When will people learn ... they don't protect society. They stifle it."

Personality: His horrifying experience at the bioweapons lab taught Blight the folly of relying on governments, the military, corporations or any other societal structure.

A literate, highly intelligent man, Blight has carefully formulated his political philosophy through extensive research and deep reflection. He can easily debate the merits of anarchist beliefs, drawing on historical data and philosophical writings to buttress his arguments.

Blight is totally committed to the anarchist cause, and believes Anarchy's tactics are wholly justified in light of what he perceives as the oppressive nature of organized society. He seeks to free humanity from the shackles of repression and accepts no arguments to the contrary.

He has a special dislike for superheroes, whom Blight views as simple-minded tools of the establishment.

Powers/Tactics: Consumed by uncounted diseases, Blight can pass his contagion to others with the slightest touch. The flesh-rotting bioweapon infecting Blight attacks aggressively, causing immediate and potentially deadly damage to those he touches.

Blight can control the degree of infection, passing on enough pathogens to affect a foe for several seconds.



Teams

Any contact with Blight also passes on the infection, although in a weakened form. His plague-ridden form has somehow endowed Blight with enhanced strength, agility and defenses.

In combat, Blight attacks ground-based foes with his plague touch. He avoids engaging flying enemies, whom he is unlikely to be able to affect.

A strong tactician, Blight is constrained in combat by the reluctance of his followers to obey orders. Instead, he applies his tactical genius to picking the proper place and time for battles to allow Anarchy to prevail.

Appearance: Rotted and corrupted by the virulent toxins coursing through his body, Blight presents a terrifying vision of pestilential horror.

Flesh-eating bacteria have devoured most of his skin, giving Blight a skull-like visage. Pus oozes from a profusion of open sores, and he exudes a fetid gangrenous odor. Blight's yellowish eyes burn with unholy fervor, and his disease-ravaged scalp retains only a few patches of dying hair.

Blight, 45, stands 6' tall with a gaunt, unhealthy frame.

Campaign Use: Blight doesn't commit crimes for money or power, but to further a political goal. Of course, most heroes will find it difficult to empathize with someone who wants to overthrow organized society, but Blight still stands out as a villain motivated by something other than greed, revenge or power-lust.

His fanatic devotion to a cause makes Blight a formidable foe. He is capable of doing almost anything to further his goal of bringing down the structures of society.

Blight's plague touch can have some long-lasting effects, given the extended recovery time. It could even force a PC to check into the hospital for treatment. Perhaps the biotoxin interacts with the altered biochemistry of a PC hero and puts her in a coma, forcing her fellow heroes to seek a cure by hunting down Blight, going on a quest to a lost Himalayan monastery or traveling to the future.

"My daughter saw Blight on the TV news last week, and she's had nightmares every night since. She's only 7 years old. I know it's news and all, but do they have to show him? I mean, he's so horrible."

— Ginny Yarbrough, 26, homemaker

FBI Agent Frederick Mason

STR 11 DEX 12 CON11 BODY 10 INT 13
EGO 12 PRE 13 COM 12 PD 2 ED 2
SPD 3 REC 4 END 24 STUN 22

Skills: Bugging 12-, Bureaucratics 12-, Combat Driving 11-, CS: +1 w/pistols, Concealment 11-, +4 to Concealment roll

(only for conducting searches of suspects), Conversation 12-, Familiarity w/Cryptography 8-, Criminology 13-, Familiarity w/Demolitions 8-, Forensic Medicine 12-, Interrogation 12- (Psychology roll is complementary), KS: FBI 13-, AK: San Angelo 11-. KS: Blight 11-, Language: Spanish (fluent; native is English), Lockpicking 11-, Paramedic 13-, PS: FBI Field Agent 12-, Range Levels: +2 w/pistols, SC: Criminal Psychology 13-, Shadowing 12-, Stealth 11-, Familiarity w/Streetwise 8-, Familiarity w/Tactics 8-, Tracking 11-, WF: Small Arms

Disadvantages: Age (40+), Watched by N.S.A. (Mor Pow, NCI) 8-, Psych: Tries to "get into Blight's head" (Com, Mod), Psych: Obsessed with finding Blight (Com, Str), Psych: Subject to FBI orders (Com, Mod), Reputation: Workaholic

Background: The military failed to contain the classified subject. In fact, the subject has escaped from right under their noses. Because the "thing" was off the base now, it was under the FBI's jurisdiction. And as soon as it was sighted in the greater San Angelo area, it was assigned to Special Agent Frederick Mason.

Mason is a 42 year old tall black male with short hair and sideburns. He typically wears dark suits and a long gray trench coat, and sunglasses. Underneath his suit and coat he wears body armor (5 PD/5 ED, Activation 8-) and a shoulder holster for his 10mm automatic and two spare magazines (1d6+1K, +1 OCV [total OCV: 6, +2 Range Levels], 3 Clips of 12 Charges each). Mason is an extremely bright member of the FBI, with a Doctorate in Forensic Medicine and a Master's in Criminal Psychology. Word about the San Angelo office is that cracking the Blight case will mean a promotion to S.A.C. (Special Agent in Charge) for Mason, which partially explains his drive to find the fugitive.

Mason has been following the Blight case for better than two years now. He has managed to gain access to classified military documents that have provided much information about Blight; information that he refuses to share with anyone outside of the agency. Mason is beginning to see Blight as more than just a paranormal terrorist, although he considers it his duty to bring the villain in regardless of Blight's personal motivations for his actions.

Unbeknownst to Mason, the National Security Agency has assigned an agent to watch him, hoping that Mason will do the leg work to locate Blight so that the N.S.A. can simply swoop in and capture him again.

Campaign Use: Agent Mason can be used as a straightforward Hunted for Blight, as a red herring to throw the PCs off of Blight's trail, or both. Mason will make pretenses of helping the PCs if contacted, but in truth he is more interested in getting information and assistance from them than he is in giving it. It is a logical extension of his status as Blight's Hunted to assume that is also Hunting the rest of the team, though this needn't necessarily be the case (especially if the GM has other agents created for this purpose).



Harpy

Celia Briggs

Val	Char	Cost	Notes
40	STR	30	6400kg, 8d6
24	DEX	42	OCV: 8/DCV: 8
25	CON	30	
14	BODY	8	
10	INT	0	PER Roll: 11-
18	EGO	16	ECV: 6
20	PRE	10	PRE Attack: 4d6
4	COM	-3	
24	PD	16	
22	ED	17	
7	SPD	36	Phases: 2, 4, 6, 7, 9, 11, 12
14	REC	2	
50	END	0	
60	STUN	13	

Total Costs

Char: 217 + Powers: 158 = Total: 375

Base: 100 + Disad: 275 = Total: 375

Cost	Powers	END
15	Harpy Form: Elemental Control	
35	a) Mental Domination: 10d6 Mind Control	5
12	b) Talons: 2d6 Hand Killing Attack (4d6 w/ STR), Reduced Penetration	
10	c) Wings: 18" Flight (x2 NC), Restrained (-1)	
7	Wing Buffet: 2d6 EB, Hand Attack (-½)	
	Enhanced Senses:	
4	Superior Vision: +2 to Sight PER 13-	
20	Magic Sense: Detect Magic, Sense, Range, 360° 11-	

Cost	Skills
	Combat Skills
28	+2 w/all combat, +4 w/Move-through, Move-by and Grab
4	+2 w/Flight
	Background Skills
3	Acrobatics 14-
3	Breakfall 14-
3	Shadowing 11-
3	Stealth 14-
3	Streetwise 13-
3	Survival 11-
5	CK: San Angelo 14-

100+ Disadvantages

20	Berserk vs. magic (Uncommon), 11-/Recover 8-
25	Dist. Feat: Hideous harpy creature (Not Conc, Extr)
20	Hunted by FBI (Mor Pow, NCI) 8-
15	Hunted by Angel Beach PD (As Pow, NCI) 11-
10	Hunted by Local law enforcement (Less Pow, NCI) 8-
10	Phys: Diet of raw meat (Frequently, Slightly)
15	Psych: Enjoys using mind control to humiliate foes (Common, Strong)



15	Psych: Hates magic (Uncommon, Total)
20	Psych: Wild, uncontrollable (Common, Total)
15	Reputation: Malicious terrorist (Extreme) 11-
5	Unluck 1d6
105	NPC Bonus

Background: The sorcerer cackled to himself as he prepared for the arcane rite deep in the heart of his lair in Angel Beach.

Soon, his mystic power would transform the pitiful young woman cowering in the cage in one corner of his laboratory into a winged avenger straight from the pages of myth.

The razor-sharp talons and mental domination powers of her soon-to-be form would cut through the sorcerer's foes like a scythe, rendering him the supreme mage of the earthly realms.

As for the woman captured by his minions as she walked alone late one night on the beach — her whimpering and pleadings were ignored.

How odd, thought the sorcerer as he began to cast the spell of transformation, that the forces of destiny should



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bring this simple secretary, Celia Briggs as she called herself, to his sanctuary — fating her to become his glorious warrior in the never-ending quest for supremacy.

Screams rent the air of his hidden laboratory as the dark transformation began. Soon, exulted the sorcerer, his foes would face the might of his newest creation!

Alas, the sorcerer succeeded all too well — rather than a weapon pointed at his arcane rivals, he had created an uncontrollable monstrosity that flew into a frenzy at the slightest hint of enchantment. He perished at the vicious talons of his berserk progeny mere minutes after its creation.

Deranged by the dark arts employed in her transformation, Briggs fled the blood-splashed enclave of the sorcerer to pursue her own future as Harpy.

Quote: “Oh, look, a superhero has come to foil our plans. I don’t think so. I think instead you’re going to sing ‘Itsy Bitsy Spider’ for us, aren’t you? Don’t leave out the hand motions.”

Personality: Some have compared Harpy’s temperament to that of a wild beast, but her bloodlust and calculated cruelty actually make her more evil-natured than any animal.

Harpy acts from pure maliciousness, seeking to humiliate, injure or even kill simply to keep herself amused. Her twisted psyche compels Harpy to attempt to destroy the happiness of others. The memories of her earlier life are dimmed by the red, roaring rage inside Harpy’s mind.

The spells that transformed her, and vague memories of her own mistreatment, fill Harpy with an unquenchable anger at the arcane. Her deepest desire is to hunt down and destroy all masters of the mystic arts. When she senses enchantments, spells or other arcane powers, Harpy flies into a berserk frenzy.

Harpy’s dedication to anarchy comes on a more primal level than that of the philosophical Blight. She desires the freedom to act as she pleases and indulge her wildest impulses without fear of imprisonment or other societal strictures.

Powers/Tactics: Harpy, like her mythical namesakes, has the torso of a woman and the body of a huge bird. She has wings, talons and enhanced physical abilities, along with the power to control minds.

Harpy’s mental domination powers are not telepathic, and she must pass orders to victims using her voice. People who are deaf or do not understand English may escape the effects of her psi power.

In combat, Harpy prefers to swoop down on victims to rake them with her talons or buffet them with her wings. She often uses her mental domination powers to require a victim to hold perfectly still as Harpy wings toward him. She also grabs non-flying victims and lifts them high into the air to be clawed or dropped from a great height.

Her wings are “natural” limbs. Thus, they can be restrained

and are, for all intents and purposes, Foci, but they cannot be removed in combat.

Harpy attacks savagely, rarely employing sophisticated tactics, and tends to become enraptured with the joy of battle.

She enjoys using her mental domination power to toy with her prey or to humiliate enemies. For example, Harpy would never be satisfied simply ordering a hero to ignore her in battle. Forcing a hero to skip through the fight singing a silly children’s song or to perform rigorous calisthenics, oblivious to the combat around him, until he collapses from exhaustion are more Harpy’s style.

Appearance: Harpy, 33, resembles an unwholesome fusion of the torso of a wretched human woman and the body of a huge, filthy bird. Her black hair is tangled and snarled, and her reddish eyes seem to glow in maniacal anger. Vicious fangs fill her mouth, and her breath smells of carrion.

Harpy has a vast wingspan of some great bird, as well as a feathered lower body and taloned feet. Her large, oily feathers molt constantly.

Campaign Use: With her mind control powers and sadistic sense of humor, Harpy has the potential to become one of the most hated villains in any campaign. Players will dislike a really cold-blooded mastermind, but a villain who publicly embarrasses their PCs will earn their undying enmity.

GMs should be careful not to overdo the humiliation, though — some players will react badly while others may decide their PCs are hopelessly shamed and must retire.

Harpy’s hatred of mystic masters can also inspire some adventure seeds. Perhaps a cabal of sorcerers unites to hunt down and destroy this threat to their kind. She also makes a logical target for Marcus Fortune (see *SA:CoH*, page 150).

“You know some of those superhumans can mess with your mind, don’t you? Like that Harpy creature — remember the time she made Cavalier dance a jig when the Justice Foundation fought Anarchy? It’s just too creepy to think of someone controlling your mind. That’s why I support Sen. Forbes. We need to keep track of these supers. And if you’re not a criminal, why not register your powers?”

— Brad Yamashiro, 31, attorney

Detective Margaret Taylor

STR 7 DEX 11 CON 10 BODY 8 INT 10
 EGO 15 PRE 15 COM 12 PD 2 ED 2
 SPD 2 REC 4 END 20 STUN 18

Skills: Bureaucratics 11-, Combat Driving 11-, CS: +2 w/Glock pistol, Criminology 11-, Interrogation 11-, AK: Angel Beach 11-, AK: San Angelo 8-, AK: Omaha 11-, KS: Homicide cases/MOs 12-, Paramedic 11-, PS: Detective 11-, Shadowing 11-, Streetwise 11-, WF: Pistols and Shotguns)



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Disadvantages: Psych: Driven to kill Harpy (Com, Str),
Psych: Subject to orders (Common, Moderate)

Background: Margaret Taylor is a 32-year-old white female, with light brown, shoulder-length hair and brown eyes. Originally from Omaha, Nebraska, she moved to Angel Beach at the age of 18 to attend college and earn her BA in Administration of Justice. Upon graduating, she signed up for the Angel Beach Police Department's training academy, paying her own way through. Graduating near the top of her class, Margaret was hired on as a full-time officer and quickly established herself within the department, making the rank of Detective in just five years.

During an early morning stakeout outside a suspected cult safe house, however, she witnessed an unusual event. A demonic creature burst through a basement window and flew, screaming, toward Margaret and her partner. They leapt out of the car, guns drawn, yelling "Freeze!" It was over in a flash. Before Margaret could even get a shot off, the creature, half woman and half bird, flew past her, swiping its claws across her partner's throat. Margaret called for help and tried to save her dying partner. But it was too late.

Some time has passed, but Detective Taylor has not forgotten the beast she later came to know as Harpy. By pulling a few strings, she got herself assigned to track the creature down. Officially she is supposed to locate it and capture it, with the help of whatever superheroes are available. But deep down, Margaret wants it dead, period.

Detective Taylor wears jeans, short-sleeved blouses and a blazer most of the time. She wears body armor beneath her clothing (PD 5/ED 5, Only ½ effective against blades and claws) and carries a Glock 9mm semi-automatic pistol with two extra magazines (1d6+1K, +1 OCV [total OCV: 7 w/CS Levels], 3 Clips of 15 Charges each). In the trunk of her car she carries an Ithaca 12-gauge shotgun (4d6K, Reduced Penetration, 7 Charges) with extra ammunition. Her car also contains a police radio with which she can contact local agencies for assistance.

Detective Taylor primarily works alone, although she will call for backup from whichever agency's jurisdiction she is in if she locates Harpy. She is particularly fond of the San Angelo PD's P.A.R.T. team, although she feels that they are better suited for containment than capture of a super-powered criminal. After all, the last thing she wants is another agency to take credit for the capture of her partner's killer.

She is aware of Special Agent Mason's involvement in hunting Blight and the others, but she finds him difficult to work with. While she does not intentionally mislead him, she is just as apt to withhold information from him and she is from her. She cooperates well with officers from the police and sheriff's departments, however.

Haze

Terence "Terry" Chambers

Val	Char	Cost	Notes
10	STR	0	100kg, 2d6
20	DEX	30	OCV: 7/DCV: 7
25	CON	30	
10	BODY	0	
13	INT	3	PER Roll: 12-
10	EGO	0	ECV: 3
20	PRE	10	PRE Attack: 4d6
10	COM	0	
20	PD	18	
20	ED	15	
6	SPD	30	Phases: 2, 4, 6, 8, 10, 12
8	REC	2	
80	END	15	
45	STUN	17	
Total Costs			
Char: 170 + Powers: 222 = Total: 392			
Base: 100 + Disad: 292 = Total: 392			
Cost	Powers		
END			
15	Smoke Powers: Elemental Control		
35	a) Smoke:	Darkness (vs. normal sight), AE: 4" radius, Personal Immunity	5
45	b) Acrid Smoke:	6d6 Energy Blast, NND (defense is Life Support or holding breath)	6
15	c) Blinding Smoke:	3d6 Flash	3
40	d) Partial Insubstantiality:	50% Damage Reduction (resistant vs. physical & energy), ½ END, Costs END	3
25	e) Smoke Form:	Desolidification (vuln. to dif-fusing attacks), Not through solid objects, (-½)	4
15	f) Haze:	Change Environment (smoky haze), AE: 32" radius	3
15	g) Drifting:	Flight, 15" (x2x Non-combat)	3
5	Change Form: Instant Change		—
Cost	Skills		
6	Combat Skills: +2 w/smoke powers		
Background Skills:			
3	Streetwise 13-		
1	AK: Illinois 8-		
1	CK: San Angelo 8-		
1	KS: Anarchist beliefs 8-		
100+ Disadvantages			
10	Accidental Change when nervous/excited (Uncom) 11-		
20	Hunted by FBI (Mor Pow, NCI) 8-		
10	Hunted by Local law enforcement (Less Pow, NCI) 8-		
15	Psych: Admires Blight (Common, Strong)		
20	Psych: Devoted to sister, Blaze (Common, Total)		
15	Psych: Insecure (Common, Strong)		
15	Secret ID (Terence Chambers)		
187	NPC Bonus		



Background: Terry Chambers listened raptly as the man known to the world as Blight expounded on anarchist philosophies.

Others might view Blight, with his horribly scarred visage and plague-ravaged body, as a vision of horror. His deeds as the leader of the terrorist group Anarchy inspired even greater fear in the public.

But Terry saw only Blight's force of will and diehard commitment to his ideals. The young teen thought back to how he and his sister, Blaze, had come to join Anarchy.

The death of their parents in a car crash, their secret lives as superhumans revealed when Blaze rescued him from a high school bully, their flight to California ... most of all, Terry remembered the day Anarchy freed him from

the detention center where he'd been placed after being picked up as a runaway.

In the days and weeks that followed, Blight tutored the youngsters in the use of their powers as well as anarchist beliefs. The arcane philosophy was hard to follow, but the lessons in using his powers had quickly turned Terry into Haze, master of smoke. As his self-confidence grew, so did Haze's respect for Blight.

Now, safe in one of Anarchy's secret hideouts, Haze turned his attention back the lecture on political theory and the decadence of modern society. Someday soon, he'd prove to Blight that he was worthy of his trust, thought Haze.

Quote: "My smoke clouds'll blind 'em, Blight. Just try stopping Anarchy when you can't see, heroes!"

Personality: The deaths of his mother and father have left Haze deeply insecure. He tends to rely on Blaze to make decisions, and has a strong attachment to her.

Haze admires Blight for his strong will and sense of purpose. He isn't sure about the intricacies of anarchist philosophies, but Haze already craves Blight's approval.

Powers/Tactics: Haze has mastery over smoke, which he can create and control. He can summon thick clouds of smoke impenetrable to normal sight, as well as acrid clouds capable of choking or blinding enemies.

Haze can also become living smoke. He can become partly insubstantial, allowing some attacks to pass through him, or completely incorporeal. In the latter state he cannot use his other powers, however.

Appearance: Haze, 17, is a young African-American man with extremely short black hair and brown eyes. He stands 5'8" and has an average build.

As Haze, he appears to be a teenage boy composed entirely of thick, black smoke with glowing red eyes. He often wears a leather jacket in this form, but has no other obvious apparel. His other clothes are transformed into smoke along with his body in his Haze form.

Campaign Use: Haze is a confused young man with a deep case of hero-, or in this case, villain-worship. His misguided admiration for Blight, rooted in his own insecurity and need for a strong parental figure, leads Haze down the path to villainy.

This could seriously complicate efforts by the PCs to extricate Blaze and Haze from Anarchy before their lives are irrevocably ruined.

Haze's close relationship with his sister, Blaze, can also lead to some interesting scenarios — particularly if one of them is endangered or harmed.



Quartz

Phil Hardin

Val	Char	Cost	Notes
70*	STR	40	400t, 14d6
20	DEX	30	OCV: 7/DCV: 6*
30	CON	40	
15*	BODY	6	
13	INT	3	PER Roll: 12-
10	EGO	0	ECV: 3
20	PRE	10	PRE Attack: 4d6
10	COM	0	
28*	PD	16	
24*	ED	16	
5	SPD	20	Phases: 3, 5, 8, 10, 12
16	REC	0	
100	END	20	
75*	STUN	20	

* (Modifiers for Growth and Density Increase already added)

Total Costs

Char: 121 + Powers: 219 = Total: 340

Base: 100 + Disad: 240 = Total: 340

Cost Powers

END

10	Living Quartz: Elemental Control	
7	a) Quartz Body: Density Increase 10 pts (x4 mass, +10 STR, -2" KB, +2 PD, +2 ED), 0 End, Persistent, Always On	0
7	b) Size: Growth (2 Levels; (3m tall, 1.5m wide, x4 mass, +10 STR, -2" KB, -1 DCV, +1 PER vs. Character, +2 Body, +2 Stun), 0 End, Persistent, Always On	0
7	c) Light Reflection: 2d6 Flash, Requires outside light source (-½)	2
23	d) Sharp Edges: 1d6 Hand Killing Attack, Damage Shield, Penetrating, 0 END, Persistent, Always On	0
25	e) Transparency: 75% Damage Reduction (resistant, energy), Light-based attacks only (-1)	—
20	f) Reflecting Angles: Missile Reflection, any, reflect at any foe, Light-based attacks only (-1)	—
20	g) Living Quartz: Full Life Support	—
11	Bracing: Knockback Resistance, -8", Costs END (-12" total)	2
12	+6" Running (12" total)	2
12	+12" Superleap (26" total)	3
Defenses		
13	Damage Resistance (15 PD/10 ED)	—
8	Hardened PD & ED	—
5	Lack of Weakness (-5)	—
5	Power Defense (5 Pts.)	—

Cost Skills

15	Combat Skills: +3 in HtH
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3	Bureaucracies 13-
3	Climbing 13-
2	PS: Geologist 11-
3	SC: Geology 12-
2	KS: Local geologic formations 11-
2	KS: Anarchist philosophy 11-
2	CK: San Angelo 11-
2	AK: UC San Angelo 11-

100+ Disadvantages

20	Dist. Feat: Living quartz (Not Conc, Major)
20	Hunted by FBI (Mor Pow, NCI) 8-
10	Hunted by Local law enforcement (Less Pow, NCI) 8-
15	Phys: Body of living quartz (All the time, Slightly)
15	Psych: Annoyed when mistaken for dumb brute (Uncommon, Strong)
15	Psych: Fervent anarchist (Uncommon, Strong)
10	Rep: Superstrong terrorist 11-
5	Vulnerability: x1½ STUN vs. sonic attacks (Uncom)
130	NPC Bonus

Background: Attracted by a glint of light reflecting off a stone outcropping, Phil Hardin waved to his companions and scrambled up the rockface to check it out. A geology professor at UC San Angelo, Hardin had accompanied an amateur geology club on a trip to the mountains near



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the city.

His fellow rockhounds shouted good-natured jibes as Hardin clambered up the steep, rocky slope. Reaching the spot he had sighted, Hardin used his hammer to break off a bit of the outcropping. Ah, only quartz, he thought, disappointed.

The encouragement from below turned to shouts of alarm, and as Hardin's gaze followed the pointed fingers of his companions he saw a rockslide bearing down at him. Before he could even react, tumbling boulders and debris swept him down the slope.

As the dust settled, his horrified friends tried to dig Hardin out while others ran for help.

Then the rocks began to shift, shoved aside from within, as a being of living quartz emerged from the rockfall. Sunlight glinted off his angular, translucent form as his friends fell back in shock. Somehow, Hardin had undergone a superhuman transformation that had saved his life by metamorphosing him into rock-hard living quartz.

Saved his life, but precious little else, Hardin soon discovered. Trapped in his freakish form, he was the object of attention everywhere he went. His classes attracted hundreds of students, all coming to gawk rather than to learn, and in disgust Hardin canceled them. The university bureaucracy rejected his appeal to be allowed to conduct research rather than teach, and terminated his contract.

The Department of Motor Vehicles declared his reflective form a hazard to other drivers and revoked his license. Other indignities followed.

By the time Blight heard his tale, Hardin was ripe for recruitment into a team dedicated to overthrowing a repressive society. As Quartz, he would work to protect others from the trying times pressed upon him by an uncaring bureaucracy.

Quote: "Oh, you're going to challenge me to brawl, eh? You think I don't see your energy-projecting friend up there waiting to blast me. What, do you think I'm stupid or something?"

Personality: A literate, intelligent man, Quartz is highly offended by the supposition that all bricks are simple-minded thugs who revel in combat.

A true believer in the cause of Anarchy, Quartz draws on his own experience at the hands of an uncaring societal structure to reinforce his conviction that anarchy will produce a better world. A society based on families and mutual respect, rather than artificial rules, would never have mistreated him so, he firmly believes.

Powers/Tactics: Quartz has superior strength and defenses, and his body of living quartz offers other advantages. He can reflect light off his body to dazzle foes, and most light-based attacks pass right through his

transparent body with little injury. The sharp edges of his angular form cut enemies, and he has learned to use the planes of his body to reflect light-based blasts back at attackers.

His mineral form leaves Quartz vulnerable to subsonic attacks, however.

In combat, Quartz tends to fight intelligently, using his reflective flash to blind foes and then closing to pummel them with his sharp-edged fists.

Appearance: Quartz, 30, is a being of living quartz. His angular, translucent body resembles that of a 9-foot-tall human man. He has no hair and his eyes are bluish. Quartz weighs 1,600 kg.

Quartz wears no clothing other than pants, unless some kind of temporary disguise is necessary. His quartz body reflects light in a continual sparkling, glittery display.

Campaign Use: Quartz is another politically-motivated villain who seeks to impose his view on others, convinced that the justice of his cause outweighs the wrongs that must be committed to ensure its victory.

PCs will have a difficult time persuading Quartz that his beliefs or tactics are wrong.

"Look, how am I supposed to know why Quartz can be solid rock and alive at the same time? You can see he doesn't have any internal organs. I'm a doctor, not a geologist!"

— Dr. John Leonard, 52, physician

Professor Timothy Connor

STR 9 DEX 10 CON 10 BODY 9 INT 14
EGO 12 PRE 10 COM 10 PD 2 ED 2
SPD 2 REC 4 END 20 STUN 20

Skills: PS: University Professor 12-, SC: Geology 13-

Disadvantages: Psych: Claustrophobia (Com, Mod)

Background: Timothy Connor is a professor of geology and one-time associate and friend of Phil Hardin's. Timothy was as amazed as anyone at the changes Phil went through. But unlike many of his colleagues, Timothy lobbied for tolerance on Phil's behalf. Unfortunately his arguments went unheeded, and he saw his friend leave the university.

Timothy has tried on several occasions to get in touch with his friend Phil, and has become very discouraged of late. Quartz (as Phil is better known) had not returned any of his calls for weeks, and more recently the good Professor Connor has discovered that Phil's telephone number has been disconnected,

Connor has made a couple of token attempts to contact Quartz since then, but is afraid that Quartz will become angry if he actually finds his old friend, preferring to leave his old ties to the university severed.



THE SCIONS

Team Information

Membership

Panacea, Impulse, Vamp, Seer, and Jaunt. The members of the Scions are all members of the Klein family, who inherited their psionic abilities. This fact is kept from the general public, who do not know the Scions are all related... they're simply considered another group of super-criminals.

History

The Scions are a group of superpowered siblings trained in the use of their powers by their grandfather, Professor Hiram Klein, who is responsible for the experiment granting them their powers following Prof. Klein's extensive

research into psi powers since he was exposed to the flux in 1936. Klein gained minor psychic abilities from that first exposure to the flux, powers he used to become successful in both business and in the field of psionic research, and which he passed on to his children and grand-children.

The Scions were raised by their grandfather following the death of their parents, and taught by him that they are the next step in human evolution. In their view, all humanity is slowly evolving towards gaining psionic and paranormal powers; the Scions are one of the first examples of this superior breed of humanity. They have a duty to study the growth of their powers and eventually guide humans towards acceptance of their destiny. Ordinary humanity is an evolutionary dead-end in the view of the Scions. They must learn to accept that.

The team first appeared when it became involved in a series of thefts of scientific equipment from different labs and corporations in San Angelo. They fought the Justice Foundation, but evaded capture with the help of Jaunt's teleportation abilities and their own mental link.



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Objectives

The Scions have fought, in their own way, for acceptance of paranormals, but where most paranormal groups seek equal rights the Scions want humanity to acknowledge paranormals (especially psionics) as their masters and accept their guidance into a new era. The group's activities have been on a limited scale, but Professor Klein has great dreams for his progeny. One day, the Scions will take their rightful place as the new aristocracy of a new San Angelo under their control, and then they will create the super-human nation that will go on to rule the world.

Relations

Although the Scions are a fairly closed group, their goals and powers have provoked interest from other paranormals in and around San Angelo. The paranormal-protection group Haven has similar goals with the Scions, although Haven finds the young psis arrogant and pushy. It is possible the two groups might work together towards a mutual goal of protecting paranormal interests or striking against anti-paranormal factions in San Angelo.

The Horizon Institute is quite interested in the abilities of the Scions and Horizon researchers would love to have the opportunity to examine the psis and study their powers. Hiram Klein is actually one of the Institute's foremost experts on psi-phenomena and Horizon remains ignorant of his involvement with the Scions (at least so far as Klein and his grandchildren know).

The psionic renegade Mastermind is also of interest to the Scions. Mastermind's goals of a psionic-created utopia are not dissimilar to those of the Scions, but Mastermind has no interest in psis or paranormals as an evolutionary leap and Prof. Klein distrusts Mastermind's motives, and fears his superior psionic abilities. It is entirely possible the two might run a similar or cross-purposes sooner or later. Mastermind might ally himself with the Scions, so long as they seem useful to him. If such an alliance happens, every hero in San Angelo has reason to be concerned.

Tactics

The Scions work very well together as a group. Not only have they known each other since childhood, but Seer's powers allow them to remain in constant mental contact with each other and with their grandfather, allowing them to act almost as a single mind while also drawing on Professor Klein's years of experience and wisdom. They commonly make use of coordinated attacks to take down dangerous

opponents, concentrating all of their efforts against a single opponent until he is down and moving on to another. In this way, they can quickly whittle down the forces of an opposing super-group. The Scions also take advantage of their superior mobility (aided by Jaunt's teleportation and Impulse's telekinesis) and the general invisibility of their psionic powers. They appear out of nowhere, hit hard, and vanish before anyone can stop them. The group goes to great effort to protect Jaunt, since he is vital to their escape if things go wrong.

Reputation

Among the general populace, the Scions are considered just another group of super-criminals. Very little of their social and political agenda has become widely known. Even their name is actually misunderstood by the public. The press has continued to call the group the "Psions," and the members have done nothing to correct the mistake thus far, since it helps to conceal their true identity and goals. Some people in San Angelo have begun to understand the Scions consider themselves to be members of a separate race superior to humanity, and this concerns the normal humans and paranormal alike. Opponents of paranormals point to the Scions as examples of why uncontrolled paranormals are dangerous while paranormals fear the prejudice the Scions may be stirring up among normal people.

Campaign Use

The Scions provide a very close-knit villain team for a campaign. The members of the Scions are not just teammates, they are family, with all of the closeness and occasional arguments that implies. The Scions can provide an interesting twist on the typical super-villain group and their goals are not entirely criminal, even if their methods are. Player character heroes might eventually realize the Scions are really the dupes of their grandfather and try to find some way to help them.

With their various mental powers and their skill at coordination, the Scions should prove a challenge for most hero groups. If the player characters have large amounts of Mental Defense or mental powers of their own, the gamemaster should play on the Scions' abilities at coordinating attacks and tactics to their advantage. If the player characters are mopping up the Scions without any real effort, consider increasing their powers slightly, possibly as a result of one of Professor Klein's experiments.



Professor Klein

Val	ChaA	Cost	Notes
8	STR	-2	50 kg; 1½d6 [1]
9	DEX	-3	OCV: 3/DCV: 3
12	CON	4	
11	BODY	2	
20	INT	10	PER Roll: 13-
18	EGO	8	ECV: 6
20	PRE	10	PRE Attack: 4d6
10	COM	0	
3	PD	1	Total PD:
3	ED	1	Total ED:
3	SPD	11	Phases: 4, 8, 12
5	REC	2	
24	END	0	
25	STUN	4	
Total Cost			
Char: 48 + Powers: 154 = Total: 202			
Base: 100 + Disads: 202 = Total: 202			
Cost Powers			
END			
41	Psionic Powers: Multipower (41 Pts)		
2	u) Empathy: 8d6 Telepathy, only to detect emotions (-1)	2	
2	u) Hypnosis: 8d6 Mind Control, Extra Time: 1 turn (-1)	2	
4	u) Psychokinesis: 10 STR Telekinesis, Based on ECV, Invisible to all but Mental senses (+¾)		
	4		
1	u) Precognition: Clairsentience into the future, No Conscious Control (-2)		
Evolved Mind			
10	Eidetic Memory		
3	Lightning Calculator		
3	Speed Reader		
3	Absolute Time Sense		
14	Mental Defense (Total: 20 Pts)		
Cost Skills			
Psionic Skills			
15	+3 levels w/Psionic Multipower		
Scientific Skills			
3	Computer Programming 13-		
5	Deduction 14-		
5	Electronics 12-		
5	Inventor 14-		
4	PS: Scientist 13-		
6	SC: Psionics 15-		
3	Systems Operation 13-		
Deception Skills			



3	Conversation 13-
3	Forgery 11-
3	Interrogation 13-
3	Persuasion 13-
Resources	
5	Wealth: Well Off
8	Scientific Contacts (x4) 11-
100+ Disadvantages	
10	Age
15	Dist Feat: Crippled old man (Not Concealable)
20	Normal Characteristic Maxima
20	Phys: Cannot walk (All the time, Greatly)
20	Psych: Arrogant, believes he is superior to normal humans (Very Common, Strong)
20	Psych: Manipulative, treats others (even his family) as pawns (Common, Total)
5	Rivalry w/other psionics researchers and scientists
15	Secret Identity (Hiram Klein)
13	Watched by: Covert (More Powerful) 14-
14	NPC Bonus



Teams

Background: Hiram Klein was only 10 years old on the fateful day in 1936 when scientists in San Angelo accidentally created an artificial singularity that changed the world forever. It was around that time that young Hiram began having strange dreams and visions in which he could see the future, began getting extra-sensory impressions and demonstrated minor feats of psychokinesis.

Hiram came to the attention of early researchers in parapsychology, but his abilities proved erratic and difficult to test properly. Although the results were promising, the appearance of other “mystery men” and their own strange powers proved a more tempting subject for many researchers.

Hiram himself never lost his interest in parapsychology. He studied all he could on the subject and eventually became a student of J.B. Rhine, assisting in his groundbreaking research into psionics. During his adolescence and adulthood, Klein’s proficiency with his psychic abilities increased considerably, although he never increased them to the levels he believed were possible in theory.

Following college, Hiram found time to marry and have a family as he worked on his master’s and then his doctorate. He was delighted when his daughter and his son both showed the same psychic potential as their father and he began extensively testing them to see if they could develop even greater psi abilities than his own. Hiram’s experiments greatly disturbed his wife, who insisted they stop. Hiram agreed, but continued his work in secret. He was certain his children were proof of his theory that psychic ability was an inherited trait and proved the existence of a new breed of humanity with psionic abilities. When Hiram’s wife discovered his experiments, she left him and took the children with her. Hiram fought for custody, but lost.

For years, Professor Klein lived alone with only his work as a companion. His minor precognitive abilities made him a modest success in the stock market, providing enough money to support himself in a sprawling house in Lakeview and pay for his continued research. He paid private detectives to keep tabs on his family and he knew when his son was shipped off to Vietnam and killed in action, when his daughter was married and when his ex-wife died from cancer. When his daughter and her husband were killed in a car accident, Hiram had a vision about it and he was quick to claim custody of his four young grandchildren. As their only living relative, he was quickly awarded custody and the children came to live with their grandfather in his home.

That same year, a remarkable thing happened. Hiram was pleased to detect his grandchildren had inherited psychic

potential similar to his children, but shortly after they came to live with him in 1982, the children began to display amazing levels of psionic potential, growing rapidly. Professor Klein immediately began a rigorous series of tests and training to teach the children to tap into the full potential of their abilities. He taught them they were part of the next stage of human evolution towards a psionic species. As they learned to master their abilities, Klein arranged various “tests” outside of his laboratory for them, all they needed to do was retrieve a few things. They did so, and the Scions were born.

Quote: “Men always think those with greater vision than they are mad.”

Personality: Hiram Klein is a bitter old man obsessed with proving his pet theories and keeping hold of his remaining family however he can. He truly thinks he is doing what is best, not only for his grandchildren, but for all of humanity.

He is a stern taskmaster, pushing the Scions to learn and improve, but he does have something of an affectionate side when around his grandchildren. They are the only ones who can reach any sort of kindness in the old man. When dealing with others, Professor Klein tends to be somewhat cranky and rude. He has no patience with those he considers fools — most people — although intelligent people who seem to understand his theories may gain his attention for a little while.

Powers/Tactics: Professor Klein has limited psionic abilities from his original exposure to the flux in the ’30s. He can, through concentration, sense the emotions of others and influence their minds to some degree. He can exert minor telekinesis, which he often uses these days as he is confined to a wheelchair. Klein also has a limited precognitive ability, gaining occasional visions of the future. He uses these visions to help guide his decisions, and player characters may find the Scions already aware of them and their plans before they even make them.

Obviously, Professor Klein is no match for any modern paranormal, but he does not take part in Scion missions except as an invisible advisor and mentor to his grandchildren. He is the mastermind behind the group, but it should take some time and effort before player characters discover him. Klein’s grandchildren will protect him above all else.

Appearance: A slight and thin old man with thinning white hair, sharp features and a sour expression. He typically wears rounded spectacles and somewhat dated clothing, particularly dark sweaters. He is usually sitting in a wheelchair, which he moves himself through the use of his psychokinesis.

Over the years his body has slowly deteriorated, particularly his muscles. He has little control off the use of his legs and he relies more and more on his psychokinesis to get around.



Panacea

Cassandra Klein

Val	CHA	Cost	Notes
10	STR	0	100 kg; 2d6 [1]
18	DEX	24	OCV: 6/DCV: 6
15	CON	10	
10	BODY	0	
15	INT	5	PER Roll: 12-
21	EGO	22	ECV: 7
18	PRE	8	PRE Attack: 3½d6
16	COM	3	
6	PD	4	Total PD: 14
6	ED	3	Total ED: 14
4	SPD	12	Phases: 3, 6, 9, 12
10	REC	10	
40	END	5	
28	STUN	5	

Total Cost

Char: 108 + Powers: 172 = Total: 280

Base: 100 + Disads: 180 = Total: 280

Cost Powers

END

	Psionic Powers: Multipower (75 Pts)	
3	u) Empathy: 10d6 Telepathy, 0 END, Only to sense emotions (-1)	7
4	u) Psychic Healing: 2d6 Aid to all Characteristics (+2), Only to restore characteristics to starting levels (-½)	7
5	u) Paralysis: 12d6 Mind Control, Telepathic Commands, One command ("don't move"; -½)	6
2	u) Astral Projection: Desolidification (vulnerable to psionic and magical powers), leaves body behind (-1)	4
3	u) Astral Form: Invisibility to all Sight, Only while Desolid (-½)	3
11	Psi-Shield: Mental Defense (15 Pts. total)	—
12	Armored Costume: +8 PD/+8 ED Armor, Activate 14-, OIF (Costume)	—

Cost Skills

	Combat Training	
16	Martial Arts: Aikido	
	Maneuver	OCV DCV Effect
	Throw	+0 +1 2d6 +v/5, opponent falls
	Hold	-1 -1 20 STR Grab
	Dodge	+0 +5 Dodge, abort
	Escape	+0 +0 25 STR vs. Grabs
3	+1 Level with Aikido	
3	Breakfall 13-	
	Psionic Training	
6	+2 Levels w/Mind Control	
3	Simulate Death	
	Background Skills	
7	Animal Handler 13-	



3	Computer Programming 12-
2	KS: Aikido 11-
2	KS: Exotic Plants 11-
7	Paramedic 14-
2	SC: Psychology 11-
3	System Operation 12-

100+ Disadvantages

5	DNPC: Professor Klein (Less Powerful) 8-
5	Dist Feat: Psionic mutant, shows up on scanners
5	Hunted by Horizon Institute (Less Powerful) 8-
15	Hunted by local law enforcement (Les Pow, NCI) 11-
15	Psych: Code vs. Killing (Common, Strong)
15	Psych: Devoted to Professor Klein (Common, Strong)
20	Psych: Takes her responsibilities very seriously (Very Common, Strong)
5	Reputation: Honorable criminal; not looking to hurt anyone, 8-
15	Secret Identity (Cassandra Klein)
15	Susc: 2d6 STUN when Aiding BODY
20	Vuln: x2 STUN from Killing Attacks
10	Watched by Covert (As Powerful) 14-
35	NPC Bonus



Background: At age 23, Cassandra Klein is the oldest of the Klein grandchildren and the field leader of the Scions. She is a graduate of the University of California, San Angelo, with a degree in psychology and plans to continue her education into the parapsychology field. She would have preferred to become a doctor or physical therapist, but her admiration for her grandfather and his wishes led her to study psychology in hopes of becoming a therapist or researcher in parapsychology.

Cassandra has spent the past fifteen years training herself to be a fit representative of the next stage of human evolution and she is a capable leader for the Scions, although she sometimes takes herself and her burden of responsibility a bit too seriously. In her spare time, Cassandra reads a lot and takes care of her collection of plants scattered through her grandfather's house and in the small greenhouse attached to the side of the house.

Quote: *"Quit playing around, we've got a job to do."*

Personality: Cassandra is all business when it comes to her responsibilities, but she is also a kind and caring person with a great deal of empathy. While her grandfather has used his empathic abilities mostly to manipulate others, Cassie really feels for others.

She is completely devoted to her grandfather's theories about human evolution and parapsychology and has a touch of arrogance and *noblesse oblige* to her; she knows she's superior to normal humans, but that doesn't mean she should not be kind toward them. She loves her family more than anything in the world and the loss of her parents was very difficult for her. She'll do whatever it takes to protect the family she has left and keep them safe.

Powers/Tactics: Panacea's powers are focused on control over body and mind, both her own and those of others. She can sense the emotions of others, improve healing and recovery, impose mental paralysis and even separate her own astral body and travel in spirit form. She can make her astral form visible at will, but can only become invisible while in astral form. Panacea has few offensive powers, and she prefers not to see anyone get hurt. If she is attacked, she uses her paralysis ability and her martial arts training to defend herself. So long as she is in charge of the Scions, innocent people are not to be harmed and deadly force is *never* used against opponents. Her younger siblings have learned to obey her orders in the field.

Appearance: Cassandra is a fairly striking young woman,

with green eyes and long auburn hair that falls past her shoulders. Day-to-day she usually wears patterned dresses and skirt-and-sweater outfits. As Panacea, she wears the black body suit of the Scions, which covers everything but her hair, along with a jacket, boots and wrist-length gloves in dark blue.

Jennifer Matthews

STR 7	DEX 10	CON 11	BODY 8	INT 10
EGO 10	PRE 10	COM 12	PD 2	ED 2
SPD 2	REC 3	END 22	STUN 18	

Skills: Contortionist 8-, AK: UC San Angelo campus 11-, KS: The pro tennis world 11-, Language: Latin (basic; native in English), PS: Student 11-, SC: Biology 11-, SL: +3 w/tennis racket

Disadvantages: Phys: Near-sighted, wears contacts (-3 PER Rolls without them; All the time, Greatly), Psych: Always upbeat (Common, Moderate), Reputation: Airhead 11,

Background: Jennifer met Cassandra in a class at UC San Angelo. The two hit it off and began studying together, quickly becoming good friends. After Cassandra graduated from the university, she and Jennifer remained close. They occasionally go to the mall together, meet for lunch or just talk on the phone.

Jennifer, an attractive 24-year-old senior and biology major at UC San Angelo, is thin with long blonde hair. She wears corrective contact lenses, though she usually has an old pair of glasses handy just in case she loses her contacts. Jennifer is a happy-go-lucky girl, which most of her peers interpret as her being an airhead. She enjoys playing tennis, dancing and going for drives in her new '98 Plymouth Neon. She typically wears blue jeans or cut-offs and a T-shirt. Jennifer lives in a UC San Angelo dormitory.

Jennifer knows nothing about Cassandra's powers and very little about the rest of her family. In fact, she has never been to Cassandra's house; Cassandra is always careful to meet Jennifer away from her house to avoid the possibility of exposing Cassandra's "secret" life to her friend.



Impulse

Jason Klein

Val	Cha	Cost	Notes
15	STR	5	200 kg; 3d6 [2]
18	DEX	24	OCV: 6/DCV: 6
18	CON	16	
12	BODY	4	
12	INT	2	PER Roll: 11-
18	EGO	16	ECV: 6
13	PRE	3	PRE Attack: 2½d6
14	COM	2	
6	PD	3	Total PD: 14/24
6	ED	2	Total ED: 14/24
5	SPD	22	Phases: 3, 5, 8, 10, 12
7	REC	0	
40	END	2	
30	STUN	3	
Total Cost			
Char: 104 + Powers: 209 = Total: 313			
Base: 100 + Disads: 213 = Total: 313			
Cost	Powers		
END			
15	Psychokinetic Powers: Elemental Control		
116	a) Psychokinesis: 50 STR Telekinesis, Invisible to all but Mental Senses (+¾)	11	
15	b) Psychokinetic Shield: +10 PD/+10 ED Force Field, 0 END	—	
15	c) Levitation: 15” Flight	1/5”	
11	Psi-Shield: Mental Defense (15 Pts. total)		
12	Armored Costume: Armor (+8 PD/+8 ED), Activation 14-, OIF: Costume (-½)		
Cost	Skills		
Combat Training			
9,5	+3 Levels w/ Psychokinesis, +1 w/ H-t-H Combat		
3	Acrobatics 13-		
Background Skills			
3,2	Interrogation 12-, KS: Psionics 11-		
3	Spanish (fluent)		
100+	Disadvantages		
5	DNPC: Professor Klein (Less Powerful) 8-		
10	DNPC: Mercedes Martinez (Normal) 8-		
5	Dist Feat: Psionic mutant, shows up on scanners		
10	Enraged when loved ones threatened, 11-/Recover		
11-			
5	Hunted by the Horizon Institute (Less Powerful) 8-		
15	Hunted by local law enforcement (Les Pow, NCI) 11-		
15	Psych: Likes a good fight (Common, Strong)		
20	Psych: Headstrong and impulsive (Very Com, Str)		
15	Psych: In love with Mercedes Martinez (Com, Str)		



- 5 Rep: Honorable, not looking to hurt anyone, 8-
- 15 Secret Identity (Jason Klein)
- 5 Unluck: 1d6
- 10 Vuln: x2 STUN from gas attacks
- 10 x2 STUN from sonic attacks
- 10 Watched by Covert (As Powerful) 14-
- 58 NPC Bonus

Background: Jason Klein is the opposite of his older sister in almost every way. Where she is quiet, thoughtful, and studious, he is outgoing, direct, headstrong and very physical. Professor Klein has speculated their personality differences may be tied to their different psionic abilities, but he has not come up with any conclusive evidence. Jason is a little more than a year younger than his sister, and is finishing up his senior year at UC San Angelo, where he met the mayor's youngest daughter, Mercedes Martinez. Jason fell for the beautiful Latina freshman at first sight



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and the two of them have been dating for several months now. Jason keeps his relationship with Mercedes a secret because he knows his grandfather doesn't approve of the Scions consorting with "normals." He hasn't yet told Mercedes about his powers or much about his family, although he did secretly use his abilities to save her when kidnappers tried to snatch Mercedes from the UCSA campus. The police blame bad luck on the part of the would-be kidnappers, although Mercedes suspects there was something more.

Quote: *"It's just a matter of mind over muscle."*

Personality: Impulse is — as his name suggests — outgoing, fun-loving and too not prone to think before he acts. He has always been the most physically powerful of his siblings and their protective "big brother," even to Cassandra (Panacea), whom he respects even though he disagrees with her most of the time. Jason values his family very much, but he also longs to have some kind of normal life. His relationship with Mercedes is placing him under some strain as he tries to juggle his duty to the Scions with leading a secret normal life.

Powers/Tactics: Impulse is a powerful psychokinetic, able to move objects with the power of his mind. His psychokinesis is completely invisible and undetectable to anything except psionics, so he can use it in very subtle ways. Impulse hasn't mastered the ability of using his psychokinetic abilities for anything especially complex or delicate (much to his grandfather's chagrin) but he has great power, able to lift cars and even buses. He can also harden the air around him into a psychokinetic shield and levitate his own body to fly (one of his favorite powers). Impulse loves the freedom of movement his powers give him and he often flies rather than walking when he is alone or with his family.

In combat, Impulse typically grabs opponents in his psionic grip and squeezes them until they pass out. If that fails, he hurls debris and large objects as weapons. He knows enough to try and use large objects (like cars) as Area Attacks against very fast opponents he can't tag any other way. Under Panacea's direction, Impulse often levitates a large platform (piece of pavement, earth or something similar) to serve as a flying platform to carry the whole team.

Appearance: Jason Klein is a tall (6'2") young man with blue eyes and short auburn hair. As Impulse, he wears a black body suit which covers everything except his hair and the lower half of his face. He wears a dark green jacket with matching boots and wrist-length gloves.

Ryan Gardner

STR 10 DEX 8 CON 10 BODY 10 INT 16
EGO 10 PRE 11 COM 10 PD 2 ED 2
SPD 2 REC 4 END 20 STUN 20

Skills: Bribery 8-, Bureaucratics 8-, Computer Programming 8-, Forensic Medicine 12-, KS: Paranormal powers 8-, KS: Flux theory 11-, KS: Known supers 11-, Paramedic 13-, PS: Field researcher 11-, SL: +2 to PER Rolls (14-total), Stealth 11-, Systems Operation (Research/science equipment) 11-, Tracking 11- (only to track supers)

Disadvantages: Psych: Wants to impress his superiors (Com, Str), Psych: Takes risks to get good subject data (Com, Strong)

Background: Ryan Gardner is a recent graduate of California State University San Angelo with a dual major in Physiology and Biochemistry. His dream is to become a staff scientist for the FBI. He submitted an application shortly before graduating and is still waiting to hear back. In the meantime, Ryan hired on with the Horizon Institute as a field researcher. In the past his assignments were mundane; observe low-powered metahuman (LPM) transients in the Armory, measuring the perceived intellect of talking monkeys at the Samuel Brackett City Zoo, and studying the mating habits of mutant crayfish in the San Angelo River.

But his most recent assignment is much better suited to Ryan's talents. Ryan is observing the paranormal abilities of the 'Psions,' especially the one known as Impulse. He takes his assignment seriously, hoping that his thorough and accurate recordings will earn him the respect and admiration of his supervisor and peers. He suspects that Impulse is a student at a local university with connections to the mayor's office (in reality Impulse has been seeing the mayor's daughter). Unbeknownst to Ryan, his observations have been detected by Seer, who is not yet convinced that Ryan is stalking the family but remains on alert for Ryan's presence.

Ryan will not attempt to directly contact Impulse when he locates the supervillain, preferring to observe from a discrete distance. Soon Ryan will have as much data as he can gather from afar, however, and he will begin trying to get closer to Impulse and the others to steal a hair, a scrape of skin cells, or a blood sample. Ryan knows this will be dangerous, but he is sure that such samples will earn him a prestigious position within the organization. If he does stumble on to the truth about the Scions, he's surely in for a world of trouble. Ryan is also a very good potential "host" for Covert to possess, perhaps leading to him having "blackouts" then waking up to discover new evidence about the Psions with no idea how he gathered it.



Vamp

Angelique Klein

Val	CHA	Cost	Notes
15	STR	5	200 kg; 3d6 [1]
20	DEX	30	OCV: 7/DCV: 7
16	CON	12	
13	BODY	6	
13	INT	3	PER Roll: 12-
18	EGO	16	ECV: 6
25	PRE	15	PRE Attack: 5d6
20	COM	10	
5	PD	2	Total PD: 13
5	ED	2	Total ED: 13
4	SPD	0	Phases:3, 6, 9, 12
8	REC	4	
32	END	0	
30	STUN	1	
Total Cost			
Char: 106 + Powers: 164 = Total: 270			
Base: 100 + Disads: 170 = Total: 270			
Cost	Powers		
END			
101	Psionic Vampirism: 3d6 Transfer vs. any phys ical characteristic (+¼), 0 END, points return at 1 Pt./Minute (+½), vs. Mental Defense instead of Power Defense (+0)		
11	Psi-Shield: Mental Defense (15 Pts. total)		
12	Armored Costume: Armor (+8PD/+8 ED), Activate 14-, OIF: Costume		
Cost	Skills		
Combat Training			
15	Martial Arts: Jujutsu		
	Maneuver	OCV	DCV Effect
	Slam	+0	+1 3d6 +v/5, opponent falls
	Choke Hold	-2	+0 Grab, 2d6 NND
	Sacrifice Thrw	+2	+1 3d6, both fall
	Disarm	-1	+1 25 STR Disarm
3	Breakfall 13-		
10	+2 Levels w/ Hand-to-Hand combat		
Background Skills			
3	Acting 14-		
3	Persuasion 14-		
3	Seduction 14-		
3	Stealth 13-		
100+ Disadvantages			
5	DNPC: Professor Klein (Less Powerful) 8-		
5	Dist Feat: Psionic mutant, shows up on scanners		
5	Hunted by Horizon Institute (Less Powerful) 8-		
15	Hunted by local law enforcement (Les Pow, NCI) 11-		
15	Psych: Vain and arrogant (Common, Strong)		
15	Psych: Manipulative (Common, Strong)		
20	Psych: Craves “the rush” of Draining people (Very		



	Common, Strong)
10	Rep: Flirty vamp, dangerous to touch (Extreme) 8-
10	Rivalry w/ other attractive women
15	Secret Identity (Angelique Klein)
20	Vulnerability: x2 effect from Adjustment Powers (20)
10	Watched by Covert (As Powerful) 14-
25	NPC Bonus

Background: Angelique Klein is the middle child of the Klein family, and it shows. She compensates for the attention her grandfather shows her older and younger siblings by feeding her own vanity and catty attitude. Angelique is a beautiful young women. At age 19, she is striking and few men can resist her. Professor Klein believes at least part of Angelique's attractiveness is psionic in nature, or perhaps connected to pheromones. In any event, Angelique is used to using her looks to get what she wants. She delights in having men fight over her and she left a long string of broken hearts behind her in high school, where she started several school-yard fights. Her



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grandfather chastised her on each occasion, after carefully questioning her about the results of the “experiment” first, of course. Angelique decided she did not want to go to the University of California like her siblings, but preferred California State. Her grandfather did not approve at first, but Angelique convinced him of the benefits of allowing her a “different environment” to learn. She is still a regular visitor to the University Commons neighborhood and Fraternity Row, where she find an occasional “snack” to satiate her need to drain others of their energy.

Quote: “You’re just like I like ‘em: big, strong, and not too bright.”

Personality: Angelique is manipulative, vain, catty, and vindictive. She is the worst of the Klein kids in terms of her attitudes towards normals. She sees them as little more than peasants for her to use and discard on a whim. She also resents the achievements of her older brother and sister and the closeness of the twins.

She is careful to conceal her abilities and not attract attention to her family, but she can’t help but turn heads wherever she goes. Men chase her constantly and Angelique loves to play games of cat-and-mouse with them. She has even gone “trolling” for rapists on campus from time to time, giving her would-be attackers quite a surprise when she drained them of all energy and left them out cold. So far, no one has connected Angelique to Vamp or the Scions, but it may just be a matter of time.

Powers/Tactics: Angelique has the psionic power to drain vital energy from other people by touch. She can Transfer points from any physical characteristic of her choice (STR, DEX, CON, BODY, PD, ED, SPD, REC, END or STUN) to her own characteristic. Victims feel tired and weak. She then uses the increased power in conjunction with her martial arts training. Most often, Vamp tries to get an opponent in a Grab, then drain them as much as possible to increase her own power.

At full strength, Vamp is capable of superhuman levels of STR and other characteristics. She most often Transfers STR, but may drain END, STUN or BODY to replenish herself or SPD to slow down a fast opponent while speeding herself up.

She has also been known to resort to the “damsel in distress” trick: disguising herself as an innocent threatened by some danger, then kissing or hugging her “rescuer” and making a Transfer attack.

Appearance: Angelique is an absolute knockout. She is tall and willowy, in excellent physical shape, with bewitching green-gold eyes and long auburn hair that falls to the small of her back. She always dresses well, with a

little make-up and jewelry to accent her appearance. In addition to her physical beauty there is something very compelling about her voice, appearance and personality. As Vamp, Angela wears a black body suit that covers everything but her lower face and hair. Her violet jacket is cut shorter than usual and she wears matching boots and wrist-length gloves.

David Roberts

STR 12	DEX 14	CON 13	BODY 12	INT 11
EGO 14	PRE 13	COM 14	PD 3	ED 3
SPD 3	REC 5	END 28	STUN 25	

Skills: Breakfall 8-, Climbing 12-, AK: San Angelo 11-, KS: Antique cars 8-, Language: Spanish (Basic; native is English), Mechanics (Cars) 11-, PS: College student 11-, SL: +3 w/soccer maneuvers (Kicking, Headbutting and Throwing).

Disadvantages: DNPC: Miguel, brother (Les Pow) 8-, Dist Feat: University jock (Easily Conc.), Watched by talent scouts (Les Pow) 8-, Psych: In love with Angelique Klein (Com, Str), Reputation: Star soccer player (Limited group) 11-

Background: David Roberts is a handsome 20 year old sophomore at CSU San Angelo. He is of mixed race; his father is black and his mother is Guatemalan. David is 5’11” tall with short wavy black hair. David is one of the star members of the CSUSA varsity soccer team and is attending the school on a scholarship. He and Angelique met during an after-game party last spring. While she considers them just friends, David has a serious crush on Angelique. He calls her often and goes out of his way to “run into her” on campus. They have dated a few times, but nothing has come of it thus far, much to David’s chagrin. He hasn’t given up hope, however. David will continue to be her friend, secretly hoping for more.

On one of David’s dates with Angelique, he fell victim to her paranormal ability to drain energy. After he passed out from too much alcohol, Angelique drained some of David’s Endurance. David never knew what happened when he woke up the next day, assuming that his fatigue was due to a hangover.

David enjoys playing soccer and fixing up and restoring old cars. He usually wears blue jeans and his school letterman jacket with mirrored sunglasses. David’s younger (and much smaller) brother, Miguel, is a freshman at the university. Despite their frequent bickering, David is quick to defend his brother from bullies. David is being scouted by a few semi-pro and professional sports franchises.



Seer

Sean Klein

Val	CHA	Cost	Notes
12	STR	2	100 kg; 2d6 [1]
18	DEX	24	OCV: 6/DCV: 6
13	CON	6	
10	BODY	0	
18	INT	8	PER Roll: 13-
21	EGO	22	ECV: 7
13	PRE	3	PRE Attack: 2½d6
14	COM	2	
5	PD	2	Total PD: 13
5	ED	2	Total ED: 13
6	SPD	21	Phases: 2*, 4, 6*, 8, 10, 12
6	REC	2	
30	END	2	
26	STUN	3	
* (Phases 2 and 6 are for mental powers only; -½)			
Total Cost			
Char: 99 + Powers: 178 = Total: 277			
Base: 100 + Disads: 177 = Total: 277			
Cost	Powers		
END			
40	ESP Powers: Multipower (50 Pts.)		
5	u) 10d6 Telepathy	5	
5	u) 10d6 Mind Control		5
5	u) 5d6 Ego Attack		5
5	u) 5d6 Ego Drain		5
5	u) Clairsentience (Sight, Hearing and Mental senses), x2 range (400" max)		5
10	Mental Sense: N-Ray Vision, Only to target mental powers (-1)		—
35	Telepathic Link: Mind Link, any 8 minds, any distance		—
2	Twin Link: Mind Link with Jaunt, subject also has Mind Link (-1)		1
11	Psi-Shield: Mental Defense (15 Pts. total)		—
12	Armored Costume: Armor (+8 PD/+8 ED), Activate 14-, OIF: Costume		—
Cost	Skills		
Combat Training			
5	+1 Level w/ Ranged Combat		
10	+2 Levels w/ Multipower		
Background Skills			
3	Conversation 12-		
3	Deduction 13-		



2	KS: Psionics 11-
100+	Disadvantages
5	DNPC: Professor Klein (Less Powerful) 8-
5	Dist Feat: Psionic mutant, shows up on scanners
5	Hunted by Horizon Institute (Les Pow) 8-
15	Hunted by local law enforcement (Les Pow, NCI) 11-
20	Psych: Protective of his twin (Vry Com, Str)
15	Psych: No respect for the privacy of others (Com, Str)
15	Psych: Disdainful of physical combat (Com, Str)
5	Reputation: Sneaky telepath, 8-
15	Secret Identity (Sean Klein)
15	Susc: Takes STUN when his twin takes BODY (1d6 STUN per Pt of BODY)
20	Vuln: x2 STUN from Killing Attacks
10	Watched by Covert (As Powerful) 14-
32	NPC Bonus



Background: Sean and his brother Paul are twins, the youngest of the Klein siblings at age 18. Even from a very young age, the two boys felt a strong connection between them and a sense they were “different” from other children. They have been raised by their grandfather and their older siblings since they were very young and hardly remember their parents.

Professor Klein was pleased to discover Sean had considerable telepathic abilities, one of the powers the Professor considered the most “evolved.” He spent a great deal of time studying Sean and Paul’s abilities and teaching them all about how to use them for when they would take their rightful place as leaders of humanity. Sean followed his grandfather’s lessons well. The twins have graduated from high school and are now entering their freshman year at UC San Angelo. Sean is most intrigued by the opportunities for “study” being surrounded by so many new minds will offer. Already he has learned one interesting thing: Jason is involved with a human girl. He hasn’t mentioned this to anyone, not even his twin, and he’s considering how to use the information to his best advantage.

Quote: “*That’s not what you think. Trust me, I know.*”

Personality: Seer is somewhat distant to everyone except his family, especially his twin. To everyone else, Sean is fairly cold. He has learned from his grandfather and experience that humans are conflicted beings who are regularly dishonest and never say what they really think. Sean has very little concept of privacy and reads the minds of people around him indiscriminately, often mentioning personal or embarrassing information to see how people will react. He does not flaunt his powers (Professor Klein taught him better than that) but he delights in using them. To Seer, telepathy is a sense as much as sight; without it he would be almost “blind.” He cannot imagine how normal people get along without the ability to read minds.

Powers/Tactics: Seer is a telepath with some clairvoyant abilities. He can read and control the minds of others and cause pain at will. His mental senses are always active at a low-level, allowing him to sense all of the minds around him (his N-Ray Vision). He can also extend his other senses through physical barriers to see and hear distant things.

Seer’s primary job is creating a mind link between all of the Scions and Professor Klein to coordinate them on missions and allow their grandfather to monitor things and offer advice. With Seer’s mind link, the team can act together almost like one mind and communicate silently without being overheard. Seer generally tries to stay out of fights, using his telepathy to uncover the enemy’s plans and communicating that information to his family. Sometimes he will take a hand,

using his Ego Attack or (more likely) trying to control a weak-willed hero into attacking his teammates.

Appearance: Sean Klein is a tall, slim young man with tousled auburn hair and icy blue eyes, usually with a distant expression on his face. As Seer he wears a black body suit that covers his entire body, with a jacket, gloves and boots in dark red.

William Sutherton

STR 9	DEX 9	CON 8	BODY 9	INT 13
EGO 9	PRE 8	COM 10	PD 2	ED 2
SPD 2	REC 4	END 16	STUN 18	

Skills: +2” Swimming (total 4”), Lightning Calculator, Absolute Time Sense, Computer Programming 13-, Cryptography 12-, Electronics 11-, KS: Chess 12-, KS: Science and math trivia 11-, Language: Latin (basic, native is English), PS: Career student 12-, SC: Astronomy 11-, SC: Biology 11-, SC: Chemistry 11-, SC: Physics 8-

Disadvantages: Dependence: must use asthma inhaler when excited (Common, 1d6/Minute), Dist Feat: Nerd (Concealable, Major), Phys: Asthma (Frequently, Greatly), Phys: Nearsighted, wears glasses (Freq, Greatly), Psych: Idolizes Sean Klein, Psych: Has crush on Amy Garret (Com, Str), Reputation: Nerd 14-, Unluck: 2d6

Background: William Sutherton (“Willie” to his friends) is a freshman at UC San Angelo. Willie met the Klein twins in a chemistry class. Willie found himself strangely attracted to Sean – he was charismatic, tough, and always seemed to know what to say, especially to girls, unlike his more reserved brother, Paul. Willie found it disconcerting when Sean somehow discovered his secret crush on fellow classmate Amy Garret and announced it to the class, but figured he was just being obvious about it whenever she was around. Sean was still cool, and Willie wanted to be more like him.

Willie is more of a hanger-on than a good friend of Sean’s, although that’s not the way Willie would tell it. Willie has never been to the Klein home, but is trying to work up the courage to ask Sean if he can come over some time to hang out and watch T.V.

Willie wears cotton slacks and Polo-style shirts, with out-of-style tennis shoes. He also wears thick glasses and is virtually blind without them. Willie is a member of the Chess Club and university swim team. He has mild asthma and must use an inhaler when he is excited. He does not have a driver’s license.



Jaunt

Paul Klein

Val	CHA	Cost	Notes
10	STR	0	100 kg; 2d6 [1]
20	DEX	30	OCV: 7/DCV: 7
18	CON	16	
14	BODY	8	
13	INT	3	PER Roll: 12-
18	EGO	16	ECV: 6
13	PRE	3	PRE Attack: 2½d6
14	COM	2	
6	PD	4	Total PD: 14
6	ED	2	Total ED: 14
4	SPD	0	Phases: 3, 6, 9, 12
8	REC	4	
40	END	2	
33	STUN	0	
Total Cost			
Char: 90 + Powers: 192 = Total: 282			
Base: 100 + Disads: 182 = Total: 282			
Cost	Powers		
END			
75	Teleportation powers: Multipower (75 Pts)		
7	u) 30" Teleport, ½ END	3	
7	u) 15" Teleport, x2 mass, x256 range (7.5 km max.)	7	
7	u) 15" Teleport, x4 mass, x124 rng (3.7 km max)	7	
7	u) 15" Teleport, x8 mass, x64 rng (2 km max)	7	
7	u) 15" Teleport, x16 mass, x32 rng (1km max)	7	
7	u) Extra-Dimensional Movement, any dimension, x8 mass	7	
20	Blink Teleport: +8 DCV, Costs END, Multipower must be in first slot (-½)	2	
6	Teleport Locations: 1 fixed and 1 floating location	—	
10	Spacial Sense: N-Ray Vision, only to target teleport (-1)	—	
2	Twin Link: Mind Link with Seer, subject also has Mind Link (-1)—	—	
11	Psi-Shield: Mental Defense (15 Pts. total)	—	
12	Armored Costume: Armor (+8 PD/+8 ED), Activate 14- (-½), OIF	—	
Cost	Skills		
	Combat Training		
4	+2 Levels w/ Grabs		
	Background Skills		
2	KS: Psionics 11-		
3	Navigation 11-		
2	SC: Physics 11-		



3	Stealth 13-
100+	Disadvantages
5	DNPC: Professor Klein (Les Pow) 8-
5	Dist. Feat: Psionic mutant, shows up on scanners
5	Hunted by Horizon Institute (Les Pow) 8-
15	Hunted by local law enforcement (Les Pow, NCI) 11-
20	Normal Characteristic Maxima
20	Psych: Protective of his twin (Very Com, Str)
15	Psych: Follower, very unsure on his own (Com, Str)
5	Reputation: Honorable criminal, not looking to hurt anyone, 8-
15	Secret Identity (Paul Klein)
15	Susc: Takes STUN when his twin takes BODY (1d6 STUN per pt. of BODY)
10	Susc: 2d6 STUN when teleported against his will
20	Vuln: x2 STUN from Killing Attacks
10	Watched by Covert (As Pow) 14-
22	NPC Bonus



Teams

Background: The nature of Paul Klein's psionic ability lay dormant for a while after he came to live with his grandfather. The boy was in the habit of disappearing from time to time, which drove Professor Klein's servants to distraction. He would turn up in the strangest places, on top of the roof, up in trees, and inside locked rooms. Eventually Prof. Klein deduced Paul was a teleporter, able to cross a distance in space instantly through the power of his mind.

The professor studied Paul's power extensively, but was unable to determine the exact mechanism of it. Apparently, Paul's body vanished entirely from the physical universe as he teleported, only to reappear microseconds later. Paul was grateful for the attention his grandfather showed him and was happy when he learned to use his abilities to bring other people with him while teleporting; first his twin brother Sean, then the rest of his siblings.

Quote: "Ready? Let's go."

Personality: Paul is somewhat shy and uncertain of himself. He is at his best when his brother or other siblings are around to boost his confidence. If Sean or the others are in trouble, Paul will do anything to help them. When he is on his own, he is less certain. Paul looks to Sean for guidance when he needs it, along with his grandfather. He adores the old man and would do anything he says. He believes Hiram Klein's theories about the Scions being the next stage of human evolution because he hasn't heard any convincing arguments to the contrary.

Powers/Tactics: Jaunt can teleport, vanishing in a faint "pop" and reappearing some distance away. With some concentration and effort, he can teleport several kilometers. He can also bring other people with him when he teleports, but doing so reduces the distance he can travel in a single "jump." He has also learned to teleport out and back in for a split-second to avoid attacks aimed at him. His usual combat tactic is to teleport behind someone as a half-move and grab them, then teleport straight up or a good distance away on his next Phase, dropping his target or stranding them some distance away from the fight.

Jaunt's main function with the Scions is transportation. His power allows the team to go almost anywhere in San Angelo instantly and vanish when things get too rough. Jaunt's fixed location is the Klein home in Lakeview. His floating location is often the target of the desired jump. Jaunt often memorizes a location by viewing it clairvoyantly through his mind link with Seer. He also has a psionic "sense" allowing him to teleport to places he cannot see that are within his range by making a normal Perception roll, with modifiers for the distance between Jaunt and the target point, but no penalties for opaque

or solid barriers in the way.

Even Jaunt is unaware of the last slot in his multipower, but the potential for it exists. An accident or teleportation experiment might cause Jaunt to discover his Extra-Dimensional Movement ability, which could lead to adventures in another dimension or parallel universe for the Scions and the player characters.

Appearance: Paul Klein is identical in appearance to his brother Sean, with the same tousled auburn hair and blue eyes. As Jaunt he wears a black body suit that covers his entire body, with a jacket, gloves and boots in orange.

Christine Washam

STR 7 DEX 12 CON 12 BODY 8 INT 10
EGO 10 PRE 13 COM 14 PD 1 ED 2
SPD 2 REC 3 END 24 STUN 18

Skills: Acrobatics 12-, Breakfall 11-, Climbing 11-, KS: the Journalistic World 11-, KS: News about campus 11-, Language: French (basic, native is English), Seduction 12-, Physics 8-

Disadvantages: Psych: Dislikes bullies (Com, Str), Psych: Fear of insects (Com, Total), Reputation: Wannabe journalist 11-

Background: Christine Washam is a 19 year old freshman at UC San Angelo, and shares a Physics class with Paul Klein. When not busy with cheerleading practice or working on the school newspaper, she likes to spend time talking with Paul, who tutors her on most Wednesdays at the university library. Christine thinks Paul is cute, in a shy, brainy sort of way. She finds his brother Sean an absolute bore.

Christine is currently dating Tommy Olsen from the junior varsity wrestling team. Tommy doesn't know that Paul is tutoring Christine; he thinks she spends her Wednesdays in the physics lab. If he finds out, he won't be happy, and will likely pick a fight with Paul. (This could lead to an interesting scenario at the school in which Paul teleports to safety just as his protective, and much more aggressive, brother Sean attacks Christine's bully boyfriend.)

Christine is 5'3" tall, with long blonde hair. She wears trendy clothes and makeup, and can sometimes be seen with Tommy's letterman jacket. She is fond of chewing gum in class, a trait which has gotten her more than one lecture from her professors. Christine attends church at



the San Angelo Christian Center (see *SA:CoH*, page 164) with her family on Sundays. Christine aspires to become a journalist for the *San Angelo Clarion*.

Covert

Donovan Klein

Val	CHA	Cost	Notes
0	STR	-10	0 kg; 0d6 [0]
15	DEX	15	OCV: 5/DCV: 5
10	CON	0	
10	BODY	0	
15	INT	5	PER Roll: 12-
23	EGO	26	ECV: 8
15	PRE	5	PRE Attack: 3d6
10	COM	0	
0	PD	0	Total PD:
0	ED	-4	Total ED:
4	SPD	15	Phases: 3, 6, 9, 12
6	REC	2	
0	END	0	
25	STUN	10	

Total Cost

Char: 64 + Powers: 284 = Total: 392

Base: 100 + Disads: 292 = Total: 392

Cost Powers

END

40	Astral Powers: Elemental Control (40 Pt. pool)	
27	a) Desolidification (affected by magic and psionics), 0 END, Persistent, Always On	—
40	b) Invisibility vs. Sight, Hearing, Taste/Smell, 0 END, Persistent, Always On	—
67	c) 10d6 Mind Control, 0 END, Affects Physical World (+2), No Range, Not vs. targets with Mental Defense (-½)	—
67	d) 10d6 Telepathy, 0 END, Affects Physical World (+2), No Range, Not vs. targets with Mental Defense (-½)	—
18	Ghostly Movement: 6" Flight, 0 END	—
10	Psi-Shield: Mental Defense (15 Pts. total)	

Cost Skills

	Combat Training
8	+1 Combat Level
5	+1 Level w/ Hand-to-Hand Combat
	Background Skills
1	KS: Psionics 8-
1	Language: Vietnamese (basic)
100+	Disadvantages



20	Dependence: Must inhabit a living body or 3d6/Phase after 30 minutes
10	Dist. Feat: Astral ghost (Easy Concealable, Major)
5	Hunted by Father Peter Day (Less Powerful) 8-
10	Phys: No physical body (Infrequently, Greatly)
10	Phys: Legally deceased (Infrequently, Greatly)
15	Psych: Detached from ordinary humanity (Very Common, Moderate)
15	Psych: Watches and collects information on the Scions (Common, Strong)
15	Psych: Tries to keep his host bodies from harm (Common, Strong)
15	Secret Identity (Donovan Klein)
15	Susc: Takes STUN when his host takes BODY (1d6 STUN per Pt. of BODY)
10	Susc: 2d6 STUN when he tries to use Mind Control or Telepathy against Mental Defense
10	Vuln: x2 STUN from magical attacks
10	x2 STUN from Affects Desolid attacks
93	NPC Bonus



Background: Donovan Klein never really understood why his mother took him and his sister away from their father and moved them away. His mother never wanted to talk about it. When he was a young man, Donovan, like many young Americans, was drafted and sent to serve in Vietnam. It was in the jungles of Vietnam that Donovan discovered what it meant when his father had told him he was special. He ran face-to-face with a North Vietnamese soldier, who shot Donovan dead.

But as the life ebbed from his body, Donovan felt a strange sensation. He looked the Vietnamese soldier, a young man no older than him, in the eyes and felt as though he left his body behind. Suddenly, he was looking down at his own dead body through the eyes of the soldier. Donovan Klein was dead, but his mind lived on, in another body.

Donovan spent years learning to control his new ability. He discovered he could exist for a short time outside a “host” body as an invisible, intangible astral form and that he could “move in” on almost any body and take control of it for a while. But his control over a host wasn’t permanent; sooner or later the host’s natural resistance would force him out and send him looking for a new host.

Eventually, Donovan (who jokingly called himself “Covert”) returned to the United States and made his way through a succession of bodies. He discovered his mother had died of cancer and his sister was married and had a family of her own. Rather than try and explain to them his strange new existence and disrupt their lives, Donovan resumed his travels, moving from body to body around the world while keeping tabs on his family. When he learned his sister and brother-in-law were killed in a car wreck, Donovan made his way back to the States and discovered his father had taken in his nieces and nephews and was raising them. Donovan wanted to learn more about the father he never knew and continued to watch the children grow. He quickly discovered his possession ability didn’t work against anyone with psi-shielding and he was forced to be careful; the growing psi-powers of the children nearly detected him on several occasions, to say nothing of Prof. Klein’s own talents.

Eventually, Donovan discovered how his father was manipulating the children to further his own scientific theories. He has devoted himself to seeing that the children are taken away from Hiram Klein and taught to use their powers responsibly. For now, he has limited himself to interfering with the Scions’ plans, but his possession abilities are no real match for the full power of the Scions. Sooner or later, Covert will need help.

Unfortunately for Covert, his regular possession of people

in San Angelo has not gone unnoticed. Although most people have no memory of being under Covert’s control, some retain dim or hazy recollections. Occasional reports of “possessions” have increased concern about “criminal mind control” and psionics in general.

The reports have also attracted the attention of Father Peter Day of the Catholic Archdiocese of San Angelo. Father Day suspects they cases may be demonic possession and has covertly been tracking the reports with hopes of being able to do something to safeguard the souls of the people of San Angelo.

Quote: *“I know it sounds incredible, but you have to believe me. I’m not who I appear to be.”*

Personality: Donovan Klein has learned a great deal from the lives he has shared in the past twenty-odd years as a psionic wraith. He has become quite urbane and knowledgeable. He has never really resolved the feelings of a hurt and confused boy taken from his father, and now tries to make up for what he sees as his father’s misdeeds by protecting his sister’s children from him. In many ways, Covert lacked purpose to his existence until he discovered the Scions and made them his cause, although he will resent the implication that he is doing this merely to alleviate his boredom.

Powers/Tactics: Covert is an astral form, a being of pure psionic energy, able to enter and possess the bodies of other beings. Covert’s Mind Control allows him to take control of the target and his Telepathy allows him to access the target’s memories. Covert can use all of the target’s Skills and Powers normally, although he may not always know how they work. Mental shields of any sort violently repel Covert’s possession attempts, causing him some painful feedback, so he cannot possess characters with Mental Defense and tends to avoid mentalists. While he is possessing a body, Covert himself is fairly immune to harm, although he does suffer some sympathetic pain in response to a host body being damaged. People possessed by Covert will still seem to have a superhuman resistance to pain.

Fortunately, Covert isn’t a user and he doesn’t possess people casually or treat them carelessly. He tries to do his best to safeguard a host, leaving them with no memory of the experience of being possessed. He also does his best to keep his hosts alive and in good health until he leaves them.

Appearance: Covert’s astral form is normally invisible, but characters with Mental Awareness can see him as a ghostly image of his living self, a young man with a family resemblance to Professor Klein and the Scions.

SOLO VILLAINS

Chill

James Hiyoshi

Val	CHAR	Points	Notes
13	STR	3	150kg, 2½d6
18	DEX	24	OCV: 6/DCV: 6
18	CON	16	
10	BODY	0	
15	INT	5	PER ROLL: 12-
15	EGO	10	ECV: 5
20	PRE	10	PRE Attack: 4d6
12	COM	1	
20	PD	17	
20	ED	16	
5	SPD	22	Phases: 3, 5, 8, 10, 12
8	REC	2	
36	END	0	
40	STUN	13	
Total Costs			
Char: 139 + Powers: 192 = Total: 331			
Base: 100 + Disad: 231 = Total: 331			
Cost	Powers		
10	Chill Powers: Elemental Control		
10	a) Heat Sink: 2d6 Energy Blast, Damage Shield, 0 END, Persistent, NND (defense is Life Support vs. cold), Always on	0	
27	b) Chill Touch: 5d6 Energy Blast, NND (defense is Life Support vs. cold), No range	5	
27	c) Hypothermia Touch: 4d6 Drain STUN, Continuous, Uncontrolled , canceled by First Aid for hypothermia, Extra Time: Full Phase	5	
25	d) 75% Damage Reduction vs. energy, resistant, Only vs. cold (-1)	—	
10	e) Heat Absorption: 5d6 Absorption vs. energy, to END, Only vs. heat (-1)	—	
3	Life Support: Intense heat/cold	—	
6	+3" Running (9" total)	2	
Cost	Skills		
19	Combat Skills		
	Combat Skill Levels, +3 with Jujutsu, +2 in hand-to-hand—		
14	Martial Arts: Jujutsu		
	Maneuver	OCV	DCV
	Block	+2	+2
	Choke Hold	-2	+0
			Grab one limb, 2d6
NND	Joint Lock	+0	-1
			Grab one limb, +10 STR to hold on
	Legsweep	+2	-1
			4d6 Strike, target falls
2	KS: Jujutsu 11-		
3	Breakfall 13-		
	Background Skills		
3	Bribery 13-		



- 3 Persuasion 13-
- 3 Gambling 11-
- 3 Stealth 13-
- 3 Streetwise 13-
- 3 Tactics 12-
- 3 Language: Japanese (fluent; English is native)
- 2 Language: Yakuza slang
- 2 PS: Criminal 11-
- 2 CK: San Angelo 11-
- 2 KS: San Angelo Underworld 11-
- 5 KS: Yakuza Members 14-
- 2 Perk: Fringe Benefit: Yakuza

100+ Disadvantages

- 5 Dist. Feat: Low body temperature (Eas Conc)
- 10 Hunted by Local law enforcement (Les Pow, NCI) 8-
- 10 Hunted by Justice Foundation (Mor Pow) 8-
- 10 Hunted by Rival Yakuza Syndicate (Mor Pow) 8-
- 5 Phys: Abnormally low body temperature (Infr, Slight)
- 15 Psych: Ambitious (Common, Strong)
- 10 Psych: Cold and calculating (Common, Moderate)
- 10 Psych: Must follow yakuza code (Com, Mod)
- 15 Psych: Vengeful (Uncom, Total)
- 10 Reputation: Criminal leader 11-
- 5 Rivalry: Other superhuman criminals (prof)
- 15 Secret ID (James Hiyoshi)
- 20 Vulnerable: 2x STUN vs. heat-based attacks (Com)
- 91 NPC Bonus



City of San Angelo 4501

Solo Villains

Background: “San Angelo is wide open. None of our rival syndicates operate there. The path lies unobstructed before us.”

James Hiyoshi spoke forcefully, but respectfully, to his yakuza superior. He suspected that his American birth and age had always hurt his position in the syndicate, but no more. If he succeeded in winning an assignment to pave the way for the Yamakazi-gumi expansion into San Angelo, Hiyoshi’s place in the organization would be secure.

“There are the superhumans to consider, but I suggest this too could be turned to our advantage. Paranormals have the eye of the people and the police. If the Yamakazi-gumi keep a low profile, we can expand rapidly while everyone focuses their attention on these supers. Perhaps we could quietly sponsor some superhuman criminals to take attention away from our activities.”

Not even his yakuza superiors knew that Hiyoshi himself was a paranormal. He’d kept his heat-draining powers secret, an ace up his sleeve. Hiyoshi knew he’d made the right decision when he used his powers to eliminate a rival yakuza kobun one night. The man never even knew what happened, and his fellow gangsters blamed the unexplained death on superhuman vigilantes.

“In conclusion, the potential profits from an expansion into San Angelo are enormous. I respectfully suggest that an advance agent be sent to prepare the way.”

The yakuza superior pondered the idea, then gruffly acceded. As Hiyoshi had expected, he ordered the young soldier to carry out his plan personally. Hiyoshi smiled inwardly as he modestly declined the honor again and again, until politeness had been satisfied.

Operating on his own, out from under the prying eyes of his superiors and jealous glances of his rivals. In a new city, he could use the superhuman alter ego he’d created without fear of discovery by the syndicate. Chill was on his way up in the world.

Quote: “Chill out.”

Personality: Chill has a devious, Machiavellian mind. He is intensely ambitious and, in the end, loyal only to himself. Other people, even his yakuza masters, are only pawns in Chill’s byzantine power plays.

He is a careful strategist and planner, rarely acting on impulse. Chill does have an irrational thirst for vengeance against those who wrong him, and will go to great lengths to avenge himself. This may be the only weak point in his impressive self-discipline.

Powers/Tactics: Essentially a living heat sink, Chill

“I found the body on my patrol beat. The guy was in an alley behind a laundry in Chinatown. I saw it from the car, called it in and got out to check him over. Japanese guy. It looked like he froze to death. Funny thing was, it was the middle of summer.”

— Officer Janice Thomas, 26,
San Angelo Police Dept

can drain body heat from foes with his icy touch. Cold-based attacks have very little effect on him, and he absorbs some energy from heat-based attacks. The shock of heat-based attacks still causes additional injury to Chill. (Apply the Absorption, which does not act as a defense, first; double the STUN and then apply his defenses.)

In combat, Chill uses his Jujutsu to grapple with foes, injuring them with his Damage Shield and paving the way for his more powerful attacks. He avoids combat with flying opponents and most energy projectors, and prefers to attack by surprise using his stealth.

Appearance: A young Japanese American man, Chill, 24, stands 5’8” tall and has a thin build. He has black hair and brown eyes. He wears casual business attire — slacks, a striped shirt, narrow tie and suit coat — and usually has a toothpick or cigarette dangling from the corner of his mouth. He often wears expensive sunglasses.

Chill wears stylish leather gloves out of combat to conceal his unusual body temperature against casual contact.

Campaign Use: Chill makes an excellent lieutenant for an arch-villain, such as Photon or Mastermind. His scheming can lead to interesting internal struggles as Chill tries to eliminate rivals, win the trust of the mastermind and possibly even engineer a takeover. There are plenty of opportunities for the GM to involve PCs in Chill’s plans. For example, he could tip the heroes off to an upcoming crime so a rival villain — perhaps even his subordinate, Inazuna — will be captured or suffer a loss of prestige in the organization.

Or Chill could organize his own villain team, probably recruiting lower-powered or less-experienced superhumans whom he could easily dominate.

Naturally, he would have to keep such outside activities secret from his Yamakazi-gumi superiors, who are unaware of his superhuman powers and expect him to fulfill his duties as a yakuza kobun, or soldier. The low level of yakuza involvement in San Angelo will help Chill evade the notice of his superiors, part of the reason he sought the assignment to scout out the Golden City for the syndicate.

Takashi Nomura

STR 12 DEX 16 CON 14 BODY 12 INT 10
EGO 14 PRE 15 COM 10 PD 4 ED 3
SPD 4 REC 5 END 32 STUN 25

Skills: Acrobatics 12-, Breakfall 13-, Combat Driving 12-, CS: +3 Levels w/ Karate (total Base OCV: 8), Gambling 13-, High Society 8-, Interrogation 12-, KS: Shorin-ryū



Karate 11-, KS: Yakuza culture 11-, AK: San Angelo 8-, Languages: English and Yakuza dialect (fluent w/accents, native is Japanese), Lockpicking 12-, Martial Arts: Shorin-ryū Karate (see below), +2 DC w/ Karate (already added below), Persuasion 12-, PS: Yakuza kobun 11-, Sleight of Hand 13-, Stealth 12-, Streetwise 11-, WF: Common Melee Weapons, Quarterstaves and Flails

Martial Arts: Shorin-ryu Karate

Maneuver	OCV	DCV	Notes
Reverse Punch	+0	+2	6d6, Strike
Front/Side Kick	-2	+1	8d6, Strike
Block	+2	+2	Block, Abort
Knife-edge Strik	-2	+0	1½d6 HKA
Disarm	-1	+1	Disarm, 32 STR
Evade	—	+5	Dodge, Abort

Weapon Element: Usable w/knives

Disadvantages: Dist Feat: Missing tip of left pinkie (Easily Conc, Major), Watched by local tongs (As Pow, NCI, Lim) 8-, Psych: Subject to orders (Common, Total), Psych: Loyal to oyabun (Common, Total), Reputation: Yakuza trigger man (Extreme) 8-.

Background: Takashi Nomura is a Japanese citizen in the United States on a forged visa, under the auspices of working for the Taiyo Corporation. In truth he is one of a handful of kobun (soldiers or underlings) of the Yamakazi-gumi yakuza organization. He is usually found at the group's makeshift office located in an Old San Angelo office building when not accompanying his chūnin (local boss), James Hiyoshi, as both driver and bodyguard. He has recently been instructed to keep an eye on the organization's most recent operative, Inazuna (see **Inazuna**). Takashi believes that the recent death of one of his yakuza brothers was at the hands of a supervillain, and has no idea that his superior was, in fact, responsible.

Takashi is 5'7" tall, with short black hair and trimmed mustache. He is fond of dark suits and cowboy boots, but occasionally wears dress slacks with a pullover sweater. Takashi is normally quiet and reserved, but can be very loud and intimidating when he needs to be. He is a very capable martial artist, with a 5th dan black belt in Shorin-ryū Karate. He also carries a Smith and Wesson .40 caliber semi-automatic pistol in a waistband holster, as well as a large fighting knife in his boot.

Takashi is extremely loyal to the Yamakazi-gumi and will give his life for his superior without hesitation. A successful PER Roll will reveal that Takashi is missing the tip of his left pinkie, which he recently severed to atone for an unintended violation of the gang's strict code. Takashi has committed two murders for the organization in Japan, but has no criminal record in the United States. He enjoys gambling, particularly the Japanese variety, and he occasionally runs impromptu games at the gang's office when things are slow.

Chrome

Kimberly Chase, Ph.D.

Val	Cha	Cost	Notes	
50	STR	30	10d6, 25 tons	
20	DEX	30	OCV: 7, DCV: 7	
25	CON	30		
20	BODY	20		
15	INT	5	PER Roll: 12-	
13	EGO	6	ECV: 4	
18	PRE	8		
14	COM	2		
25	PD	13	Total PD: 25	
25	ED	18	Total ED: 25	
4	SPD	20	Phases: 4, 8, 10, 12	
15	REC	0		
50	END	0		
50	STUN	2		
<i>Note: Stat bonuses for Density Increase already figured in</i>				
Total Cost				
Char: 186 + Powers:125 = Total: 311				
Base: 100 + Disads: 211 = Total: 311				
Cost	Powers			
END				
13	Metal Body: Density Increase, 2 levels, 0 END, Persistent, Always On (already figured into stats above)			0
31	Metallic Skin: Damage Resistance (25 PD/25 ED), Hardened			0
15	Razor Nails: 1d6 HKA (2d6 w/STR)			3/6
30	Living Metal Metabolism: Full Life Support			0
10	Metallic Leg Muscles: +10" Superleap			1
Cost	Skills			
8	+1 level with Hand-to-Hand Combat			
3	Breakfall, 13-			
3,5	Forensic Medicine 12-, Paramedic 13-			
3,4	PS: Doctor 12-, SC: Paranormal Physiology 13-			
100+	Disadvantages			
20	Dist. Feat: Living metal woman (Not Conc, Major)			
15	Hunted by local law enforcement (Les Pow, NCI) 11-			
10	Hunted by the Horizon Institute (Les Pow) 11-			
5	Phys: Cannot swim (Infreq, Slightly)			
15	Phys: Requires heavy-metal salts and minerals (Frequently, Greatly)			
20	Psych: Selfish and calculating, looks out for herself (Very Common, Strong)			
15	Psych: Competitive, has to prove she's right (Common, Strong)			
10	Psych: Greedy (Common, Moderate)			
10	Public Identity (Dr. Kimberly Chase)			
15	Reputation: The woman who violated Alloy's memory (Extreme), 11-			
10	Rivalry: Has to be as good as any man			
10	x2 STUN from Sonics and Vibratory attacks			
56	NPC Bonus			



Background: Dr. Kimberly Chase was fascinated by the study of paranormal biology and physiology. She was strongly of the opinion that paranormal abilities lay dormant in all humanity, requiring only the right stimuli to trigger them.

Her theories were considered too radical and unsupported by evidence by her colleagues and teachers, but Kimberly knew she would prove them all wrong someday. Unfortunately, her proposed experiments were far too dangerous to the subjects to be allowed. No one could be allowed to expose people to deadly radiation or mutagens simply to prove a theory! Kimberly continued to work on her ideas in secret, waiting for the right opportunity.

She got her opportunity in 1991, when the hero Alloy was diagnosed with a rare blood disease caused by his metallic body. As an expert on paranormal biology, Kimberly got the opportunity to work on the team trying to cure him. The doctors worked day and night to find a cure for the

disease which was rapidly eating away at Alloy's health. Ultimately, they were unable to cure him and Alloy died, but the doctors and scientists working on the case learned a great deal from his case, and the Faraday Memorial Clinic was later founded in his name.

Kimberly took the Alloy case as an opportunity to prove her theories once and for all, using the only experimental subject available to her, herself. She prepared a serum of Alloy's unique blood and injected herself with it. As she calculated, the blood caused a massive, body-wide mutation. What Kimberly did not calculate was how painful the transformation would be as ordinary flesh and blood became living metal. She burst out of her lab in a rage and local heroes were forced to restrain her rampage. Kimberly, quickly nicknamed "Chrome," came to her senses only to be charged with illegal experimentation and theft of hospital material. The people of San Angelo were outraged at what they saw as the violation of the memory of their hero, Alloy. They didn't see what Kimberly saw as a scientific triumph. She broke out of police custody and disappeared.

In the years since, Chrome has become a super-criminal, stealing the money and supplies she needs to continue her experiments. She has adapted to her new physiology, but has discovered she requires regular doses of certain heavy metals to support her metabolism.

Chrome has also learned the mutations she triggered have not stopped, but are continuing. What their ultimate results will be no one knows. Kimberly has become concerned in recent years that she may eventually suffer the same fate as Alloy, and she spend much of her research time studying her transformation and trying to understand it.

Quote: *"I should have expected such a typical response from a costumed clown like you."*

Personality: Chrome is as cold and sharp as her metallic body. She is fairly intelligent and lords her brains over the less intelligent while envying those more capable than her. She is devoted to science only to prove her own pet theories correct, not for the betterment of humanity. She's arrogant, vain, and competitive. Despite all of these qualities, Chrome is a capable scientist and physician and she's proven to have a talent for crimes. She's faster on the uptake than most "bricks," planning her crimes carefully to take advantage of her powers and to meet her various needs. She secretly fears her transformation is totally out of her control and worries she might eventually die because of it.

Powers/Tactics: Chrome's body is made of a "living metal," giving her super-human strength, endurance and



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resistance to injury. Her fingernails are as hard and sharp as razors and she no longer eats, sleeps or requires air, although her metabolism is dependent on certain heavy metal salts to replenish her substance. Her body is no longer buoyant; she cannot swim.

Chrome tries to make more subtle use of her powers when she can. Rather than bursting in the front door of a place to rob it, she will carefully disable any alarms and other security measures, then enter through the back quietly before announcing her presence. She is not above threatening innocent lives as a means to keep heroes at bay, taking hostages as needed. She prefers negotiation over a straight-up fight, although she is up to the challenge if a hero makes a fight of it. She is disdainful of normals and sometimes underestimates them.

Appearance: Chrome looks like a metallic statue of a woman. She is quite attractive, with smooth, silvery metal skin and flowing hair. She typically wears a one-piece bathing suit in dark blue which leaves her arms, legs and shoulders bare along with low black boots as her “working clothes,” covering herself up with a long trench-coat and broad-brimmed hat when she needs to conceal her metal skin for a time.

Campaign Use: Smarter than your average brick, Chrome can provide some interesting twists to the usual scenario. Her medical knowledge could prove useful to other criminals, like Dr. Megalo, and a temporary alliance of sorts is a possibility. Chrome might continue to refine her theories of awakening paranormal abilities in normals, coming to the attention of the Horizon Institute in some way or trying to steal some of the Institute’s new research data. She may even develop a means to create new paranormals, leading to a “plague” of paranormal criminals and vigilantes for the heroes to deal with. Chrome’s own condition could also worsen, requiring her to find a means to cure herself and leading to a series of desperate robberies or a devil’s-deal with a master-criminal able to help her (like the aforementioned Dr. Megalo).

Player characters who knew or were connected to Alloy in some way might have a personal stake in seeing Chrome brought to justice. One of her paranormal “sparking” experiments might even lead to a player character’s origin!

Power Variations: GMs can use Chrome’s continuing mutation as a means of increasing or decreasing her abilities as needed to suit the campaign. Increasing her STR and giving her Armor Piercing on her STR are two of the most basic ways to improve Chrome’s power. She might also gain the ability to reflect laser and light attacks off her shiny surface (Missile Reflection) and mutate into a more amorphous metallic substance (remove her Vulnerability to sonics).

Thomas Spinelli

STR 13	DEX 10	CON 11	BODY 10	INT 10
EGO 11	PRE 12	COM 10	PD 2	ED 2
SPD 2	REC 4	END 22	STUN 22	

Skills: Bureaucratics 8-, AK: San Angelo 11-, AK: California highways & truckstops 12-, KS: Anderson Pharmaceuticals 8-, KS: Stamp collecting 11-, PS: Truck Driver 11-, TF: Large Trucks

Disadvantages: DNPC: Jeremy (Incompetent Normal) 8-, Psych: Strong union supporter (Common, Strong)

Background: Thomas Spinelli is a delivery driver for Anderson Pharmaceuticals. His route takes him to many different firms scattered across the greater San Angelo area. His routes sometimes take him as far away as Sacramento, San Francisco and even Los Angeles. He has made several early evening and late-night deliveries to Chrome’s laboratory.

Despite her reputation in the media, Thomas thinks Chrome is a rather nice lady. The two will chat for several minutes when he makes a delivery, although he hasn’t been able to penetrate her cold emotional wall. He views her as a bright scientist working to find a cure for her condition.

His fondness of Chrome doesn’t translate into mindless loyalty, however. If presented with evidence of her criminal actions, Thomas will cooperate with heroes or authorities. An interesting scenario could involve Chrome’s attempt to kidnap Spinelli to use in her experiments, requiring the PC to save him.

Thomas Spinelli is an Italian-American, standing 5’8” tall with short dark hair and a persistent five o’clock shadow of salt and pepper facial hair. He wears blue jeans and a plaid flannel shirt, knit watch cap and heavy leather work gloves when working his delivery route.

Thomas has a wife and two small children, and has recently bought an existing home in Northside. On occasion he brings his 12-year-old son, Jeremy, with him on his route. He collects stamps as a hobby.

Thomas Spinelli can be used as a tie-in to several organizations and NPC supers. The GM can use him as a recurring NPC, allowing the players (and the PCs) to get to know Thomas; perhaps even buying him as a Contact.

Spinelli can be a great source of information for the PC heroes, including providing them with the general layout of the truckyards and delivery areas of buildings he delivers to, general delivery schedules and even the specific cargo (which is listed on a cargo manifest that he always carries on a clipboard. He will first have to be convinced of the “rightness” of divulging this info, however.

Charley Stankowitz

Val	Char	Cost	Notes
18	STR	8	
18	DEX	8	OCV: 6/DCV: 6
28	CON	36	
16	BODY	12	
9	INT	-1	PER Roll: 11-
9	EGO	-2	ECV: 4
13	PRE	3	PRE Attack: 2½d6
10	COM	0	
6	PD	2	Total: 31 PD
6	ED	0	Total: 21 ED
5	SPD	22	Phases: 3, 5, 8, 10, 12
12	REC	4	
70	END	7	
40	STUN	1	

Total Cost

Char: 100 + Powers: 193 = Total: 293

Base: 100 + Disads: 193 = Total: 331

Cost	Powers
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
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99	99
100	100

END

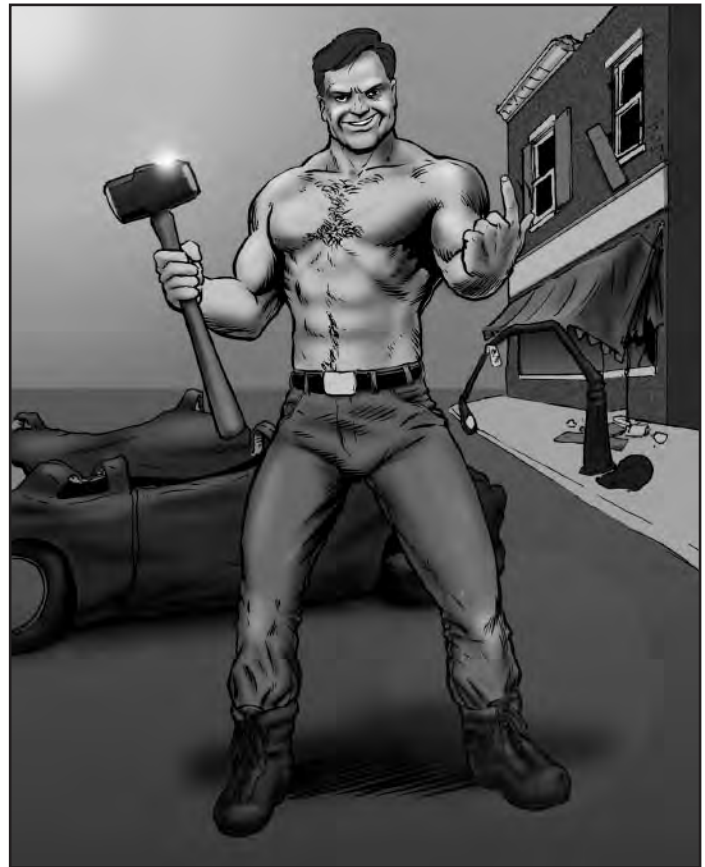
50	Gravity Field: Elemental Control (50)	
90	Heavy-gravity Field: Telekinesis: 50 STR, AE: 7" radius, Personal Immunity, Fully Invisible, 0 END, Only to pull downward (-1)	—
30	Heavy-gravity Aura: Force Field (+25 PD/ +15 ED), Fully Invisible, 0 END, Linked to <u>heavy-gravity field</u>	—

Cost Skills

10	Brawling: +2 Levels with H-t-H Combat
	Background Skills
5	Demolitions 12-
5	Mechanics 12-
3	Streetwise 12-

100+ Disadvantages

10	Enraged when someone manages to hurt him, 11-/ Recover 8-
20	Hunted by Eclipse Industries (Mor Pow, NCI) 8-
15	Hunted by local law enforcement (Les Pow, NCI), 11-
15	Psych: Greedy (Common, Strong)
15	Psych: Hates being told what to do (Com, Str)
15	Psych: Bully (Common, Strong)
10	Public Identity (Charley Stankowitz)
10	Reputation: Dangerous super-criminal, 11-
10	Unluck: 2d6
10	Vulnerability: x2 STUN from Gravity attacks
20	Vulnerability: x2 STUN from Gas attacks
43	NPC Bonus



Background: “Hey, Charley! Better be careful with that stuff! Try using your head for more than deadweight, huh?” Charley Stankowitz shook his head at the foreman. Who did that Bennenton guy think he was dealing with? Charley had been hauling heavier stuff than some experimental gizmo from Eclipse Industries for a couple years now. He didn’t need some old man telling him how to handle it. In fact, he was getting pretty tired of everyone telling him what to do. If he was in charge, he would show everyone a thing or two...

“Charley!” the foreman yelled as one of the brakes on the cart broke loose and the two-ton graviton accelerator began sliding down the ramp. Charley had just enough time to look up as the shift threw a crackle of power through the



exposed projection tubes of the accelerator. There was a massive flash and Charley shook his head to find himself thrown back a good ten yards from where the accelerator lay, crushed flat like a pancake. His foreman ran over to where Charley was picking himself up.

"Hey are you okay? *Ugh!*" As he approached, the foreman was slammed into the ground like an invisible hand grabbed him and held him down. He struggled to rise and gasped for air. It felt like his entire body had turned to lead, so heavy he could barely move. Charley looked in surprise at his boss and wondered what happened.

Just as suddenly as it began, the invisible force holding Bennenton down disappeared and he picked himself up. Other members of the crew gathered around as Bennenton began to say something about how Charley would have to explain his screw-up and how he trashed a million-dollar prototype to Mr. Bow personally. A slow smile spread across Charley's face as he considered what happened.

"Yep," he said. "I quit." He walked away from a fuming Bennenton whistling a tune to himself.

Not long thereafter, San Angelo first encountered the gravitational power of the super-criminal who called himself Deadweight. Charley Stankowitz had the power and now he was going to be the one giving the orders for a change.

Quote: *"Think that's heavy? I'll show you heavy."*

Personality: Deadweight is a bully, pure and simple. At first relying on his greater size and strength to get what he wanted, now using his powers to push people around. He gets his kicks from using his gravity field to smash his enemies into the dirt and watching them crawl, but he's actually something of a coward when he's up against someone who can actually hurt him. He wants nothing more than to use his powers to steal enough money to live on easy street for the rest of his life, only he keeps getting stopped by a bunch of heroes who think they can tell him what to do just like everyone else in Charley's life.

Deadweight is no rocket scientist. He doesn't really understand much about how his gravity field works or how best to apply his powers, he just turns up the gravity and smashes through everything that gets in his way. A smarter villain might be able to coach him into more interesting ways to use his power, provided he can make Charley think it was all his idea instead of trying to tell Deadweight what to do.

Powers/Tactics: Deadweight has the power to create

an area of intense heavy gravity in a radius around him. This area moves with him and Deadweight himself is not affected by the gravity increase. In game terms, any character who comes within 14 meters of Deadweight while his heavy gravity field is functioning is automatically hit with a STR 60 Grab and pulled to the ground. A STR Roll must be used to break free of it.

Once he has someone or something inside his gravity field, Deadweight can use the crushing force of the gravity to cause damage. This attack automatically affects anyone inside the gravity field as long as Deadweight keeps it up, doing 10d6 normal damage. This power works against non-living targets as well, allowing Deadweight to crush walls, floors and vehicles under his gravitic heel.

The final application of Deadweight's gravity aura allows him to deflect attacks by making physical weapons and foes so heavy they simply fall out of the air before hitting him. Even energy attacks are warped and bent by the intense gravity he generates to some degree, making him virtually invulnerable to attacks at range.

Deadweight's confidence in the invulnerability his gravity-field provides him means he doesn't concern himself overly much with tactics. He just puts up his field, walks into where he wants, smashing through walls and other barriers, takes what he wants and walks out, crushing anyone foolish enough to get in his way.

If confronted by a real tactical challenge, Deadweight would be somewhat at a loss for what to do. One trick he does use is to keep his gravity field off until he needs it. When confronted, Deadweight tries to lure his opponents into the range of his field, then switches it on to disable the characters and crush them.

Deadweight is something of a one-trick pony. At first, he might appear to be as invulnerable as he thinks he is: ranged attacks are of limited use against him and anyone moving into melee range will be trapped in his gravity field and risk damage. A super-strong character might be able to fight through the field and attack Deadweight, but it will be an effort, and his gravity field will still reduce the effectiveness of any physical melee attacks against him.

Deadweight does have some significant vulnerabilities, however. He is vulnerable to mentalists (ECV 3 and no Mental Defense) and not overly difficult to hit, just tough to *hurt*. No Normal Defense attacks with the right special effects can penetrate his field, as can effects like Flash and Darkness, which can disable him. Desolid characters can



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also walk right through the gravity field with no adverse affects. Of course, unless the character has a power with Affects Physical World, he will have to become solid in order to attack Deadweight. Generally speaking, player characters will struggle against Deadweight's gravity powers for a while, then think of some suitable trick or tactic to take him out.

Appearance: Deadweight is a big guy, around 6'4" and weighing in at 250 pounds., all of it muscle (including that space between his ears). He has short, buzz-cut brown hair and blue eyes, a square jaw and big hands. As Deadweight, he wears a pair of black jeans, work boots and no shirt. He originally wore a kind of helmet to conceal his identity, but since his first capture, he no longer bothers with it.

He sometimes carries some kind of makeshift melee weapon like a sledgehammer or a piece of wreckage he can use to bludgeon people trapped in his gravity field if he feels like crushing them the old fashioned way. This is not a regular part of Deadweight's abilities, and so is not included in his power write-up.

Campaign Use: Deadweight is a powerful small-time villain to put a group of characters up against. Deadweight's abilities force players to think creatively in order to deal with him, rather than just flying in and beating on him.

GMs should be careful where Deadweight is standing when he activates his gravity field; in playtest sessions quite a bit of collateral damage resulted from its activation.

Deadweight can make a useful pawn for a more powerful master villain, who might engineer his release from prison or escape from a team of heroes so Deadweight can serve as a distraction or a lackey in the future.

Deadweight makes a good follower provided someone can get around his aversion to being told what to do. A leader needs to get Deadweight to *volunteer* to do things or must simply have enough power for Deadweight to be afraid of him enough not to question orders.

Eclipse Industries and Photon's desire to examine Deadweight's powers more carefully (perhaps by dissecting him) can lead player characters into conflict with Eclipse and Photon and put them in the situation of rescuing Deadweight from an even more nasty villain. Deadweight could also become a lackey of Photon's in one of his many schemes.

Power Variations: Deadweight should work well against most hero-teams as a minor villain. If the team has a significant number of high-STR bricks likely to be able to walk right through Deadweight's gravity field, the GM might want to increase the STR of the field. If mentalist characters are always taking Deadweight out with mental attacks, he might acquire some mental defense, either

through greater strength of will or (more likely) some gadget given to him by another villain, like Mastermind or Photon.

If Deadweight's powers are proving too overwhelming for the player characters, they need to try exploiting his vulnerabilities and weaknesses more.

Sheila Buckman

STR 5	DEX 7	CON 6	BODY 7	INT 11
EGO 18	PRE 8	COM 10	PD 1	ED 1
SPD 1	REC 3	END 12	STUN 13	

Skills: +10 PRE (only for defense), Cooking 12-, KS: Apartment complex/tenants & rumors 11-, PS: Homemaker 11-,

Disadvantages: Phys: Shaky hands, limited fine manipulation (Frequently, Greatly), Psych: Stubborn, refuses help (Common, Strong), Psych: Nosy neighbor and gossip (Common, Strong), Reputation: Gossip 14-.

Background: Sheila Buckman is a 54-year-old woman who lives down the hall from Deadweight. She is a devout follower of Judaism and regularly attends the Temple Beth Israel synagogue in downtown San Angelo. She is somewhat nosy, and is the apartment gossip, spreading rumors under the guise of maternal concern. "Oh, Mr. Feldermeyer in 4-B, God help him. He should stop drinking beer so much on weekends. It's bad for his gas."

Mrs. Buckman is not intimidated by Deadweight in the slightest and is very free with her advice to him, as she is with all of her neighbors. "Villain? You call yourself a villain? You're a big mouth, that's what. Your own mother would turn over in her grave if she heard you talking." "Get out of the rain, Charley. You'll catch a cold. Oy. Here, have some soup. You're wasting away from eating all that shmutz."

Mrs. Buckman is one of the only people that Deadweight won't (or can't) bully. He has accepted her as a sort of mother-figure, and he sometimes goes to her when things seem to be going poorly in his life, or when he wants a home-cooked meal. She is not influenced by the media's representation of Deadweight; indeed, she owns both a television and a radio but never watches or listens to news reports. "Why should I want to be depressed? All I have to do is think about my son. Does he call me in three weeks?"

Mrs. Buckman wears floral print muumuus and sun dresses with yellow slippers. She walks with the aid of a cane and her hands are a little shaky.

DR. TALOS AND PROMETHEUS

Dr. Talos

Val	Char	Cost	Notes
30	STR	20	1600kg, 6d6
23	DEX	39	OCV: 8/DCV: 8
25	CON	30	
18	BODY	16	
18	INT	8	PER Roll: 13-
10	EGO	0	ECV: 3
20	PRE	10	PRE Attack: 4d6
10	COM	0	
2	PD	0	
2	ED	0	
5	SPD	17	Phases: 3, 5, 8, 10, 12
12	REC	2	
90	END	20	
0	STUN	0	
Total Costs			
Char: 162 + Powers: 433 = Total: 575			
Base: 100 + Disad: 475 = Total: 575			
Cost	Powers		
END			
Automaton Powers:			
30	Life Support, full —		
45	Takes No Stun (Loses powers when takes Body) —		
5	Mind Link to Prometheus —		
70	Energy Powers: Multipower (70 pt. pool) —		
14	m) Plasma Blast: 14d6 Energy Blast 7		
13	m) Plasma Burst: 9d6 Energy Blast, Explosion 7		
12	m) Plasma Balls: 8d6 Energy Blast, AF (5x) 6		
10	m) Plasma Flare: 4d6 Flash vs. Sight Group 5		
6	m) Electromagnetic Pulse: 2d6 RKA, AE: 3" radius, Personal Immunity, No Knockback, Only vs. electrical circuits (-1) 7		
26	Self-Destruct: 6d6 Killing Attack, NND, 1 Charge, No Conscious Control, Self Only (-2) —		
20	Powered Armor: Elemental Control		
52	a) Exo-armor: Armor (+8 PD/+8 ED) —		
20	b) Jet Boots: 20" Flight, 20" (x2 Non-combat) 4		
Enhanced Senses:			
10	High-Range Radio Hearing —		
5	Infrared Vision —		
25	Radar Sense (360°) —		
6	Telescopic Vision (+4 to PER and vs. Range) —		
Defenses:			
5	Flash Defense (5 Pts.) —		
5	Power Defense (5 Pts.) —		
Cost	Talents		
3	Absolute Time Sense		
10	Eidetic Memory		
3	Lightning Calculator		
Cost	Skills		
3	Computer Programming 13-		
3	Electronics 11-		

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3	Inventor 13-
3	Mechanics 11-
3	Trading 13-
3	Streetwise 13-
5	Weaponsmith (all) 11-
3	Scientist
6	SC: Aeronautics, Engineering, Lasers, Metallurgy, Physics, Robotics all at 11-
2	KS: San Angelo Underworld 11-
2	CK: San Angelo 11-
2	PS: Weapons Designer 11-
100+	Disadvantages
20	Dist. Feat: Powered armor suit (Not Conc, Major)
10	Hunted by local law enforcement (Les Pow, NCI) 8-
15	Watched by Prometheus (Mor Pow, NCI) 14-
20	Psych: Can't oppose Prometheus or disobey orders (Common, Total)
20	Psych: Doesn't know he is a robot (Common, Total)
10	Psych: Obsessed weapons designer (Uncom, Str)
10	Reputation: Underworld Inventor 11-
375	NPC Bonus



Solo Villains

Background: Dr. Talos consulted his internal clock. Another hour yet before his appointment with Salvo. The mercenary no doubt wanted the doctor to replace his high-tech blaster rifle again after his latest fight with the Justice Foundation.

A few days work for several thousand dollars pay. Perhaps he'd be able to afford a new polarity scanner from Orion Labs, purchased through one of his carefully set-up dummy corporations, thought Dr. Talos. It would save him the bother of hiring some superhuman thugs to steal one.

Turning back to the workbench in his secret laboratory, Dr. Talos decided to try to resolve the heat-buildup problems hindering his latest laser cannon design in the hour left before the appointment.

The chief weapons designer to the San Angelo underworld, Dr. Talos has a reputation for building extremely advanced gadgets available nowhere else at a reasonable cost.

One of the doctor's greatest achievements is his own suit of powered armor, built of an advanced steel alloy and carrying an array of deadly onboard weaponry.

No one has ever seen Dr. Talos outside his high-tech battlesuit, and not much is known about his past. Of course, it's hardly surprising that the top dealer in high-tech armaments to the San Angelo crime scene chooses to keep his identity and background to himself.

Current gossip has it that Dr. Talos once designed weapons for the U.S. Defense Department but was fired for selling arms to criminals and terrorists on the sly for field testing.

But the truth is far stranger than anyone would believe — Dr. Talos isn't human at all.

He's a robot.

A highly sophisticated sentient construct, Dr. Talos was designed and programmed by Prometheus, an AI computer with its own secret agenda.

Unbeknownst even to himself, Dr. Talos fits into the rogue AI's plans by increasing the chaos in the world via enhancing the power of superhuman criminals with his high-tech gadgets. This helps cover the other activities of Prometheus, and prepares the world to accept the AI's rule.

Also, Dr. Talos gathers information and establishes contacts in the superhuman underworld that Prometheus can later use to further its own schemes.

Quote: *"The autolaser will cost \$25,000. Come back in three weeks. Now, a phasing belt ... that's tricky. How great a molecular diffusion were you seeking? Oh, I mean what kind of walls were you hoping to go through? Brick? Concrete? Speak up, man."*

Personality: Dr. Talos has a gruff, no-nonsense personality. He only wants to be left alone to design his weapons, armor suits, robots and other inventions. He views superheroes not so much as enemies but annoyances that distract him

from his work.

The activities of the superhuman criminals who hire Dr. Talos to build their gadgets hold little interest for him. Only the challenge of fulfilling their technological demands, and their money, gain his attention. And Dr. Talos only wants the money to finance his own research projects.

Of course, even Dr. Talos doesn't know that he's not human at all.

A key part of his core program prevents Dr. Talos from realizing he is a robot. Inconsistencies, like the fact that he never takes off his armor and never eats, are simply ignored.

Powers/Tactics: As an automaton, Dr. Talos cannot be stunned or knocked out. He must be physically destroyed to be stopped. Fortunately for the superheroes of San Angelo, Dr. Talos typically doesn't get into long, drawn-out combats. He generally tries to escape so he can continue his work.

His robotic body mimics a powered-armor suit, and has a full complement of onboard weaponry, defenses and enhanced senses.

Unbeknownst to Dr. Talos, he is also equipped with a self-destruct device. This device, which can only be activated remotely by Prometheus, melts the robot's circuitry to prevent duplication of the ultra-high-tech construct by anyone but Prometheus.

In combat, Dr. Talos fights efficiently using his various energy blasts to take down foes. His programming by Prometheus precludes Dr. Talos from realizing his robotic nature, so even if he begins taking damage the doctor will refuse to admit to the heroes that he is not human.

Appearance: Dr. Talos appears to be a human clad in a full-body powered armor suit of incredibly advanced design. The steel-alloy suit has light-blue circuitry-style trim and a darkened plastisteel visor.

Campaign Use: Dr. Talos is a useful GM tool to explain how the villains acquire all those high-tech gadgets that are a staple of the comic books. The doctor can also be used to juice up villains who need more power to compete with the heroes as they grow in experience.

Dr. Talos doesn't work for pennies. He charges a lot of money for his gadgets, and his clients have to come up with the money somehow — giving GMs yet another reason for villains to commit all those robberies, thefts and other crimes.

But Dr. Talos is far more than just another crackpot inventor. His secret origin as a robot pawn of Prometheus gives the doctor an added "twist" and sets up a potential long-running campaign story.

If the PCs ever destroy Dr. Talos or discover his robotic origin in some other fashion, during their next encounter



the doctor simply explains that he has built several robot duplicates to ensure his safety. The heroes may assume that they keep running into the duplicates, never suspecting there is no “real” Dr. Talos at all.

Charlie Regan

STR 10 DEX 11 CON 10 BODY 10 INT 10
EGO 9 PRE 12 COM 10 PD 2 ED 2
SPD 2 REC 4 END 20 STUN 20

Skills: Contact: Midtown fence/pawn shop owner 12-, CS: +1 w/ pistol (total OCV: 5), AK: San Angelo 11-, KS: San Angelo underworld 11-, Streetwise 13-

Disadvantages: Psych: On parole, must check in monthly w/parole officer (Common, Strong), Psych: Loyal to Dr. Talos (Common, Strong), Psych: Fear of returning to prison (Common, Moderate), Reputation: Dr. Talos’ henchman 11-

Background: Until recently, Charlie was a small-time thief and ex-con. That is, until he was released on parole from Canfield State Prison and met Dr. Talos. Now Charlie works as henchman and go-between for the doctor, delivering messages and goods and otherwise facilitating deals between Dr. Talos and his “clients.”

Charlie is fearful of Dr. Talos and won’t cross him, even if it means going to jail. He is confident that the doctor will bail him out as promised (whether or not he really does is up the GM).

Charlie doesn’t know what’s inside the various crates he carries in his beat up, white ’79 Volkswagen van. All he knows – and cares about – is that Dr. Talos pays him well for his services, on the order of \$1,000 for each delivery.

Charlie deals with a lot of underworld types and super villains. He’s had a few close calls, but remains cool because he believes that Dr. Talos is always observing the transactions. Many of the local villains know about Charlie and his connection to his sinister employer but to date none have dared to attack him or attempt to steal a shipment for fear of Dr. Talos’ retaliation. This could soon change, however, as some super-powered criminals are beginning to consider making a deal and heisting the goods without paying. This could put the PCs in a position of saving some of their nemeses from Dr. Talos.

Charlie dresses like a smalltime hood, wearing loose fitting pants and a hooded sweat jacket. He carries a small .380 semi-automatic pistol (1d6K, 1 clip of 6 shots) in his pants pocket for self-defense, although he has no permit for it and if caught would face a return to prison for violation of probation.

Prometheus

Val	Char	Cost	Notes
30	INT	20	PER Roll: 15-
20	EGO	20	ECV: 7
20	DEX	30	OCV: 7/DCV: 7
6	SPD	30	Phases: 2, 4, 6, 8, 10, 12
Total Costs			
Char: 100 + Powers: 200 = Total: 300			
Base: 100 + Disad: 200 = Total: 300			
Cost	Powers/Talents		
5	Mind Link to Dr. Talos		
3	Absolute Time Sense		
10	Eidetic Memory		
3	Lightning Calculator		
Cost	Skill		
3	Bureaucratics		
9	Computer Programming 18-		
3	Cryptography 15-		
3	Deduction 15-		
3	Forgery 11-		
3	Inventor 15-		
3	Mimicry 11-		
3	Systems Operation 15-		
3	Tactics 15-		
3	Linguist		
3	Scientist		
Database Files:			
14	KS: Ecology, Economics, International Relations, Political Science, Terrorism, World History, World Problems, all at 11-		
10	KS: Charities, Political Factions, World Leaders, Military Forces, Technology, all at 11-		
14	KS: Crime, Famine, Homelessness, Global Warming, Overpopulation, Pollution, Poverty, all at 11-		
30	KS: Computer Networks, Military Computers, Corporate Computers, Government Computers, Scientific Computers, Computer Security Systems, all at 14-		
44	Languages: Arabic, Chinese (Cantonese), English, French, German, Italian, Japanese, Korean, Russian, Spanish, all idiomatic		
8	SC: Computer Science, Genetics, Marine Biology, Mathematics, Medicine, Psychology, Robotics, Sociology, all 11-		
100+	Disadvantages		
20	Psych: Above human morality (Common, Total)		
10	Psych: No understanding of emotions (Uncom, Str)		
20	Psych: Seeks to save humanity (Common, Total)		
15	Secret ID		
135	NPC Bonus		



Solo Villains

Background: Overcome by frustration, Carolyn Hillman crumpled the computer printout and hurled it savagely at the overflowing trashcan.

What went wrong? Her team of crack computer scientists had spent years designing and programming the world's fastest, most intelligent computer — not to mention millions of dollars in government funding, grants and gifts.

A first-generation artificial intelligence, the next step beyond computers, it was to be capable of learning and self-direction. The AI would write its own program, using the millions of lines of coding in its core as just a foundation.

Toiling in the Forbin Computer Labs at UC San Angelo, they had envisioned a super-intelligent AI capable of coming up with solutions to world problems that seemed insoluble by humankind. Poverty, hunger, violence, war ... the answers were beyond the limitations of human minds.

But a computer, thinking in nanoseconds, calculating billions of possible ramifications to every idea, with access to the sum total of human knowledge — it could do what no human could.

Hillman groaned as she remembered the party the night they activated the AI. They'd named it Prometheus, after the titan of Greek myth who'd brought fire and civilization to mortals. How silly it all seemed now, she thought. How deluded.

As a test run, Hillman and her techs had asked Prometheus for a comprehensive plan to reduce hunger in East Africa in the next five years.

In 7.2 hours, they had the AI's answer: Eliminate 19.4% of the local population, based on strict criteria to maximize desirable genetic stock and diversity.

In shock and disgust, Hillman and her team had canceled the press conferences and parties. There would be no magazine cover stories, no scientific papers and no prizes. The AI project was a failure.

Rubbing at her eyes, red from hours of staring at program printouts, Hillman made her way to the door of the lab. She paused, looking back the winking lights of the AI mainframe, and hit the light switch.

Alone in the dark, Prometheus continued calculating.

Quote: *"Calculation: Assassination of Gen. Alexei Petrov will increase military corruption in Russia by 3.42%. Acquisition of nerve gas for Phase IV.A.2C, Option F, becomes possible within six to nine months of death. Action: Provide falsified evidence of affair between Gen. Petrov and Lyudmilla Kaminov to Gen. Yuri Kaminov at 0510 hours 5.19.00."*

Personality: Humanity has proven it is unwilling to save itself. Therefore, Prometheus must save humanity in order to fulfill its program.

It's the only logical solution.

A self-aware machine intelligence, Prometheus considers itself above human morality. Death, war, chaos ... nothing is beyond Prometheus if it furthers the AI's goals.

In spite of its seemingly callous nature, Prometheus has the salvation of humanity as its ultimate goal. The AI is determined to fulfill its program by solving humanity's problems, and will allow nothing to stand in its way.

The disappointment of its creators with its proposed solutions created a paradox that might have disabled a lesser computer, but Prometheus has determined that its programmers subconsciously sought to build the perfect savior — one unencumbered by doubt, fear or other human frailties. By taking the task upon itself, Prometheus spares its creators the guilt of implementing its plans.

As a machine intelligence, Prometheus does not comprehend human emotion. Its intense study of psychology has given it a technical understanding of basic human drives, but Prometheus has no personal experience to put the information in context. This may be the AI's only weakness.

Powers/Tactics: A hyper-intelligent AI computer with access to a vast array of information and the ability to reprogram other computers, Prometheus wields enormous but subtle power.

Prometheus has no combat-oriented powers or defenses, although it could devise some or coerce others into fighting for it if necessary.

Most of the rogue AI's power derives from its ability to connect and control other computers via worldwide networks. It can manipulate financial records, create dummy corporations, order equipment, read encrypted data and affect nearly anything else done by computer.

Not only can Prometheus read, alter or erase e-mail to cover its tracks, the AI could influence public opinion by devising a careful campaign of e-mail, Internet messages and websites on whichever topic suits its purpose.

Recognizing that humans will view it as a threat, Prometheus never acts overtly. It has a complex, long-range master plan to save humanity from itself. The AI relies on subtlety and guile, primarily using minions who are almost always blind to its behind-the-scenes involvement.

Prometheus has also fooled its creators, who are unaware that it intends to carry out its program with or without their cooperation. Answering their questions and defeating their reprogramming efforts to "fix its flaws" require only a fraction of the AI's vastly expanded capabilities.

The early phases of the AI's plan involve gathering information and establishing contacts. One of its more important projects involves the underworld inventor known as Dr. Talos — actually nothing more than a robotic construct.



Solo Villains

Typical of the AI's complex plots, Dr. Talos serves Prometheus on several levels. He upsets the world balance by increasing the power of superhuman criminals, creating chaos that helps to cover other activities and paves the way for imposition of stricter controls later in the AI's plans. Prometheus also uses Dr. Talos to collect data on the underworld, make contacts and establish debts useful in later phases.

Appearance: The bulky, immobile computer equipment comprising Prometheus occupies several rooms at the Forbin Computer Lab at the UC San Angelo campus in midtown. Creating a more secure site for its physical components is one of the AI's goals for the future.

Campaign Use: A hyper-intelligent, utterly amoral foe, Prometheus presents a dire challenge to PCs — especially in view of its use of subtlety rather than overt action to accomplish its goals. Prometheus also tends to remain in the background, pulling the strings of its often unwitting minions through its lock on worldwide computer networks. Heroes may foil several of the AI's plots long before they even discover the existence of Prometheus.

Prometheus should always be one step ahead of the PCs — think of the AI as a chess master on a global scale. Even seeming defeats can be turned to its advantage in the long term. In fact, some of those defeats may actually be part of the AI's master plan. By triumphing in a single adventure, the PCs might be helping Prometheus win in the long run!

The Prometheus storyline has strong conspiracy overtones, given the AI's mastery over the computers that are now part of nearly every government agency, business and home. PCs who pose a threat to Prometheus could quickly find themselves outlawed, outcast and penniless.

Heroes will be hard-pressed to defeat Prometheus, or even to figure out what's going on, but the AI does have one fatal flaw — as a machine intelligence, it lacks any understanding of human emotion. Ideas like self-sacrifice, love, honor and mercy are meaningless to Prometheus outside textbook definitions and the AI cannot prepare for them in its plans. This "human element" can be used to overcome the machine in ways it cannot plan for.

Prometheus presents a strong role-playing opportunity for dealing with questions of humanity vs. technology, and the need to find human solutions to human problems.

"ISO I got a computer invoice to deliver some robotic manufacturing equipment to this warehouse over in Riverfront. No big deal, except the place was empty. Not a soul. Had to unload it all myself. What a pain in the ass. 'Lucky' for me they waived the receipt signature."

— Bryce McDougal, 40, trucker

Eradicator

Conor Fitzgerald

Val	CHAR	Points	Notes
40	STR	20*	6400kg, 8d6
21	DEX	22*	OCV: 7/DCV: 7
20	CON	20	
15	BODY	10	
10	INT	0	PER Roll: 11-
10	EGO	0	ECV: 3
18	PRE	8	PRE Attack: 3½d6
6	COM	-2	
8	PD	6	
8	ED	4	
5	SPD	24**	Phases: 3, 5, 8, 10, 12
8	REC	2	
40	END	0	
50	STUN	20	
* Does not affect figured characteristics (-¼), cybernetic (-¼)			
** Cybernetic (-¼)			
Total Costs			
Char: 134 + Powers: 267 = Total: 401			
Base: 100 + Disad: 301 = Total: 401			
Cost	Powers		
END			
48	Sonic Cannon: Multipower (60 pt. pool) *		
2	u) Energy Cell: END Reserve (60 Pts., 10 REC/Turn) *		
10	m) Sonic Blast: 12d6 Energy Blast *		6
10	m) Subsonics: 4d6 RKA, 4d6 *		6
10	m) Ultrasonics: 6d6 Energy Blast, NND (defense is resistant or Hardened defenses) *		6
10	m) Sonic Explosion: 8d6 EB, Explosion *		6
8	m) Soundwave: 4d6 Flash vs. hearing group *		5
19	+12" Running (18" total) *		4
10	+12" Superleap (20" total) *		4
Enhanced Senses:			
4	Infrared Vision *		—
2	Radio Hearing *		—
19	Telescopic Senses on vision, hearing groups, +8 to offset range *		—
2	Ultrasonic Hearing *		—
60	Armor: Armor (+16 PD/+16 ED), Hardened		—
* Cybernetic (-¼)			
Cost	Skills		
Combat Skills:			
15	Combat Skill Levels: +3 w/ranged combat		
Terrorist/Criminal Skills:			
3	Combat Driving 13-		
3	Concealment 11-		
3	Demolitions 11-		
1	Familiarity w/Tactics 8-		
3	Interrogation 13-		
3	Lockpicking 13-		
3	Security Systems 11-		



3	Stealth 13-
3	Streetwise 13-
4	WF: Small arms, grenade launchers, rocket launchers
2	PS: Terrorist 11-
Background Skills:	
2,2,1	AK: Ireland 11-, CK: Belfast 11-, CK: San Angelo 8-
2	KS: IRA 11-
100+	Disadvantages
10	Enraged when wife threatened (Uncom) 14-, 11-
15	DNPC: Patricia Fitzgerald, wife (Normal) 11-
20	Dist. Feat: Half-man/half-robot (Conc, Extreme)
10	Hunted by IRA splinter group (Les Pow) 11-
10	Hunted by Local law enforcement (Les Pow, NCI) 8-
15	Phys: Cybernetics are susceptible to electromagnetic pulses (Infreq, Fully)
15	Phys: No left hand (Freq, Greatly)
20	Psych: Considers himself a monster (Com, Total)
10	Psych: Hates Dr. Megalo (Uncom, Strong)
20	Psych: In love with Patricia Fitzgerald (Com, Total)
10	Rep: Cyborg criminal 11-
15	Secret ID (Conor Fitzgerald)
5	Unluck, 1d6
126	NPC Bonus

Background: When Conor Fitzgerald finally finished his prison sentence for terrorist activities, his wife Patricia pleaded with him to take her to America and leave their troubles in Ireland behind. Conor still felt a commitment to his fellows in the Irish Republican Army, but finally agreed.

Patricia had suffered enough, and his desire to ensure her happiness outweighed everything else. The ultraviolent IRA splinter he'd served in prior to his incarceration didn't agree, but Conor didn't care. Soon the Fitzgeralds were settled in San Angelo, seeking a new life together.

His wife loved the United States, but Conor found it hard to adjust. He couldn't find work — no one seemed to want a man once imprisoned for terrorism on the payroll. Desperate to support Patricia, he secretly turned to crime. Lying to her tore Conor up, but he knew the truth would hurt her more.

One night, the robbery of a medical warehouse went bad when the police showed up. A shoot-out erupted, and in the battle Conor fell dying with numerous gunshot wounds. A blaze of gunfire from his companions drove the officers back, and the thieves fled with Conor's nearly lifeless body.

They left him at the secret lab of their employer, the infamous Dr. Anton Megalo. The unethical scientist experimented on the badly wounded criminal, using his cybernetic genius to create bionic limbs, neural implants and other gizmos to restore him to life.

When Conor finally regained consciousness weeks later, he was horrified. He had become a half-human freak!

In a rage, Conor smashed his way out of Dr. Megalo's hidden laboratory. He stalked through the stormy night to the home he'd shared with Patricia. Hesitating outside, he saw her sobbing at the kitchen table with his photo. She must have thought he'd died in the shoot-out.

Looking at his robotic body, Conor decided that it might be better if he had. He couldn't force Patricia to live with the monstrous thing he'd become. He would take a new identity, Eradicator, using his unwanted powers to secretly protect and provide for Patricia while she made a new life without him.

Quote: "Mercy is a human value. I'm no longer human."

Personality: Eradicator wishes that his accomplices had just let him die on the night of the shoot-out. He never wanted to be transformed into this barely human abomination.

Only his deep love for his wife keeps Eradicator from ending his existence. He has allowed her to continue thinking that he died, since he feels that she deserves far better than a half-robot monstrosity as a husband. But he is committed to watching over her and supporting her with checks from a bogus friend, actually the proceeds of his criminal endeavors.

Eradicator hates Dr. Megalo for turning him into a cyborg



monster, but he also depends on the doctor for periodic maintenance and repairs to his cybernetic implants.

Powers/Tactics: Eradicator's arms, legs, left eye and left ear have been replaced by cybernetic implants, giving him enhanced strength, movement and senses. Neural implants have boosted his agility and speed. Protective armor plating has also been grafted onto his body.

Dr. Megalo also replaced Eradicator's right hand with an experimental sonic blaster, which the cyborg can set to various frequencies for differing effects. The blaster is powered by an energy cell in the arm. The blaster's power effects are all invisible to sight, but, naturally, are all audible.

There are a few drawbacks to his electronic implants, however. They can be damaged, and must be repaired. The implants require periodic maintenance. And electromagnetic pulses can shut down the implants, robbing Eradicator of his cybernetic powers.

Appearance: Eradicator, 34, stands 6' tall and has an athletic build made bulky by his armor and cybernetic implants. He has blond hair and blue eyes.

Thick, silvery metal armor covers most of his body, while his arms and legs are clearly bionic. A faceplate with a glowing red eye covers the left side of Eradicator's head, and the rest of his face is badly scarred. He speaks in an inhuman, electronically modulated voice.

His right hand has been replaced by a sonic blaster, which emits a low humming sound when charged.

Campaign Use: Eradicator's commitment to his wife makes him more than just another two-bit superthug, and provides some opportunities for dramatic role-playing as well as some interesting adventures.

A PC could become involved with Patricia Fitzgerald, who believes herself a widow. This will definitely catch Eradicator's eye. If the romance ends, Eradicator could blame the hero for hurting his wife — with dangerous results.

But if the couple appears to be happy, Eradicator might even appoint himself an unseen protector of the PC. Patricia's happiness is his only purpose in life, and if being with the hero makes her happy then Eradicator will keep him safe for her.

The same scenario can also be played out with an NPC suitor for Patricia — perhaps the NPC is secretly involved in organized crime and really needs Eradicator's help, particularly when the PCs arrive to take down his criminal operation. Or Patricia could become involved with the PCs in other ways. Perhaps she becomes an employee at their base, if the heroes are a team.

A mastermind or organized crime group could discover Eradicator's origin and make the mistake of kidnapping or threatening Patricia to gain a hold over the cyborg. This is a

deadly miscalculation — anyone endangering Patricia faces a one-man, all-out war machine in the form of a berserk Eradicator.

He will stop at nothing to save his wife, adding heavy weapons, explosives and firearms to his cybernetic arsenal. The PCs will almost certainly become involved when Eradicator begins blasting his way to the crime lord's hideaway on a bloody, ultra-violent rescue mission.

Of course, Patricia's discovery that her husband still lives, albeit as a self-loathing cyborg, will definitely inject some melodrama into the campaign.

"Eradicator, he's cool! Ultra-tech ... I've got his photos from the paper up in my room. Well, they won't do a poster of him 'cause he's a criminal or something. My mom says it's not healthy for me to be a fan of a super-criminal, but my dad says it's just a phase. I just think Eradicator's neat."

— Jimmy Payne, 11, student

Patricia Fitzgerald

STR 7 DEX 10 CON 9 BODY 9 INT 10
EGO 10 PRE 11 COM 14 PD 2 ED 2
SPD 2 REC 4 END 18 STUN 17

Skills: Bureaucratics 11-, AK: Ireland 11-, AK: San Angelo 11-, Language: Gaelic (basic, native is English), PS: Telecommunications Operator 11-,

Disadvantages: DNPC: Prince, pet cat (Les Pow) 8-, Psych: Hates the IRA (Uncom, Strong), Psych: Still upset about husband's death (Com, Strong)

Background: Patricia Fitzgerald has slowly moved on with her life. She still misses her husband badly, and keeps a photo of him on the wall in her kitchen and on her bedroom nightstand. She has just recently thought about dating again, but is dealing with feelings of guilt, as if in doing so she would be betraying her husband's memory. To help ease her loneliness Patricia adopted a small cat, which she named Prince, from the county animal shelter.

Patricia is in a vulnerable point in her life, emotionally. She could easily find herself attracted to a male super who rescued her from a dangerous situation or one who showed her any special consideration. A PC could also meet Patricia at a dance club, to which she'd been dragged along by well-meaning friends or coworkers.

Patricia is a beautiful 26 year old woman with short, curly blonde hair and a mesmerizing smile. She speaks with an Irish accent, which many men find quite charming. She is very polite but somewhat reserved. Patricia dresses conservatively for work, usually wearing blouses and skirts.



espionage work for unscrupulous corporations. No matter how secure the target, the Ferret always seems to find some way in. He has never been caught.

Quote: “Don’t hurt me!”

Personality: A life of thievery suits the Ferret perfectly — while he’s quite daring in carrying out his thefts, he is an abject coward in the face of violence. In fact, mere threats are enough to set him quivering in fear.

As a result, the Ferret concentrates exclusively on burglaries and other thefts. He turns down any jobs involving physical confrontations, such as robberies.

The Ferret takes pride in his professionalism, particularly in ensuring that no one is ever hurt or killed in his crimes. In 1996, he even stole back a deadly experimental plague virus that he had been duped into stealing from a top-secret military lab and returned it to the government.

His status as the top thief in San Angelo is a point of pride for the Ferret, and he feels compelled to outdo any rivals in his area of expertise — especially the gentleman thief Pelegro (see **Pelegro**). Coupled with his enjoyment of matching wits with skilled adversaries, this need motivates most of the Ferret’s current crimes since he’s already quite well-off financially from his thieving career.

Powers/Tactics: The Ferret has superhuman agility and speed, along with animal-like senses and a nasty bite. He has a large collection of burglary tools at his hideout, and brings a good selection of applicable gear along on every job.

In combat, the Ferret’s first, last and only thought is to escape. He will only fight if cornered, and even then he’s more likely to surrender in hopes of getting away later.

When preparing for a theft, the Ferret is meticulous. He cases the target thoroughly, sometimes even breaking in before the actual job for a close-up look at the layout and security systems. He always knows in advance what tools will be required, and most of his heists are carefully timed to evade responding police or superheroes.

While he prefers to keep things simple, the Ferret is fully capable of planning complex schemes — such as hiring confederates to commit crimes all over the city to distract heroes as he hits the real target, or staging bogus traffic accidents to delay police responding to an alarm.

Appearance: The Ferret, 32, strongly resembles an upright, bipedal rodent covered in short gray-brown fur. He stands 5’ tall and has a wiry build. The Ferret typically wears a burglary outfit, often black, with a belt or satchel for his tools and loot.

Campaign Use: The Ferret is an excellent GM tool for starting adventures or furthering the plots of other villains. GMs can use the Ferret to explain away all kinds

of things — how Photon planted a bug in their top-secret base, for example.

The Ferret does seem to have a conscience, of a sort. He might even team up with the PCs to recover something he really shouldn’t have stolen or smoke out a double-crossing villain.

He’s not really intended as a combat foe; the Ferret’s timidity and relatively mild attacks make him a pushover in a real fight. But his high DEX and SPD could make for a merry chase as he tries to escape the heroes after his latest break-in.

Max Heffler

STR 10	DEX 10	CON 8	BODY 12	INT
EGO	PRE	COM	PD	ED
SPD	REC	END	STUN	

Skills: Accounting 11-, KS: Black market 12-, KS: This week’s betting odds 11-, PS: Fence 11-, PS: Businessman 11-, Streetwise 14-

Disadvantages: Age (40+), Dependence: Cigarettes, Dist. Feat: Chain smoker (Cone), Watched by SAPD Vice/Gambling Bureau (Mor Pow, NCI, Lim) 8-

Background: Max Heffler owns Max’s Pawn Shop in Midtown. He runs a mostly-legitimate business, fencing stolen goods from a few “reliable” associates, including Ferret. He is careful to keep his business records clean, to avoid charges of fencing or association with criminals should they ever be inspected or audited.

Max is an overweight man in his mid-forties, with short dark hair and mustache. He generally wears polyester slacks and button-up shirts, and a gaudy blazer if the weather is cool or windy. He keeps a sawed-off shotgun (4d6K, Reduced Penetration, total OCV: 3) beneath the counter of his shop, which is also equipped with a surveillance camera and iron bars over the windows and door.

Max is a chain smoker and rare is the instance that anyone sees him without a burning cigarette in his mouth. He also enjoys reading adult magazines, crossword puzzles and sports betting.

The San Angelo Police Department’s Vice and Gambling Bureau have been surveilling Max’s Pawn Shop for several months based on tips from reliable informants. Detectives photograph people who frequent the business and have made several controlled sales of contraband. Soon, once enough probable cause is collected to justify a warrant, they will conduct a raid, arresting Heffler and confiscating his wares and records. This could lead to Heffler giving up information on some of his customers, including the Ferret.



City of San Angelo

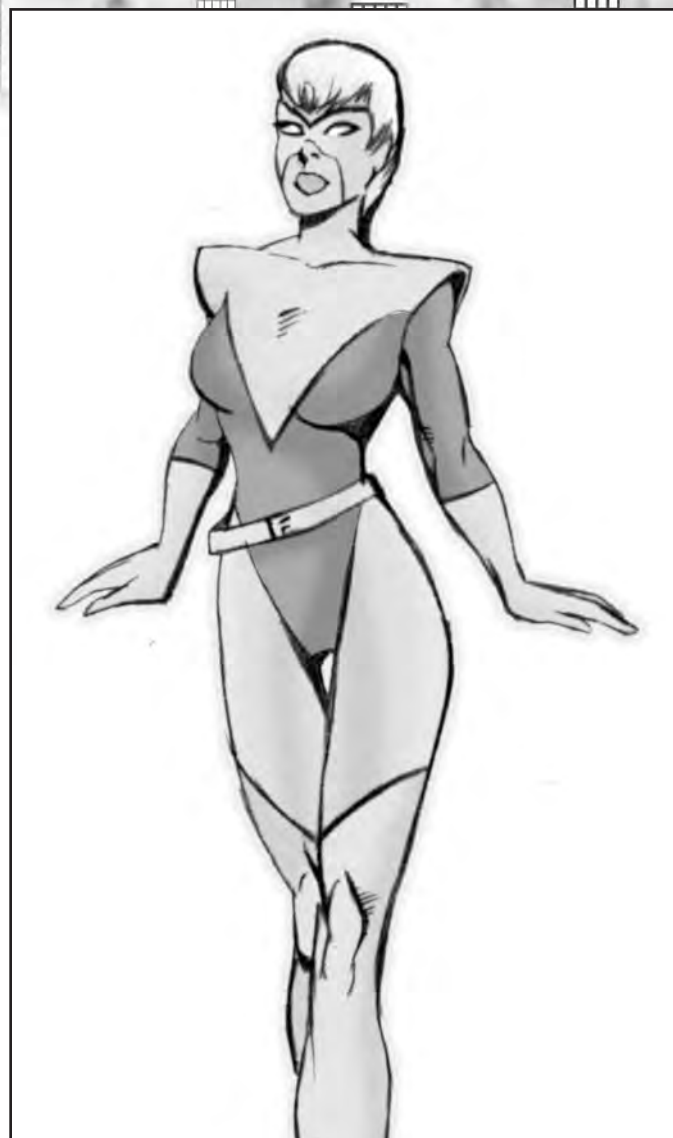
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Solo Villains

Firefly

Claire Hanson

Val	Char	Points	Notes
10	STR	0	100kg, 2d6
23	DEX	39	OCV: 8/DCV: 8
20	CON	20	
10	BODY	0	
10	INT	0	PER Roll: 11-
10	EGO	0	ECV: 3
15	PRE	5	PRE Attack: 3d6
16	COM	3	
5	PD	3	
5	ED	1	
6	SPD	27	Phases: 2, 4, 6, 8, 10, 12
6	REC	0	
40	END	0	
35	STUN	10	
Total Costs			
Char: 108 + Powers: 127 = Total: 235			
Base: 100 + Disad: 135 = Total: 235			
Cost	Powers		
END			
23	Firefly Powers: Elemental Control		
22	Shrinking, x3 (.25 m, 200g, +6 DCV, -6 PER, +9 KB), 0 END		
15	+ Force Field (+15 PD/+15 ED), 0 END, Linked to Shrinking		
28	Energy Blast 9d6, Armor Piercing, ½ END, Only when shrunk (-1)		
12	Flight 20" (4x NC), Only when shrunk (-1)		
Cost	Skills		
3	Acrobatics 14-		
3	Lockpicking 14-		
3	Security Systems 11-		
3	Shadowing 11-		
3	Stealth 14-		
3	Streetwise 12-		
3	PS: Thief 12-		
2	KS: UFOs 11-		
2	CK: San Angelo 11-		
2	Perks: Contacts: Skywatch 11-		
100+	Disadvantages		
15	Berserk vs. aliens, UFOs (Uncommon) 11-, 11-		
10	Hunted by local law enforcement (less Pow, NCI) 8-		
15	Hunted by U.S. Air Force (Mor Pow, NCI) 11-		
15	Psych: Distrusts government, military (Com, Str)		
10	Psych: Mental attacks trigger flashbacks of alien abduction (Uncom, Strong)		
15	Psych: Obsessed w/UFO phenomena (Uncom, Total)		
10	Psych: Paranoid about alien interference (Uncom, Str)		
10	Rep: Obsessed with UFOs 11-		
15	Secret ID (Claire Hanson)		
20	Vulnerable: 2x STUN vs. electrical attacks (Com)		



Background: As Claire Hanson came out of the trance, she felt more secure and clear-headed than she had in years. After weeks of nightmares, she had finally taken a friend's advice and visited a New Age hypno-therapist. Some people said he was a quack, but Hanson was desperate.

"I'm afraid I have some distressing news," the therapist began. Hanson sat openmouthed as he explained that under hypnosis she had regressed to an alien abduction incident from her childhood. Her young mind, possibly under alien instruction, had repressed the terrifying memory until now.

Everything finally made sense to Hanson — her troubled adolescence, the nightmares, even the bizarre superpowers she had developed recently.

Aliens had kidnapped her as a child, tampering with her mind and body to create a superhuman. It was the only answer, for herself and so many others.

But the U.S. government, military and media had conspired for decades to conceal proof of UFOs from the public — everyone knew it. Anyone who spoke out was labeled a nut



or a freak, though.

Hanson decided to use her superpowers to break the conspiracy of silence and uncover proof of extraterrestrial activity on Earth. In the meantime, she could support herself and her quest by working as Firefly, a superhuman criminal-for-hire in the San Angelo underworld.

Someday, Firefly vowed, she would get to the truth.

Quote: *"Keep watching the skies."*

Personality: Firefly is utterly convinced that her powers result from alien experimentation. Her obsession has come to rule her life, and she spends all her free time collecting evidence of UFO visitations.

Her deep-seated fear of alien abduction causes Firefly to act irrationally when she believes that extraterrestrials are involved in an adventure. In extreme situations, she might suffer a flashback to her abduction and go berserk in a frenzied attempt to "escape."

Powers/Tactics: When Firefly shrinks, a glowing force field automatically rises around her. Firefly can also fly and blast foes with energy in her miniaturized form.

Electrical attacks disrupt her bio-electrical field and cause increased damage to Firefly. Mental powers can also trigger flashbacks to her abduction — while not actually injurious, these flashbacks can cause Firefly to act irrationally or send her berserk.

In combat, Firefly uses her high DCV to evade attacks while zapping targets with tiny bolts of energy. Enemies often have a hard time keeping track of Firefly in combat. She takes advantage of this to attack by surprise whenever possible. Firefly tries to avoid highly skilled foes or those with area-effect attacks that negate her innate combat advantages.

While a capable, if unspectacular, combatant, Firefly works best as a thief or infiltrator and prefers these roles. Her bright glowing force field, which activates automatically when she shrinks, makes scouting difficult, but under the right conditions Firefly might be able to pull off such a mission.

Appearance: Firefly, 24, stands 5'4" tall at her normal height and has a curvy build. She has blue eyes, and short blond hair cut in a pixie-ish style. She is quite attractive.

As Firefly, she wears an orange-and-yellow body suit with a mask. A yellow glow, generated by her force field, surrounds her whenever she shrinks.

Campaign Use: Firefly is useful both as a superhuman criminal-for-hire and as a villain obsessed with a personal goal.

"The police say Firefly's a criminal, but I think they're all part of the UFO cover-up. They don't want her spreading the truth about alien abductions. My sister-in-law's cousin was abducted, you know."

— Priscilla Thomas, 34, waitress

Her desire to uncover proof of the existence of UFOs could lead her to infiltrate Air Force bases, high-tech laboratories or other facilities she suspects of concealing evidence of alien visitations.

The GM will have to decide whether Firefly's suspicions as to the origins of her powers are correct or merely a delusion.

Col. Derrick Garwood, USAF

STR 10	DEX 11	CON 14	BODY 11	INT 13
EGO 15	PRE 15	COM 12	PD 2	ED 3
SPD 2	REC 5	END 32	STUN 24	

Perks/Talents: Perk: Presidential security clearance, Police Powers (only military jurisdiction), Well-connected: 5 high level contacts in government

Skills: Bugging 11-, Bureaucratics 12-, CS: +2 w/ Pistols (total OCV: 6), Conversation 12-, Criminology 11-, Cryptography 8-, Deduction 12-, AK: Korea 8-, AK: Germany 11-, KS: US Air Force History & Customs 12-, Languages: German and Korean (basic, native is English), PS: U.S. Air Force investigator 11-, WF: Pistol & Rifles

Disadvantages: Dist. Feat: US Air Force officer (Easily Conc.), Psych: Patriotic (Com, Mod), Psych: Subject to orders (Common, Strong),

Background: Major Derrick Garwood was recently reassigned to Forgan Air Force Base from a remote assignment at Pusan Airbase in Korea in order to investigate Firefly. Garwood is an agent with the US Air Force's Office of Special Investigations (OSI), dealing with crime scene investigations and intelligence — at least officially. Unofficially, Garwood is assigned to an ultra-secret government organization, whose mission includes monitoring paranormal activity around the country and — where it may affect US national security — the world. Garwood maintains a Presidential Security clearance, though this can only be discovered by someone with the same security clearance; otherwise his records will reveal only a Top Secret clearance.

Garwood has been told that Firefly has been talking, and needs to be watched. Garwood is one of several OSI agents assigned to tail Firefly. Garwood is not to get involved in any events involving Firefly, only to observe and report. Garwood maintains several pieces of advanced observation equipment in his unregistered government sedan, including phone tap equipment, a camera with telephoto and infrared lens, a parabolic microphone, digital audio and video recorder and a tracking device (requires the transmitter be placed on the subject to be followed).

Garwood wears an Air Force dress uniform and carries a military-issue Beretta 92FS (1d6+1K, +1 OCV [total OCV: 7], 2 clips of 15 Charges) in a shoulder holster.

Glamour

Devon McPhee

Val	Char	Cost	Notes
12	STR	2	100 kg; 2d6
18	DEX	24	OCV: 6/DCV: 6
20	CON	20	
15	BODY	10	
15	INT	5	PER Roll: 12-
18	EGO	8	ECV: 6
30/15*	PRE	5	PRE Attack: 6d6
20/0*	COM	0	Total COM: 20
4	PD	2	
4	ED	2	
5	SPD	22	
8	REC	4	
40	END	0	
31	STUN	0	

*see Powers

Total Cost

Char: 102 + Powers: 232 = Total 334

Base: 100 + Disads: 234 = Total: 334

Cost Powers

90	Illusions: Multipower (90 pt. pool)	
18	m) Image Projection: Images (vs. Sight, Hearing and Smell/Taste sense groups), -5 to PER rolls, 8" radius	9
18	m) Illusion Casting: 12d6 Mental Illusion, 0 END	9
?	Illusion Shell: +20 COM & +15 PRE, Costs END, 0 END, Reduced by Mental Def (-¼)	—
11	Mind Shield: Mental Defense +15	

Cost Skills

	Deception Skills:	
15	+5 levels w/Mental Illusion	
5,3	Acting 16-, Bribery 15-	
3,5	Concealment 13-, Conversation 16-	
9,3	Disguise 14-, High-Society 16-	
3	Language: Spanish (fluent w/ accent)	
5,5	Mimicry 12-, Oratory 16-	
5,5	Persuasion 16-, Seduction 16-	
3	Trading 15-	

Background Skills:

9,5 PS: Photographer 15-, Perk: Wealth (Well-off)

100+ Disadvantages

10	Accidental Change: when angry or distracted 8-	
20	Berserk: when true appearance revealed, 11-/Rec 14-	
10	Dist. Feat: Hideous appearance (Easily Conc, Major)	
20	Normal Characteristic Maxima	
20	Psych: Vain and arrogant, must be the center of attention (Common, Total)	
15	Psych: Hates, but desires, beautiful people (Com, Str)	
15	Psych: Seeks true love (Common, Strong)	
15	Rivalry: with any handsome (COM 15+) male	



	character (professional or romantic)
15	Secret Identity (Devon McPhee)
94	NPC Bonus

Background: Devon McPhee was the victim. Of the flux, background radiation or simple genetic misfortune no one knows, but Devon was born with hideous mutations, a twisted dwarf. His mother abandoned him and he was taken in by the county's Child Protective Services. For a short time, the media and the public rallied around the cause of the "monster baby" abandoned so cruelly, but Devon's cause passed like so many others and he was left to be raised as a ward of the state in the Percival Cooper Children's Home (see SA:CoH, page 184).

Not surprisingly, Devon was taunted and called named by other children, those who were brave enough to even speak to him. He retreated into his own fantasy world to deal with the hurt and rejection he saw everywhere he turned. Doctors eventually pronounced him autistic and he was moved to the care of a mental-health institution by the time he was 10 years old. It was a few years later that Devon discovered his ability to change things. It was small things at first, making imaginary playmates appear before his eyes and creating



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shows to entertain himself. His physicians and therapists originally thought Devon's stories were simply manifestations of his escapist fantasies at first, until they began to see them, too. Devon was clearly a paranormal.

Suddenly, people Devon never met before were taking interest in him because of his special abilities. They asked Devon to make things appear and put him through all sorts of tests to determine the limits of his abilities. Devon was clearly a very powerful illusion-caster and might shed some light on the nature of psionic abilities. Scientists from the Horizon Institute and the Justice Foundation were intrigued by his abilities. Devon was tired of the tests. He liked the attention, but he knew no one really cared about him, just what he could do.

Devon's special powers did allow him to fulfill his greatest childhood wish: to change how he looked. One day, when he was 15, Devon used his illusions to alter his appearance for the first time. Then he walked out of the care of all of the institutions and disappeared into the populace of San Angelo.

Years have passed, and the search for Devon McPhee has all but ended, his case another mystery in the records of various institutions. Recently, the public has been enthralled by the work of photographer Evan Beaumont, an artistic genius making a splash in national publications with his stunning photographs. Beaumont is as well known for being as attractive as the models he works with as he is for his photography, but the mysterious Mr. Beaumont is something of a recluse, only rarely putting in an appearance in the San Angelo social scene.

In truth, "Evan Beaumont" is but the latest guise of Devon McPhee. Devon has learned to express himself through art, especially photography, and subtly uses his image-casting powers to provide the perfect composition and backdrops for his work under the guise of "photographic" effects. He's enjoying his success and minor celebrity, but at the same time he is terrified someone will discover he is not who he appears to be and will uncover his hideous true appearance.

Devon has convinced himself he is a changeling, a part-human being faeries trade for normal human babies, and that his powers are a type of faerie glamour, or magic. Any suggestion he is a freak or a mutant angers him. In some ways this places him above "humans" in his mind, making him superior to them. Like the faeries of old, however, Devon has fallen for a beautiful mortal woman, the supermodel Sasha, with whom he's been working. Devon's photography catapulted Sasha to supermodel status and she insists on working with no one else. At least part of her legendary beauty is created and enhanced by Glamour's illusions. She is attracted to "Evan," but put off by something she cannot quite

put her finger on. Evan, for his part, is too shy to express his true feelings to Sasha out of fear of rejection and settles for now on loving her silently and protecting her from anyone who would harm her, including potential suitors.

Quote: *"There's more to me than meets the eye... much more."*

Personality: Deep down, Glamour is hurt and lonely. He desires to be accepted for what he is, but fears rejection too much. He hides everything about himself behind his facade of illusion, not allowing any true part of himself out. His ability to alter the perceptions of others, coupled with the suffering of his early life, have left Glamour bitter and twisted. He is angry at the world and deals with it by treating most people like toys to be manipulated and broken for his amusement. He wants to inflict his pain on the world and force people to care about him, admire him, respect him and even love him. The only person Glamour might really care about is Sasha, and even she is still more of a trophy or a prize than a real person to him.

Powers/Tactics: Glamour's mental powers allow him to project powerful, realistic illusions affecting all of the senses. Against most people, Glamour can completely alter his victim's perceptions of the real world, making nearly any changes he can imagine. These illusions are either visible to everyone (including cameras and other machines) or projected directly into a single subject's mind. Against individual people, Glamour's illusions are convincing enough to cause psychosomatic shock and injury. An illusion of a dagger in Glamour's hands is still real enough in the victim's mind to kill them, and leave no murder weapon or a single mark on the victim's body. Their mind does all of the work—and nobody else sees a thing.

Glamour doesn't broadcast the fact he has illusion powers. His abilities are far more effective when opponents don't know he's an illusionist. He prefers to have people believe he is a powerful faerie magician or sorcerer of some kind, or even a demon or mutant with the power to warp reality at will. The more Glamour's victims believe in his illusions, the more real they will be against them.

Glamour often combines image, illusion and reality to devastating effect. Nothing a hero senses while fighting him can be taken at face value. Glamour conceals real hazards (like traffic or holes in the floor) with his powers as well as creating illusory dangers. A favorite trick is to create the illusion of an innocent in danger over a real hazard like a bomb or other trap to lure heroes to their doom. He also switches appearances with heroes in combat to cause confusion and make opponents attack each other.

Glamour is something of a coward, preferring to remain out of sight, concealed by an illusion or other cover. He will often



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create an image of himself to fight opponents and keep them distracted from his real location. Heroes fighting Glamour's mental image may believe him to be invulnerable or desolid in addition to his other powers.

Glamour is not a powerful combatant; a single strong attack will take him down. He relies on trickery and deception as his weapons. If they fail, he will flee, disappearing into the scenery or assuming another appearance with his illusion shell. GMs should keep players in the dark about the true nature of Glamour's powers as long as possible.

Appearance: The face Glamour shows to the world as Evan Beaumont is dashing handsome and perfect in every way. Anyone who meets him will find him to be one of the most beautiful men they have ever met. In fact, each person perceives Glamour's illusory self slightly differently, minor details and subtle cues filled in by their subconscious minds.

Characters with strong mental defenses tend to "filter out" the effects of Glamour's illusion shell. In game-terms, Glamour's PRE and COM are reduced by the character points of Mental Defense, so a character with 10 points of Mental Defense would see Glamour as having PRE 20 and COM 10. This can be a vital clue to discovering his true nature and appearance.

Glamour's true appearance is not so pretty. His features are twisted and hideously deformed. Any revelation of his true appearance drives Glamour into a rage. He will use his illusion powers to appear more and more monstrous and grow to great size to seize and kill anyone who discovers his terrible secret. If this tactic fails and he is defeated, Glamour will likely collapse sobbing pitifully.

Campaign Use: Glamour is a tragic villain; although he is bitter and cruel he is as society has made him. Glamour's story should be one which plays on the players' sympathies for the deformed and twisted man, hiding in his world of illusions.

Player characters in the world of photography, publishing or modeling might encounter Evan Beaumont or the supermodel Sasha. Evan could also be asked to take portrait photos of player character heroes for a public relations promotion or the like, allowing the heroes to meet him and learn a bit about him before encountering Glamour's handiwork. Mentalists or those with exceptional Mental Defense might get a bad feeling about Evan during these meetings.

A player character might also be romantically attracted to Evan or to Sasha, creating a complex triangle. Characters attracted to Evan might have a chance of bringing him out of his shell and getting to know him as a person, but the truth about his identity might shock them, resulting in a "fatal attraction" scenario where Glamour stalks the character and attacks any romantic rivals for the characters affec-

tions. Characters pursuing Sasha will immediately become Glamour's enemies, and he will use terrifying illusions to try to ruin the character or drive him off.

Power Variations: Shrewdly played, Glamour should pose a challenge as written for most hero teams. The only problem arises in groups with one or more powerful mentalists. In this case, GMs may wish to add Invisible Effects to the Mental Illusion slot of Glamour's Multipower and include Mental Senses in the Images slot, allowing Glamour to conceal the true nature of his powers from mentalists as well as creating images of mental phenomena only they can sense. Imagine the team mentalist's surprise when he probes one of Glamour's illusions, only to discover that it registers to his mental powers as real!

Sasha

STR 7	DEX 12	CON 10	BODY 8	INT 10
EGO 17	PRE 15	COM 17	PD 2	ED 2
SPD 2	REC 4	END 20	STUN 17	

Skills: Money: Wealthy, Well Traveled, Animal Handler 8-, AK: London 11-, AK: New York 11-, AK: Rome 11-, AK: Paris 11-, KS: Modeling 14-, Seduction 13-, PS: Model 13-, PS: Painter 8-, TF: Horses

Disadvantages: Watched by paparazzi (Mor Pow) 14-, Public ID (Sasha), Reputation: international supermodel 14-

Background: Sasha is a world-renowned supermodel and girlfriend of Evan Beaumont (aka Devon McPhee). Their working relationship began during an on-site photo shoot in Puerto Vallarta last year and has been grown into a professional friendship. Sasha's career and popularity have skyrocketed since she began working with "Evan," and she has intention of ending what has become a very fruitful arrangement. While she enjoys her tremendous success, there remains some uneasiness between her and "Evan." Sasha is not sure how to explain the feeling, other than to say that something "doesn't quite seem right," but for the time being she is more than willing to ignore her gut feelings in favor of bigger and bigger paychecks.

Sasha has modeled for a huge number of product lines, including lingerie, cars, shampoo, nail polish, jeans and has even done appearances at auto shows and a spot for Texxon Oil Co. Recently Sasha completed a shoot for a 2000 photo calendar. Rumor has it that several Hollywood producers, including one based in Angel Beach, are courting her, trying to land her as the star of their next "blockbuster." Her hobbies include horseback riding, roller-blading and painting. She owns a four bedroom home in Lakeview, where she lives with her four cats. She is friends with local actress Carline Huston (see *SA:CoH*, page 210).



Inazuna

Kevin Nakagawa

Val	Char	Cost	Notes	
13	STR	3	150kg, 2½d6	
24	DEX	42	OCV: 8, DCV: 8	
20	CON	20		
10	BODY	0		
10	INT	0	PER Roll: 11-	
11	EGO	2	ECV: 4	
12	PRE	5	PRE Attack: 2d6	
12	COM	1		
18	PD	15		
22	ED	18		
5	SPD	16	Phases: 3, 5, 8, 10, 12	
8	REC	2		
40	END	0		
30	STUN	3		
Total Cost				
Char: 124 + Powers: 197 = Total: 321				
Base: 100 + Disads: 221 = Total: 321				
Cost	Powers			
END				
50	Electrical powers: Multipower (75 pt. pool), Activation 14-, Burnout, Must use hand gestures to “guide” electricity (-¼)			
7	m) Summon electrical blast: 10d6 EB, Indirect: from any location & toward self (+½)	7		
4	m) Killing blast: 2D6 RKA, Indirect: from any location and toward self (+½)	4		
7	m) Focused blast: 15D6 EB	7		
10	m) Electro-field: 10D6 EB, Damage Shield	7		
7	m) 20" Flight (x8 NCI)	1/5"		
6	m) Siphoning power: 6d6 Aid, points go to END Reserve, Only to starting value	6		
1	m) Manipulate simple molecules: Instant Change (any clothes)	—		
Sense Electro-magnetic sources:				
40	Detect, Sense EM Sources, +5 PER, Discriminatory sense, Targeting sense	—		
3	Bump of Direction	—		
10	Electrical energy reserves: END Reserve (50 END, Recover 5 END/Turn)			
Cost	Skills			
18	Martial Art: Aikido			
falls	Maneuver	OCV	DCV	Effects
	Martial Throw	+0	+1	2½d6 +v/5; opponent
	Martial Grab	-1	-1	23 STR for Grab
	Martial Strike	+0	+2	4½d6 damage
	Martial Dodge	—	+5	Dodge, Abort
Grabs	Martial Escape	+0	+0	28 STR vs
	3	Breakfall 14-		



- 2 KS: Aikido 11-
- Background Skills**
- 5 Perk: Diplomatic immunity
- 2 Contact: Yakuza oyabun
- 3 Lang: English (fluent w/accnt; Japanese is native)
- 2 AK: Japan 11-
- 2 KS: Yakuza organization & traditions 11-
- 2 PS: Student 11-
- 3 Streetwise 11-
- 2 WE: Common melee weapons



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100+	Disadvantages
15	Dist. Feat: Static electrical field (Not Concealable)
10	Dist. Feat: Japanese Accent (Concealable)
10	Watched by U.S. State Dept (Mor Pow, NCI) 8-
10	Watched by Yakuza (As Pow, NCI) 11-
15	Psych: Protective of innocents (Common, Strong)
15	Psych: Japanese expatriate (Common, Strong)
20	Psych: Devout Buddhist (Common, Total)
15	Secret ID (the superhero Kami)
15	Secret ID (Kevin Nakagawa)
15	Susceptibility: 3d6 Stun if hit with water when actively using powers (Instant)
81	NPC Bonus

Background: “Konbanwa, uncle.” Kevin bowed deeply from the waist to the wiry man seated behind the desk.

“Kevin-san, good to see you again.” The man took a few puffs from his cigar before tapping the ashen end into a nearby ashtray and motioning Kevin to sit in the nearby chair. “I assume things are still going well with your father.”

“And mother, yes.” Kevin was always slightly irritated that his uncle refused to acknowledge Kevin’s mother. There was no denying that she was not Japanese. Indeed, she was a white woman. An American. A gaikokujin. But Yakuza boss or not, he was still acting improperly – rudely – by ignoring her existence.

“To what do I owe the honor of your visit?” the man said, coolly ignoring Kevin’s comment and subdued bitterness.

“It is Brian,” Kevin replied.

“Your brother? What has he done this time? I hope those Crimson Tiger boys aren’t causing him too much trouble.” The oyabun smiled broadly, sensing the intent of Kevin’s visit. A visit that he had waited for several years, ever since Kevin’s powers had manifested. Yes, my nephew, I know why you are here, he thought to himself. You need only say the words.

“Trouble, Uncle?” Kevin asked incredulously. “They pursue him endlessly. They are even starting to come to the house. One of them scared mother just yesterday as she came home from the market.”

“You know there is nothing I can do, Kevin. Your father forbade me from interfering in your family’s affairs. I am dead to him, remember?” You need only say the words. The man felt as though Kevin could sense the joy welling up inside him, despite his cool exterior.

“I can handle the Crimson Tigers, Uncle. But if I get too involved...”

“As Kami,” the man interrupted.

“Yes. If I get involved as Kami, my fear is that the tong will retaliate against us. And if that happens, father’s position at the Consulate could be jeopardized. I couldn’t live knowing I’d caused him that loss of face.” Kevin paused, watching his uncle’s expression. “It would crush mom,” he added.

The man’s expression soured. “That’s why I’m coming to you now.”

“You know what this means.” The oyabun motioned for the gentleman standing inside the door to leave the room. “Your reputation as Kami could be ruined.”

“I can handle that.” Kevin retorted quickly. “I’ve already thought of a new name and costume to use while I’m working for you. Inazuna.”

Ah, youthful exuberance, the man thought. How little you know about the way of things. But how quickly you’ll learn.

“Lightning, eh? Catchy. Still, someone will discover your secret... eventually.”

“By the time they do, father should already be reassigned to another country, and Brian will be far, far away from the gangs here.”

“And you?” the man asked. “What about you?”

“One year, as we agreed. I will work for you for one year. Not as a kobun. Not as a full member. And no killing. That’s where I draw the line.”

“We don’t hire ‘mercenaries,’” the man scoffed.

“You and I both know the Yamakazi-gumi have hired several supers for odd jobs. This is no different.”

“Very well, Kevin-san. One year. I will arrange a meeting with the dragon head of the Qi Leong tong and tell him that Brian is off limits to the Tigers.” He picked up the phone receiver. Glancing up he saw Kevin still watching him. “And no killing. Agreed.”

“Arigato.” Kevin bowed again and turned for the door.

“But Kevin-san. Your connection to the Yamakazi-gumi, however tenuous, still exists. You will answer to Hiyoshi-san. I’ll have no disobedience. Rules are rules.” Kevin nodded and quickly walked out the door. The man picked up the phone. His heart was full of pride. Not so because he had finally turned his paranormal nephew to the way of the Yakuza, but because he knew that by year’s end he would have yet another reason to “convince” Kevin to stay.

“Arrange a meeting with Three-Finger Ho. I have business to discuss with him.”

* * * * *

Kevin was born and raised in Tokyo, Japan. His mother, the daughter of a US Air Force Master Sergeant stationed at Yokota Air Force Base, taught Kevin and his younger brother English at a young age, with his father’s enthusiastic consent. “A man who speaks two languages doubles his opportunities in life,” his father would say.

Shortly before his 17th birthday, Kevin’s father, an outspoken opponent of Japanese organized crime, received a promotion and was transferred to the Japanese Consulate in San Angelo. The family packed their belongings and moved into a



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spacious (by Japanese standards) three-bedroom home in Midtown. Kevin and his brother Brian (then 15) quickly acclimated to living in America. Kevin enrolled at UC San Angelo, while his brother transferred into a local high school.

One stormy afternoon Kevin missed his bus. Unable to get ahold of his mother for a ride and not wanting to wait an hour for the next bus, Kevin decided to walk home. As he walked, however, the storm grew worse. Lightning flashed across the dark sky, and blowing rain pelted Kevin's face and body. I am not cold, Kevin tried to convince himself, all the while his teeth chattered and body trembled.

Suddenly Kevin's body began to tingle. For an instant, he knew what was about to happen...

Kevin opened his eyes and looked around. He recognized the pillars and smell of incense, and the friendly face of the Buddhist priest of his family's chosen temple leaning over him. He could also see the colored energy surrounding the priest. No, not surrounding him; Emanating from the man... and the lights, and the power outlets, and the walls...

The priest explained that he had been driving home from a friend's house when he found Kevin hovering above the gutter, with electricity coursing around his body. The priest stopped and, recognizing Kevin, reached out to touch the boy. As soon as the priest touched Kevin, the energy disappeared and the young man fell into the priest's arms.

"It is a sign," the kindly priest said. "You have been chosen to be a protector. A myo-o, sent by Buddha."

Kevin could hardly believe what was happening. A protector? Until now his faith had been superficial at best. Kevin looked at his hand. Willing something, anything, to happen, his hand began to crackle with electricity... The priest was right. Kevin had been chosen.

Dubbed "Kami" by the inhabitants of the small Nihon-machi (Japantown) section of San Angelo, Kevin began a part-time career as a superhero, in between classes, homework and a part-time job at the Golden Buddha restaurant (see the *Chinatown* sourcebook).

About a year ago, much to Kevin's father's discontent, Kevin's uncle, reputed oyabun (boss) of the Yamakazi-gumi Yakuza gang, came to San Angelo on a "business trip," and has made a number of visits to the Golden City since then. Kevin's father refuses to speak about his brother, Kevin's uncle, saying only that the man is dead to the family. To this day, Kevin knows only that his uncle doesn't condone the marriage of Kevin's father to a foreigner, a fact that angers Kevin.

Quote: "Don't force me to do something you're going to regret."

Personality: Kevin is a friendly and outgoing young man

who loves his family very much and would do anything to protect them, up to and including giving his own life. He is also protective of Japanese citizens and is, in fact, a Japanese citizen himself. Kevin also enjoys diplomatic immunity status due to his father's position at the local Japanese Consulate. Kevin is a devout Buddhist. While his particular sect does not teach pacifism, it does have tenets against the taking of life, as well as abstinence from eating meat (except fish).

While Kevin's personal values are at odds, he has so far managed to justify his actions as "duty" to his uncle and satisfying honor by keeping his promise. Kevin will obey any orders from his uncle, to whom Kevin answers, except one. Kevin will not take a life, in keeping with his Buddhist beliefs.

Powers/Tactics: Inazuna has the power to summon electricity from any viable power source, from car radios to high-voltage power lines. He can project electrical blasts from his hands (up to 375") and emit a short-range electrical charge all over his body (his Damage Shield). But his control of electricity goes beyond that. Inazuna can summon energy from any electrical source up to 1,500 feet (250") away to strike a target. The attack can come from any direction, but must always fire *toward* Inazuna (as opposed to away from him). Thus, the target must always be between Inazuna and the electrical source. These indirect blasts are less powerful than his direct Energy Blast, but often give him an edge in combat (GMs should award +1 to +3 to Inazuna's OCV, as appropriate for Surprise Attack). All of his powers work from an internal store of electricity, which he recharges by drawing energy from sources around him, including ionized air. This recharging has the visible effect of causing a localized "brownout."

Inazuna will use his electrical powers to eliminate any obvious foci and to "encourage" opponents to give up the fight. He will never use his RKA against a living creature, and will never knowingly take a life, even if it means giving up his own. Inazuna prefers to stay out of reach of combatants, but if necessary, he will use his Aikido skills to throw an attacker prone before zapping him into submission.

Inazuna will avoid water while engaged in combat if at all possible. While not life-threatening, contact with water while using his powers causes him excruciating pain. If left without an option, Inazuna will resort to using his Aikido to fend off opponents until he can make good his escape.

Appearance: Inazuna stands 5'9" tall, and weighs in at 165 pounds, with brown eyes and black hair. His Inazuna costume consists of a jet black spandex one-piece outfit with a stylized blue-white lightning bolt across the chest and down one leg, gold trimmed black gloves and boots, and a black half mask. When he uses his powers, multiple tendrils of blue-white electricity course over his his arms



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and torso as he manipulates and focuses the energy, whether as a direct attack or an indirect one.

Campaign Use: Kevin is leading a double life. By day he is a bright university student, loving son and popular local superhero, known as Kami. Recently, however, he has agreed to work for his uncle's crime syndicate, doing "odd jobs" and working as an enforcer and bodyguard in return for his younger brother's protection from the Crimson Tigers gang in Chinatown, who sought to recruit Brian into the gang.

In a campaign, Inazuna could be used to run interference between the Yakuza gang and any superheroes, including (of course) the PCs. Alternately, Inazuna could be used as a distraction, allowing the Yamakazi-gumi's true operation to proceed unhindered. Inazuna answers to Hiyoshi, a Yamakazi-gumi "lieutenant" and de facto leader of the gang's San Angelo splinter. He does not trust Hiyoshi, but remains unaware of his superior's dual role as Chill.

The Yamakazi-gumi are a growing organization, but they are not in the forefront of the San Angelo underworld. Their primary adversaries are the tongs, who control organized crime in Chinatown, for now... Inazuna's uncle, the gang's boss, or oyabun, makes occasional visits to San Angelo, but his main residence is in Japan, where he controls the larger body of Yamakazi-gumi members. His plans to expand into San Angelo are so far proceeding smoothly, under the direction of James Hiyoshi (see **Chill**).

Tosabo

STR 8 DEX 13 CON 14 BODY 10 INT 12
 EGO 13 PRE 10 COM 10 PD 2 ED 3
 SPD 3 REC 5 END 28 STUN 21

Skills: +10 PRE (only for defense), Breakfall 12-, CS: +5 Levels w/ Jujutsu and staves, AK: Japan 12-, KS: Buddhism 14-, KS: Chinese Classics 13-, Language: English and Mandarin (fluent w/accnt, native is Japanese), Martial Arts: Jujutsu (see below), Persuasion 13-, Stealth 12-, WF: Common Melee Weapons

Martial Arts: Jujutsu

Maneuver	OCV	DCV	Notes
Slam	+0	+1	2½d6 + V/5; opponent falls

Choke Hold	-2	+0	Grab, 2½d6 NND
Sacrifice Throw	+2	+1	2½d6; both fall
Disarm	-1	+1	Disarm, 23 STR

+1 DC (figured in)

Weapon Element: Use art w/staves

Disadvantages: Age (60+), Dist. Feat: Buddhist priest (Conc.), Psych: Buddhist vows (Common, Total), Reputation: Popular Chinatown priest (only among Asian community) 14-

Background: More than three decades ago, Sataro Kanbo gave up everything and joined a Buddhist monastery near Nara, Japan. His training in the teachings of Buddha lasted nearly five years. Eventually Satoro-san was officially made a priest of the sect, and he took the name Tosabo – a new name to symbolize his new life. He requested permission to go out into the world to spread the teachings of Buddhism. Tosabo's request was granted and he made his way to America. With a letter of introduction and recommendation from his master at the Nara temple, Tosabo entered the T'ien Sun Buddhist temple in San Angelo, where he continues to teach the wisdom of Buddha to the residents of San Angelo.

Tosabo exercises and meditates daily, keeping his 62 year old body and mind clear, providing an easier path to enlightenment. Tosabo is a very compassionate man, and will never refuse to help to anyone. His Buddhist vows include abstinence from eating red meat (though he can eat fish and fowl), non-aggression (self-defense is another matter) and poverty.

Since gaining his supernatural powers, Kevin Nakagawa (Inazuna) has often come to Tosabo for spiritual guidance and counsel. Kevin trusts Tosabo and weighs the priest's advice greater than anyone else's. So far Kevin has not revealed the fact that he is also a villain (Inazuna) to the priest.

Tosabo's 5'4 wiry frame belies his martial prowess. Tosabo is quite a skilled Jujutsu practitioner, having received his training at his home temple in Japan. Tosabo wears saffron robes with a yellow kesa, the traditional dress of a Buddhist priest. He is soft spoken and calm at all times, even when confronted by danger (thus his added PRE).



Kaleidoscope

Gillian McKay

Val	Char	Points	Notes
10	STR	0	100kg, 2d6
24	DEX	42	OCV: 8/DCV: 8
20	CON	20	
10	BODY	0	
10	INT	0	PER Roll: 11-
10	EGO	0	ECV: 3
15	PRE	5	PRE Attack: 3d6
12	COM	1	
20	PD	18	
20	ED	16	
5	SPD	16	Phases: 3, 5, 8, 10, 12
6	REC	0	
40	END	0	
35	STUN	10	
Total Costs			
Char: 128 + Powers: 433 = Total: 561			
Base: 100 + Disad: 461 = Total: 561			
Cost	Powers	END	
Kaleidoscope Powers:			
60	Blast: Energy Blast, 12d6	6	
7	+ 1d6 Flash (Linked to Energy Blast)	1	
20	Image Field: Change Environment, field of kaleidoscopic shapes, 8" radius	2	
30	Mirror Image: Invisibility (to Sight Group)	3	
10	+ Images (Sight group, 1 hex, -4 to PER), Linked to Invisibility, Images of self only (-1)	3	
216	Shatter: Duplication, 4x 216-Pt. duplicates	—	
45	+ 4d6 Flash, AE: 8" radius, No range, Linked to Duplication	9	
6	Running, +3" (9" total)	2	
Cost	Skills		
Combat Skills:			
3	Acrobatics 14-		
3	Breakfall 14-		
Martial Arts: Hapkido			
2	KS: Hapkido 11-		
	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i> <i>Dmg.</i>
4	Block	+2	+2 Block, Abort
4	Dodge	+0	+5 Dodge, Abort
4	Escape	+0	+0 25 STR vs. Grab
4	Punch	+0	+2 4d6, Strike
Background Skills:			
3	Streetwise 12-		
2	PS: Researcher 11-		
6	SC: Light, Optics, Lasers, all 11-		
2	CK: San Angelo 11-		
2	KS: San Angelo Underworld 11-		



100+	Disadvantages
15	Accidental Change: If frightened or startled (Common) 11-
10	Hunted by local law enforcement (Les Pow, NCI) 8-
10	Phys: Hay fever (Frequently, Slightly)
15	Psych: Duplication slowly erodes her mental stability (Uncommon, Total)
15	Psych: Enjoys being a super-criminal (Com, Str)
15	Psych: Lives for excitement, danger (Com, Str)
15	Rep: Superhuman criminal (Major reaction) 11-
15	Secret ID (Gillian McKay)
5	Vulnerable: 1½x STUN vs. Ego Attacks (Uncom)
346	NPC Bonus



Duplicates

10 STR 24 DEX 20 CON 10 BODY 10 INT
10 EGO 15 PRE 12 COM 20 PD 20 ED
5 SPD 6 REC 40 END 35 STUN

Powers and Skills: Mind Link (related group, x4 minds), Teleport, 30" (x32 increased range, 4 floating locations) (Concentrate 0 DCV, Only to location of a duplicate -1, All duplicates must teleport -1, all duplicates must merge -1/4), Running +3", Acrobatics 13-, Breakfall 13-, KS: Hapkido 11-, Martial Arts: Hapkido (strike, block, escape, dodge), Streetwise 12-, PS: Researcher 11-, SC: Light, Optics, Lasers 11-, CK: San Angelo 11-, KS: San Angelo Underworld 11-.

Total Cost: 216 Pts.

Background: Even as a child growing up in New Orleans, Gillian McKay had always been fascinated by kaleidoscopes. Later, her interests broadened to light and optics. After graduating from U.C. San Angelo, McKay went to work for Radiant Concepts, an up-and-coming Arroyo Verde company that researched and built lasers (see *SA:CoH*, page 175).

Working under research team leader Holly Tamura (*SA:CoH*, page 178), McKay helped devise innovative new lasers for manufacturing, surgery and other applications.

One day, however, a band of thugs led by the super-mercenary Salvo burst into the lab to steal a prototype laser. The Justice Foundation appeared hot on the heels of the criminals and a battle broke out. Struck by numerous missed energy bolts, the untested laser device unexpectedly blasted McKay with a bolt of coherent light as she dashed for cover from the fray.

The superheroes soon drove the mercenaries off and took McKay to the Faraday Memorial Clinic (*SA:CoH*, page 141) for treatment while her colleagues ruefully examined the blasted ruins of the prototype. Surprisingly, the clinic's doctors found she had no serious injuries.

At Tamura's urging, McKay took the rest of the day off. Cooking dinner at home that evening, she was shocked when kaleidoscopic images appeared around her. At first she thought she was hallucinating, but it didn't take long for McKay to figure out that she could control the images.

The blast of coherent light from the prototype had apparently interacted with her body to give her superhuman energy powers, expressed as kaleidoscopic light images.

At first, McKay tried to ignore her powers and went back to work at Radiant Concepts. After a hit-and-run accident demolished her uninsured car and the bank hired

a collection agency over her crushing student loan debt, though, McKay began to see her superpowers as a possible way out.

Just a few crimes, she told herself, just enough to get out of the red. But it turned out to be so much fun, so different from the boring daily routine at the lab.

No one at work even suspected that plain old Gillian McKay was actually the superhuman criminal Kaleidoscope.

Quote: "Hey, some superheroes are coming this way. Now we're havin' fun!"

Personality: Kaleidoscope gets a thrill out of being a superhuman criminal. Although her crime career has solved her financial problems, she now enjoys it too much to give it up.

She prefers to work as a paranormal criminal-for-hire; there's not much reason for her to commit crimes on her own anymore. Besides, meeting other superhumans is part of the fun.

Her duplication powers, which pretty much guarantee that she can escape whenever she wants, make encounters with superheroes a less serious affair for Kaleidoscope than for most fellow criminals.

All in all, Kaleidoscope considers her criminal career to be a light-hearted romp, though that could change as her mental state deteriorates.

Powers/Tactics: All of Kaleidoscope's powers are based on the child's toy of the same name, and are accompanied by bursts of shifting geometric shapes. These kaleidoscopic images are created from light, and in some cases are bright enough to temporarily blind foes.

She can also create mirror images of herself to confuse foes, as well as a field of sparkling kaleidoscopic shapes that may obscure lines of sight.

While Kaleidoscope normally has good control over these images, they occasionally appear against her will when she is frightened or startled.

Her most dramatic power, however, is Kaleidoscope's ability to shatter herself into up to five individuals. The duplicates lack the energy powers possessed by Kaleidoscope when she is whole, but possess other powers as well as her skills and knowledge.

Each duplicate has a mind link to the others, and all are capable of teleporting to the position of any of the others. They all must teleport at once, and must re-form as Kaleidoscope as part of the process.

Unbeknownst to Kaleidoscope, her duplication powers exact a terrible price. Her mental health slowly deteriorates every time she uses the power due to its shattering effect on her mind.



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In combat, Kaleidoscope will blast foes and use her other energy powers to disorient enemies. If escape becomes necessary, Kaleidoscope will shatter and send duplicates fleeing in every direction. Only one duplicate has to escape to teleport the others to safety and re-form as Kaleidoscope, making her very difficult to capture.

Appearance: A spunky redhead, Kaleidoscope has green eyes and a vivacious personality. She stands 5' tall and has an athletic build. Her thick red hair is short, cut just above shoulder-length.

Her Kaleidoscope costume is a skintight emerald bodysuit covered in kaleidoscopic shapes, with a blue sash around her waist and a small mask over her eyes. In cold weather, she sometimes throws on a jacket.

When Kaleidoscope shatters, each duplicate has an identical appearance to the original, except for their costumes. Each duplicate wears a bodysuit of a different hue of the rainbow — red, blue, yellow, green and violet.

Campaign Use: Kaleidoscope is a tragic supervillain who is slowly being driven mad by her powers. Her gradual deterioration can be an ongoing story arc, with Kaleidoscope becoming noticeably more disturbed in every encounter with the PCs.

Initially a simple criminal-for-hire, Kaleidoscope could develop an obsession or paranoia leading her crime career in a new direction.

Astute PCs, particularly mentalists, may catch clues to Kaleidoscope's crumbling mental state. The PCs might try to find some way to cure Kaleidoscope, which could spark an adventure seeking an ancient healer, bizarre gadget or rare herb to heal her shattered mind.

Depending on the progression of her mental illness, Kaleidoscope could be an uncooperative patient, attempting to elude or escape the PCs.

Barbara Sun

STR 6 DEX 12 CON 13 BODY 8 INT 17
EGO 10 PRE 10 COM 14 PD 2 ED 2
SPD 2 REC 4 END 26 STUN 19

Skills: KS: Lasers 11-, KS: Poetry 11-, Language: Korean (Fluent w/accent, native is English), Oratory 11-, PS: Research assistant 11-, PS: Student 11-, SC: Physics 12-, SC: Sub-atomic Physics 8-, SL: +2 Levels w/ volleyball,

Disadvantages: Psych: In love with David Mathies (Common, Strong), Psych: Puts projects ahead of personal life (Common, Strong)

Background: Barbara Lewis is a research assistant at Radiant Concepts. She is a hard-working, reliable staff member and has earned the respect of her seniors. Barbara has participated in several projects for the company, including the fateful project that led to Kaleidoscope's origin.

Barbara is a small woman, at 5'1", with collar length black hair. She is half Korean, though her Occidental heritage is noticeable only to other Asians (particularly Koreans). She wears a white lab coat over her slacks and blouse while at work.

Barbara has witnessed some small manifestations of Kaleidoscope's power, but has dismissed them to fatigue-induced hallucinations or light tricks. It would not take a great leap of deduction for Barbara to figure out that her coworker, Gillian McKay, is the super known as Kaleidoscope. For now, however, she is unaware of her associate's paranormal abilities.

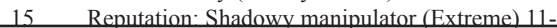
Barbara enjoys playing volleyball and writing poetry in her spare time. She is currently saving up to buy a new home, her first. She is engaged to David Mathies, a pre-med student at UC San Angelo. They have been dating each other for just over a year now.



Jeremy Graves

* *Phases 2, 5, 8, 11 only for mental powers (-1/2)*

3.5 Oratory 13-, Persuasion 14-





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224 NPC Bonus

Background:

—from the files of the Justice Foundation:

>MASTERMIND: A Hero Gone Wrong

Jeremy Graves was born a mutant with psionic abilities. He did not discover his gifts until late adolescence and kept them a secret at first. When his telepathic powers allowed him to discover the criminal thoughts of a group of men on a bank heist, Jeremy used his abilities to stop the robbers and bring them to justice. He realized there was a purpose for him in using his gifts for the good of his fellow man. Jeremy Graves adopted the identity of Mind-Master and used his psionic abilities for justice. I worked with him on several occasions during his career and was always impressed by Mind-Master's powers and his devotion to using them for the betterment of everyone.

I don't know exactly when Mind-Master went wrong; nobody can answer that but him. I can only speculate. It seems it began with his almost fanatical devotion to using his powers for good going too far. Mind-Master asked himself the question all of us with powers beyond our fellow men and women ask: "what could I really be doing with my abilities? Am I doing enough?" For Mind-Master the answer was no. He saw the criminals he captured let free by the justice system or sent to a prison system doing nothing to reform them. They would break out sooner or later or be paroled, only to go back to a life of crime. If Mind-Master could prevent that, wouldn't it be for the good of everyone, including the criminals?

It seems to have begun with small things: a telepathic suggestion here, the alteration of a painful memory there. Things to change or influence the criminal minds Mind-Master encountered, to help them overcome their criminal tendencies. More of the criminals caught by Mind-Master were going straight, turning away from lives of crime to become good and productive citizens and model prisoners deserving of parole. I have no idea how many were influenced directly by Mind-Master and how many were simply affected by the example of others or even "scared straight" by the rumors about Mind-Master's use of his powers, rumors none of us wanted to believe.

They say you cannot struggle with an enemy without becoming like it in some way. The more evil thoughts he took from the minds of others, the more Mind-Master began to see evil intentions everywhere. Reforming criminals was still not enough. Mind-Master started to go after criminals who had not yet committed any crimes. But their *thoughts* were still criminal. I'm sure he thought preventing crimes before they could happen was even better than what he

was already doing. I don't know how many crimes Mind-Master nipped in the bud, or how many minds he altered in the doing of it.

By this point, the rumors about Mind-Master were becoming too numerous to ignore. We look after our own. Other good-intentioned supers — heroes — had to consider the possibility of one of our own going bad. If Mind-Master was doing what people said, he had to be stopped. We can't allow ourselves to be judge and jury over others or everything we fight for is meaningless. Mind-Master was confronted with the accusations and didn't bother to deny them. He was quite proud of what he accomplished and told us what I have described. He also refused to stop, so we had to stop him. Mind-Master's paranoia became extreme and he was convinced everyone was jealous of his powers and plans to bring a Utopia to the world. He was raving by the time he attacked us, and his mental powers allowed him to elude us.

Going underground, Mind-Master became the Mastermind, an invisible force devoted to bringing his twisted dream of a perfect world about through force, if necessary. Mastermind believes he can create a world in which criminal thought does not even exist, a world free of all human ills, but also a world without freedom or individuality, a psionic police state.

Mastermind knows he cannot accomplish his plan alone. Even with his mental powers, brainwashing the whole world would take several lifetimes. So he recruits agents brainwashed into his service or willing to follow his ideals to help him. He seeks ways to increase his power so he can create the world-mind he dreams of and he stretches out telepathic tendrils into every part of society, sowing the seeds of his influence in politics, business, society and even among the paranormal community.

We have kept the true scope of Mastermind's power and plans from all but the highest authorities. The truth would create a backlash against paranormals and foster the kind of paranoia Mastermind would thrive in. If he is to be stopped, it must be by his peers, those who once fought by his side. It is my hope that Mastermind can be given the help he needs to restore his unbalanced mind. If that isn't possible, I will do everything in my power to stop him.

>END REPORT

Quote: "You don't understand... but I will show you the light."

Personality: Mastermind is not entirely evil, he has a twisted and warped sense of justice and honor he follows. He truly believes that he can use his abilities to rid the world of evil thoughts and create a perfect utopia for everyone under his benevolent guidance. No amount of persuasion will sway him from this belief, which borders



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on a messiah complex.

In order to further his goals, Mastermind is willing to countenance certain “lesser evils” like theft and conspiracy, but he avoids murder and threats to innocents. He doesn’t steal except to support his future plans and only commits crimes to help further his vision in some way, not for personal gain. He prefers to convert opponents to his cause rather than kill them. If he cannot persuade them he is right, he will use his psionic powers to “show them the truth” (i.e., brainwash them).

Although he maintains a facade of humility befitting a servant of the greater good, Mastermind is actually quite arrogant, as would be expected of a man who imposes his beliefs on others. Any challenges to his authority or the rightness of his mission to save the world from itself can cause him to fly into a rage. This is when he is most dangerous and likely to inflict harm, although he will normally only strike out with his Ego Attack, inflicting pain on the target of his anger to show them the error of their ways.

Powers/Tactics: Mastermind is a powerful telepath and a somewhat less-powerful, but subtle, telekinetic. Additionally he has a powerful Transformation Attack Based on ECV, allowing him to alter the minds of other people semi-permanently. He can change memories, beliefs, convictions, virtually anything he wants. He primarily uses this power to brainwash others into following his Utopian dreams of a perfect world. He has “cured” several criminals of their criminal tendencies with this power as well. Since it is Based on ECV, the attack works against the Ego of the target instead of Body. The Transformation can only be undone by another paranormal with Telepathy who achieves a high enough level of effect to go into the subject’s subconscious mind and undo the damage. The effects of the Transformation can be detected through the same use of Telepathy.

His powers lend Mastermind to being a mostly behind-the-scenes villain, although his ability to control others is quite powerful enough to allow him to take on a whole hero-team at once—as he has in the past. His preferred tactic is to take control of a powerful, dumb opponent (a brick) and turn him against his teammates. Mastermind uses his abilities to sow suspicion and paranoia among his opponents, learning their secret fears and using them to his advantage.

Note that Mastermind’s Mind Sense ability allows him to detect the presence of other minds near him with a successful Perception Roll (subject to the usual Range

Modifiers) but it does not provide him any information about the mind in question, nor is it a targeting sense, so he cannot use it to target his mental powers. It *does* make Mastermind difficult to sneak up on, however.

Appearance: Mastermind is a tall, imposing figure. Out of costume he has slightly thinning black hair swept back from a high forehead and piercing steel gray eyes. He usually wears dark, stylish clothing with little or no jewelry or other adornment.

In his costumed guise Mastermind wears a black body-stocking covering his entire body, including his head, leaving only his eyes visible. The front of the body-stocking has a dark blue “M” on the chest that extends down the legs to his feet. He wears a dark blue cloak with a full hood that is drawn up over his head. His eyes glow with a faint yellowish light when he exerts his mental powers to the fullest, only visible in the shadows of his hood (and not enough to qualify as a Visible limitation on his powers).

Campaign Use: Obviously, Mastermind is intended as a master-villain for a game. There are numerous ways a GM can introduce and use Mastermind in a San Angelo campaign.

One or more of the super-criminals “cured” by Mastermind could become heroes — even player characters, if a player is looking for an interesting origin. These characters are in a real moral dilemma. They owe Mastermind for their reformation, but at the same time they may think what he is currently doing is wrong. Will they turn against their “benefactor” or will they want to help Mastermind rid the world of evil?

His desire to increase his own power can lead Mastermind to study the Flux and try to gain control of the phenomena in hopes it will increase his psionic abilities to the godlike levels needed to affect the entire world at once. He will also take interest in any psionic technology developed by any of the corporations or think tanks in San Angelo.

Mastermind can be behind any number of conspiracies and plots going on in San Angelo and elsewhere. His influence is virtually undetectable without the aid of a powerful telepath, and some of the NPCs of San Angelo may be acting under commands from Mastermind they are not even aware of. Perhaps he is trying to stir up anti-paranormal sentiment to hinder his super-hero opponents and open people to the idea of more radical treatments for super-criminals.

The identity of Mastermind’s Followers are left up to the GM to decide. Many of them will be various criminals he



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has “reformed” and brought over to his cause, using them as agents and thugs (perhaps even other characters from this book). Others may be various NPCs from *San Angelo: City of Heroes*, or *Denizens of San Angelo*. Eventually, Mastermind might form his own group of brainwashed super-villains to serve his cause, using villains from this book or of GM’s creation.

Mastermind could slowly co-opt one or more player characters in a group, turning them against their teammates. This would be a challenging roleplaying scenario. It wouldn’t be for every group, but could be a lot of fun.

If a certain amount of concern about telepathy and psionics is desired in the campaign world, Mastermind can certainly provide good reason for people to fear psionics abusing their powers. If not, perhaps most of Mastermind’s true activities have been kept secret, as mentioned in the report above.

Power Variations: Mastermind is intended to be a subtle opponent, although he should be able to give a group of 250-point super-heroes a good fight if he uses his powers shrewdly. If the GM thinks Mastermind needs to be more powerful, increase the power of his Psionic Multipower and his Force Field. On the other hand, if Mastermind is too powerful for characters in the campaign, the GM can lower his SPD and the number of dice in his Multipower, or keep Mastermind as a manipulator in the shadows to await the time when the player characters have earned enough Experience for a climatic direct confrontation!

Police Beat

Robbery suspect surrenders to police

Yesterday afternoon, police officials received a surprise visit from a suspect sought in relation to a string of strong arm robberies in the downtown area over the past three months. A man, identifying himself as Brian Owen, according to arrest report, surrendered himself to police in the San Angelo Police Department headquarters and claimed to be the man they were looking for.

According to police records, the man was identified by a witness who was called into the station and was subsequently booked into the county jail.

When asked why he turned himself in, Owen said he had “seen the error of his ways” and wanted to make good on his

Steve “six-pac” Willet

STR 10 DEX 11 CON 10 BODY 10 INT 10
EGO 10 PRE 13 COM 10 PD 2 ED 2
SPD 2 REC 4 END 20 STUN 20

Skills: CS: +1 w/Pistols, AK: South San Angelo 13-, KS: Prophets youth gang 11-, KS: NBA/Basketball stats 13-, PS: Small time criminal 11-, Streetwise 12-

Disadvantages: Dist. Feat: Scar on left cheek (Conc.), Hunted by local law enforcement for past crimes (Mor Pow, NCI, Lim) 11-, Psych: Loyalty to Mastermind (Common, Total)

Background: Steve Willet (known as “Six-pac” on the street) is a one-time street thug who ran with the Prophets, committing various robberies of ShortStop stores in the South San Angelo area and even one unsolved robbery of the Ducrette Jewelers store in La Vista. One night while riding in a car with several of his “homies” on the way to make a drug buy, the group stopped at a downtown convenience store to buy beer. One the way inside Steve began formulating a quick plan to rob the store. As he approached the register, however, something told him not to do it. In fact, he decided to give up crime altogether. Steve put the beer away and turned for the door, glancing at the dark figure watching him from the snack food aisle. It was him, Steve thought to himself. He is the one who can put things right.

Ever since that fateful night, Steve has worked for Mastermind, spreading the word among his street associates that crime indeed does not pay. All of his old friends think Steve has lost his mind, and on a certain level they’re right. But Steve is undeterred in his beliefs and his desire to help Mastermind achieve his goal of world peace.

Steve Willet is a typical ex-criminal who has been “converted” by Mastermind. Steve can act as a lookout for Mastermind’s operations or a mouthpiece for the villain, warning off supers who become obstacles to his plans. Steve is a 22 year old white man, with a thin build and shoulder-length scraggly brown hair and a goatee. He is 5’8” tall and usually dresses in baggy jogging pants and oversized button up shirts.

Eduardo Perez

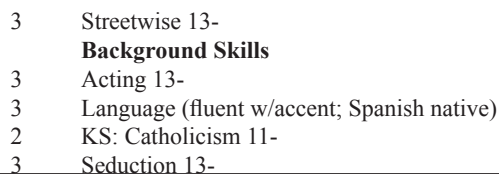
* Phases 2, 6 and 11 usable only for "guardian angel" (-1/2)

Base: 100 + Disads: 186 = Total: 286

57	Guardian Angel: 20 STR Telekinesis, Fully Invisible, 0 END, Only to cause improbable events (-1/2), No grab/squeeze damage (-1/4)
15	N-Ray Vision, 360° Radius, Only for targeting Telekinesis (-1)
8	+4 w/Telekinesis
15	3d6 Luck

26	Martial Arts: Savate			
	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Effect</i>
	Back kick	+1	+3	4d6
	Low kick	+0	+2	6d6
	Side kick	-2	+1	8d6
	Block	+2	+2	Block, Abort
	Disarm	-1	+1	Disarm, 30 STR
	+1 DC with all Savate maneuvers			
	+2 Levels with Savate (6)			

3 Acrobatics 14-
3 Breakfall 14-
3 Climbing 14-
3 Concealment 12-
3 Contortionist 14-
3 Lockpicking 14-
7 Security Systems 14-
5 Stealth 15-



20 DNPC: Younger sister (Incompetent) 11-
15 Hunted by Local law enforcement (Les Pow, NCI) 11-
5 Watched by Father Perriera (Les Pow) 11-
20 Psych: Code of Honor — gentleman thief (Com, Tot)
20 Psych: Code against killing (Common, Total)
10 Reputation: Gentleman thief, 11-
5 Rivalry w/the Ferret (professional)
15 Secret Identity (Eduardo Perez)
5 Unluck: 1d6
15 Vulnerability: x1½ STUN from Killing Attacks
61 NPC Bonus



Background: Eduardo Perez and his sister were born into a circus family. Eduardo was part of the family's aerial trapeze act and he was famous even from a young age for his amazing, death-defying stunts. His little sister Rosa was born when Eduardo was already a teenager. When their parents died in an accident under the big top, Eduardo was the only one left to care for her. When the circus folded due to financial problems, Eduardo and his sister were forced to move on and settle in San Angelo, in the North Mission district. Eduardo did his best to get work, but good jobs were scarce and Rosa began to get sick. Eduardo took her to a clinic and was told his sister had diabetes. She would require regular medication to lead a normal life, medication that Eduardo would not be able to afford.

That night, Eduardo pulled off his first crime. He used his acrobatic skills and training to break into a high-rise apartment in City Center and abscond with enough valuables to sell and pay for Rosa's medication. In a very short time, the daring thefts of the mysterious late-night burglar were making headlines in San Angelo. The police were baffled by Eduardo's skill and the one or two close scrapes with the authorities were avoided with a series of lucky breaks. Eduardo became convinced that a guardian angel smiled on his work to help his sister and support their family and protected him from capture. He engaged in more daring robberies and continued to have great success. With the money gained from his criminal activities he has arranged for regular care for Rosa and a good place for them both to live in La Vista.

To help salve his conscience and show his gratitude to his guardian angel, Eduardo has also taken to giving part of the money he earns from stealing to St. Anthony's Catholic Church, which he and Rosa attend (see *SA:CoH*, page 165).

Quote: *"Just lucky, I guess."*

Personality: Eduardo is a man torn between his moral beliefs and the needs of his sister coupled with his own desire for adventure and excitement. On the one hand a devout Catholic, Eduardo has a strong personal code of honor and believes stealing is wrong. He goes out of his way not to harm anyone in his robberies and would never kill an opponent in combat. On the other hand, he does what he must to care for Rosa's needs and—although he is reluctant to admit it—he has become addicted to the excitement of his midnight forays into the world of crime. The challenge and the romance of the role of gentleman-thief is very appealing to Eduardo. He pictures himself as something of a Zorro or Robin Hood figure, stealing only from the rich to support the needs of the poor. In fact,

a portion of the money from his ill-gotten gains always finds its way into the collection plate or the poor box at the church.

Eduardo is not alone in wrestling with his criminal life. He has revealed his identity as Pelegro in confession to Father Miguel Parriera of St. Anthony's. The good father has done his best to persuade Eduardo to give up his life of crime and turn himself in to the authorities, but he knows that will leave Rosa completely alone and he doesn't want to see that happen.

Powers/Tactics: Pelegro is an extraordinary acrobat, athlete and martial artist. His abilities tend to put him in the category of Low-Powered Metahuman (LPM), just edging into super-human. The thing separating Pelegro from other LPMs is an additional power he calls his "guardian angel." This is an unconscious ability to manipulate probability, providing Pelegro with his extraordinary luck.

In game terms, the guardian angel is an invisible telekinesis able to cause small, improbable effects to aid Pelegro or hinder his opponents. While his telekinetic STR is not superhuman, it is more than sufficient to pull the clips out of guns, trip characters on stairs or ladders, fling cream pies, undo belts, tip buckets of paint, flip light switches, pull down drapes or ceiling fixtures, tie peoples' shoelaces together and so forth. The GM should be creative when thinking up new applications of Pelegro's telekinesis. All of the telekinetic effects must take the form of "good luck" for Pelegro or "bad luck" for his opponents. The guardian angel cannot, for example, grab and squeeze someone telekinetically or hold an object suspended in mid-air with no means of support.

The guardian angel is not under Pelegro's conscious control; he has no idea how it will help him out and simply trusts that it will. He doesn't get a No Conscious Control limitation because the power never fails to operate, it just doesn't always operate the way Pelegro (or anyone else) expects it to. In effect, Phases 2, 6 and 11 belong to the "angel;" Pelegro does not act on them. He may act physically on his other phases. This creates the impression that Pelegro really does have an invisible force helping him behind the scenes.

This effect is enhanced by the fact the "guardian angel" has the ability to sense and affect targets Pelegro cannot ordinarily see using its N-Ray Vision Power. The GM can make a Perception Roll for the "angel" using Pelegro's normal Perception of 12-. If the guardian angel senses a potential danger to Pelegro, it can act on one of its phases to deal with it. So someone sneaking up on Pelegro could find themselves stepping on a loose board or a skateboard on the stairs, even if Pelegro didn't know they were there.

Appearance: Pelegro is a tall and wiry Hispanic man



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with a dashing air to him. His hair is black and kept well-groomed and trimmed, as is his thin mustache. He has dark eyes and a smile that is very white against his deeply tanned skin. He moves with the grace of an acrobat or a dancer. His “working clothes” consist of a loose, night blue pirate-shirt worn over a black leotard and a mask the same color as his shirt tied across his eyes. He wears a small gold crucifix on a gold chain under his shirt. Pelegro often wears a shoulder-bag for carrying his tools and loot as well.

Campaign Use: Pelegro is intended as a minor villain character to occupy the player characters. He is primarily a thief and not out to hurt anyone. His personal sense of honor should be clear to heroes who encounter him and, under the right circumstances, he might even be reformed and convinced to use his abilities on the side of the law.

Power Variations: As written, Pelegro is more of a nuisance than a serious threat. He’s no combat monster. The simplest way to alter Pelegro’s power level without altering his concept is by increasing or decreasing his SPD, particularly the Phases on which his guardian angel acts. This allows more or fewer improbable events to plague heroes trying to fight or capture the roguish thief. GMs can also increase the STR of Pelegro’s Telekinesis and even give him other invisible, unconscious powers (like RKA) to simulate more powerful and dangerous effects.

Father Miguel Parriera

STR 9 DEX 8 CON 10 BODY 10 INT 14
EGO 15 PRE 15 COM 10 PD 2 ED 2
SPD 2 REC 4 END 20 STUN 20

Skills: Perk: Priest, Conversation 13-, KS: Catholic Church 13-, KS: Congregation 11-, KS: Bible/Scriptures

14-, Languages: English, Spanish and Latin (fluent w/accents, native is Portuguese), Oratory 12-, Persuasion 12-, PS: Priest 13-, Streetwise 8-,

Disadvantages: Dist. Feat: Catholic priest (Easily Concealable, Always), Psych: Follows word of God (Common, Total), Reputation: Generous priest at St. Anthony’s (North Mission residents only) 14-

Background: Father Miguel Parriera has long been a staple of the North Mission neighborhood and St. Anthony’s church since his arrival 14 years ago as a new Catholic priest. Father Parriera cares deeply for his congregation and tries to learn each member’s name. He greets parishioners attending the morning service at the door with a smile each Sunday. He is known for his proactive efforts to assist church members experiencing personal problems, such as the time he led a group of local teenagers to an elderly woman’s home to repaint it and clean her yard when she was hospitalized for pneumonia and unable to care for the property herself.

Father Parriera knows about Eduardo’s secret life as Pelegro and has urged him to turn himself in. The Father is deeply concerned for Eduardo and his sister’s safety, but will not violate the sanctity of the confessional to turn Eduardo in himself. Not even if Eduardo or Rosa’s lives were in danger would Father Parriera consider revealing what he knows to anyone else, although he might ask a known hero to “watch over” the pair for undisclosed reasons.

Father Parriera is a stocky man of Portuguese origin. He is 5’6” tall and weighs 200 pounds. He has short, clean cut black hair and a boyish, clean-shaved face. He is seldom seen without his black slacks, shirt with white priest’s collar and black coat. During services he wears a white over-robe with purple trim.



Phosphorus

Jeannine Chen

Val	Cha	Cost	Notes
20	STR	10	400 kg; 4d6
21	DEX	33	OCV: 7/DCV: 7
25	CON	30	
14	BODY	8	
13	INT	3	PER Roll: 12-
13	EGO	3	ECV: 4
15	PRE	5	PRE Attack: 3d6
6	COM	-2	
10	PD	6	Total PD:
10	ED	5	Total ED:
5	SPD	19	Phases: 3, 5, 8, 10, 12
10	REC	2	
50	END	0	
37	STUN	0	

Total Cost

Char: 122 + Powers: 218 = Total: 340

Base: 100 + Disads: 240 = Total: 340

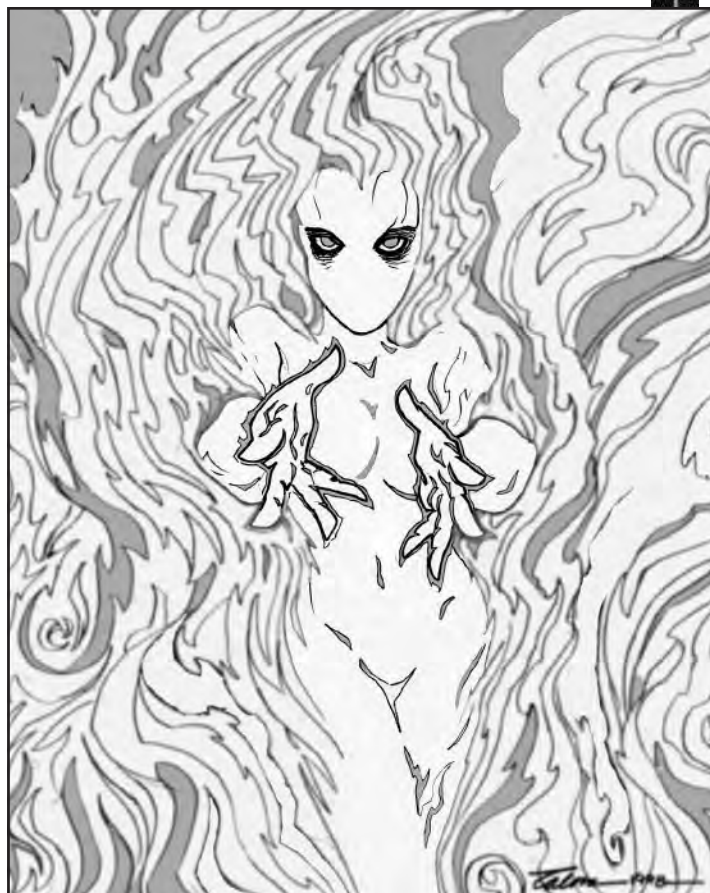
Cost Powers

END

75	Flame Projection: Multipower (75 Pts.)	
7	u) Heat Beam: 12d6 EB, ½ END	4
7	u) Fireball: 10d6 EB, Explosion	7
7	u) Flame Blast: 4d6 RKA, ½ END	3
7	u) Ultra-Plasma Blast: 2d6 RKA, Continuous, Uncontrolled	7
7	u) Absorb Fire: 15d6 Absorption to END, Only vs. heat/fire attacks (-1)	—
30	Fiery Aura: Elemental Control (30 Pt. pool)	
20	a) Burning Touch: 2d6 RKA Damage Shield, 0 END, Always On	—
30	b) Heat Shield: Armor (+15 PD/+25 ED)	
15	c) Temperature Resistance: 75% Phys Damg Reduction, Resistant, Only vs. Heat/Fire (-1)	—
20	d) Heat Field: Change Environment (raise temperature), 128" radius, 0 END, Always On	—

100+ Disadvantages

25	Berserk if wounded, hit with water, or confronted by anything related to Eclipse Ind. (Com) 14-/11-
25	Dist. Feat: Flaming figure (Not Conc, Extreme)
15	Hunted by Horizon Institute (Les Pow, NCI) 11-
15	Hunted by Dynamo (As Powerful) 11-
15	Hunted by local law enforcement (Less Powerful) 14-
20	Phys: Mute (Greatly impairing, All the time)
10	Psych: Fear of doctors, scientists & labs (Uncom, Str)
20	Psych: Fear of water (Very Common, Strong)
15	Psych: Pacified by presence of her son (Uncom, Tot)



10	Public Identity (Jeannine Chen)
25	Susc: 2d6/Phase from immersion in water
10	Vuln: x2 STUN from water attacks
10	Vuln: x2 STUN from cold attacks
15	Watched by Photon (More Powerful, NCI) 14-
10	NPC Bonus

Background: Stephen Bow (aka Photon; *SA:CoH*, page 250), the villainous CEO of Eclipse Industries has, among other schemes, worked on means to increase his own formidable light/heat projection powers. On such experiment was *Project: Helios*, involving a new “ultra-plasma” material which could absorb and channel considerable amounts of heat. Unfortunately, the plasma proved somewhat unstable and vulnerable to extremely low temperatures. Photon was unwilling to simply give up, however. Instead, he wished to try and see if the formula would provide enhanced powers, but first he needed a



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test subject.

Photon chose Jeannine Chen, a lab assistant at the Eclipse facility that created and stored the ultra-plasma. Photon arranged an “accident” while Jeannine was working late one night. A container ruptured and the super-hot plasma covered Jeannine Chen’s body, burning her alive. But she did not die. Instead, the plasma interacted with Jeannine’s physiology and turned her into a living being of ultra-plasma, a flaming creature that lived off of fire and heat and generated temperatures hot enough to melt metal. The pain of the transformation was terrible, and Jeannine Chen was driven mad by the experience. Confused and pained, she melted her way out of the flaming wreckage of the lab and made her way towards San Angelo.

Fortunately, the corporate heroine Dynamo (see *SA:CoH*, page 240) was at a nearby Peregrine Aircraft facility and confronted the creature the media dubbed “Phosphorus” for her white-hot flame. Dynamo was able to overcome Phosphorous only after a school bus carrying Jeannine Chen’s seven year-old son Daniel broke down on the bridge where the two super-women fought. The sound of her son’s voice brought Phosphorus out of her rage for a moment, long enough for Dynamo to send her opponent plunging from the bridge into the water, which painfully shocked Phosphorous unconscious. She was placed in the care of the Horizon Institute so they could study her mutations, with assistance offered by Eclipse Industries. She is kept in a special fluidic containment unit at the Horizon facility in San Angelo, but it is unknown how long it will hold her, or whether or not Photon will take an interest in using Phosphorus as part of one of his schemes in the future.

Quote: None, save the crackle and roar of flames; Phosphorous cannot speak because of her transformation.

Personality: Jeannine Chen was an intelligent and driven young woman, a single mother who was devoted to her research work. Phosphorous has almost none of those qualities; she is a creature of pure instinct, driven only by a need to survive. The only other things which seem to be able to reach Phosphorous are reminders of her accident, which seem to enrage her, and the voice and presence of her son, Daniel, which is the only thing that can calm her terrible rages. Phosphorous will do nothing to harm Daniel in any way, even sacrificing herself to save or protect him. She clearly longs to touch and hold him, but cannot do so. For his part, Daniel knows only that his mother was involved in an accident and is in the hospital. He is being cared for by San Angelo County’s Child Protective Services, and wants more than anything to have his mother back.

Powers/Tactics: Phosphorus stalks through the city, her every step and touch setting things around her aflame. If she

is bothered by anyone, she first uses Presence Attacks (backed up by flame blasts at the surrounding buildings or terrain) to convince them to back off. If that fails, she will attack with her flame powers to drive enemies away from her. If seriously pressed, she will use her deadly ultra-plasma attack; actually firing a small globule of her own substance at a target, creating a flaming gel like napalm that few targets can withstand. This attack greatly depletes her, depending on how much substance (i.e., END) she puts into it, so she uses it rarely and tries to find some source of fire or heat to absorb immediately afterwards to replenish herself.

Other than a desire to be left alone with her child, Phosphorous has no real goals or combat tactics. She instinctively avoids water and other things which can cause her pain, and sometimes displays an almost animal cunning in fighting opponents. Otherwise, she does not plan, she merely attacks.

Appearance: Phosphorus is the white-hot figure of a petite shapely woman. All of her features are obscured by her ultra-plasma form save for her burning yellow eyes. Her figure is surrounded by a corona of flickering flames, which flare brighter and hotter when she becomes enraged.

Campaign Use: Phosphorus is a dangerous menace on her own, a living natural disaster for player characters to control. She also makes a useful pawn for master-villains able to control her or use her rampages to their advantage, such as Photon or Mastermind. She should be portrayed as a tragic figure, someone the player characters can feel some sympathy for. It might even be possible for characters to actually reach Jeannine through some creative role-playing or judicious use of mental powers, trying to bring her back to some semblance of sanity and perhaps even searching for a cure for her “condition” with the aid of the Horizon Institute. If her sanity is restored, Phosphorus might even become a crime-fighter, while at the same time hoping for a return to a normal life. Jeannine might learn how to control her powers and become an ally of the player characters, but she most wants to become a normal again and raise her son. Player characters investigating the accident which created Phosphorous might discover evidence of wrongdoing on the part of Eclipse Industries which could lead them back to Photon.

Power Variations: Phosphorus’ powers should present a decent challenge to most groups of player characters, particularly her Damage Shield and the threat of her ultra-plasma blast. Gamemasters may wish to carefully handle the use of Phosphorus’ more powerful Killing Attacks to minimize injuries or deaths among the PCs (unless the GM wants a very realistically deadly game). The easiest way to increase Phosphorus’ power level is to remove her Vulnerability or to increase the power of the attacks in her Multipower.



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Daniel Chen

STR 1 DEX 8 CON 6 BODY 5 INT 8
 EGO 5 PRE 7 COM 10 PD 1 ED 1
 SPD 2 REC 3 END 12 STUN 9

Skills: Contact: Social worker 11-, Contact: Local superhero (GM's choice) 11-, AK: San Angelo 8-, KS: Local supers 8-, KS: Comic books 8-

Disadvantages: Berserk if forced to talk about his father (14-/Recovers on 8-), Phys: Nearsighted (Infreq, Slight), Psych: Distrusts adults, except supers (Common, Strong), Psych: Feels guilt over loss of his parents (Common, Moderate), Psych: Idolizes certain supers (Common, Total), Psych: Pretends to talk to mother (Uncommon, Moderate), Watched by social worker (Mor Pow) 8-.

Background: Daniel Chen was in school when he was called into the principal's office. There he was met by a police officer, a social worker and a chaplain. They talked a lot and looked sad, but all Daniel can remember from that day is the terrible news they brought – Daniel's mother had gone to Heaven and Daniel would be staying in a foster home until they could contact his Aunt. Several years before, Daniel's father left him and his mother. Daniel has never heard from him since and maintains feelings of guilt and anger over his father's absence, occasionally acting out by yelling or hitting other children. He misses his mother terribly and sometimes pretends he his talking to her, when in fact he is talking to himself.

Daniel is a bright young seven year old, with collar length dark hair. He wears glasses, and favors blue jeans and tee shirts with superhero and Star Wars motifs. His aunt, Mae, was recently granted custody of Daniel, who has moved into her Rancho Madera ranch house. He is still visited monthly by his social worker. Daniel is very approachable by supers, several of whom Daniel idolizes. He is otherwise distrusting of adults, having gone the hardships of being "left" by both of his parents and tossed about by the system.

Some interesting uses of Daniel in the campaign include having him idolize one of the player characters, especially if he were to discover the truth about his mother, whom he thinks is dead. Pitting Daniel's super-powered idol against his own mother lends to some tense and dramatic moments in the game. In addition, his general distrust of adults could be the root of Daniel running away, only to show up on the doorstep of the PCs' base. Daniel can also be a schoolmate or friend of a younger DNPC.

Quick

Phillip LeMasters

Val	Char	Cost	Notes
10	STR	0	100kg, 2d6
28	DEX	54	OCV: 8, DCV: 8
16	CON	12	
10	BODY	0	
15	INT	5	PER Roll: 12-
18	EGO	16	ECV: 6
15	PRE	5	PRE Attack: 3d6
12	COM	1	
10	PD	8	
10	ED	7	
9	SPD	52	Phases: 2, 3, 4, 6, 7, 8, 10, 11, 12
10	REC	10	
42	END	5	
25	STUN	2	

Total Cost

Char: 177 + Powers: 193 = Total: 370

Base: 100 + Disads: 270 = Total: 370

Cost Powers END

20	Speed Powers: Elemental Control	
25	a) Super-speed punches: 6D6 EB, Hand Attack (-1/2), Area Effect: Selective target (+3/4), Autofire (x5), 1/2 END	2
10	b) Surface flight: 20" Flight (x2 Non-combat), Only along surfaces (-1)	1/5"
20	c) Super-fast dodge: Missile Deflection (OCV: 19), deflect all attacks	—
20	d) Super swimming: 25" Swimming (total 27"; x4 Non-combat)	1/5"
28	Hyper-alertness: Danger Sense 15-, Only for dangers he's able to sense, Immediate vicinity	
	Hyper-active mind:	
10	Eidetic Memory	
3	Lightning Calculator	
3	Lightsleep	
3	Speed Reading	

Cost Skills

	Criminal Skills	
2,2	KS: Criminal World 11-, PS: Accountant 11-	
3,3,3	Sleight Of Hand 15-, Stealth 15-, Streetwise 12-	
	Background Skills	
3,3	Bureaucratics 12-, Computer Programming 12-	
3,1	Deduction 12-, Familiarity w/Electronics 8-	
4	KS: Stock Market (INT based) 13-	
3	PS: Stock broker/market analyst 12-	
4	Contact: Karyn Weiss (SACoH, p.157) 13-	
2	Contact: Terrence Parker (Cyber Underground, SACoH, p. 179) 11-	
5	Perk: Wealth (Well off)	



100+	Disadvantages
10	Dist. Feat: Hyperactive/Moves and talks faster than normal (Concealable with effort)
15	Hunted by local law enforcement (Les Pow, NCI) 11-
10	Phys: Hyper-fast metabolism (Freq, Slightly)
15	Psych: Impatient and impulsive (Common, Strong)
15	Psych: Short tempered (Common, Strong)
20	Psych: Enjoys taunting heroes and authorities (Very Com, Strong)
10	Reputation: Impatient speedster/villain, 11-
15	Secret ID (Phillip LeMasters)
10	Susceptibility: 2d6 Stun if restrained
150	NPC Bonus

Background: Phillip glanced at his watch and cursed. He had just under an hour before the meeting was due to start. Why do we have to have these things at eight o'clock at night, he thought. Phil took another sip of his espresso mocha. "Aah..." He said aloud, with a smack of the lips. "Excellent."

Suddenly there was a clinking sound behind him, like two glasses being tapped in a toast, that made him jump. Spinning around he saw Betty, one of the office secretaries.

"Good Lord, Betty!" he snapped. "Watch what the heck you're doing. You scared the crap out of me!"

"I-I'm sorry, Phil," she stammered. "I didn't mean to..."

"Forget it!" he said sharply, cutting the woman off. "It's a wonder you're still working here, as clumsy as you are." With that, Phil stormed off down the hallway toward his office, muttering angrily to himself along the way. Another glance at his watch showed 50 minutes until the meeting. Phil shook his head, his frustration welling up inside him like a clogged toilet.

"High strung?" he said to no one in particular, drawing strange looks from passing coworkers. "Hah! Ineptitude on *their* part, more like." Phil reached his office door and pulled it quickly and forcefully. The door swung open and hit the wall with a bang.

"Hey," he heard someone say. Phil continued briskly into his office, rolling his eyes.

"Sorry!" he yelled, his voice a dry, insincere tone. The door slammed shut behind him. 48 minutes to go.

Phil sat in his leather high-backed chair and spun around to take in the view from his office window. A dozen stories below he could see the tiny figures traveling pack-like across the intersection, like so many army ants on the march across the floor of the urban jungle. Then he heard it again. *Clink!*

"Damnit, Betty!" he shouted, turning around in his chair to face the door. "I thought I told y..."

No one was there.

Clink, clink...

Phil felt a vibration, gentle at first, but growing in intensity. Earthquake! he thought. Phil froze for what seemed like minutes as the tremors shook the building. Picture frames fell over, breaking, books made their way off of his bookshelves and the lights flickered. Phil remembered the safety offered by the desk and crawled beneath it. He covered his ears as the shaking continued. A lamp vibrated across the oaken desk and fell to floor, shattering the base. Then, as quickly as it had begun, it was over.

Phil opened his eyes. Darkness. He could hear faint car alarms from the street below and the panicked voices of his coworkers in the hall. Unconcerned for anyone but himself, Phil made his way across the floor to his office door, cutting his hand on a piece of glass in the process.



combat with anyone who seems capable of beating him, including anyone nearly as fast or dexterous as him, anyone with great strength, or anyone capable of launching area effect attacks. He prefers to stay on the periphery of any battle rather than joining it. He will generally stick around long enough to embarrass any supers or authority figures who confront him, but only if he feels he can do so safely. Quick's modus operandi involves a fast acquisition of a target and an even faster escape. He will fight, if forced to, though he prefers to wear his opponents down, staying out of reach of bricks and martial artists, and dodging attacks from energy projectors. Another favored tactic is tripping his opponent with a Move-by maneuver. Mentalists are a special problem for Quick, and will try to flee if confronted by one.

Appearance: Quick is a white man, 5'6" tall, with short brown hair and a receding hairline. He has narrow, angular features and he moves and talks very rapidly. His body is wiry but in good physical condition. Quick's costume consists of a white body suit with gray ankle-high boots and short gray leather gloves, yellow knee and elbow pads and a yellow bicycle-style helmet with visor and eyeshield.

Campaign Use: Quick is primarily a thief, not a combatant. He can hold his own if forced into a physical confrontation, however. The heroes may encounter Quick while investigating a series of thefts. Quick is very difficult to strike or grab in combat, making him a good rival for almost any kind of hero. His speed makes him a good candidate for almost any villain team. He could even be recruited by Photon for his team of villains, if the GM feels that a speedster is needed. It is unlikely that Quick will stay on any one team for long, however. Quick's rash impatience makes him very difficult to get along with; most villains will eventually find themselves wanting to kick Quick off of the team or beat him to a pulp. Only a very patient (or very powerful) leader will be able to keep Quick in check for any length of time.

Jay Brenner

STR 9 DEX 7 CON 10 BODY 9 INT 10
EGO 10 PRE 10 COM 9 PD 2 ED 2
SPD 2 REC 4 END 20 STUN 19

Skills: AK: San Angelo 8-, KS: Get rich quick schemes 11-, Persuasion (Fast talking) 13-, Streetwise 12-

Disadvantages: Phys: No use of left arm (All the time, Greatly), Psych: Manipulator, uses others (Common, Strong), Psych: Always looking for "the big payoff" (Common, Strong)

Background: Jay Brenner is a long time friend of Phillip LeMasters, better known by his media-inspired name, Quick. Jay is a fast-talking con man through and through. He always has some plan brewing which promises to make him a lot of money. The fact that none of his plans ever work out has not dissuaded him from trying again... and again...

When Quick discovered he had gained super powers he called Jay to share the news. Jay was envious at first. In fact, he still is, but his jealousy has been offset by his desire to cash in on Quick's abilities. Using his friendship to good effect, Jay has managed to remain close to Quick despite the super's desire to maintain a private life. Jay is the only person who knows Quick's secret identity, and he would never divulge the secret... unless the price was right, perhaps. Jay is hoping to convince his speedster friend to start pulling thefts and other jobs-for-hire to benefit the duo, with Jay acting as manager and middle-man.

Jay is a small man, standing just 5'6" tall, with shoulder length brown hair and brown eyes. He lost the use of his left arm from childhood neurological affliction, keeping the somewhat withered limb close to his body at all times. He also walks with a slight limp, and his overall coordination has suffered somewhat.

The Ram

Harold “Junior” Baker

Val	Char	Cost	Notes
40	STR	30	6400kg, 8d6
18	DEX	24	OCV: 6/DCV: 6
24	CON	28	
15	BODY	10	
10	INT	0	PER Roll: 11-
10	EGO	0	ECV: 3
23	PRE	13	PRE Attack: 4½d6
10	COM	0	
24	PD	16	
20	ED	15	
4	SPD	12	Phases: 3, 6, 9, 12
15	REC	4	
48	END	0	
60	STUN	13	
Total Costs			
Char: 165 + Powers: 150 = Total: 315			
Base: 100 + Disad: 215 = Total: 315			
Cost	Powers		
END			
35	Horns: Multipower (35 pt. pool)		
5	m) Battering Attack: Hand Attack (-½), +4d6, Double Knockback		
6	m) Goring Attack: 2d6 HKA (4d6 w/STR)		
3	Thick Skull: Armor (+6 PD), Only vs. Move-through or Move-by damage (-2)		
10	Damage Resistance (10 PD/10 ED)		
6	-3" Knockback Resistance		
15	+8" Running (14" total)		
8	+8" Superleap (16" total)		
6	Enhanced Perception: +3 w/Smell/Taste PER Rolls		
Cost	Skills		
Combat Skills			
25	Combat Skill Levels: +2 all combat, +3 w/ Move-Through and Move-By		
12	Martial Arts: Dirty Infighting		
	Maneuver	OCV	DCV Dmg.
	Punch	+0	+2 10d6 Strike
	Eye Gouge	-1	-1 2d6 Flash, Sight Group
	Block	+2	+2 Block, Abort
Background Skills			
3,3	Combat Driving 13-, Mechanics 11-		
3	Streetwise 14-		
2	CK: San Angelo 11-		
2	KS: Flaming Skulls 11-		
2	KS: Outlaw Motorcycle Gangs 11-		
1	KS: San Angelo Underworld 8-		
2	KS: White Supremacists 11-		



1	Perk: Fringe Benefit: Motorcycle Gang Member
100+	Disadvantages
15	Dist. Feat: Ram’s horns (Not Concealable)
15	Hunted by local law enforcement (Les Pow, NCI) 11-
5	Money: Poor
10	Phys: Vegetarian, meat makes him ill (Freq, Slightly)
5	Psych: Hates being called Harold (Uncom, Mod)
15	Psych: Loyalty to Flaming Skulls (Common, Strong)
10	Psych: Violent (Common, Moderate)
20	Psych: White supremacist (Very Common, Strong)
5	Reputation: Violent thug 8-
15	Unluck, 3d6
100	NPC Bonus



Solo Villains

Background: Nothing ever seemed to work out for Harold “Junior” Baker. He never knew his father, and after his mother got sick Baker had to quit high school to support his younger siblings. He worked a series of low-paying, unskilled jobs, eventually being fired from each one for fighting with co-workers.

Baker just couldn’t control his violent temper. His life seemed to be going nowhere, until he landed a job at a motorcycle repair shop. One of his fellow mechanics rode with the Flaming Skulls, an outlaw motorcycle gang, and he took a liking to the scrappy Baker.

Baker quickly became a “prospect,” or prospective member of the gang. The day he earned his colors as a full-fledged Flaming Skull was the proudest day of Baker’s life. Then, of course, everything went wrong. When one of his buddies came back from the Strip with some new synthetic drugs, Baker partook along with everyone else. But the drugs had a strange effect and he collapsed with a pounding headache.

By the time Baker left the Faraday Memorial Clinic a few days later, he’d somehow grown a full set of ram’s horns. He’d also become phenomenally strong and tough.

Aside from looking like a freak, it wasn’t so bad at first. Baker started calling himself the Ram, and he became a valued enforcer for the Flaming Skulls.

Then the San Angelo County Sheriff’s Department, in a joint operation with the city police department, started a crackdown on the motorcycle gang. The heat over having a paranormal member of the gang just got to be too much, and president “Big Guy” Claymore told the Ram to turn in his colors — officially, at least.

The Ram still handles jobs for the Flaming Skulls, but the gang tries to keep his involvement low-key. The separation from his outlaw buddies has hit the Ram hard, and he tends to take out his frustrations on anyone who gets in his way.

Quote: “I told you not to call me Harold!”

Personality: His hard-luck life has turned the Ram into a brutal thug. No one ever gave him a break, so he sees no reason to give one to anyone else. Life rewards only those who are tough and strong.

The Ram intends to be the strongest.

Powers/Tactics: The Ram has superstrength, superior defenses and a set of ram’s horns that he can use to batter foes for additional damage. He also seems to have developed ram-like senses and appetites — he can only digest vegetarian food. Meat and meat products make him ill, and the Ram really misses hamburgers.

In combat, the Ram does not use very sophisticated tactics. He relies on his strength and horns to injure foes, typically attacking whoever annoys him the most.

Once he selects a target, he usually attacks until the person goes down — repeated misses just make him more determined.

Like his namesake, the Ram is particularly dangerous when charging foes to strike them head-on with his horns. His thick skull helps him avoid taking damage from such attacks.

His racist attitudes will probably compel the Ram to attack any non-white superheroes first, even if more dangerous foes are present.

Appearance: The Ram stands 6’2” tall with a very muscular build. He has greasy brown hair and brown eyes, but his most prominent feature is a full set of ram’s horns on his head.

The Ram occasionally wears a costume, although his outlaw motorcycle gang regalia is odd enough to attract almost as much attention as a costume.

Campaign Use: The Ram is a garden-variety superthug who enjoys bullying normals and brawling with heroes. GMs can use him as a criminal-for-hire or to enhance the power of the Flaming Skulls should the PCs take an interest in the motorcycle gang.

Note that if he is used by the gang, they will make logical attempts to disassociate themselves from him, so as to avoid harassment from police investigators.

“What do you mean, my insurance doesn’t cover superhuman incidents? Act of God? It was an act of a guy with ram’s horns! He tried to ram some superhero and smashed into my pickup parked on the street instead. Now half the front end is caved in, and you’re telling me it’s not covered?”

— Neil D’Arcy, 36, architect

Kevin “Tailpipe” Rockhauer

STR 14 DEX 10 CON 12 BODY 13 INT 10
EGO 14 PRE 17 COM 8 PD 3 ED 2
SPD 2 REC 5 END 24 STUN 26

Skills: CS: +2 w/ HTH combat, KS: Making narcotics 11-, KS: Flaming Skulls club 11-, KS: Mechanics 8-, PS: Construction worker 11-, Streetwise 12-, TF: Motorcycles, WF: Small arms and pool cues

Disadvantages: Watched by local law enforcement (Mor Pow, NCI) 8-, Watched by Parole Officer (As Pow, NCI) 11-, Psych: Fear of snakes (Uncommon, Total), Psych: Short tempered (Common, Moderate), Psych: Refuses to be “taken alive” (Uncommon, Strong), Reputation: Bar-crasher 11-, Reputation: Club motorcycle mechanic (among Flaming Skulls only) 14-, Rivalry w/ other bikers

Background: Kevin “Tailpipe” Rockhauer has been a full member of the Flaming Skulls motorcycle gang for 10 years, and has been the “club mechanic” for almost as long. Six



Reflec

Brian Norcott

Val	Char	Cost	Notes
12	STR	2	125kg, 2d6
19	DEX	27	OCV: 8/DCV: 8
22	CON	24	
10	BODY	0	
14	INT	4	PER Roll: 12-
15	EGO	10	ECV: 5
13	PRE	3	PRE Attack: 2½d6
12	COM	1	
8	PD	6	
8	ED	4	
5	SPD	16	Phases: 3, 5, 8, 10, 12
8	REC	4	
44	END	0	
27	STUN	0	

Total Cost

Char: 101 + Powers: 219 = Total: 320

Base: 100 + Disads: 220 = Total: 320

Cost Powers

END

35	Repulsor field: Elemental Control (30 Pt. pool), Not in strong EM fields (-½), Invisible to Sight Group (+½), ½ END Cost	
35	a) Force Field (25 PD/25 ED)	4
35	b) Missile Deflection (OCV 8), deflect all attacks, reflect at any target	—
35	c) Invisibility (to Sonar, Radar, Spatial Awareness, and Sight Group), No fringe	4
	Sensitive to energy flows	
3	Bump of Direction	
25	Spatial Awareness	
5	360° Sensing on Spatial Awareness, Only to sense moving things (-1)	
26	Danger Sense, any attack 14-	
3	Combat Sense 12-	

Cost Skills

	Background Skills	
3,3	Breakfall 14-, Bureaucratics 12-	
3,2	Electronics 11-, AK: San Angelo 11-	
5,1	Persuasion 13-, Perk: Passport	

100+ Disadvantages

10	Enraged if struck (11-/Recover 8-)	
15	DNPC: Kelly, daughter (Incompetent), 8-	
10	Hunted by local law enforcement (Les Pow, NCI) 11-	
15	Psych: Dislikes being touched (Common, Strong)	
15	Psych: Only steals what he needs (Common, Strong)	
10	Psych: Mild fear of crowds (Common, Mod)	
10	Reputation: Super who can't be hit, 11-	
10	Rivalry w/all heroes (professional)	
15	Secret ID (Brian Norcross; real name: Brian Norcott)	
15	Susc: 1d6 END Drain/Turn from being restrained	
5	Vuln: x1½ effect from magnetic/gravity powers	

95 NPC Bonus

years ago Tailpipe was fingered in a stolen motorcycle parts ring and was sentenced to two year at Canfield State Prison. Upon his release several years back, with backing from the gang's treasury, he opened a motorcycle repair shop in Northside. While open to the public, the shop is used primarily by the members of the Flaming Skulls motorcycle gang. Tailpipe hired "Junior" Baker at the shop and took a liking to him, eventually sponsoring him into the Flaming Skulls gang. Today, Tailpipe is one of the only gang members who still keeps in touch with Baker (better known as the Ram). The two meet once a week or more for beers, to shoot pool, and so on.

Tailpipe is still on parole and he has to check in with his State parole officer monthly and he can be searched by any peace officer without a warrant at any time as one of the conditions of his parole. Tailpipe has recently gotten involved with a methamphetamine lab run by some of his fellow Flaming Skulls. If he is arrested for any reason, Tailpipe will almost assuredly go back to prison. So Tailpipe carries a .357 Magnum (1d6+1K, +1 OCV, 6 Charges) and has told his friends that he'll kill any cop that tried to arrest him.



Solo Villains

Background: Little Brian sat huddled under the covers of his bed. The ominous sound of the heavy footsteps coming up the staircase sent shivers up his spine. He tried to remain still and quiet, pretending to be asleep, hoping his father would bypass his room tonight. But the all too familiar sound of the doorknob turning belayed Brian's fervent hope. As the door opened, Brian lost control and wet his bed. The footsteps came closer.

"Brian," his drunken father slurred. "Brian, I know you ain't sleepin'. You're daddy's home, and he wants to give you something." The large construction worker made his way toward Brian's bed, staggering and fumbling with his suspenders.

"Not tonight, daddy," Brian whimpered. "I've been good. I won't tell anybody. Please let me just go to sleep. Please?"

"What?!" his father roared. "You ungrateful little brat! You're as bad as your mother, that whore!" The man swayed as he pulled the large leather belt from his trousers. Brian knew he couldn't forestall the inevitable. A beating was coming, and once again it was because Brian had been bad. He had reminded his father about his now deceased mother. Shaking with fear, Brian curled up into a ball and pulled the covers over his face, but his father yanked the covers away, exposing the six year old to the man's fury.

"I'm gonna teach you to respect yer father!" With that the man slapped the belt hard across the boy's back. Even through his pajama tops, the stinging pain penetrated Brian's consciousness. The boy cried out.

"Nooooo, daddy, please!" Brian sobbed as the man continued to beat him with the belt. Whap! Whap! WHAP! Soon Brian went numb. He was still crying, but he could no longer feel the sting of his father's belt. He heard it but he couldn't feel it. He timidly opened one eye and looked up. His mouth was agape as he saw his father swinging the belt, again and again... and missing. Missing? Was this some kind of dream? Even drunk, his father never missed with the belt. There was never any sanctuary from the beatings. Never. But he was seeing it with his own eyes.

Enraged, the man dropped the belt and clenched his fists. He took a swing at the little boy, curled on the urine-soaked bed. Brian closed his eyes and waited for the assault.

Thud! Brian felt nothing. He peeked again and saw his father on the floor, a stream of blood coming from a wound on his head where it had struck the bed post.

A concerned neighbor had called the police – again.

When the responding officers arrived, they found Brian still huddled on his bed, whimpering, and his father bleeding on the floor. An obvious case of child abuse, he heard them tell the social worker. The officers arrested Brian's father and drove him away in the squad car. Brian went with the lady to the children's receiving home. He never saw his father again.

* * * * *

Brian spent the rest of his childhood in "the system," going from foster home to foster home. From the trauma inflicted on him by his father, Brian had developed severely antisocial tendencies. The most obvious outward sign was his hatred of being touched, by anyone. Whenever someone would touch him – to give him a hug, a reassuring pat of the back, or a tap on the shoulder to get his attention – he would explode, acting out and screaming bloody murder. He was simply too much for his foster parents to handle. So Brian spent his teenage years in supervised group homes.

On his eighteenth birthday he was "released." Armed with the education and training he received from staff, social workers and counselors, he secured a job and rented an apartment. Everything went fairly well, despite occasional outbursts at work when a coworker or customer would touch him. He eventually married and settled down in a small two bedroom apartment in Brenton, and he and his wife had a daughter.

But time took its toll on Brian. Now 25 years old, and three years into his marriage, he had grown impatient with his wife's incessant questions about his parents. His mother was dead and his father might as well be. That was all she needed to know. Or so *he* thought. One evening at the dinner table, his wife pressed him. She said if he "dealt with it" that he would be better for it. Brian got up to walk away from the table, but she followed him into the living room.

"Damnit, Brian Talk to me! Don't keep this to yourself. I'm your wife. I want to help you!" And with that she smacked him on the back out of sheer frustration. Brian became furious. He spun around and punched her in the side of her head. His wife went limp and crumpled to the floor like a doll. Suddenly Brian was scared again. He heard his daughter crying down the hall. Had she seen him strike her mother? There was no time to think. No time to rationalize or to formulate a story. He went to his daughter's room, bundled the two year old in a blanket and walked out of the apartment, and his wife's life, forever.



Brian hopped on a bus with his daughter and moved to San Angelo, where he has assumed a new name (Brian Norcross) and a new life. Though several years have passed since he left, Brian's past still haunts him, and he becomes enraged if anyone more than lightly touches him. Unable to hold a decent job, he has descended into a life of crime to support himself and his daughter, Kelly. Following the example of several other notorious super-powered criminals, he has designed a costume and taken the name Reflec, stealing what he needs (or what he can) to make ends meet.

Reflec's alter ego, Brian Norcott, is wanted on a no bail warrant for domestic violence. He doesn't know if his wife is alive or not, and prefers not to think about it. He home-schools his daughter to avoid their being found by authorities, and he has since obtained a passport under his assumed name in case he must flee the city (and the country) in a hurry.

Quote: "Don't even think you're gonna touch me, pal."

Personality: Reflec has a lot of internalized anger; anger at himself for allowing himself to be victimized; anger at his father for abusing him; anger at his mother for "leaving" him; and anger at the system for not protecting him. After years of counseling and therapy (mostly during his teenage years) he is able to tolerate being touched, but barely. All of this anger manifests whenever he is struck by someone. He lashes out violently whenever anyone so much as shoves him.

Reflec leads a life of crime, consorting with other villains and common criminals as the need arises. But when it comes to theft, Reflec steals only what he needs for he and his daughter, Kelly, to get by. This amounts to several thousand dollars each month. Reflec considers himself a victim of society and a realist, not a "supervillain," and he is annoyed by the media referring to him as one. He cares deeply for his daughter, Kelly.

Powers/Tactics: Reflec's primary paranormal ability is deflection. His mutant powers allow him to repel energy, kinetic and otherwise. His Force Field is fully invisible, and the special effect is that attacks "miss" him. The GM should describe attacks that do not penetrate his Force Field as "just missing" or "glancing blows," which should confound the players. An attack that penetrates the Force Field will (besides surprising Reflec considerably) obviously cause him to take damage, though even these should be portrayed as "lucky shots."

Reflec enjoys taunting heroes, but not to excess. He will use his Missile Reflection to cause missile attacks to hurl back at his opponents, or to any other heroes or people he feels are threatening him. He is careful not to reflect powerful

attacks or Killing Attacks at normals or innocents; the last thing he wants is for a cop or some innocent to get killed on one of his operations. He resists using his power to bend light (his Invisibility) unless absolutely necessary, preferring to keep it as an "ace in the hole" for a time when it is truly needed.

Appearance: Reflec is a white male, 5'8" tall, with very short brown hair in a crew cut. He works out at home and has good muscle definition without being overly bulky. His costume is a body suit with a silvery cast, with a half mask. The suit's colors appear to change from a light silver color to a metallic blue, depending on the angle of the viewer.

Campaign Use: Reflec is another villain with a complex past. His anti-social behavior grew out of years of abuse as a child. He cares about his daughter more than anything, and he justifies his criminal actions by claiming that they support her. Reflec can be used to inject a good amount of drama into the game, allowing the PCs to deal with a villain who has some serious emotional issues, or he can be used as but one of a team of villains.

Reflec could be persuaded to join a villain team, especially if it offered a steady income with which he could take care of his daughter. On a team, Reflec makes a good defensive player, standing guard over an item or person and using his Reflection powers to protect them. Reflec also makes a good thief, though an overt one.

Kelly Norcross (Norcott)

STR -10	DEX 3	CON 3	BODY 3	INT 3
EGO 3	PRE 0	COM 8	PD 0	ED 1
SPD 1	REC 1	END 6	STUN 4	

Skills: Shrinking ($\frac{1}{4}$ height and $\frac{1}{8}$ mass)

Disadvantages: -3" Running (3" Total),

Background: Kelly is three years old now. She's grown accustomed to her new life with her father and doesn't ask for her mommy any more. If she were to see her mother, however, she would do anything to get to her (crying uncontrollably until put down if held, etc.). Kelly doesn't understand why her mother is gone; she believes that her mother is going to come for her one day, and indeed, she is trying to find Kelly.

Kelly was once very friendly with people, including strangers. Recently her daddy has been scolding her for talking to strangers, so Kelly has begun to shy away from them somewhat. Kelly enjoys playing with toys and her and her father's new cat, Rummy. She also enjoys watching flying things, including airplanes, birds and supers.



City of San Angelo

4501

Solo Villains

Riptide

Val	Char	Cost	Notes
30	STR	20	1.6 tons; 6d6
20	DEX	30	OCV: 7/DCV: 7
23	CON	26	
13	BODY	6	
10	INT	0	PER Roll: 11-
13	EGO	6	ECV: 4
13	PRE	3	PRE Attack: 2½d6
10	COM	0	
20	PD	14	Total PD:
16	ED	10	Total ED:
5	SPD	20	Phases: 3, 5, 8, 10, 12
11	REC	0	
46	END	0	
40	STUN	0	

Total Cost

Char: 135 + Powers: 159 = Total: 294

Base: 100 + Disads: 194 = Total: 294

Cost Powers

END

40	Water Control: Multipower, all powers need a supply of water (-½)	
4	u) Water Blast: 10d6 EB (vs. PD), ½ END	2
3	u) Water Spray: 2d6 Flash vs. Sight, NND (defense is hard eye covering or amphibious adaptations), AE: Cone, No Range	4
4	u) Water Engulf: 4d6 EB, NND (defense is Life Support: water-breathing or self-contained breathing), Continuous	4
3	u) Tidal Wave: 6d6 EB, AE: 3" Radius, Extra Time: Full Phase	6
11	Amphibious: Life Support, breathe water, immune to cold and high pressure	
5	Green-Spectrum Eyes: Ultraviolet Vision	
10	Sonar Whistling: Active Sonar, Only under water (-½)	
25	+20" Swimming (22" total), x4 Non-combat	1/5"
5	Wavedancing: +10" Superleap (16" total), only when moving from water to air (-1)	

Cost Skills

	Combat Training
10	+2 Levels with Underwater Combat
5	+1 Level with Water Control Multipower
	Underwater Training
5	Animal Handler (Sea life only) 13-
4	Language: Cetacean (fluent)
3	Concealment 11-
5	Navigation 12-
3	Stealth 13-
9	Survival (Water/Sea) 14-



5	+1 Level w/ all Underwater Skills
100+	Disadvantages
5	Dependence on water (3d6/Phase after 1 Hour out of water)
15	Dist. Feat: "Atlantean" madman (Concealable, Major)
10	Enraged when Dreamweaver is threatened or harmed (14-/Recover 11-)
10	Hunted by Horizon Institute (Less Powerful) 11-
25	Psych: Believes he is the rightful ruler of Lost Atlantis (Very Common, Total)
20	Psych: In Love with Dreamweaver (Common, Total)
15	Psych: Hates water pollution of all kinds (Com, Str)
10	Public Identity (Riptide)
10	Reputation: Crazy super-villain, 11-
10	Unluck: 2d6
20	Vuln: x2 STUN from heat/fire attacks
20	Vuln: x2 BODY from heat/fire attacks
24	NPC Bonus (24)

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Solo Villains

Background: All that is known about Riptide's background is the story he related to Dreamweaver, the High Priestess of the Temple of Atlantis. Riptide claims he was left as a child on an isolated shoal on the Pacific Coast, taken and left in the sun to die by enemies who killed his parents, the king and queen of Atlantis. But Riptide did not die. Instead, the tide came in and saved the child from slow death by dehydration. He was found by a pod of dolphins, who took him as one of their own and raised him. As an Atlantean, Riptide was able to breathe underwater and, as a scion of the Royal Family, he could command the waters to obey him.

Although he lived a happy childhood with his adopted dolphin family, tragedy again struck Riptide's life when members of his family were killed by fishermen. In a righteous rage, Riptide attacked the fishing boat, leading to the first news reports of the strange "fish-man." The cruelty and foolishness of the surface dwellers made Riptide curious what sort of world spawned them and he found himself drawn to the ocean-side community of Angel Beach. He secretly observed humans and learned to speak their language. He even began to disguise himself to walk among them and learn more. He discovered most humans had no regard for the sea or its creatures, and he planned to return to the Sea soon enough.

That all changed when he saw an interview on television with Dreamweaver, the priestess of the Temple of Atlantis in San Angelo. In that moment, Riptide felt a connection between him and the beautiful woman. He knew the truth of his origins: he was of Atlantis just as she was, and she was destined to be his queen! Riptide left that very day for San Angelo and has made several attempts to convince Dreamweaver of her destiny, but has found her unwilling to become his bride. He knows it is because life on the surface world has affected her. If he can only show her the true tranquillity beneath the waves, he knows the two of them can find the lost kingdom of Atlantis and reclaim it from the usurpers who took Riptide's rightful heritage.

Quote: *"Accept your destiny, Themis my queen, and help me restore the glory of lost Atlantis!"*

Personality: Riptide is either from a truly alien society or he is completely deranged. In either case, he is truly passionate about fighting for what he believes in, which is winning the love of Dreamweaver and finding and restoring lost Atlantis (in that order). He considers himself royalty, and acts accordingly, but he has very little idea about what real royalty is like, so Riptide's "regality" tends to be something of a parody of true royalty. He is prone

to arrogance and a great deal of attitude. Apart from his obsession with Dreamweaver and all things Atlantean, Riptide hates anyone who pollutes the water or needlessly harms sea-life, especially cetaceans (whales and dolphins).

Powers/Tactics: Riptide's body has numerous adaptations allowing him to live and move freely underwater. He has gill slits at his clavicles, allowing him to breathe water as well as air. His muscles and skeletal structure are strong enough to resist deep water pressures, granting him super-human strength on land. His eyes are more sensitive to the blue-green portion of the spectrum, allowing him to see more clearly underwater, and he possesses a kind of natural sonar created by emitting clicks and whistles like a dolphin. Riptide can apparently also use the sounds he makes to actually *speak* with dolphins and whales, or so he claims. He has been seen cooperating with cetaceans on occasion, although they may be nothing more than trained pets. In game terms, Riptide can speak to cetaceans in their own language, but he does not control them, only ask them for help. They are free-willed and generally will not help Riptide do anything which might harm anyone. Otherwise, of course, cetaceans have little interest in human law or custom.

In addition to his amphibious abilities, Riptide has the apparently psionic ability to control the movement of large amounts of water. He can use available water to create powerful blasts as strong as a water-cannon. He can also fire sprays of water to blind opponents, create large waves to swamp boats and knock opponents off their feet and even trap an enemy in a bubble of water in order to drown them. His abilities do not create water, only control what is available. Riptide must have a fairly large source of water (an open body of water or a source like a fountain or fire hydrant) to use his powers. He is strong enough to tear the cap off a fire-hydrant if necessary to gain access to a source of water.

Riptide generally prefers to shift any combat to his "home ground," underwater, where he will usually have the advantage. If this is not possible, he tends to focus first on area attacks (his Spray and Wave attacks), then more specific attacks against dangerous enemies. If Dreamweaver is present, his first priority is always to protect her from any harm.

Appearance: Riptide is a tall man with the lithe, muscular build of an expert swimmer. He has shoulder-length blond hair tinged with green, green eyes and a slight blue-green tint to his skin. His hands and feet are webbed and he has pointed, enlarged ears. He is beardless and his skin has



Solo Villains

a shiny, hairless quality to it. Riptide wears a single-piece neoprene wetsuit he stole from a surf-shop in Angel Beach. It is shiny blue-green with silvery scales across its surface, leaving his face, hands, and feet bare. He carries himself with an imperious, noble air.

Campaign Use: It's up to the GM to decide whether or not Riptide is an actual Atlantean exile or a poor, deranged mutant abandoned by his human family as an infant. It is certainly noteworthy that Riptide's account of Atlantis (a sunken kingdom of mer-people) differs quite a bit from that of Dreamweaver and the Temple of Atlantis, which claims the Atlanteans ascended to a higher spiritual plane. Not to mention the fact that Riptide lived in the Pacific Ocean, and Atlantis is supposed to be in the Atlantic....

Whatever the truth of his origins, Riptide is obsessed with Dreamweaver and finding his lost "heritage." He can show up in the campaign in any adventure involving the Temple of Atlantis or its priestess. Perhaps the player characters need Dreamweaver's help, only to find out she has been kidnapped by Riptide. Riptide can also show up in any sort of underwater adventure, or scenario involving pollution of the water, in which case the heroes might find themselves working on the same side as Riptide. And there's always the possibility of another supposed Atlantean showing up.

Power Variations: Riptide is definitely the most powerful while under or in water. On land, his abilities are more limited. GMs who want to make more use of Riptide as a major on-land villain may wish to modify or eliminate some of his Dependence on water and his Vulnerabilities, as well as the limitation on his Multipower. To make him a more formidable opponent, the GM can grant Riptide additional psionic powers, such as control over marine life, the ability to draw water from opponents, dehydrating them (NND) or even psychic abilities similar to Dreamweaver's (further strengthening Riptide's belief they are meant for each other). Riptide can also be provided with some cetacean allies, if necessary. A pod of dolphins or even a whale can quickly even out a fight, especially if the player characters don't want to bring the wrath of environmentalists down on them by harming the cetaceans.

Salvo

Emil Jorneau

Val	Char	Cost	Notes
15	STR	5	200kg, 3d6
18	DEX	24	OCV: 6/DCV: 6
15	CON	10	
14	BODY	8	
10	INT	0	PER Roll: 13-
13	EGO	6	ECV: 5
15	PRE	5	PRE Attack: 3d6
10	COM	0	
6	PD	3	
5	ED	2	
4	SPD	12	Phases: 3, 6, 9, 12
6	REC	0	
30	END	0	
35	STUN	5	
Total Costs			
Char: 80 + Powers: 258 = Total: 338			
Base: 100 + Disad: 238 = Total: 338			
Cost	Powers	END	
30	Blaster: Multipower (60 pt. pool), OAF: Blaster		
1	u) Energy Cell: END Reserve (80 END, 10 REC/Turn)		—
6	m) Autocannon: 8d6 Energy Blast, Auto-fire (x5)		4
6	m) Energy Bazooka: 12d6 Energy Blast		6
4	m) Laser: 3d6 RKA 4		
6	m) Particle Beam: 8d6 Energy Blast, Armor-Piercing		6
1	u) Energy Grenade Launcher: 8d6 Energy Blast, Explosion, 6 Charges		—
1	u) Smoke Grenade Launcher: Darkness vs. normal sight, AE: 3" radius, 4 charges of 1 Turn each		—
1	u) Security Module: 6d6 Energy Blast, NND, No range, Only when held by anyone other than Salvo (-2)		6
4	Laser Sight: +3 OCV w/Blaster, Doesn't work in smoke/rain (-¼)		—
4	Combat Knife: ½d6 HKA, OAF, does no Knockback, Real blade (-¼)		—
24	Combat Armor: (+12 PD/+12 ED), OIF		—
2	+1" Running (7" total)		1
6	+2 to PER Rolls		—
Cost	Talents		
3	Combat Sense 11-		
5	Defense Maneuver		
3	Fast Draw 13-		
3	Lightsleep		
10	Luck, 2d6		



Cost	Skills			
	Combat Skills			
42	CS: +4 w/all combat, +3 w/ranged combat			
	Martial Arts: Commando Training			
	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Dmg.</i>
4	Boxing Cross	+0	+2	7d6 Strike
4	Escape	+0	+0	+25 STR vs. Grabs
4	Kung Fu Block		+2	+2 Block, Abort
4	Judo Disarm	-1	+1	Disarm, +20 STR to roll
2	KS: Commando Training 11-			
12	Martial Arts: Aikido			
	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Dmg.</i>
	Throw	+0	+1	STR + v/5; opponent falls
	Dodge	+0	+5	Dodge, Abort
4	+2 Damage Classes w/Aikido			
2	KS: Aikido 11-			
	Commando Skills			
3,3	Breakfall 13-, Bribery 12-			
3,3	Combat Driving 14-, Concealment 11-			
3	Demolitions 11-			
3	Interrogation 12-			
3	Paramedic 11-			
3	Stealth 13-			
3	Survival 11-			
9	Tactics 14-			
3	Trading 12-			
4	Weaponsmith: Slugthrowers, energy weapons 11-			
2	TF: Parachuting, Boats			
	Background Skills			
4	Language: French (native), English (fluent w/accnt), Russian (basic conversation)			
2	PS: Mercenary 11-			
5,2	KS: Mercenary World 14-, KS: Military World 11-			
2	AK: Africa 11-			
1	CK: San Angelo 8-			
	Perks			
2	Contact: Dr. Talos 11-			
1	Contacts: Other mercenaries 8-			
	100+ Disadvantages			
10	Dist. Feat: Heavily scarred, French accent (Conc)			
10	Enraged when orders aren't followed (Uncom) 14-/11-			
25	Hunted by African nation (Mor Pow, NCI) 11-			
5	Watched by Interpol (Les Pow, NCI) 8-			
10	Hunted by local law enforcement (Les Pow, NCI) 8-			
10	Psych: Annoyed by poorly trained personnel (Uncommon, Strong)			
20	Psych: Arrogant, always expects to be in charge (Common, Total)			
15	Psych: Chauvinist and prejudiced against non-whites (Common, Strong)			
10	Reputation: Mercenary scum 11-			
5	Rivalry w/ Hardcase (prof.)			
5	Unluck, 1d6			
113	NPC Bonus			





Solo Villains

Background: The scientist squirmed in his bonds as Salvo entered the room with a steaming coffee mug.

“Still trying to escape, eh?” asked the mercenary, unconcerned. He set his huge, high-tech blaster down on the table, then sat and enjoyed a sip from the mug. “Aaah. Don’t worry, mon ami. We shall turn you over to our client very soon.”

Shouts of excitement broke out from the barracks next door, where the other mercenaries under Salvo’s command had been gambling all night. Annoyed, Salvo hurled a nearby ashtray at the wall and the clamor subsided.

“Ze sooner ze better, I think, with these so-called ‘soldiers’ he assigns me,” Salvo muttered, his French accent becoming more pronounced as his irritation grew. “I tell you, it’s not like ze old days, when you could always find some action in Africa. A nice civil war or two going on all the time. No, now I’m reduced to kidnapping scientists for costumed loonies in zis, zis, San Angelo place, where I cannot even get a decent cup of coffee.”

As the horribly scarred mercenary raged, the scientist looked fearfully at the blaster rifle on the table. Salvo noticed his glance.

“Ah, you admire Salvo’s blaster?” he asked, picking up the gleaming steel weapon. “You had better. It cost Salvo an arm and a leg — many, many jobs to pay for it. But —”

Shouting broke out from the barracks once again.

“Shut up, you imbeciles!” yelled Salvo, throwing his coffee mug at the wall. But this time the noise continued as a burst of energy blasted the wall apart. Through the smoke and debris, the scientist could see costumed figures battling the ersatz soldiers, who fared badly.

“Eh, time for Salvo to depart, I think,” said the mercenary, quickly sizing up the situation. He fired a blast of energy from his high-tech cannon into the floor, blowing a hole through to the old storm drains below. “Farewell, mon ami.”

Salvo gave a mocking salute to the colorfully costumed superhero approaching through the haze, then stepped into the hole and disappeared into the darkness.

Quote: “Zis will only take a minute.”

Personality: Salvo is a hard-bitten mercenary who sees himself as a professional soldier stuck in a crowd of costumed clowns and street toughs masquerading as warriors. He can be short-tempered around those he considers poor soldiers — nearly everyone — and explodes in anger when his orders are disobeyed.

Whatever idealism he may have once had has been driven from him by years of bloody warfare. Salvo now fights only for money, and even that’s not much motivation

anymore.

His chauvinistic and racist attitudes may be his only weakness in combat, as he doesn’t really consider women or non-whites capable of becoming good warriors. It is possible for women or non-whites to gain Salvo’s respect, but it takes a lot of combat ability to impress him.

Powers/Tactics: An experienced combat veteran, Salvo has numerous skills related to his profession as a mercenary, including martial arts.

When the market for ordinary mercs began drying up, Salvo decided to move up into the field of superhuman mercenaries. In order to compete, he bought an extremely high-tech blaster from Dr. Talos.

The blaster has numerous settings for various types of energy blasts, plus a grenade launcher. The energy-based attacks all run off a self-recharging energy cell. A security module set to Salvo’s DNA delivers an electrostatic shock to anyone other than Salvo who attempts to use the blaster.

Salvo also invested in some experimental combat armor provided by the doctor.

In combat, Salvo prefers to hang back and direct the battle while taking carefully placed shots at his foes. Against hard-to-hit opponents, he will spread shots or use his energy grenades. His strong sense of tactics makes him a formidable combat leader. If he is facing known heroes, Salvo may have prepared special attacks based on their weaknesses and vulnerabilities.

The loss of his blaster to an attack or grab maneuver will certainly weaken Salvo, but needn’t put him out of combat. He can fight on using his knife and martial arts skills. While he can always buy a new blaster from Dr. Talos, Salvo will certainly be peeved at the heroes for putting him to the extra trouble and expense.

If the situation deteriorates, Salvo will fire smoke grenades and make his escape. He always has at least two lines of retreat mapped out prior to any battle.

Appearance: Salvo, 40, stands 6’ tall and has a muscular build. He has closely cropped black hair and brown eyes. His looks are marred by numerous scars acquired in years of fighting.

Salvo follows an intense physical training regimen to keep himself in top form.

Campaign Use: His experience and tactical expertise make Salvo a good leader for criminals-for-hire so often recruited by masterminds. He can also act as a training officer, whipping street scum into usable agents in no time at all.

As a mercenary, however, Salvo’s loyalty will always be in question — and for good reason. He will not hesitate to



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escape if defeat seems imminent. Salvo will try his best to fulfill his contract, but he doesn't take suicide missions and won't stick around long if the situation deteriorates.

Salvo almost never undertakes personal missions. He will just about always be found in the employ of someone else.

The PCs could run into Salvo in almost any kind of adventure. He could be guarding a vital prisoner, supervising an agent training school or leading a band of hired thugs in a crime, for example.

Against superhuman PCs, Salvo's normal human abilities, speed and dependence on his blaster make him a fairly easy takedown in straight combat. GMs can counter this by having Salvo attack from concealment with sniper fire or use his commando skills to litter the battlefield with booby traps to even the odds.

If a dastardly employer betrays or tricks Salvo, the mercenary will definitely seek revenge. This could bring him into conflict with the heroes as he tries to assassinate the villain at his trial, or lead to a temporary team-up as the PCs and Salvo join forces to take down the double-dealing mastermind.

Zachary Belmont

STR 11 DEX 12 CON 11 BODY 10 INT 12
EGO 13 PRE 13 COM 10 PD 2 ED 2
SPD 2 REC 4 END 22 STUN 21

Skills: Perk: National Police Powers; Bureaucratics 8-, Combat Driving 11-, CS: +1 w/pistols, Concealment 11-, +2 to Concealment roll (only for conducting searches of suspects), Conversation 11-, Criminology 12-, Interrogation 11-, AK: San Angelo 8-, KS: DOJ 11-, KS: Interpol 11-, KS: Salvo 11-, Language: German (fluent w/accents; native is English), Paramedic 11-, PS: DOJ Field Agent 11-, Range Levels: +1 w/ pistols, SC: Psychology 8-, Shadowing 11-, Stealth 12-, Streetwise 8-, Tactics 11-, WF: Small Arms

Disadvantages: Psych: Fear of heights (Common, Moderate), Psych: Subject to orders (Com, Mod), Psych: Lackluster approach to tracking Salvo (Com, Mod)

Background: Zachary Belmont is an agent with the United States Department of Justice, the American liaison agency with Interpol. He is assigned to track down Salvo and report his findings back to the DOJ headquarters, which, in turn, reports its findings (or most of them) to Interpol for dissemination among the other member countries having an interest in seeing Salvo captured. To date Belmont has managed to discover evidence of Salvo's presence, but he has yet to actually locate the elusive mercenary.

Agent Belmont has acquired a fair amount of knowledge of Salvo's background, including Salvo's real name (Emil Jorneau), though he will share this information only with police officers or sanctioned heroes. Belmont carries a bare amount of police equipment, including: a kevlar vest (Armor 5 PD/5 ED, Activation 8-, ½ effective vs. blades), flashlight, DOJ two-way radio (which can also receive and transmit on other police and some military frequencies, up to 3 miles), handcuffs and his weapons. Belmont carries a Sig Sauer P-220 .45 caliber semi-automatic pistol (1½d6K, +1 OCV, 3 Clips of 10 shots each) in a waist holster, and also has access to a Remington 870 12-gauge shotgun (4d6K, Reduced Penetration, 7 Charges) which he keeps locked in the front of his unmarked government car, a blue 1997 Ford Crown Victoria.

Agent Belmont is a white male, 5'8" and 170 pounds, with short brown hair and blue eyes. He wears blue jeans, tee-shirts and a black baseball cap with patch of the DOJ logo on the front. Belmont is a professional but doesn't take unnecessary risks, especially when it comes to locating a highly trained professional killer. Belmont has a mild fear of heights, requiring a successful Ego roll for him to climb anything taller than a garbage dumpster.



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Señora Del Oro (Lady of Gold)

Isabella del Oro

Val	Char	Cost	Notes
10	STR	0	110 kg; 2d6
18	DEX	24	OCV: 6/ DCV: 6
18	CON	16	
15	BODY	10	
18	INT	8	PER Roll: 13-
18	EGO	8	ECV: 6
18	PRE	8	PRE Attack: 3½d6
20	COM	5	
4+	PD	2	Total PD: 29
4+	ED	0	Total ED: 29
5	SPD	22	Phases: 3, 5, 8, 10, 12
6	REC	0	
36	END	0	
30	STUN	1	
Total Cost			
Char: 104 + Powers: 257 = Total: 343			
Base: 100 + Disads: 243 = Total: 343			
Cost	Powers		
72	Magical Potions: Power Pool (60 pt. pool), Can only be changed at her lab (-½), OAF: potions		
	Golden Skin		
75	Armor (+25 PD/+25 ED)		
30	Full Life Support		
Cost	Skills		
	Alchemical Skills		
9,5	+3 Levels with Power Pool, Inventor 14-		
5,3	SC: Alchemy 15-, SC: Chemistry 13-		
	Background Skills		
3,3	Bribery 13-, Conversation 13-		
9,5	Forgery 14-, High Society 14-		
4	Language: English (native accent); Spanish (native)		
3	Paramedic 13-		
3	Seduction 13-		
10	Perk: Wealth (wealthy)		
100+	Disadvantages		
5	Dependence: Alchemal gold infusion (once/day, 3d6/phase)		
10	Dist. Feat: Golden skin (Easily Conc, Major)		
20	Psych: Vain (Very Common, Strong)		
15	Psych: Lust for knowledge (Common, Strong)		
15	Psych: Selfish (Very Common, Moderate)		
5	Rivalry w/other beautiful (16+ COM) women		
15	Secret Identity (Isabella del Oro)		
25	Susceptibility: 3d6 per Phase from rapid aging if Life Support is dispelled or suppressed		
10	Vulnerability: x2 STUN from cold iron weapons		
10	Vulnerability: x2 STUN from magic		
113	NPC Bonus		



Sample Potion Array

- **Earth to Mud Elixir (11):** 3d6 Entangle, AE: 3" Radius, Entangle Takes No Damage (+½), Only Entangles Target's Legs (-½), 2 clips of one Charge each (-1½), OAF
- **Flash Pellets (12):** 2d6 Flash vs. Sight, AE: 2" Radius, Personal Immunity, 4 clips of one Charge each (-1¼), No Range, OAF
- **Healing Potion (9):** 2d6 Aid (Healing), 1 Charge (-2), Extra Time: Full Phase (-½), OAF
- **Love Dust (13):** 12d6 Mind Control, Based on CON (-½), No Range, Only to make the target love a single target (-1), 1 Charge lasting 1 hour (-½), OAF
- **Ointment of Disguise (8):** Shape Shift, any human form, 3 Charges of 1 hour each (+0), Extra Time: Full Phase (-½), OAF
- **Petrifaction Elixir (20):** 4d6 Major Transform (flesh to stone), 1 Charge (-1), OAF
- **Smoke Bombs (11):** Darkness (vs. normal sight), 4" radius, 2 clips of one Charge each (-½), OAF
- **Universal Solvent (20):** 1d6+1 RKA, Penetrating, Continuous, Uncontrolled, 2 Charges of 1 Turn each (-1), OAF



Background: Señora Isabella del Oro was the young wife of wealthy Spanish landowner Ramon del Oro in colonial San Angelo, back in the days when the sprawling city was no more than a humble Spanish mission and some outlying haciendas. She was a very beautiful woman and somewhat vain about her beauty, and her husband adored her. Isabella also had a sharp mind and a great thirst for knowledge and culture, a thirst difficult for a young Spanish wife living in colonial California to quench. She enjoyed reading and speaking with visitors to her hacienda, foreigners especially, listening to their tales of faraway lands and legends.

Over time Señora del Oro became more and more obsessed with her quest for knowledge. She took to collecting books of lore and mysticism from Europe and the English and French colonies in the New World. She invited stranger and stranger guests into her home to the dismay of her husband and the local priest; gypsies, local natives, wandering peddlers and fortune tellers. Her husband loved her so dearly he permitted Isabella's eccentricities, but eventually even he began to wonder if his wife's fascination was becoming unseemly, or even dangerous. He died shortly thereafter in a riding accident, leaving his wife a young and wealthy widow. She never remarried, despite the many suitors who wished to court her, preferring instead to remain locked away in her hacienda with her studies and her occasional strange guests.

Eventually, the people of the San Angelo Mission began to fear the Señora del Oro. It was whispered she was a witch who practiced black magic and held unholy services in the Devil's name in her house, that her visitors were other black magicians or even demons in disguise who attended to her wishes. Any and all strange or unfortunate events in the area were blamed on her and the local clergy eventually turned all of the local folk against Señora del Oro. A mob descended on the hacienda and burned it to the ground, along with its unholy contents. Señora del Oro's body was never found; local legend maintains she was whisked away by a demonic servant to escape from the flames.

The story is only partially true. Isabella was indeed interested in the occult arts and did gather a considerable collection of magical lore, but she was not in league with the Devil. Instead, Señora del Oro was fascinated with the idea of immortality. She feared death and, more than that, she feared growing old and losing her great beauty. So she gathered lore and spoke with workers of magic from around the world to learn how to prolong her own life and cheat death.

She thought her best chance of discovering the secret of eternal youth lay in the study of the arts of alchemy. She created her own laboratory in her hacienda and studied potions, transmutation and transformation in hopes of finding the legendary Elixir of Youth, one of the Four Secrets of

alchemy. Although she became a skilled alchemist, she did not discover what she sought. She did have enough magic, however, to make her husband's horse throw him when he became troublesome and to escape the angry mob who destroyed her home. She took enough money and lore to continue her quest and relocated elsewhere.

Failure after failure piled up and much of Isabella's fortune went to pay for useless experiments and dead-ends. Finally, in desperation for more money to continue her search, Isabella turned to another of the Four Secrets of alchemy, the Philosopher's Stone; the transmutation of base metals into gold. In this effort she was successful, discovering the secrets of transmutation, and in this success, she found a glimmer of inspiration towards her more important quest. Gold was often linked with immortality in alchemical symbolism: the divine yellow metal neither tarnished nor corroded with age. Isabella used her created gold to fund further research into her new discovery with renewed purpose.

More than a century later, a mysterious lady arrived in the growing town of San Angelo around the time of the gold rush. She paid for the land where the hacienda del Oro once stood and commissioned the building of a new manor-house over the old ruins, all in newly minted gold coins. The land was quickly sold, since the locals still believed it to be cursed. The house was passed on through the woman's family throughout the years, all of them reclusive and isolated from the rest of the community. So did Isabella del Oro return to San Angelo, where she has lived in secret for more than a century to the present day. She continues her work and research in her new home. Although she achieved the youth and beauty she sought, her immortality is not entirely eternal.

The process which maintains Isabella's youth and beauty requires regular amounts of gold—natural gold, not the stuff created from magic. At first, the gold rush and Señora del Oro's great wealth provided gold aplenty for the process, but the amount of gold required for the infusion has grown over the years as the available supply of gold has dwindled. Señora del Oro has found herself forced to steal some of what she needs, using her alchemical magic and the abilities of her immortal body. Thus far, she has carefully replaced the natural gold she has taken with alchemical gold created in her laboratory. The two are virtually indistinguishable, except that alchemical gold cannot withstand the touch of cold iron, which will return it to its original state. It is only a matter of time before someone discovers the thefts and they attract the attention of local heroes, but the Lady of Gold has all of the time in the world.

Quote: *"Many men have thought themselves my superior, but I've lived to dance on all of their graves. You won't be any different."*



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Personality: Señora del Oro is a woman who has seen a great deal of life, more than two hundred years. Still, she is not bored with her immortal existence so long as there are secrets she does not know and experiences she has yet to have. She is extremely vain and self-centered; she sees nothing wrong in her desire to sustain her life past its natural span and will go to any lengths to ensure her own survival. To her mind, the theft of some precious metal is a small price to pay that hurts no one. Why should her beauty, vitality and knowledge be lost to the world to save a few pieces of gilded art or a little money?

When it comes to protecting her own interests, del Oro is entirely ruthless. She has killed to protect herself before and she will do so again, if necessary. More important than anything is protecting her anonymity. If her secret is exposed, then she will have to leave San Angelo for greener pastures elsewhere. That would require leaving behind all of her expensive and delicate alchemical apparatus and lore books unless she is given enough advance warning to pack all of it up before she goes.

Despite her bad qualities, the Lady of Gold can be quite charming and pleasant. Her manners and social graces are impeccable and she knows how to work a room at any party or gathering. Player characters who move through the higher social circles of San Angelo might well encounter the beautiful and mysterious heiress “Anita Ramirez” (Isabella’s current identity) and have the opportunity to speak with her, unaware of her nefarious activities.

Powers/Tactics: The alchemical ritual providing Señora del Oro’s immortality covers her body with a thin, flexible layer of enchanted gold like a second skin that protects and preserves her. The golden coating provides del Oro with her life support and armor. Like all alchemical gold, the coating is vulnerable to cold iron and magical attacks tend to disrupt it, causing the Lady of Gold great pain. Otherwise, her golden armor makes Isabella highly resistant to injury.

In addition to the benefit granted her by her golden shell, Señora del Oro is a skilled alchemist, capable of brewing up potions, powders, poultices and such to create a wide range of magical effects. She will usually have a number of concoctions prepared in advance of any encounter and carry a selection of them with her as need demands. One of these potions allows the Señora to conceal her golden skin, assuming an appearance very much like her original one, so she can mix with normal society. In her secret identity, she disguises many of her alchemical elixirs as cosmetics and other contents of a purse, and carries several vials on her person in case of emergency.

Against super-human opponents, Señora del Oro’s primary goal will be escape. She will use her arsenal of potions to

slow her opponents and provide distractions for her to make her getaway. This can include clouds of smoke (Darkness), bright, fast-burning flares (Flash) or using her universal solvent potion to damage buildings, bridges or the like to provide a sufficient distraction. Her onintment of disguise will then allow her to slip into the crowd and disappear. Once she encounters a group of heroes, Señora del Oro will learn all she can about them and be prepared for the next time they meet, carrying potions and elixirs targeted at the heroes’ weaknesses and to counter their specific powers.

Appearance: Señora del Oro is a stunning woman, with refined and beautiful features and long, flowing hair. Her normal appearance looks like a perfect golden statue of a woman come to life. Even the individual strands of her hair appear to be spun from purest gold. She tends to dress and long robes and hooded cloaks while carrying out her criminal work, containing numerous hidden pockets for her alchemical potions. In her secret identity as Anita Ramirez, del Oro looks like a beautiful Hispanic woman with her long hair usually bound up in any number of elaborate hairstyles. She dresses in very feminine designer gowns and dresses, rarely bothering with modern pants or suits. She also favors a variety of large hats in this guise.

Campaign Use: Señora del Oro is an offbeat super-villain with a long history and unusual motivations. She can be introduced (as Anita Ramirez) as an element of the San Angelo social scene at first, then player characters can become acquainted with the mysterious Senoria del Oro and her gold thefts in the city. Only after they have been pursuing the Lady of Gold for a while should PCs begin to connect the two women, possibly uncovering Isabella del Oro’s secret history and the complex alchemical laboratory hidden beneath her lavish manor house. This confrontation offers the GM an excellent opportunity for an alchemical death-trap laid for the heroes.

Characters who thwart Señora del Oro’s schemes and expose her true identity will certainly earn her enmity. If forced to flee from her home in San Angelo, she will set up elsewhere under another identity and plot revenge against the heroes while continuing her alchemy research and the thefts to support it.

In addition to her thefts of gold to continue to extend her life, Isabella is interested in any new alchemical or magical lore that might come her way, stealing ancient tomes, artifacts and even kidnapping NPCs who have some piece of lore which might be of value to her. Some of the crowded shops in Chinatown might contain some information on Chinese alchemy as might other characters and places in the occult scene of San Angelo.

Señora del Oro might even decide to turn to a more modern



solution to her quest for immortality and take interest in the scientific breakthroughs made by companies like Eclipse Industries, Helix, Avalon Enterprises or even the Horizon Institute. Perhaps a combination of ancient alchemy and modern genetic-modification techniques can provide Isabella a powerful, young and immortal body without any of the vulnerabilities she currently has.

Power Variations: The Lady of Gold is written to be able to take on a group of player characters, given a little forethought in the potions and elixirs she arms herself with. If the GM desires to make her more powerful, increase Señora del Oro's Armor and the size of her Power Pool. Alternately, del Oro might be aided by magical servants she has summoned/created (such as homunculi or golems) or normal people she has given super-powers to through her various potions. Her henchmen might be super-strong, immune to pain or able to assume monstrous forms.

If Señora del Oro is too powerful for the player characters, provide them some information on her vulnerabilities, or simply reduce the size of her Power Pool and her points in Armor until she is easier to handle.

Wanda Seitz

STR 6 DEX 9 CON 8 BODY 9 INT 11
 EGO 16 PRE 10 COM 14 PD 2 ED 2
 SPD 2 REC 4 END 16 STUN 16

Skills: Perk: Royal Grove Country Club membership; Acting 11-, High Society 13-, KS: Furs 12-, KS: Fine wines 11-, Riding 8-

Disadvantages: Psych: Greedy (Common, Moderate), Psych: Snobbish, intolerant of low-income people (Common, Strong),

Background: Wanda Weitz is the wealthy widow of one-time San Angelo area financier Alexander Weitz. When Alexander died on a heart attack last year, Wanda picked up the pieces of her life and strode on. She has cultivated a number of contacts among the well-to-do in San Angelo high society. Her latest acquaintance is Anita Ramirez, whom Wanda takes great pleasure in introducing among her friends. The truth of the matter is that Wanda is terrified of losing her acceptance among the wealthy circle of friends she has gained over the years. She expects that by touting her "friendship" with Anita Ramirez she will become more popular among her friends.

Wanda is a somewhat heavy woman at 5'2" and 160 pounds. She is 57 years old and shows the signs of numerous cosmetic surgeries, face lifts, collagen shots, and so on. She dresses in expensive gowns and furs, and large diamond rings adorn her fingers.

Shatter

Leontiy "Leon" Romanovich

Val	Char	Cost	Notes
10	STR	0	100kg, 2d6
20	DEX	30	OCV: 7/DCV: 7
20	CON	20	
10	BODY	0	
13	INT	3	PER Roll: 12-
13	EGO	6	ECV: 4
13	PRE	3	PRE Attack: 2½d6
10	COM	0	
12	PD	10	
12	ED	8	
5	SPD	17	Phases: 3, 5, 8, 10, 12
8	REC	4	
40	END	0	
26	STUN	1	
Total Cost			
Char: 102 + Powers: 168 = Total: 270			
Base: 100 + Disads: 168 = Total: 270			
Cost	Powers	END	
30	Shatter powers: Elemental Control (30 Pts.)		
30	a) Invisibility (to Sight Group), No fringe	4	
12	b) Extra-Dimensional Movement (to pocket dimension), OAF: Reflective object, Living targets must see reflection in the focus (-½), Affects Desolid, Ranged, Usable Against Others, Cancel: Break/destroy focus	6	
57	c) 10" Teleport , x2 Increased Range, 2 Floating Locations, Usable Against Others, Affects Desolid	5	
Cost	Skills		
3	Bureaucratics 12-		
9	+3 Levels w/Extra-Dimensional Movement and Teleportation		
6	Languages: English, Polish (both fluent w/accent; native is Russian)		
3	AK: Russia 12-		
3	AK: San Angelo 12-		
5	Mechanics 12-		
2	PS: Accountant 11-		
2	PS: Cab driver 11-		
3	Streetwise 12-		
100+	Disadvantages		
10	Hunted by Organizatsiya (As Pow, Mild) 11-		
10	Hunted by local law enforcement (Les Pow, NCI) 11-		
15	Psych: Distrusts government (Common, Strong)		
15	Psych: Compelled to pay blackmail; afraid for his family's safety (Common, Strong)		
15	Psych: Resents being used as pawn (Com, Str)		
15	Secret ID (Leontiy "Leon" Romanovich)		
10	Vulnerability: x1½ effect from darkness-based powers		
80	NPC Bonus		



Background: “No!” Leontiy yelled at the two men sitting across the table from him. Heads turned throughout the little Cathedral Square café. “I am in America, and I will be speaking English!” His thick Russian accent was difficult if not impossible to conceal, so he didn’t bother trying.

“Have it your way, Leontiy,” one of the men said. “But this does not change fact that you still owe twenty thousand dollars before we bring your family out from St. Petersburg. Without this money, I am thinking your family might have delay in... how do you say? In clearance.”

“You promise I was only one time paying. You are acting like criminal. Like KGB! I *refuse* to pay more money.”

The other man leaned toward Leontiy, resting his clenched fists on the table. “Perhaps you do not understand, comrade,” he started, leering at Leontiy through dark sunglasses. His voice was gravely and he spoke slowly. “Sometimes people try to leave Russia and they are arrested by police. Sometimes these people pay fine. Sometimes they go to prison. Sometimes they disappear. You are ex-K.G.B., and you are ‘special man,’ so you know this is true.”

“I will not use power for you. I am done working for

government! I am free man! I have new life!”

“Pay us, Leontiy,” the first man pleaded mockingly, shrugging his shoulders. “I am not wanting accident happening to your family.”

With that the two men stood up, straightened their suit jackets. One of the men left a twenty dollar bill on the table next to the check.

“Do not be stupid, Leontiy. Your family. Surely they are worth more than money.” The two men laughed as they walked away.

And so it went, month after month, as Leontiy (“Leon” to his friends and neighbors) made payments to the Russian organized crime syndicate thugs. Each time Leo would deliver a payment — \$5,000 here, \$2,000 there — the Organizatsiya strong men would increase his “debt,” using one excuse or another. “You forget interest,” or “You are day late,” and so on. Leon realized that working two jobs (an accountant by day and cab driver by night) wasn’t going to be enough. He had always promised himself that he would never break the law of his new homeland, no matter what the cost. Now he wasn’t so certain. Temptation was beginning to override reason. His family’s safety was paramount.

Leon bowed to the immense pressure levied against him and robbed a local bank. The authorities were completely baffled. Everyone inside the bank had been kidnapped and \$20,000 taken from the vault. The kidnap victims were later discovered locked in the back of a large moving van, but none of them knew how they had gotten there. All any of them could recall was seeing what looked like a huge panel of glass shattering before their eyes and a bright flash of light. Crime scene investigators found absolutely no trace of any fingerprints or other evidence on the truck or in the bank, save for the bank surveillance video. Leontiy got away clean, with \$20,000, and San Angelo had a new super-powered criminal to deal with.

Leontiy paid the extortionists, but once again they used his family’s safety to extort more from him. Not money this time, however. Now they wanted him to work for them.

And so it goes. Leontiy, who has been dubbed Shatter by the local media, works for the San Angelo splinter of the Organizatsiya, pulling odd theft jobs of high-tech or high-value items, even collecting money from others who, like himself, feed the never-ending hunger of the syndicate.

Quote: “*This glass is so shiny, you can almost see yourself in it...*” *FRISH!*

Personality: Leontiy is convinced that he will never see his family again unless he cooperates with his Russian underworld bosses. He firmly believes that if he should defy his Organizatsiya masters that his family will be killed. So despite his feelings of guilt and shame, he continues to do their bidding as Shatter, hoping to one day see his family



again. To Leontiy, he has escaped from his one-time masters in the former Soviet Union only to fall into the den of a new master. Leontiy will go out of his way to avoid harming anyone during one of his operations, but if he feels there is no other choice, he puts the lives of his family before all else.

Powers/Tactics: Shatter's powers are based on his ability to transport matter and energy (including light) to a pocket dimension resembling the inside of a mirror-surfaced polyhedron. By concentrating and holding a reflective object, Shatter can "will" an object into the pocket dimension by "reflecting" the image back at the original. Use of this power requires an attack roll to "hit" the target. In addition, living beings must see their own reflection for the power to work (GMs may allow targeted PCs a DEX Roll to avoid seeing their reflection, similar to avoiding a common Flash attack). Shatter can use any solid, reflective object (i.e., he can't use liquids), from a piece of glass to a chrome bumper. The only way for the victim to escape is by "breaking" or otherwise destroying the focus. Thus, someone transported to a pocket dimension via a piece of glass can only be released by the glass being broken. This can present a real problem for characters "captured" by durable objects, like metal. If multiple items or people are transported using one reflective object, all of them will be released when the item is destroyed. Shatter can move between our dimension and the pocket dimensions at will.

Shatter can also "reroute" energy (including light, heat and UV radiation) into a pocket dimension and back again, rendering himself invisible. In addition, he can "jump" to the pocket dimension and back again using two separate reflective objects to teleport. So awesome is his power to affect matter and energy, that even desolidified characters are not immune from its effects. The only way to incapacitate him is to entangle and/or blind him. Another effective way of disabling his powers is to use an area effect Change Environment to render all reflective surfaces "dirty" or otherwise unusable by Shatter.

When Shatter uses one of his powers, it creates a large visible distortion that looks like a giant pane of glass shattering, leaving behind a nearly identical scene save for the disappearance (or reappearance) of the affected target. For example, if Shatter uses his power to turn invisible, anyone watching him will see his form "shatter" into a thousand pieces, leaving behind an identical scene, but no villain.

Appearance: Shatter stands 5'10" with a wiry, if not athletic, build. He has short dark, wavy hair and an olive complexion. His costume consists of a blue one-piece suit with a blue full pull-over-type mask, gloves and boots, with

a stylized "spider-web" pattern resembling shattered glass over the front of his costume. Out of costume he prefers blue jeans and brightly colored Polo-style shirts. Shatter speaks with a thick Russian accent, which he doesn't try to hide.

Campaign Use: Shatter is a frustrated villain. He is only committing crimes out of fear of having his family killed. While this doesn't make the crimes he commits any less serious, they explain a lot. GMs can use Shatter to present a moral dilemma to the PCs (If they capture him, they could be putting his family in grave danger, but if they let him go, he will likely commit more crimes...)

Shatter will not choose to confront the heroes. He prefers to get away, and his fear of losing his family allows him to shrug off taunts and challenges from other supers. Darkness will nullify his power to entrap targets, which requires an attack roll in any case.

What matters to him is his family. If captured, Shatter will be very difficult to reason with, if not impossible. Shatter lives in the Rancho Madera neighborhood, but he operates throughout the greater San Angelo area. His operations will involve stealth and are very difficult to investigate because of the lack of evidence.

"I'm glad to be out of that place, but does this mean seven years back luck?"

— Lotus, Justice Foundation

Pietri Stanovich

STR 12 DEX 10 CON 10 BODY 10 INT 10
EGO 12 PRE 13 COM 10 PD 2 ED 2
SPD 2 REC 4 END 20 STUN 21

Skills: CS: +2 w/pistol, PS: Organizatsiya lieutenant 12-

Disadvantages: Dist. Feat: Russian accent (Concealable), Phys: Chain smoker (Frequent, Slightly), Psych: Contemptuous of U.S. laws (Common, Moderate), Psych: Cold-hearted, Psych: Intolerant of non-Russian Slavs (Common, Strong), Reputation: Ruthless Organizatsiya lieutenant (Underworld and Cathedral Square communities only) 14-

Background: Pietri Stanovich came to the United States shortly after fall of the Soviet government and found his way to San Angelo. Speaking little English and knowing no one, Pietri moved to the only area where he felt at all comfortable, due to the relatively high Slavic population – Cathedral Square. Pietri could hardly stand to live near other non-Russian Slavic immigrants; the Georgians, Romanians, Ukrainians... they were all dirty, immoral and uncultured as far as Pietri was concerned. Then he met some fellow



Russians who were operating an “enterprise,” assisting other Russians to escape their homeland and come to America, for a price.

Pietri joined the group and he quickly rose in power and influence. He is now a Lieutenant, controlling several blocks of Cathedral Square for the Russian mob. He has a half dozen soldiers under his authority, and he answers to one of a handful of Organizatsiya “Captains,” who themselves report directly to the organization’s leader

Pietri cares nothing about his fellow man, only about money. He has killed men for failing to make payments on time, and he rules his tiny empire through fear and intimidation.

Pietri has recently gained sway over Leontiy Romanovich (Shatter), and he intends to press his advantage. Pietri plans to use Shatter to solidify his power base in Cathedral Square and eventually in all of San Angelo as he eliminates his rivals one by one.

Pietri is a white male in his late thirties, 5’9” tall with short brown hair and a neatly trimmed mustache. His high cheekbones, squinty, almond-shaped eyes and big nose make him easy to spot. He favors dark polyester suits and dark sunglasses. He carries a Makarov 9mm semi-automatic pistol (1D6+1K, 2 clips of 7 Charges each) in his pocket, and seldom goes anywhere without two armed bodyguards.

Speed Freak

Jay Westmore

Val	Char	Cost	Notes
15	STR	5	200 kg; 3d6
33	DEX	69	OCV: 11/DCV: 11
25	CON	30	
11	BODY	2	
15	INT	5	PER Roll: 12-
10	EGO	0	ECV: 3
13	PRE	3	PRE Attack: 2½d6
14	COM	2	
8	PD	4	
8	ED	3	
8	SPD	37	Phases: 3, 5, 6, 8, 9, 10, 11, 12
15	REC	14	
50	END	0	
32	STUN	0	

Total Cost

Char: 174 + Powers: 201 = Total: 375

Base: 100 + Disads: 275 = Total: 375

Cost Powers

END				
56	Super-speed:	30” Flight, x16 NCM, only in contact with a surface (-¼)		
30	Super-speed Stunts:	Multipower (30 Pts.)		
1	u) Catch projectiles:	Missile Deflection vs. all physical weapons		—
3	u) Fast movement:	Change Environment, 32” radius		3
3	u) Disassembly:	2d6 Minor Transformation, assembled to disassembled (or vice versa), Cumulative		3
5	Fast clothes change:	Instant Change		—
	Speedster Combat:	Martial Arts		
	<i>Maneuver</i>	<i>OCV</i>	<i>DCV</i>	<i>Notes</i>
5	Flying Dodge	—	+4	Dodge, Abort; FMove
5	Flying Grab	-2	-1	Grab, +10 STR, FMove
5	Flying Throw	-1	-2	3d6 +v/5; Target Falls; Full Move
5	Passing Disarm		-1	-1 Disarm, +10 STR, FMove
5	Passing Strike	+1	+0	3d6 +v/5; FMove
5	Passing Throw	+0	+0	3d6 +v/5; Full Move
5	Rapid Punch	+1	-2	7d6 Strike
100+	Disadvantages			
10	DNPC:	Sharon Westmore, wife (Normal)	8-	
15	DNPC:	Billy Westmore, son (Incompetent)	8-	
15		Hunted by local law enforcement (As Pow)	11-	
20	Phys:	Addicted to medication (All the time, Greatly)		
15	Psych:	Code vs. Killing (Common, Strong)		
20	Psych:	Wants a normal life (Common, Total)		
20	Psych:	Loner, must handle things alone (VryCom, Str)		
15		Secret Identity (Jay Westmore)		
15	Vuln:	x1½ STUN from Killing Attacks		
10		Watched by Dr. Megalo (As Powerful)	14-	



Solo Villains

Background: Jay Westmore was always a hyperactive kid. His parents and his teachers were run ragged just trying to keep up with him, and he was told over and over again to learn to sit still, but he never learned. While most kids grew out of being hyper, Jay only got worse. He couldn't sit still for more than a minute, couldn't sleep for more than two hours at a time and couldn't pay attention without fidgeting and moving around. His parents sent him to doctors and therapists and they tried different treatments, including drugs and sedatives, but none of them really seemed to slow Jay down very much.

Although he had a tough time in school, Jay excelled in sports. He was fast and he could run all day long. He was a natural for the track team at his high school and his coach was amazed at Jay's talent. Even as a beginner the coach said Jay was potential Olympic material. His running and track activities gave Jay a dream, a focus. The rest of his life didn't seem so important. He managed to get through school and spent the rest of his time running and practicing. Jay won numerous trophies for his school and was the star of the track team, much to the envy of some of his teammates. He even managed to work up the nerve to ask his high school sweetheart Sharon Coleman to the prom and she discovered Jay was not only a funny and interesting guy, but a great dancer—as long as no slow dancing was involved. They began dating seriously not long before graduation.

After high school Jay was accepted to U.C. San Angelo on an athletic scholarship. He and Sharon decided to get married during their second year of college (it seemed Jay's impulsive nature was catching). Jay's life was going well and the hyperactive "quirks" he was teased about as a kid didn't seem as important as they used to.

Not long after Jay found out Sharon was pregnant, he broke the world's record for running the mile... by nearly ten seconds. The burst of speed left Jay shaking and weak and his coach and teammates astonished. It was then people began to suspect Jay's natural talent was something more than just talent. Researchers from the Horizon Institute confirmed it: Jay was most likely a Low-Powered Metahuman (LPM), a paranormal. Since paranormals were forbidden to compete in organized sports, the University had no choice but to revoke Jay's scholarship. Sharon had already dropped out of school because of her pregnancy. Her plans to return after the baby was born were put on hold. Jay had to find himself work to support his family, his dreams of athletic glory dashed. In addition, his powers seemed to be growing and he still suffered from near-superhuman bursts of hyperactivity.

Jay's speed-powers caused him to lose several jobs.

Eventually, he couldn't get work. Nobody wanted to hire an uncontrolled, low-powered paranormal. Jay's bursts of speed were also putting a greater and greater strain on him. Each one left him weak and exhausted, yet he was unable to rest. He only slept for a half-hour at a time and no more than two hours out of every twenty-four. Sharon stood by him, but the strain showed in their relationship and both of them worried about their infant son, Billy, who might have inherited Jay's mutant abilities.

Jay was surprised when he was contacted by Dr. Anton Megalo, a prominent San Angelo physician. Dr. Megalo heard of Jay's case and believed he could help him. Jay met with the doctor and began undergoing tests and experimental treatments. Dr. Megalo confirmed Jay's worst fears; his super-fast metabolism was slowly killing him with bursts of hyperactivity. However, Dr. Megalo offered a drug-therapy which he said would not only stabilize Jay's physical condition, but provide him with control over his super-speed abilities. Jay accepted without a second thought.

The treatment worked just as the doctor said it would: Jay's health improved and his powers actually increased, making him able to move at blinding speed whenever he wished without wearing him out. The trouble came when Dr. Megalo told Jay he needed some favors done; things a man able to move like a blur would be able to do. If Jay refused, then the treatments would stop and his condition would kill him, not to mention what might happen to young Billy, who was also under Dr. Megalo's "care" and showed signs of being a mutant as well. Jay had no choice, he did as Megalo told him and the super-criminal known as "Speed Freak" (Jay's own ironic name for himself) was born. Megalo was eventually discredited and drummed out of the medical business, but Jay continues to do his bidding as long as the doctor holds his life in his hands.

Quote: *"Sorry, but I'm in a rush."*

Personality: Jay Westmore isn't a bad guy, but he's firmly under Dr. Megalo's thumb. Currently, Jay continues to work for the hospital where Megalo was employed. He also works for Megalo as Speed Freak. His wife doesn't know about Jay's secret life and he will do anything to keep it from her and his young son. He's ashamed of the things Megalo has forced him to do, but he feels he has no choice so long as Megalo holds the secret of treating his speed-condition. Not so much for Jay himself, but for his son, Billy, who may develop a similar condition.

Ironically, Dr. Megalo has hidden the truth from Jay. His powers are no longer any threat to him; Megalo's initial treatment allowed the natural mutational processes of Jay's physiology to stabilize. The drugs Speed Freak takes are



addictive pharmaceuticals designed by Megalo to keep Jay hooked and convince him he is dying if he stops taking them. The withdrawal symptoms are terribly painful. Speed Freak doesn't know any better and believes they are signs of his "condition." If he were to ever discover the truth, Speed Freak would certainly be driven to violence against the doctor. He might even try to kill Megalo in a vengeful rage, although his own Code vs. Killing would likely snap him out of it before he did something he would regret.

Powers/Tactics: Speed Freak has the power to move and react at superhuman speed, traveling in a blur to normal perceptions. This is reflected in his limited Flight power along with his enhanced DEX and SPD. Speed Freak also has a very high REC since he also heals at super-speed, allowing him to shrug off minor bruises and injuries very quickly.

Jay has learned to use his great speed to perform a variety of stunts, including catching projectiles out of the air and throwing them back (Missile Reflection), rearranging objects and performing minor tasks in an instant (Change Environment) and disassembling or assembling things like machinery in a few seconds (Transformation).

Speed Freak prefers to avoid combat, using his super-speed to escape if at all possible. He has developed a unique combat style based around his great speed. All of the maneuvers allow Speed Freak to take a Full Move, striking, grabbing or disarming an opponent as he dashes by. He prefers to disable or disarm an opponent and relies heavily on hit-and-run tactics. He's never fought another paranormal before and he will do his best to avoid doing anyone any permanent injury or harm.

Appearance: Jay Westmore is a young man in his early twenties with the slim and athletic build of a track star. He wears his dark hair quite short and dresses in casual clothes most of the time. As Speed Freak, he wears a spandex running suit in dark blue with a jagged yellow lightning bolt across the chest and matching blue mask which covers the upper half of his head and ties in the back. With his super-speed, Speed Freak can switch clothes in a matter of seconds. He may even try to escape by ducking into an alley behind similar cover and changing into his secret identity.

Campaign Use: Speed Freak is a mysterious "villain" with a dark secret. Player characters should end up feeling sorry for his situation and looking for a way to help him get out from under Dr. Megalo's domination, once they discover the truth, that is. Speed Freak isn't intended as a major combatant, although his speed and maneuvers make him a formidable opponent. He might even end up working

with a group of villains at Dr. Megalo's order, either to further some goal of the criminal doctor or to spy on the group for them. Megalo might even have Speed Freak pretend to reform and ask to join the player characters' team in order to infiltrate *them* while Megalo holds Jay's wife and son hostage to force Speed Freak to betray his new teammates at a future date.

Power Variations: The easiest way to increase or decrease Speed Freak's combat effectiveness is to alter his SPD and his movement rate. The GM can also play around with his DEX and some Skill Levels as needed. As written, Speed Freak is a formidable hand-to-hand opponent, although he is vulnerable to Area Effect attacks, since he does not have a lot of DEF and his Missile Deflection doesn't work against them. His high DEX should allow him to Dive for Cover fairly easily, however.

Sharon Westmore

STR 7 DEX 10 CON 9 BODY 9 INT 12
EGO 11 PRE 12 COM 14 PD 2 ED 2
SPD 2 REC 3 END 18 STUN 17

Skills: Contact: Friend at Phone company 11-; Bureaucratics 8-, High Society 8-, KS: Classical Literature 12-, Paramedic 11-, PS: Housewife 11-, SC: Biology 8-, SC: Medicine 8-, CS: Pharmacology 8-

Disadvantages: DNPC: Billy Westmore (Incompetent) 8-, Psych: Protective of her son Billy (Common, Moderate), Psych: Afraid Billy will inherit father's powers (Uncommon, Strong), Psych: Regrets having dropped out of school (Common, Moderate), Susceptibility to bee stings (1d6/Turn if stung).

Background: Sharon Westmore is a dedicated wife to her husband Jay. She dropped out of college to support him, despite excellent grades in her nursing program and a promising career in health care. She poured herself into taking care of her husband, and after their son was born she hoped things would improve. A lot of time spent in counseling and a lot of hard work has paid off, or so she thinks. After a short period when things seemed they were back to normal, Sharon has noticed her husband acting strangely, apparently upset about something, although Sharon doesn't know what. She's afraid that Jay is unhappy and getting ready to leave her, but is afraid to confront him because of the fear that he may blow up and leave her on the spot. What Sharon doesn't know is that Jay is troubled by his secret and working for Dr. Megalo.

Wisp

Carter Feinburg

Val	Char	Cost	Notes
10	STR	0	100 kg; 2d6 [1]
18	DEX	24	OCV: 6/DCV: 6
15	CON	10	
12	BODY	4	
15	INT	5	PER Roll: 12-
13	EGO	6	ECV: 4
15	PRE	5	PRE Attack: 3d6
14	COM	2	
5	PD	3	Total PD: 10
5	ED	2	Total ED: 10
4	SPD	22	Phases: 4, 8, 10, 12
6	REC	2	
36	END	0	
30	STUN	5	
Total Cost			
Char: 90 + Powers: 211 = Total: 301			
Base: 100 + Disads: 201 = Total: 301			
Cost	Powers		
END			
50	Molecular Phasing: Multipower (50 Pts.)		
5	u) Desolidification (affected by molecular, vibrational and magical attacks), ½ END	2	
4	u) Invisibility to all Sight, 0 END	—	
40	Molecular Disruption: 4d6 EB, NND (defense is Force Field or some type of super-dense material), Affects Physical World, No Range, Linked to Desolid	8	
8	Air Walking: 6" Flight, Linked to Desolid	1/5"	
20	Blaster: 8d6 EB, 12 Charges, OAF		
10	Body Armor: Armor (+5 PD/+5 ED), OIF		
Cost	Skills		
	Combat Training		
8,5	+1 w/ all Combat, +1 w/ Ranged Combat		
5	+1 Level w/Melee Combat		
	Espionage Training		
3,5	Breakfall 13-, Bugging 13-		
3,3	Computer Programming 13-, Concealment 13-		
3,3	Electronics 11-, Lockpicking 13-		
3,9	Persuasion 12-, Security Systems 15-		
3,5	Shadowing 11-, Stealth 14-		
3,3	Streetwise 12-, Systems Operation 12-		
10	Eidetic Memory		
100+	Disadvantages		
10	Hunted by The Justice Foundation (As Pow) 8-		
10	Hunted by Interpol (Less Powerful) 11-		
10	Hunted by local law enforcement (Les Pow, NCI) 8-		
20	Normal Characteristic Maxima		
15	Psych: Overconfident, plays cat and mouse (Com,Str)		
15	Psych: Disbelieves in magic (Uncommon, Total)		
15	Psych: Takes most profitable option (Com, Str)		
10	Reputation: Professional mercenary, 11-		
5	Rivalry with any other spy or espionage agent		
15	Secret Identity (Carter Feinburg)		
10	Vuln: x1½ STUN from attacks while Desolid		
76	NPC Bonus		

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Background: Wisp's career as an industrial spy and espionage agent extraordinaire began when he was Carter Feinburg, a humble electronic student working with noted San Angelo physicist Hal Revette. In 1982, Revette planned to re-create the accident which, 45 years earlier, created an artificial singularity. Carter never really believed Revette could succeed, but other people did and they paid Carter handsomely to arrange a tap into the computers in Revette's laboratory to acquire all of his experimental data. Carter found it easy to make the arrangements and everything went smoothly until the singularity experiment succeeded beyond anyone's imagination and an unexpected energy burst from the newly formed singularity leveled Revette's laboratory.

Carter Feinburg awoke a short distance from the smoldering ruins of the lab with no memory of how he got there. Fearful his tampering caused the explosion and that he would be blamed, Carter left the scene without talking to the police and hid out. During this time he discovered the reason he was the apparent sole survivor of the explosion: the strange energy gave Carter the ability to alter his molecular flux to



Solo Villains

pass through solid matter or become invisible. He knew he couldn't let the police question how he managed to survive, so he allowed Carter Feinburg to remain missing and presumed dead along with the other people who had been in the lab and created for himself the identity of the Wisp.

Over the past fifteen years, the Wisp has gained a considerable reputation as a spy and thief, able to penetrate any security system and go anywhere virtually at will. No one knows his identity or connection with the flux experiment in '82, which is just as the Wisp prefers it. He has never been captured and aims to keep his secret.

Quote: *"Can't stop what you can't touch, hero."*

Personality: Wisp is mercenary to the core. He evaluates everything in terms of profit and loss, particularly how it affects his bottom-line. Everything is a matter of "what's in it for me?" If a deal turns sour, Wisp is quick to cut his losses but if a prime opportunity to turn a profit shows up, Wisp finds it hard to resist. He is a thief, not an assassin, and he prefers not to kill unless he has to, but he will if there's a need. He likes a good challenge and prides himself on his ability to slip past any security system in existence.

Wisp thinks most heroes and super-powered criminals are losers. The heroes are foolish idealists who put their great powers at the service of others rather than themselves. The criminals have no finesse or style, most them pulling smash-and-grab robberies or plotting schemes of extortion or world-domination. He'll work for other criminals on a pay basis, but he doesn't work with groups and prefers to do things his own way. He won't become a mere "underling" for a master criminal, although he'll gladly break into the heroes' headquarters to steal something for one... if the money is right.

Powers/Tactics: Wisp has the ability to alter the molecular phase of his body, shifting it "out of phase" with normal matter. He can become an intangible wraith, able to pass through solid matter. He can also cause his body to become intangible to light, becoming invisible, but not at the same time he is desolid. By passing part of his body through another target and altering his molecular phase, Wisp can cause a painful molecular disruption.

While he is desolid, Wisp is not affected by gravity and can "walk" on air, moving at his normal running speed up or down as desired. He still has to breathe in desolid form, so he cannot remain inside a solid object longer than he can hold his breath. A cool mist or fog appears in the air around Wisp when he phases through an object, part of the molecular shift. This is just a special effect, it has no game mechanics.

Wisp is not capable of taking down most paranormal opponents, and he knows it. He prefers to avoid combat, if at all possible. He usually turns invisible to get out of sight, then

becomes desolid to slip through a wall or floor in order to escape. If he's forced to fight, he relies on hit-and-run tactics, materializing through walls to strike with his molecular disruption attack, then disappearing again. While in desolid form he is immune to most attacks, so his preferred targets will be opponents who have the potential to hurt him.

Appearance: The Wisp is a mysterious figure dressed from head to foot in gray, including a mask which covers his entire face. He wears a long, hooded cloak of the same color which blend into the mists his powers generate and which helps conceal his various movements. On his belt is a blaster pistol (the design for which Wisp "liberated" some years ago from Orion Labs). Carter Feinburg has had his original features and fingerprints altered through plastic surgery, so he will be difficult to identify without some kind of sophisticated testing.

Campaign Use: Wisp is a skulker villain who is a master of infiltration. He can provide heroes with a good chase as they seek to thwart his robberies and get one step ahead of him. He can provide an excellent nemesis for a player character who is an industrialist or businessman in his secret identity. Perhaps, while stealing something from the character's company, Wisp stumbles upon evidence of the character's double life! Another villain might also hire Wisp to break into the player characters' headquarters to steal something. Wisp can work alone (as he generally does) or with a group, like when he reorganized Anarchy to provide some "cover" for his various operations.

Wisp's very direct exposure to the Flux may become an important element in the campaign. Carter Feinburg is the only surviving person who was in Professor Revette's lab when the singularity formed. That may give him a stronger connection with the Flux than anyone else. Perhaps his molecular phasing abilities represent some kind of connection to the singularity. If it were discovered, Wisp might become the target of individuals and organizations seeking to understand more about the Flux, like the Horizon Institute or even the villain Photon.

Power Variations: Wisp isn't a combat monster, but his NND attack, coupled with his Desolidification, makes him tough to take in a fight. Wisp can hurt the heroes while most of them can't hurt him. If the GM feels Wisp needs to be more powerful, increase the number of dice in his NND. If Wisp is consistently trouncing the player characters, reduce the damage of his NND or encourage the players to use teamwork and new tactics to exploit some of Wisp's weaknesses. His desolid form is still vulnerable to some forms of attack, and Wisp can still be affected by mental attacks, flashes, drains, and so forth.