

GALACTIC CHAMPIONS



Darren Watts

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Galactic Champions

A Subgenre Book for *Champions*

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A WORD OR TWO OF APPRECIATION

Dedication: I'd like to dedicate this book to the comic book creators who inspired and informed the genres of high-flying, cosmically-powerful, and futuristic superheroing that this book deals with, in particular Jack Kirby, Edward Hamilton, Jim Shooter, Neal Adams, Gil Kane, Paul Levitz, Jim Starlin, Arnold Drake, and Mike Gustovich.

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INTRODUCTION



Even the weakest *Champions* character is significantly more powerful than a normal person — but for some gamers, that's not enough. They want to run or play in *really* high-powered campaigns, where the average superhero makes typical heroes look puny and the PCs have to save entire universes or realities, not just worlds. Known as “Galactic Champions” because it so often features superheroes adventuring in outer space and on alien worlds in a sort of cross between science fiction and comic books, this subgenre really expands the scope of superheroic action, allowing the characters to do and experience things that their Earth-bound counterparts cannot.

Galactic Champions is your guide to the world of high-powered superheroing — both creating and playing characters in such settings, and developing and running campaigns featuring such high-powered, high Character Point total characters.

Chapter One, **Awesome Cosmic Power: High-Powered Champions Games**, discusses and describes the Galactic Champions subgenre as a whole. It reviews the nature of the subgenre, the major character types and archetypes, and “bits” and elements of the subgenre. It also includes a section on character creation that provides some rules expansions and options for high-powered Champions games and characters.

Chapter Two, **Champions 3000: The Galactic Champions Universe**, describes the setting in which the characters from later chapters live and adventure. First it reviews the history of Earth and the Galaxy up until about 2700 (including an explanation of how and why superpowers and super-technology vanished from the Universe for centuries). Next it discusses the Galactic Federation period and how superpowers returned. The last section of the chapter describes the current state of affairs in the Galaxy, the major governments and worlds, and other useful details.

Chapter Three, **Galactic Heroes**, describes two of the most prominent groups of NPC heroes in the campaign. The first is the Champions, reconstituted in the year 3000 by a descendant of the original Defender. The second is the Star*Guard, a group of cosmic guardians who wield powerful Star*Staffs in their war against evil and injustice.

Chapter Four, **Tyrants, Terrors, And Tormentors: Galactic Villains**, is the largest in the book. It contains over two dozen supervillains, ranging from master villains such as Mechanon 3000, to teams like the Sword Of Ackál, to a wide variety of solo

villains such as Echo, Maraud, and Supernova. This is a GM's-eyes only chapter; don't read it if you're planning to play in a Galactic Champions game!

The concluding chapter of the book, *Game-mastering Galactic Champions*, is also for the GM alone. In addition to advice and options for running high-powered Champions campaigns, it includes the *GM's Vault*, wherein lie plot seeds and other secret information that players aren't allowed to know until they learn it in-game.

OTHER RESOURCES

In addition to *Champions* itself, which has useful information and advice about the entire genre of superheroic adventure, Hero Games produces several other supplements which may help you enjoy *Galactic Champions* even more.

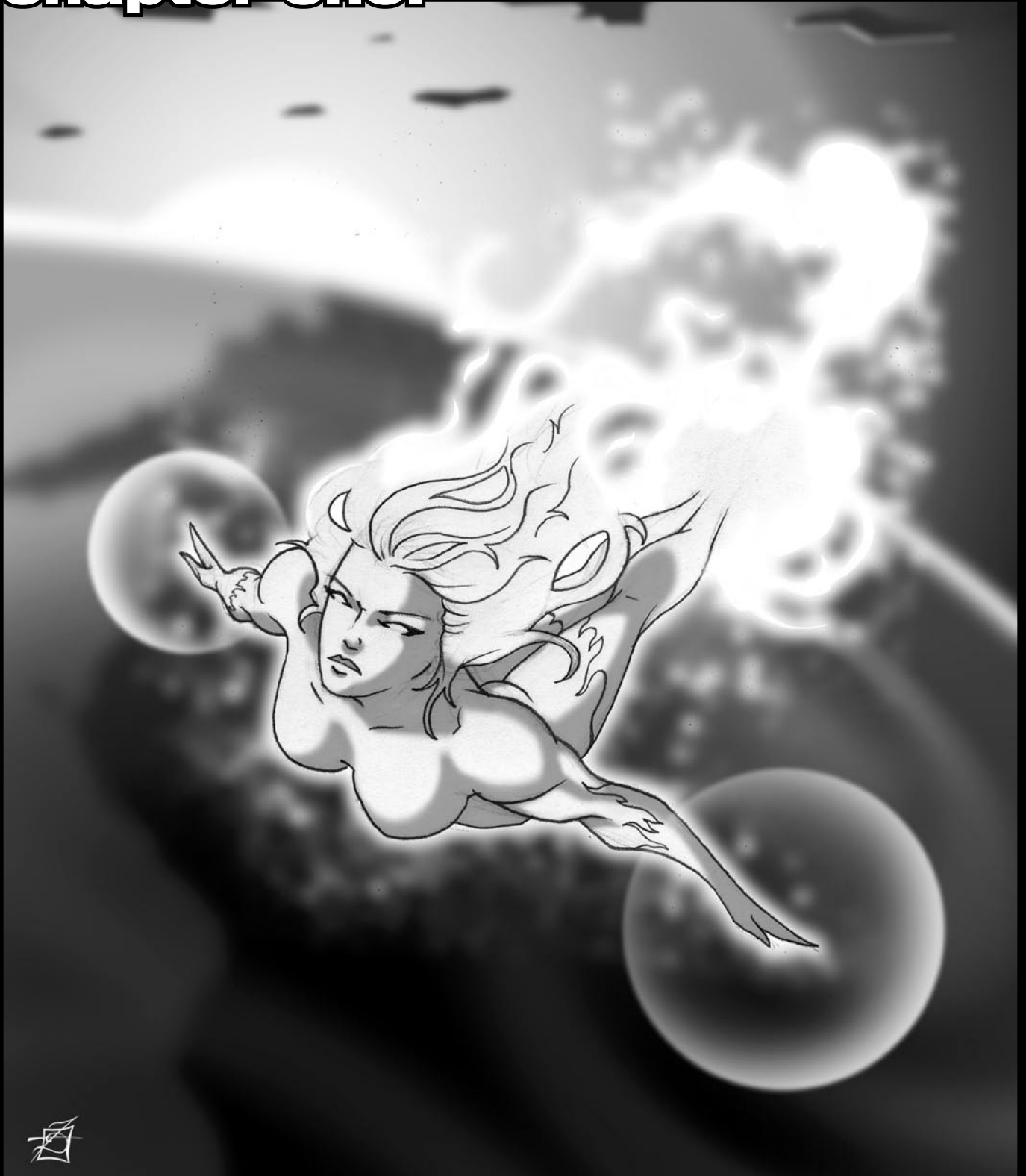
The first is *Champions Universe*, which describes the campaign setting for all Champions products. The “Galactic Champions Universe” described in Chapter Three is part of the “CU,” so you may find it useful to know more about what's going on in that setting in the present day. (And you can go on from there to learn more in books like *Conquerors*, *Killers*, *And Crooks* and *Millennium City*.)

Second, since the Champions Universe is part of the broader Hero Universe encompassing all of Hero Games's settings, you may want to learn about the science fiction settings in the overall timeline. *Terran Empire* and *Alien Wars*, both of which are referenced several times in the text, describe the Galaxy in the period of 2300-2700 — right up to the beginning of the Galactic Federation period which immediately precedes the Galactic Champions Universe era.

Similarly, since Galactic Champions often mixes superheroes with science fiction, the *Star Hero* genre book for science fiction gaming has lots of resources that Galactic Champions GMs and players can use. For example, its guidelines for creating planets, star systems, and alien species are a big help when you want to create a campaign setting or figure out what your character's homeworld is like.

Lastly, *The UNTIL Superpowers Database* includes thousands of example powers for Champions (including a section of “Cosmic Powers”) that work perfectly well in the Galactic Champions subgenre. *Gadgets And Gear* does the same thing, but for gadgets and equipment instead of superpowers. Together the two of them can save GMs and players alike a lot of effort and time.

chapter one:



AWESOME COSMIC POWERS
HIGH-POWERED *CHAMPIONS*

GALACTIC CHAMPIONS



‘Galactic Champions” is the name commonly given to the subgenre of *Champions* games that focuses on extremely powerful superheroes (and villains!). As the name implies, their adventures often take place in outer space or on other worlds, mixing science fiction elements with those of more mainstream comic book settings. For ordinary superheroes, Earth is a big enough playground — but for heroes of truly cosmic power, even the entire Galaxy may not provide enough opportunities for adventure!

The inspirational source material for Galactic Champions campaigns is both plentiful and diverse. The most direct source of subgenre tropes and themes tends to be DC Comics’s *Legion Of Superheroes* and *Green Lantern* titles, with their groups of superheroes (often young, idealistic ones) fighting crime on a multitude of planets and staving off threats to the very Universe itself. Marvel Comics’s Guardians of the Galaxy are similar in many ways, but Marvel’s best-known contributions to the subgenre tend to involve powerful solo heroes like the Silver Surfer, Adam Warlock, and Captain Marvel. Looking beyond costumed superheroes, science fiction (ranging from E. E. “Doc” Smith’s high-powered “Lensmen” stories, to *Star Trek* and *Star Wars*, to the classic Space Opera tales of Flash Gordon and Buck Rogers) can have just as much influence on Galactic Champions settings and stories as any comic book.

GAME PARAMETERS

Galactic Champions games typically fall into the “Very High-Powered” or “Cosmically Powerful” categories of Superheroic campaigns described on page 28 of the *HERO System 5th Edition, Revised* rulebook. This means that Galactic Champions superhumans are much more powerful than “standard” or “typical” *Champions* characters. As starting characters, they’re built on 600-700 points, of which up to about 200 come from Disadvantages (see page 18). In many cases their powers tend to have 90-120 Active Points, though this may vary based on the campaign, the type of power involved, and other factors.

Even the above guidelines may be too restrictive for certain types of Galactic Champions campaigns. In some settings, GMs may want players to build characters on 1,000 or more starting Character Points (almost all of which are Base Points, since there’s a practical limit on how many points characters can obtain from Disadvantages).

THEMES, TROPES, AND BITS

Besides the basic points outlined above — superhumans who tend to be extremely powerful, adventures taking place throughout space rather than just on Earth, and so forth — Galactic Champions campaigns tend to have other themes, elements, tropes, and “bits” in common. These include:

ALIENS

In almost all Galactic Champions settings, aliens proliferate. The galactic societies depicted tend to resemble the “Space Opera” category of Science Fiction, with dozens (if not hundreds or thousands) of sentient species occupying the Galaxy (or even galaxies) and interacting with one another through trade, diplomacy, cultural exchanges, and crime.

While many PCs in a Galactic Champions campaign will be Human (or aliens visually indistinguishable from Humans), it’s not uncommon for some of them to come from truly alien species. In fact, in some settings just *being alien* is enough to qualify a character as a super“human.” For example, in the early days of DC Comics’s Legion of Superheroes, many of the characters’ superpowers were just unusual abilities common to their species. A character might have telepathy and/or other mental powers — not because he’s a mutant, or was accidentally exposed to gene-altering radiation or chemicals, but because every member of his species possesses them. What makes him “super” is that he’s living among people (mainly Humans, in many cases) who don’t have such powers; his home planet is thousands of light-years away or otherwise difficult to reach. Therefore he seems “superpowered,” even though he’s not, technically speaking. What really makes him a hero is his attitude and willingness to expose himself to danger to save others, not his powers.

COSMIC MENACES

Since the scope of a Galactic Champions campaign typically shifts from the planetary to the galactic (or universal), so does the scope of the villainy and other threats the characters face. In a standard *Champions* campaign, an adventure might threaten a city or a continent, with occasional forays against master villains who want to take over (or destroy) Earth. In a Galactic Champions game, the least threat that a group of heroes faces tends to endanger an entire planet (or solar system). The standard enemy might threaten several worlds or solar systems at once, and sometimes the heroes have to fight villains with designs on the entire Galaxy.

COSMIC POWER

Given the level of power displayed by many Galactic Champions characters, it often becomes pointless trying to define it as belonging to a specific “special effect” category. When a character can do virtually anything with his powers — as many Galactic Champions characters can — labelling those powers serves little purpose. Even the distinction between “mundane powers” and “magic” may blur almost into nothingness.

To cope with this situation, many Galactic Champions settings feature a type of “energy” known simply as “cosmic power.” Cosmic power can manifest in virtually any form or way, and allows a character who wields it to do nearly anything — fire powerful beams of any type of energy, travel at speeds many times faster than light, shield entire planets from dangerous effects, and on and on. The only limit tends to be the character’s imagination.

In game terms, you can represent cosmic power in several ways. First, the GM can allow a character to define “cosmic power” as the special effect of all of his abilities. In this case, cosmic power can appear as, or create, almost any thing or phenomena — fire, metal, delta radiation, a swarm of stinging insects — but regardless of what it looks like, it’s defined as “cosmic power” for special effects purposes. Thus, fire created by cosmic power won’t trigger a Vulnerability or Susceptibility to Fire, nor would it be affected by a Drain Fire Powers ability. On the other hand, a Drain Cosmic Power could affect it, and so on.

Second, the GM can require a character who has “cosmic power” abilities to define his powers so they can do nearly anything. His Attack Powers all have to have the *Variable Advantage* and *Variable Special Effects* Advantages, or he has to have a large Variable Power Pool, or the like. This way the character can create fire that would trigger a Vulnerability or Susceptibility to Fire, but he’s paying for the privilege of being so flexible. (On the other hand, this leaves the character vulnerable to Adjustment Powers that affect either the special effect he’s creating [Fire, in this example] or “cosmic power”; in effect, many of his powers would have two special effects.)

THE HERO OUT OF TIME

Since many Galactic Champions settings (including the one described in this book) directly connect to some other ongoing setting or storyline (such as a standard-power superhero setting in the modern day), it’s not uncommon for GMs and



gamers to want to establish specific character ties between the two. This usually means that one or more characters from the modern-day setting can travel to, or become permanently transplanted to, the futuristic Galactic Champions setting. Not only does this give gamers familiar touchstones and GMs story hooks to work with, but the Hero Out Of Time “stands in” for the players by providing the GM with a plausible reason for “infodumps” — in other words, for telling the players all about the new and remarkable features of the setting without lots of clunky out-of-game explanation.

SPACE GODS

Powerful though Galactic Champions characters may be, they often encounter beings even more powerful than they — even so powerful that they are to the Galactic Champions PCs as the PCs themselves are to insects! These beings, generically referred to as “space gods” (though they may or may not actually be gods), typically serve as plot devices for the GM to exploit, and challenges for the heroes to overcome. When the galactically-powerful heroes can’t fight a foe with sheer might alone, they have to *think*, finding ways to exploit the space god’s personality, goals, or *raison d’être* to defeat him (or at least stop him from doing something that, unbeknownst to him, will wreak great havoc on the ordinary mortals of a solar system or galaxy).

See below, under *Galactic Champions Archetypes*, for more information about Space Gods.

TECHNOLOGY

Given that most Galactic Champions settings derive as much from Space Opera-style Science Fiction as they do from comic books, high technology — from starships, to laser pistols, to teleporters — tends to be ubiquitous. Even ordinary people often have access to technology possessed only by superhumans in the modern day, which tends to make some hero archetypes less common (see below). On the other hand, the prevalence of technology makes it possible for the GM to easily provide all PCs with certain types of equipment (such as force fields that let them survive in outer space) if he wants to (see page 19 for more information).

TIME TRAVEL

Galactic Champions characters often have access to technology that allows them to travel through time. Sometimes this simply enables the presence of the Hero Out Of Time (see above), but often it has broader applications. For example, a team of Galactic Champions superheroes might find itself responsible for protecting not only the Milky Way Galaxy in the year 3000 AD, but for the entire period of recorded history (and beyond)! After all, given the vast powers possessed by Galactic Champions villains, the possibility of them escaping into the past or future, or manipulating events in other timeframes to ensure the success of their plots in the year 3000, is a real one. Therefore the heroes need the ability to travel through time themselves. However, even in settings where time travel factors into adventures, it rarely does so frequently. The heroes (and their foes) are well aware of the perils posed by time travel (such as the fact that a trivial change of past events may radically reshape the “future” [their present]), so they don’t go jaunting around in the timestream unless they have to.

TRAVEL

Ordinary heroes can often get around on Earth, or even Earth’s solar system, without much trouble. Galactic Champions heroes have a lot more territory to cover, so they tend to do a lot more

traveling. For most of them, crossing multiple solar systems in the space of an hour or two is a commonplace thing, and some can traverse the entire Galaxy (or universe!) in the blink of an eye. As discussed on page 136, this has both an upside and a downside for the GM.

GALACTIC CHAMPIONS ARCHETYPES

Pages 69-80 of *Champions* discuss the archetypical characters found in most comic book settings. Here’s how those archetypes, and others, manifest in Galactic Champions campaigns.

BRICK

Bricks remain one of the most popular archetypes. In Galactic Champions they tend to come in one of two flavors. The first is the classic Caped Marvel, usually with blue-black hair and a jaunty spit-curl, who in addition to his super-strength commonly has Flight (and frequently FTL Travel as well) and enough Life Support to be spaceworthy. The second is the Heavyworlder, who either by mutation or alien physiology is built to live on high-gravity (or otherwise inhospitable) worlds, and thus is larger and tougher than just about anybody around.

Bricks do suffer one potential disadvantage in the typical Galactic Champions setting: because so many adventures take place in outer space, the Brick may not have anything to “stand on” so he can exert his colossal STR. He needs Flight or some other Movement Power that provides momentum in space so he has something to “push” against when necessary — or else he has to restrict himself to planetside and shipboard activities.

ENERGY PROJECTOR

Perhaps the most popular archetype of the Galactic Champions subgenre, the Energy Projector throws around bolts of fire, plasma, lightning, or the like, usually with very high Damage Classes. The “cosmic power” mentioned on page 7 is the special effect of choice for many Energy Projectors, but it’s certainly not the only possibility. Proper choice of special effect is what sets an Energy Projector apart from his fellows, and it may suggest other powers or abilities the character should have. For example, a character with electrical powers may be very useful because technology is such a prominent aspect of most Galactic Champions settings, and may even allow the character to buy cyberkinetic powers in addition to the typical “Lightning Blast.”

Energy projectors in typical *Champions* campaigns usually don’t have to worry too much about their ability to attack at range — that’s what they’re best at. But Galactic Champions battles often take place over vast distances that dwarf the 5” times Active Points standard. Therefore, in this subgenre, Energy Projectors often have large amounts of Flight (and perhaps FTL Travel), a generous helping of Enhanced Senses, and ways both to extend the range of their attacks and to reduce or eliminate

the Range Modifier (Range Skill Levels, the *Mega-Scale*, *Increased Maximum Range*, and/or *No Range Modifier* Advantages for at least some of their powers, and so forth).

GADGETEER, POWERED ARMOR, AND WEAPONMASTER

The Gadgeteer archetype occurs relatively infrequently in Galactic Champions settings, since high technology isn't anything spectacular or wondrous. Depending on the level of technology the setting features, it's entirely possible for everyday citizens to have the ability to teleport across planets or solar systems, for soldiers and police officers to arm themselves with awesomely powerful blaster weapons, for people to buy and fly their own starships, and so on. Therefore it's more likely that heroes will depend on their own unique, innate powers and not on gadgets for their mainline abilities.

If a Gadgeteer is to survive and thrive as part of a Galactic Champions team, he has to find ways to stay ahead of the technological curve. He's got to create and use technology that seems amazing even by the high-tech standards of the setting, which may become difficult without coming so close to Clarke's Law as to make the concept of the "gadget" useless. On the other hand, the character may carve out a niche for himself as the team member most suited to building, repairing, and modifying existing equipment, and/or for devising scientific solutions to the problems the team confronts.

The same guidelines tend to apply to the other two equipment-oriented archetypes, the Powered Armor character and the Weaponmaster. Powered Armor heroes are even rarer than Gadgeteers, since in most settings powerful suits of high-tech armor could easily be standard equipment for any military or police force. Weaponmasters, if they exist, may wield a unique "mystic" weapon (as described under *Mystic*, below), or may merge with the *Martial Artist* archetype to create a character who practices all the weapon-based fighting arts of his species to such a degree of proficiency that he can fight cosmically-powerful enemies.

MARTIAL ARTIST

Martial Artists tend to be rare in Galactic Champions games. It's not uncommon for characters to know Martial Arts (particularly styles unique to their own particular species or body type), but few characters depend primarily or exclusively on martial arts abilities to fight crime and galactic menaces. Given the large numbers of Character Points the characters have to spend, and the prevalence of incredible superpowers, trained or learned abilities and Skill-based characters simply don't fare as well in most cases. However, "hybrid" characters mixing the Brick and Martial Artist archetype aren't unknown, nor are Martial Artists who draw their inspiration from the planet-cracking "*chi*" powers shown in anime and manga.

MENTALIST

Given that Galactic Champions mixes superheroic and science fiction tropes, and that psionic

powers are a staple of both genres, Mentalists are a fairly common archetype in Galactic Champions settings. They usually fall into one of two types: the Human with increased mental abilities (due to mutation, experimentation by evil scientists, advanced training of some sort, or the like); and the alien who belongs to a species for whom psychic powers are common (even universal).

In some cases, Galactic Champions Mentalists have powers that are truly galactic in scope. Their Mind Scan can search entire galaxies at once, their Mind Control can take over all the inhabitants of an entire planet effortlessly, their psychokinesis can move (or snuff out!) stars. Unless all the PCs in the game are "space gods," usually Mentalists with this level of power are villains or NPCs, but the GM might allow a Mentalist to have one or two powers that work on a galactic scale (typically Mind Link, Mind Scan, or Telepathy)

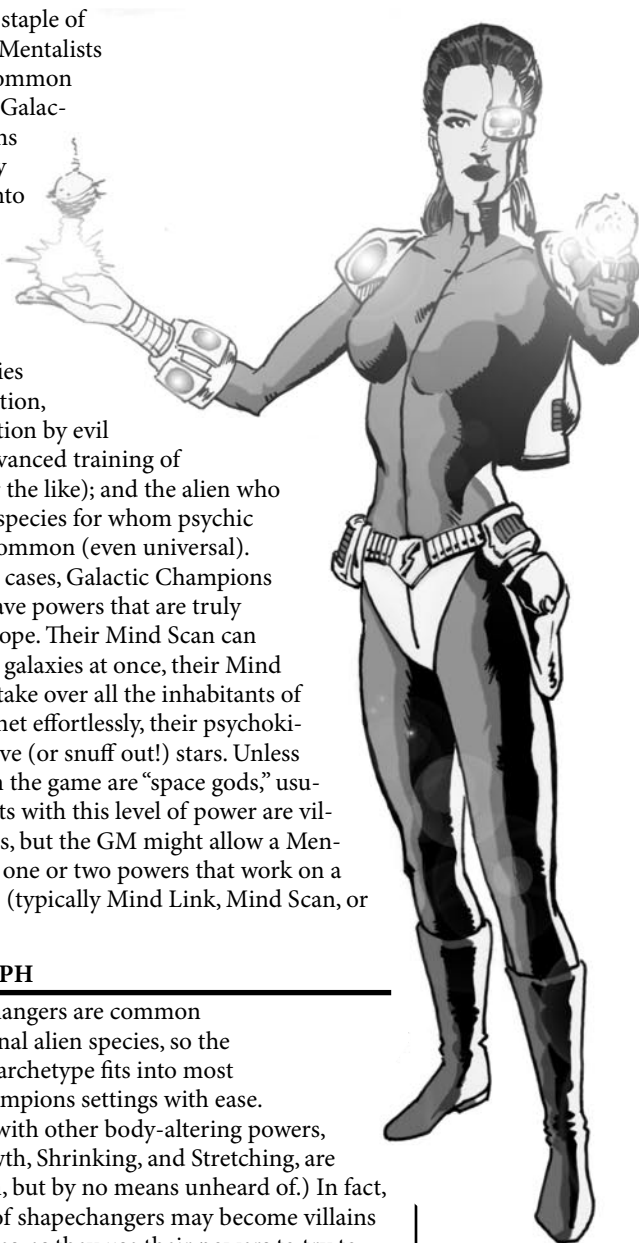
METAMORPH

Shapechangers are common among fictional alien species, so the Metamorph archetype fits into most Galactic Champions settings with ease. (Characters with other body-altering powers, such as Growth, Shrinking, and Stretching, are less common, but by no means unheard of.) In fact, entire races of shapechangers may become villains in some games, as they use their powers to try to subtly take over the Galaxy, manipulate events on specific planets for their own benefit, and so forth.

Galactic Champions Metamorphs usually have shapechanging powers that are far more flexible than those of standard superheroes. They don't just have a repertoire of ten, twenty, or a hundred alternate forms — they can assume *any* living form, and possibly even the forms of working technology, entire planets, or the like. You may be able to create such a character simply by spending a lot of points on Multiform and Shape Shift, but you may find it easier, and more in tune with the subgenre, to buy a large Variable Power Pool usable only for those two Powers and other, related abilities.

MYSTIC

Some Galactic Champions settings downplay magic, preferring to concentrate on the "science" in science fiction superheroing, and in such games the Mystic archetype fades into the background (and may even be nonexistent). However, it's entirely possible to mix magic with technology in a Galactic





Champions campaign, though magic tends to be something rare that only a few people know about/believe in/practice; others regard it as superstitious nonsense (much as in most modern-day games). A setting where magic stood on equal footing with science in terms of commonality and power would make for an unusual campaign.

Even in settings that downplay magic, it's not unheard of for artifacts of great, inexplicable power to exist — soul gems, power objects, unbreakable blades, and so forth. While these objects' abilities may not necessarily be attributed explicitly to "magic" (a more common explanation is "science we don't understand yet"), they function, for story purposes, just like enchanted items. A character possessing one might stand in as the team's "Mystic," even if he doesn't exactly think of himself that way.

PATRIOT

Patriots fit this subgenre as well as any other, keeping in mind that the "Patriot" concept embraces much more than just love of/representing/possessing powers based on the qualities of a particular nation. In a Galactic Champions campaign, a Patriot may be the ultimate embodiment of the finest qualities of an entire species, the representative hero of a planet or interplanetary/interstellar government, a hero who's wholly embraced (and thus derived powers from) a particular philosophy or metaphysical concept, the guardian of the "life force" in the Universe, or the like.

SPACE GOD

An archetype unique to the Galactic Champions subgenre, but perhaps better suited for villains and NPCs than heroes, the "Space God" is a super-powerful cosmic being — the sort of character who makes even the mightiest of Galactic Champions heroes seem small and puny. Like the Patriot, the Space God may only be an archetype in the symbolic sense; Space God characters often fall into some other archetype as well (typically Brick and/or Energy Projector).

Types Of Space Gods

Space Gods tend to fall into one of several categories. The first is the *concept- or theme-based* Space God, who embodies some idea, phenomena, or subject. Examples might include Entropy, Time, Death, Life, Order, or anything else of "cosmic" importance that's not entirely quantifiable in scientific terms. In addition to the usual suite of Space God abilities (see below), the concept Space God has lots of powers specifically related to his theme. For instance, an Entropy Space God might have an unmatched ability to make things unravel, decay, come apart, or grind to a halt.

The second type of Space God is the *obsessed* Space God. His powers could come from many different sources; what sets him apart is how he uses them. He has an obsessive interest in some subject or practice — Art, Competition, Starships, galactic conquest, or the like — and uses his powers to study it, obtain it, perform it, and so on. For example, a Space God obsessed with planets might start his own collection of intriguing worlds, while one who's obsessed with learning would journey from civilization to civilization to study each one's ways and lore.

Third, some Space Gods may actually be *gods* of a species or sphere of authority. This makes the most sense in a campaign that features mysticism, but in more science-oriented campaigns the gods might simply be Space Gods whom lesser beings once worshipped. Like concept Space Gods, gods tend to have lots of powers based on whatever they represent — a god of birds can do anything associated with avians, while one of speed has better Movement Powers than anyone else.

Last but not least, some Space Gods are *survivors*. Immortal if not eternal, they've survived some cataclysm — the extinction of their species, the destruction of their universe in a Big Bang-type event, or the like — and as a result have emerged with cosmic powers. They often place great importance on their continued survival, and may perform what others consider villainous acts to ensure that their lives go on as they have for uncounted eons.

Abilities

Space Gods are incredibly powerful, and their abilities can range all across the spectrum of superpowers, magic, and anything else you can think of. But they do tend to have certain powers in common. First and foremost among these is total Life Support (including Longevity: Immortality); they can withstand phenomena deadly to



mortals, and can exist without discomfort in space. Similarly, they tend to be pretty tough, with lots of Defense Powers to keep them safe from pesky superheroes. Second, they usually have a vast array of Enhanced Senses; it's difficult to hide things from them.

To represent the breadth and depth of their other powers, and to save the GM the trouble of having to create dozens or hundreds of individual abilities for them, Space Gods often have large Variable Power Pools (usually with the *Cosmic* (+2) Advantage so they can change them effortlessly; see page 325 of the *HERO System 5th Edition, Revised* rulebook). Even the weakest Space Gods' VPPs tend to have 100-200 point base costs, and some might have base costs of 500, 800, 1,000, or more points.

Disadvantages

Cosmically-powerful beings often have cosmically troublesome flaws. Some have few or no Disadvantages as a way of representing just how mighty they truly are, while others lead as complicated an existence as any lovelorn, enemy-plagued mortal.

The most common Disadvantage for Space Gods is Psychological Limitation. Concept Space Gods often have a duty to protect whatever they embody, or to forward its cause somehow. Similarly, a god may have to protect his worshippers or oversee whatever it is that he's the god of. An obsessed Space God by definition has an unusually strong interest in something, with the Psychological Limitations to match.

Beyond Psychological Limitation, many possibilities exist. A Space God could have another Space God as an enemy (Hunted) or Rival. His need for some unusual form of sustenance might qualify as a Dependence (though the GM should monitor this carefully, since most characters have to eat and don't get a Disadvantage because of it).

The Cosmic Archetype

If you want to recharacterize the Space God archetype in a way that makes it more acceptable for PCs, think of it as the *Cosmic* archetype. A Cosmic character typically possesses great power of the "cosmic power" variety described above, though it may manifest in ways resembling other archetypes (Cosmic characters are often Bricks or Energy Projectors as well). He usually spends a lot of time in space, or at least has the capability to exist there (*i.e.*, total Life Support, lots of Movement Powers). He may serve a true Space God in some capacity, be a Space God who's lost most of his powers for some reason, or be a former non-Cosmic character somehow elevated to Cosmic status.

SPEEDSTER

Speedsters function just as well in Galactic Champions settings as standard Champions ones. The difference is a matter of scale; normal Speedsters can move around on a planet at great speed, whereas a Galactic Speedster can cross interstellar or intergalactic distances with similar ease. Due to the need to move in space, most Galactic Speedsters rely on true Flight (usually coupled with FTL Travel, or a Mega-Scaled option) instead of Running (or Limited Flight), though Teleportation is also an option.

GAME ELEMENTS



MOVING PLANETS OUT OF ORBIT

One of the most fantastic feats performed by the strongest bricks in comic books is moving a planet out of its orbit — either to protect it from being hit by a comet or other object, or to keep it from coming too close to something it's threatening.

In *HERO System* terms, pushing an object like this requires enough STR to lift it, which means 390 STR for Earth. But that's not the end of the matter. A character can theoretically move *any* mass in zero G regardless of his STR. (Of course, technically a planet's trapped in its sun's gravity field, but for game purposes we can consider it to be in "zero G" anyway.) Therefore, for the sake of drama, you can assume that a character can move a planet without the full STR needed to lift it, much in the same way that a normal man can move an untethered boat that he's not capable of lifting because it floats in water.

For dramatic purposes, a brick has a chance to move a planet out of orbit if his STR is at least *half* of what he'd need to lift the planet — for example, moving Earth out of its orbit requires a minimum of 195 STR. However, he also needs several other things: a way to survive in outer space (various types of Life Support);

Designing a Galactic Champions character is not very different from traditional superheroic character design — after all, superheroes in different periods and settings still have more in common with each other than they do with characters in other genres. Here are a few suggestions and rules expansions/options to better model the Galactic Champions subgenre and help players unfamiliar with some of its tropes.

CHARACTERISTICS

All the Characteristics function the same in Galactic Champions as in any other *HERO System* game. However, one in particular — Strength — is often bought in much greater quantities. The accompanying tables provide some additional information on STR to help you create "brick" characters; for even more details on the subject of high STR and what characters can do with it, see *The Ultimate Brick*.

MISCELLANEOUS MASSES

Object	Mass (kg)	STR Needed To Lift*
Asteroid†		
Very Large	3.0 x 10 ¹⁹	305
Large	5.0 x 10 ¹⁴	225
Medium	5.0 x 10 ¹²	190
Small	1.6 x 10 ¹⁰	150
Comet (typical)	1.0 x 10 ¹³	195
Earth	6.0 x 10 ²⁴	390
Jupiter	1.9 x 10 ²⁷	435
Moon	7.3 x 10 ²²	360
Mountain (typical)	3.0 x 10 ¹⁴	220
Neutron star (max)	6.0 x 10 ³⁰	490
Sol	2.0 x 10 ³⁰	485

*: In the case of weights that don't match the lifting breakpoints for STR exactly (or almost exactly), the STR needed to lift an object is rounded up to the nearest multiple of 5.

†: Asteroid masses are estimates of an average-size asteroid in each category; some asteroids may be lighter or heavier than listed. Some dispute exists as to the weights of various asteroids, and scientists seem to revise their calculations periodically.

GALACTIC CHAMPIONS EXPANDED STRENGTH TABLE

STRENGTH	LIFT (KG)	DAMAGE	LEAP (HEXES)	EXAMPLES
100	25 ktons	20d6	20"	Large bridge
105	50 ktons	21d6	21"	St. Louis Gateway Arch, medium cruise ship
110	100 ktons	22d6	22"	Aircraft carrier (loaded), large cruise ship
115	200 ktons	23d6	23"	
120	400 ktons	24d6	24"	Empire State Building
125	800 ktons	25d6	25"	Golden Gate Bridge
130	1.6 mtons	26d6	26"	
135	3.2 mtons	27d6	27"	
140	6.4 mtons	28d6	28"	Great Pyramid of Giza (est.)
145	12.5 mtons	29d6	29"	Very small asteroid
150	25 mtons	30d6	30"	Small asteroid
155	50 mtons	31d6	31"	
160	100 mtons	32d6	32"	
165	200 mtons	33d6	33"	
170	400 mtons	34d6	34"	
175	800 mtons	35d6	35"	
180	1.6 gtons	36d6	36"	
185	3.2 gtons	37d6	37"	
190	6.4 gtons	38d6	38"	
195	12.5 gtons	39d6	39"	Comet (typical)
200	25 gtons	40d6	40"	

kton: kiloton (1,000 metric tons)

mton: megaton (1 million metric tons)

gton: gigaton (1 billion metric tons)

SKILLS

Due to the awesome levels of power possessed by characters in Galactic Champions campaigns, Skills are relatively less important, and thus less common (often significantly so). The Skill-based character, who can keep up with his superpowered peers through a combination of wits, training, learning, and luck, isn't really a feature of this subgenre — no amount of training and knowledge can match a 200-point Variable Power Pool.

Nevertheless, Galactic Champions characters do have Skills, just like normal superheroes — they simply don't tend to rely on them primarily or exclusively. The following notes discuss the applicability of certain Skills in this subgenre; you may also want to consult the Skills section of *Star Hero* for Science Fiction-specific which may be relevant to some Galactic Champions settings.

EVERYMAN SKILLS

For a Galactic Champions campaign, use the Everyman Skill list for Science Fiction campaigns, not modern-day games — it better reflects the sorts of things characters growing up in such a setting would learn. Of course, a Hero Out Of Time might have the standard modern-day Everyman Skills instead.

COMBAT PILOTING

While many Galactic Champions superteams have members who can all travel at tremendous speeds, not every team is like that, and in any event the team may need to go somewhere as a group, or carry passengers. For times like that, most teams have their own starship(s) — and Combat Piloting is what the characters use to get a ship from Point A to Point B in a crisis situation or battle. In many teams at least two people (a standard pilot and a backup pilot) have this Skill.

COMPUTER PROGRAMMING

The prevalence of computers in modern society has made them just as prominent in both comic books and science fiction (if not *more* prominent), and thus they're a feature of virtually all Galactic Champions settings as well. In fact, the sentient super-computer who goes mad and tries to conquer the Galaxy is a well-known villain archetype for the subgenre. Therefore it's not surprising that Computer Programming is a popular Skill choice for Galactic Champions PCs (particularly since many hero groups lack a dedicated Gadgeteer-type character to cover that subject). Some GMs use the alternate rules for this Skill from *Star Hero* to differentiate characters a little, but most prefer to follow a common comic book trope and assume that a hero who's learned about computers knows about *all* computers (or can easily figure them out).

POWERS

Most Powers function in a Galactic Champions campaign without any changes or the need for any additional rules. This section notes a few exceptions.

DEFENSE POWERS

In many standard *Champions* campaigns, particularly those modeled on some extremes of Golden Age/Silver Age tropes, it's possible for characters to get by without any Resistant Defenses, since their foes never (or rarely) use Killing Attacks. But in Galactic Champions, it's not uncommon for characters to fight starships (see page 143), and starship weapons are almost always Killing Attacks (since they're intended for fighting and destroying other starships, and starships don't take STUN damage). Therefore a Galactic Champions character is usually going to want to have some Resistant Defense, even if he has to justify it by buying a Force Field Generator (or like device) as part of his costume.

MENTAL POWERS

Since most Galactic Champions settings feature as many aliens as they do Humans, the GM may want to ignore or change the rules about classes of minds. Otherwise, mentalists are likely to find themselves unable to affect a large number of people, unfairly weakening them in comparison to other types of characters. Some possibilities, discussed in greater detail on page 250 of *Star Hero*, include: have no classes of minds at all (Mental Powers affect all beings with sentient or biological minds the same); create multiple "Alien" classes (such as Mammalian Alien, Reptilian Alien, Insectile Alien, and so forth) and treat psionic characters as belonging not just to their own species but the entire relevant category of aliens; and having Mental Powers work against other classes of minds at reduced effect instead of no effect.

CHANGE ENVIRONMENT

Given the emphasis on "science" that many Galactic Champions settings have, the GM may want to place some "realistic" restrictions on Change Environment to forbid characters to create phenomena that aren't physically possible in certain circumstances. For example, characters with Weather Manipulation powers can't create weather phenomena in the vacuum of space, and generating a magnetic field may not be possible in some environments or areas. If the inhibiting factor occurs frequently enough, the GM might even allow the character to take a Limitation on the Change Environment.

Of course, the GM should still consider special effects when making these rulings. A character who has the mystic power to create and control the weather might, in fact, be able to make it rain in outer space (since he's creating the water and the "gravity" that makes it fall himself, not manipulating ambient phenomena).

Continued from last page

a way to move in outer space and bring his STR to bear against the planet (Flight, or the use of Telekinesis instead of normal STR); and a way to get a grip on the planet. The last is often the most troublesome. For an atmosphereless, uninhabited object, such as the Moon, the character can simply fly up to the surface and put his hands against solid rock. For planets with atmospheres, this may not work as well. In those cases, the brick may have to use a large object (such as an asteroid) to touch the planet, a Force Wall shaped like a bulldozer blade, or the like. The GM determines what a character has to do to move a given planet.

Once the character grasps the planet, he can begin to move it. Typically he can only move the planet 1" per Phase, but the GM may increase this if he's got more STR than the minimum required to move the planet (perhaps +1" per +5 STR over minimum, for example), or if his Flight is particularly powerful (perhaps +1" per 5" Flight over 30"). Since this is a dramatic stunt, the GM should adjudicate it for maximum dramatic impact, giving the brick a solid chance to accomplish what he wants to accomplish but not making it easy on him.

GALACTIC CHAMPIONS FTL TRAVEL TABLE

Points	Velocity	Approximation
10	1 Light-Year/year	
12	2 Light-Years/year	
14	4 Light-Years/year	1 LY/season
16	8 Light-Years/year	
18	16 Light-Years/year	1 LY/month
20	32 Light-Years/year	
22	64 Light-Years/year	1 LY/week
24	128 Light-Years/year	
26	250 Light-Years/year	
28	500 Light-Years/year	1 LY/day
30	1,000 Light-Years/year	
32	2,000 Light-Years/year	
34	4,000 Light-Years/year	
36	8,000 Light-Years/year	1 LY/hour
38	16,000 Light-Years/year	1 LY/30 minutes
40	32,000 Light-Years/year	1 LY/15 minutes
42	64,000 Light-Years/year	1 LY/7 minutes
44	125,000 Light-Years/year	1 LY/3 minutes
46	250,000 Light-Years/year	1 LY/1 minute
48	500,000 Light-Years/year	1 LY/30 seconds
50	1,000,000 Light-Years/year	1 LY/1 Turn
52	2,000,000 Light-Years/year	1 LY/6 Segments (seconds)
54	4,000,000 Light-Years/year	1 LY/3 Segments (seconds)
56	8,000,000 Light-Years/year	1 LY/1 Segment (second)
56	16,000,000 Light-Years/year	2 LY/1 Segment (second)
58	32,000,000 Light-Years/year	4 LY/1 Segment (second)
60	64,000,000 Light-Years/year	8 LY/1 Segment (second)
62	125 million Light-Years/year	16 LY/1 Segment (second)
64	250 million Light-Years/year	32 LY/1 Segment (second)
66	500 million Light-Years/year	64 LY/1 Segment (second)
68	1 billion Light-Years/year	125 LY/1 Segment (second)
70	2 billion Light-Years/year	250 LY/1 Segment (second)

...and so forth

For frame of reference, the Milky Way Galaxy is about 100,000 light-years in diameter and ranges from about 6,000 to 1,000 light-years “thick.” The nearest galaxy, the Andromeda Galaxy, is about 2.2 million light-years from the Milky Way; the Large Magellanic Cloud is about 200,000 light-years away.

DAMAGE REDUCTION

Given the high power of Galactic Champions attacks, Damage Reduction may become an even more attractive option for many characters (particularly in campaigns where the GM imposes a ceiling on the number of raw points of defense a character can have). The GM may want to restrict this by limiting characters to only 50% Damage Reduction (perhaps with exceptions for some character types, such as bricks).

ENHANCED SENSES

Enhanced Senses are common among Galactic Champions characters, since Senses have low point costs and Galactic characters have lots of Character Points to spend. This may cause problems in some campaigns if every character has all the best Senses. This problem (and solutions for it) are discussed from the GM’s perspective on page 140; players, for their part, should purchase Enhanced Senses responsibly, buying only those that truly make sense (no pun intended) for their characters. Not every hero needs Spatial Awareness, even if he can afford it.

FASTER-THAN-LIGHT TRAVEL

FTL Travel crops up frequently in Galactic Champions campaigns, both as a power purchased by many superhumans and as a way for starships to move. The accompanying table expands on the standard FTL Travel Table for ease of reference.

LIFE SUPPORT

Life Support is more common in Galactic Champions than regular Champions. In many campaigns, all (or nearly all) of the PCs can survive unaided in the depths of space, either naturally or as the result of technology that lets them keep up with their comrades. It’s a defining power for the Space God archetype and other cosmic-powered characters.

Since Galactic Champions characters have so many Character Points to work with, spending 45 or more on Life Support shouldn’t be a problem. However, if the GM wants to make it even easier for characters to survive the rigors of space and strange environments, he might consider reducing the cost of total Life Support to make it a more attractive purchase.

For Immunity, any reference to “terrestrial” should be read as “of any single planet” for Galactic Champions purposes. The GM may want to establish a flat cost for Immunity to *all* poisons/chemical warfare agents or diseases/biowarfare agents, regardless of planet or species of origin (perhaps 20 or 30 Character Points each). (In the Galactic Champions Universe, this type of Immunity costs 30 points per category.)

MIND LINK

The standard rules for Mind Link are that it has planetary range, and that a character can expand that to “any distance” for +5 Character Points. For some Galactic Champions campaigns, the GM may want to expand the distance rule a little to create variation among different types of Mind Link. For example, maybe instead of a flat +5 points for any distance, each +1 Character Point expands the distance by 100,000 light-years, or a million light-years, or some other increment.

MIND SCAN

As with Mind Link, the standard range limit for Mind Scan is “planetary,” but that doesn’t suit every Galactic Champions game. The GM may want to increase that to “solar system,” “20,000 light-year radius,” “galactic,” or any other measurement of distance that seems appropriate. Unless the GM chooses to do this as a campaign ground rule (meaning all characters can take advantage of it for free), characters have to apply the *MegaScale* Advantage to increase the size of the area they can scan, as discussed on page 207 of the *HERO System 5th Edition, Revised* rulebook. The level of MegaScaling indicates how far away from the character the center point of the scanned area can be. For example, a character who pays for a +1 Advantage for his Mind Scan can Scan an area whose center point is 100 million kilometers away from him. (For campaigns that are *really* Galactic in scope, where characters in one

galaxy can easily scan for minds in another galaxy, the GM should change the range increase provided by each increment of MegaScale to something more appropriate for the campaign.)

GALACTIC CHAMPIONS MIND SCAN MODIFIERS TABLE

Number of People	Modifier
1 (Freelance Game Designer)	0
10 (Small Gaming Company)	-2
100 (Theater)	-4
1,000 (Apartment Building; Gaming Convention).....	-6
10,000 (Small Town)	-8
100,000 (Large Town; Super Bowl)	-10
1,000,000 (Major Metropolis).....	-12
10,000,000 (State).....	-14
100,000,000 (Large Country).....	-16
1,000,000,000 (Continent).....	-18
10,000,000,000 (Large Planet; Solar System)	-20
100 billion (Minute Interstellar Civilization)	-22
1 trillion (Tiny Interstellar Civilization)	-24
10 trillion (Small Interstellar Civilization).....	-26
100 trillion (Large Interstellar Civilization)	-28
1 quadrillion (Immense Interstellar Civilization).....	-30
10 quadrillion (Small Intergalactic Civilization).....	-32
100 quadrillion (Large Intergalactic Civilization).....	-34
...and so forth	

POWER ADVANTAGES

MEGASCALE

Due to the distances involved in most Galactic Champions campaigns, this is an extremely useful Advantage. With it, characters can have the power to Teleport across the Galaxy, fire an energy beam strong enough to hit a target thousands of kilometers away, or the like. If they want the same power to work on a personal scale as well, they can build the power as a Multipower, or with the GM's permission buy MegaScale as a naked Advantage.

In some campaigns, the GM may want to allow even greater MegaScaling so that characters can buy these high-powered abilities more cheaply. The easiest way to do this is to multiply the scaling factor of each level of MegaScale by some number, such as 100 — each full factor of 10 effectively gives the character a ¼ level of MegaScale for free when he buys the Advantage.

TRANSDIMENSIONAL

Since Galactic Champions adventures often travel through dimensions as well as star systems, Transdimensional can come in handy. The following additional rules and guidelines apply.

Applying Transdimensional to a power doesn't grant a character the ability to perceive targets in the other dimension for free. If a character doesn't have a Sense that can perceive into the target dimension (such as Clairsentience with the Dimen-



sional option), then he's at 0 OCV when attacking with the Transdimensional power.

A character can use a Transdimensional power against a target in the same dimension he's in if he wants to. He still has to pay END for the Advantage, allocate reserve points to it if it's in a Multipower, and the like, but he's not restricted to attacking only dimensions other than the one he's currently in.

Characters can apply Transdimensional to non-Ranged powers if they want to. However, the vast majority of Transdimensional powers are Ranged.

As noted on page 269 of the *HERO System 5th Edition, Revised* rulebook, the normal Range Modifier applies to Transdimensional attacks. There's no additional "Range Modifier" just for attacking through a dimensional barrier, or for crossing multiple "dimensional layers" between the character's current dimension and the target dimension, or anything of the sort. However, if the GM has a well-established "framework" for the dimensions of his multiverse, so that he knows (exactly or approximately) the spatial relationship between the two, he could establish an additional "Dimensional Breaching Modifier" if he wanted to.

Example: *Darren is using the dimensional framework of the Champions Universe (see Champions Universe, page 96) in his Galactic Champions campaign. He plans to run a lot of cross-dimensional adventures, so he wants to establish some additional rules restricting*

COSMIC AWARENESS

One trait possessed by many *Galactic Champions* characters, particularly those of the “space god” or “cosmic” archetype, is a powerful sensory ability often known as “cosmic awareness.” It gives the character the ability to perceive universally — to know what’s going on throughout Reality and to see whatever he needs to see.

In *HERO System* terms, there are many ways you can simulate Cosmic Awareness. Listed below are several possibilities; a character can buy some or all of them, as he wishes. But of course, given the potential game balance problems these abilities can create, he has to get the GM’s permission before doing so.

Detect Physical Objects, Energy, and Magic (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Telescopic (+12 versus Range Modifier), Tracking. Total cost: 69 points.

MegaScale (1” = 1,000 light-years, can scale down to 1” = 1 km; +4 1/2) for Detect Physical Objects, Energy, and Magic. Total cost: 310 points.

Danger Sense (any area [all Reality]*, any danger, sense) (INT Roll). Total cost: 57 points.

Find Weakness 20- with All Attacks. Total cost: 75 points.

Mind Scan 40d6 plus +50 OECV with Mind Scan. Total cost: 300 points.

Transdimensional attacks. Since the framework has four levels — from bottom to top, Assiah, Yetzirah, Briah, and Atziluth — he decides that a Transdimensional attack made within a level suffers no penalty (though he may impose a -1 if two dimensions within a level are, in his estimation, “separated” by a lot of “dimensional distance”). However, for each level an attack crosses, it suffers a -2 OCV Dimensional Breaching Modifier in addition to the Range Modifier. The Qliphothic World is automatically a -4 OCV penalty away from every level.

POWER LIMITATIONS

FOCUS

As mentioned in the archetypes section, characters such as Gadgeteers, Powered Armor wearers, and Weaponmasters are relatively rare in most *Galactic Champions* campaigns. The same applies to Focus in general. Compared to standard *Champions* games, *Galactic Champions* characters are much more likely to have innate powers instead of powers based in devices. They may also carry some devices to supplement their abilities (such as a force field belt that provides Life Support), but they rarely obtain their main powers from technology.

LIMITED POWER

A typical Limitation for many powers, such as Sonic Powers, is *Does Not Work In A Vacuum*, signifying the fact that some abilities don’t function in outer space. This Limitation is normally worth a -¼, but given how much time galactic heroes tend to spend in space, it’s often worth more — -½, or even as much as -1 — in some *Galactic Champions* games. On the other hand, a power that *Only Works In A Vacuum* might only be worth a -½ Limitation, instead of the -2 it ordinarily receives.

POWER FRAMEWORKS

Although they’re slightly less common than in standard *Champions* campaigns because of the number of points galactic heroes have to spend, Power Frameworks (particularly Variable Power Pools) are still important for many *Galactic Champions* characters.

VARIABLE POWER POOLS

Variable Power Pools (VPPs) tend to occur more frequently in some *Galactic Champions* campaigns than in other superhero games, for two reasons. First, characters have enough Character Points to afford the relatively expensive VPP (plus appropriate Advantages for it). Second, VPPs are an *excellent* way to represent the awesome, supremely flexible cosmic power possessed by many characters in this subgenre.

Advantages For Variable Power Pools

With the GM’s permission, a character can take an Advantage (such as Reduced Endurance or Armor Piercing) on a VPP and have that Advantage apply to all powers built with the VPP, using the same rules for doing this with a Multipower (*HERO System 5th Edition, Revised*, page 319). (The GM may want to forbid characters to apply certain Advantages to a VPP, such as Variable Advantage or Variable Special Effects, on the grounds they’re unbalancing or conflict with the purpose or nature of the Pool.) The Advantage does not increase the number of Pool points the character has to spend on powers, nor does it increase the number of Active Points an individual Pool power can have.

Example: *A character has a 100-point Variable Power Pool bought with the Advantage Reduced Endurance (0 END; +½) so that none of the powers bought through the Pool costs END. He cannot buy a power in that Pool with more than 100 Active Points, nor a total Real Points’ worth of powers in excess of 100 points. The +½ Advantage doesn’t increase the number of Active Points a power can have, nor the total Real Points’ worth of powers the character can have in the Pool at once — it just makes all the powers in the Pool cost 0 END.*

However, a character with an Advantaged VPP can create a power with it whose Active Points “exceed” the points in the Pool solely because of “application” of the Advantage on the VPP — the Active Point total that matters for these purposes is the power’s Active Points without the Advantage. For example, using the 100-point VPP described above, a character could buy an Energy Blast 20d6 with it, since that’s 100 Active Points — even though the +½ Advantage would make the EB cost “150 Active Points” if it were applied to the EB separately.

If a character has a VPP that has an Advantage, he’s not restricted to buying powers that could only have that Advantage. For example, a character whose VPP has the Advantage *Reduced Endurance* or *Armor Piercing* could buy Life Support in that VPP, even though Life Support already costs no END and applying AP to it is meaningless. In that case, the Advantage simply has no effect and the points spent on it are (temporarily) wasted. (The illogicality of buying, say, Life Support in a Pool that has Armor Piercing is a good argument against applying Advantages to Pools; the preferred method is, as always, to apply the Advantage to the individual powers, not to the Pool.)

As always, the GM should examine VPPs with Advantages very carefully before allowing them in play. They have the potential to unbalance the campaign, so a character should have a good reason (other than “being really powerful” or “saving points”) for buying one.

Limitations For Variable Power Pools

Sometimes a character wants his VPP to be restricted in some way, and reflects this by taking a Limitation on the VPP’s Control Cost. If that

Limitation also affects the powers themselves, then each of the powers he creates with the Pool should also take the Limitation. If that Limitation only affects the changing of the Pool or the like, then the powers should *not* take that Limitation as well.

For example, Gadget Pools are often created by applying *Focus* to the VPP's Control Cost at some level, meaning every power in the VPP has to have *Focus* at that level or higher. For example, if the Control Cost has *Focus* ($-\frac{1}{2}$), every power has to have a $-\frac{1}{2}$ or -1 *Focus*. The same rationale would probably apply to, for example, *Increased Endurance Cost*. However, a Limitation such as *VPP Can Only Be Changed Between Adventures* has no affect on Pool powers. Therefore it shouldn't be taken for the Pool powers, just the Pool.

Allocating Pool Points

When a character allocates the points in his VPP, the Skill Roll penalty (if applicable) depends only on the Active Points in the Power he's activating; the powers he's deactivating or getting rid of don't factor in. If he activates two or more Powers at once, the penalty depends on their combined Active Points (the character cannot activate the two or more powers individually, each as its own Zero-Phase Action, as a way of reducing Skill Roll penalties unless the GM specifically permits him to).

The rules for allocating a Multipower reserve as a Zero-Phase Action also apply to Variable Power Pools that a character can change as a Zero-Phase Action.

A character may buy a combination of powers in a VPP that allow him to do more damage with an attack than he could using the raw points in the Pool. For example, if Zorgon has a 150-point VPP, he can allocate 100 points to an Energy Blast 30d6 (150 Active Points) with a $-\frac{1}{2}$ Limitation, and then uses the remaining 50 points to buy Combat Skill Levels as Powers with which he could then increase the attack's damage above 30d6. (The GM may, of course, forbid this if he deems it necessary to do so.)

Single-Power Pools

Some characters buy VPPs that can only create abilities based on a particular Power as a way of representing the great flexibility with which they can use that Power. This entitles the character to take a $-\frac{1}{2}$ to $-1\frac{1}{2}$ Limitation on the VPP's Control Cost, with the value of the Limitation depending on how useful the single Power tends to be.



Aiding Variable Power Pools

When a character applies an Aid to a VPP, he has to Aid both the Pool and the Control Cost. For every 2 points added to the Pool, 1 must be added to the Control Cost, so that the proper ratio is maintained between the two of them. In the event the points added by Aid aren't evenly divisible this way, any overage has no effect. For example, if a character uses an Aid to add 5 points of effect to a VPP, the first 2 points go to the Pool, and the third point goes to the Control Cost. Since the remaining 2 points aren't enough to apply 2-and-1 in this fashion, they have no effect. In some ways this is the inverse of the "Affecting incremental Characteristics And Powers" rule on page 107 of the *HERO System 5th Edition, Revised* rulebook, and just like that rule, the remainder "phantom points" stay "in place" and can be added to later — they just don't have any effect right now.

After boosting the VPP itself, the character must also boost individual powers bought within the Pool, as described on pages 108-09 of the *HERO System 5th Edition, Revised* rulebook.

If the VPP has Advantages, characters must account for that using the standard rules (see page 109 of the *HERO System 5th Edition, Revised* rulebook), but only for the Control Cost, since the Advantage doesn't change the cost of the Pool itself.

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*: In Galactic Champions, "any area" can be defined however the GM wishes. The *HERO System 5th Edition, Revised* recommends restricting it to a planetary level. If the GM does this, characters can increase the range as follows: for an additional +5 points, to an entire star cluster (or similar region of the Galaxy); for an additional +5 points, to an entire galaxy; for an additional +5 points, to throughout Reality. (The power described above uses this rule.)

DISADVANTAGES

The comparatively high amount of points with which players build starting Galactic Champions characters means comparatively high amounts of points from Disadvantages. While the majority of a character's starting points are Base Points, the table on page 28 of the *HERO System 5th Edition, Revised* rulebook recommends that at least 200 points, if not more, come from Disadvantages. That may cause difficulties in some Galactic Champions games. While super-powerful characters often have correspondingly great flaws and hindrances, there's a practical limit to how many points a character can obtain from Disadvantages before they start to cripple him, thus making the game less fun. Page 138 has some suggestions for the GM to help resolve that difficulty.

The following notes and guidelines apply to specific Disadvantages in the Galactic Champions context. You may also want to consult pages 61-65 of *Star Hero* for general information about how various Disadvantages function in science fiction settings.

DEPENDENT NPC

In some types of Galactic Champions campaigns, taking DNPC as a Disadvantage becomes problematic. If the heroes travel throughout the Galaxy frequently, and often fight menaces thousands of light-years from their homes, the odds of a DNPC being endangered are slim. At the very least, trying to work the DNPC into stories on a regular

basis may cause the GM problems. Therefore the GM may rule that characters get fewer points than normal for DNPCs (since having them hinders the character less often), or may forbid them entirely.

HUNTED

Hunted is a common Disadvantage for Galactic Champions characters — powerful heroes attract powerful enemies! If necessary, the GM should participate in the process of choosing Hunteds to ensure they're properly defined. Determining whether a villain is Less, As, or More Powerful than a hero may require the careful application of the GM's judgment in light of what the GM knows about the plots and subplots he intends to run.

Similarly, the player should consult with the GM to determine if the Limited Geographical Area modifier applies. In Galactic Champions settings with vast, star-spanning empires, fast (or even instantaneous) travel technology, and the like, there may be few (if any) Hunteds who are limited to a specific region in any meaningful way. In most cases, to qualify for the Limited Geographical Area points, a Hunted should be confined to a specific solar system or other discrete, relatively small region within the context of the campaign (or should be restricted to a certain jurisdiction by law, as a police force would be). If the heroes regularly cross the Galaxy, then a government that rules only one-quarter of the Galaxy might qualify for Limited Geographical Area — but in most contexts, a quarter of the Milky Way doesn't really count as a "limited area."



PHYSICAL LIMITATION

Physical Limitations are relatively rare in Galactic Champions, for several reasons. First, the high technology prevalent in many Galactic Champions settings makes it easy for doctors to replace damaged limbs or organs, cure chronic diseases, and otherwise keep a character's body in proper working order. Second, even if a character has an intractable problem, his vast powers may make that "problem" almost meaningless to him during the course of the game — even if it hinders him occasionally, it's not nearly restrictive enough to qualify for more than 0 points.

VULNERABILITY

The GM may want to consider requiring characters to buy Vulnerabilities only at the x2 level. Given the high defenses that Galactic Champions characters often have, even a powerful attack might not cause much harm at a x1½ multiplier level. If necessary, the GM can even change the multipliers to ensure that Vulnerability remains disadvantageous; for example, instead of x1½ and x2, maybe the x1½ level becomes x2, and the x2 becomes x3.

EQUIPMENT AND TECHNOLOGY

Galactic Champions is a Superheroic campaign, which means characters have to pay Character Points for everything they want to have or use regularly in the game, including mundane equipment. However, page 52 of *Star Hero* raises the issue of "Everyman Powers" — abilities based on or deriving from technology that everyone in a high-tech society would possess. Examples listed there include chronometer and communications implants, longevity treatments, and the like. Similarly, it's not uncommon for GMs running standard *Champions* campaigns to provide characters with some forms of equipment — wrist radio communicators, a team vehicle, special armored costumes, and so on — for free as a way of encouraging the characters to form and function as a team.

Gamemasters running Galactic Champions campaigns could combine these two concepts and give characters various types of equipment without charging them Character Points for it. Listed below are a few examples of the sort of gadgets GMs might apply this rule to: communications devices; movement devices; and other gear that makes the campaign easier and more fun without creating any significant game balance problems. Characters who want combat equipment, such as blaster rifles or powered armor, still have to pay Character Points for it.

For more example gadgets for superheroes, see *Gadgets And Gear* or pages 100-123 of *Champions*. For hundreds of devices appropriate to science fiction campaigns, see *Terran Empire*, *The Spacer's Toolkit*, and *Alien Wars*.

Movement Gadgets

FLIGHT RING

Effect: Flight 20"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4
Breakability: 8 DEF

Description: This seemingly ordinary ring, which usually displays a superteam's logo or a personal identification symbol of some sort, generates a sophisticated antigravity field that allows the wearer to fly. The wearer's body heat and kinetic motion power the miniaturized antigravity engine.

Game Information: *Flight 20"* (40 Active Points); IIF (-¼). Total cost: 32 points.

Options:

- 1) **Strong Flight Ring:** Increase to Flight 25". 50 Active Points; total cost 40 points.
- 2) **Weak Flight Ring:** Decrease to Flight 15". 30 Active Points; total cost 24 points.
- 3) **Untiring Ring I:** Using the Flight Ring is so easy that it doesn't tire the character out. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 48 points.
- 4) **Untiring Ring II:** This form of the Untiring Flight Ring has a built-in failsafe mechanism so that if the wearer's Knocked Out or Stunned, he continues to hover in midair. Add Reduced Endurance (0 END; +½) and Persistent (+½). 80 Active Points; total cost 64 points.
- 5) **Glowing Ring:** This version of the Flight Ring is larger and glows when used, making it obvious where the character's ability to fly comes from. Change IIF (-¼) to OIF (-½). Total cost: 27 points.

FLIGHT RING (FTL MODEL)

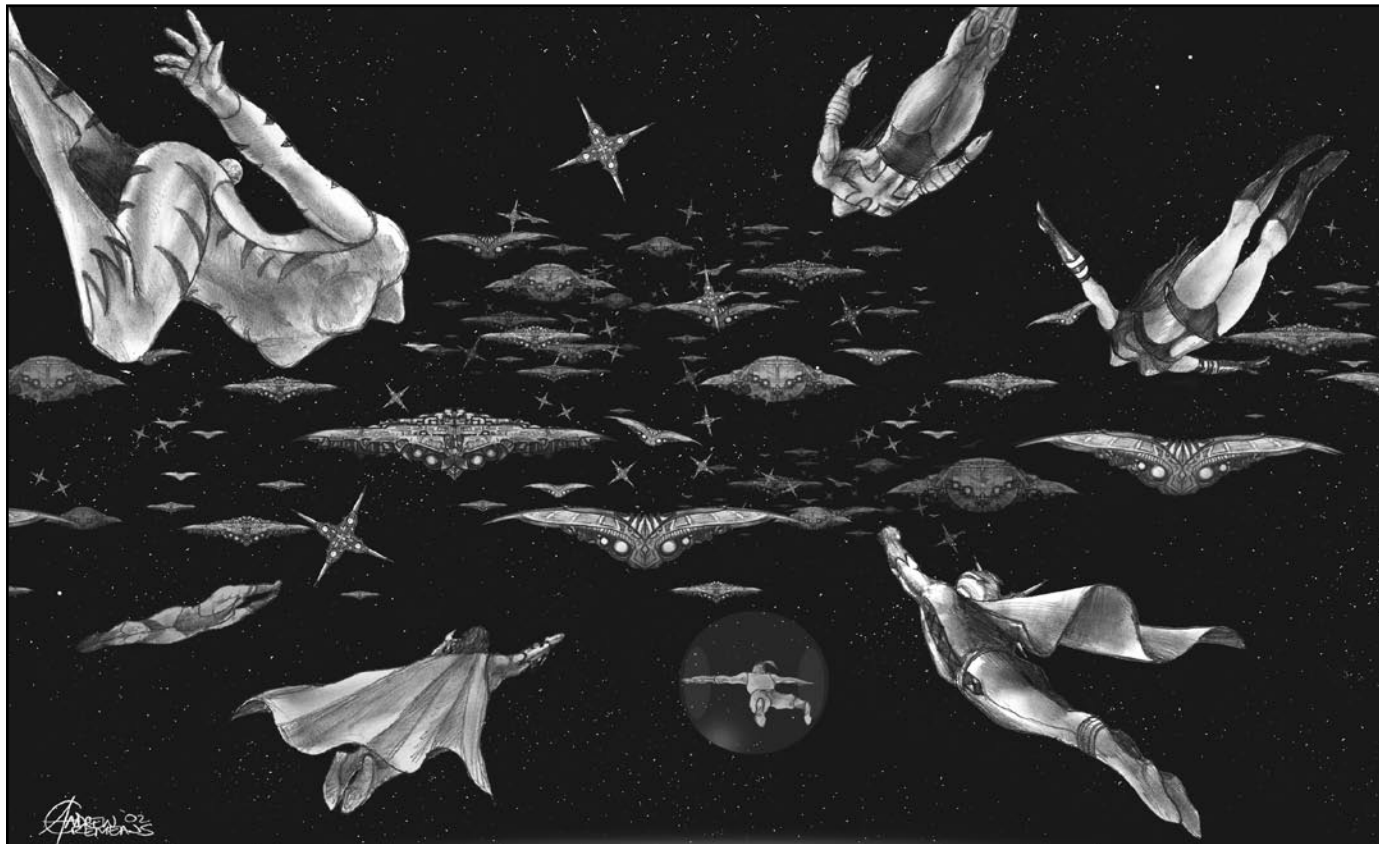
Effect: Flight 20", FTL Travel (1 LY/hr)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4
Breakability: 8 DEF

Description: Similar to the Flight Ring I, this Ring can also generate a spacewarp field that allows the wearer to fly at eight thousand times the speed of light.

Game Information:

Cost	Power
32	<i>Flight Ring II:</i> Multipower, 40-point reserve; all IIF (-¼)
3u	1) <i>Standard Flight:</i> Flight 20"; IIF (-¼)
2u	2) <i>FTL Flight:</i> FTL Travel (1 LY/hour); IIF (-¼), Costs Endurance (-½)

Total cost: 37 points.



Options:

- 1) **Strong FTL Flight Ring:** Increase Multipower reserve to 50 points, Slot 1 to Flight 25", and Slot 2 to FTL Travel (1 LY/minute). Total cost: 47 points.
- 2) **Weak FTL Flight Ring:** Decrease Multipower reserve to 30 points, Slot 1 to Flight 15", and Slot 2 to FTL Travel (1 LY/day). Total cost: 28 points.
- 3) **Untiring FTL Ring I:** Increase Multipower reserve to 60 points, add Reduced Endurance (0 END; +½) to Slot 1, and remove Costs Endurance (-½) and add Persistent (+½) to Slot 2. Total cost: 56 points.
- 4) **Untiring FTL Ring II:** Increase Multipower reserve to 80 points, add Reduced Endurance (0 END; +½) and Persistent (+½) to Slot 1, and remove Costs Endurance (-½) from Slot 2. Total cost: 74 points.
- 5) **Glowing FTL Ring:** Change IIF (-¼) to OIF (-½). Total cost: 32 points.

TELEPORTATION COSTUME

Effect:	Teleportation 30"
Target/Area Affected:	Self
Duration:	Instant
Range:	Self
END Cost:	6
Breakability:	12 DEF

Description: Woven or built into a hero's costume, this device allows him to "fold space" so that he can instantly transport himself to a location up to 60" away without having to physically cross the intervening space.

Game Information: *Teleportation 30"* (60 Active Points); OIF (-½). Total cost: 40 points.

Options:

- 1) **Strong Costume I:** Increase to Teleportation 35". 70 Active Points; total cost 47 points.
- 2) **Strong Costume II:** Add x4 Noncombat. 65 Active Points; total cost 43 points.
- 3) **Weak Costume:** Decrease to Teleportation 25". 50 Active Points; total cost 33 points.
- 4) **Concealed Device:** This form of the device is so small and slender that it fits into the character's costume without anyone else knowing it's there. As far as most observers can tell, the character's Teleportation power is natural, not the result of technology. Change OIF (-½) to IIF (-¼). Total cost: 48 points.
- 5) **Let's Go For A Ride:** The character can take one human-sized person along with him by wrapping his arms around that person. Add x2 Increased Mass. 65 Active Points; total cost 43 points.

6) Untiring Costume: The Costume is so advanced that using it doesn't tire the character out at all. Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 60 points.

TELEPORTATION COSTUME (GALACTIC MODEL)

Effect: Teleportation 30"
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0/9
Breakability: 19 DEF

Description: This advanced version of the Teleportation Costume allows a character to Teleport as far as 10 light-years in the blink of an eye. However, he has to be familiar with his target destination, or have a way to perceive it, or else he risks teleporting into a solid object.

Game Information:

Cost Power

- 63 *Galactic Teleportation Costume:* Multipower, 95-point reserve; all OIF (-½)
 6u 1) *Standard Teleportation:* Teleportation 30", Reduced Endurance (0 END; +½); OIF (-½)
 6u 2) *Galactic Teleportation:* Teleportation 10", MegaScale (1" = 1 light-year, can scale down to 1" = 1 km; +3¼); OIF (-½)

Total cost: 75 points.

Options:

- 1) Strong Galactic Costume I:** Increase Multipower reserve to 142 points, Slot 1 to Teleportation 40", and Slot 2 to Teleportation 15". Total cost: 112 points.
2) Strong Galactic Costume II: Increase Multipower reserve to 105 points, Slot 1 to Teleportation 35", and Slot 2 to MegaScale (1" = 10 light-years, can scale down to 1" = 1 km; +4). Total cost: 84 points.
3) Weak Galactic Costume: Decrease Multipower reserve to 75 points, Slot 1 to Teleportation 25", and Slot 2 to Teleportation 5". Total cost: 58 points.
4) Concealed Galactic Device: Change OIF (-½) to IIF (-¼). Total cost: 92 points.
5) Let's Go For A Galactic Ride: Increase Multipower reserve to 119 points and add x2 Increased Mass to both slots. Total cost: 93 points.
6) Untiring Galactic Costume: Increase reserve to 105 points and add Reduced Endurance (0 END; +½) to Slot 2. Total cost: 83 points.

Communications Devices

GALACTIC SUPER-COMMUNICATOR

Effect: HRRP, Universal Translator, and other functions
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Breakability: 5 DEF

Description: This device, usually worn on the wrist like a twenty-first century watch or woven into a costume, allows the user to broadcast and receive voice and video communications across 120 light-years of space, and to translate the words and writing of thousands of alien species. It can also detect the source of radio transmissions and contains a built-in computer that helps the user manage his data, establish private signal codes and calling lists, and so forth. If necessary, the user can scramble his transmissions; the Translator feature of other devices cannot decrypt a scrambled transmission without having the proper key.

Game Information:

Cost Powers

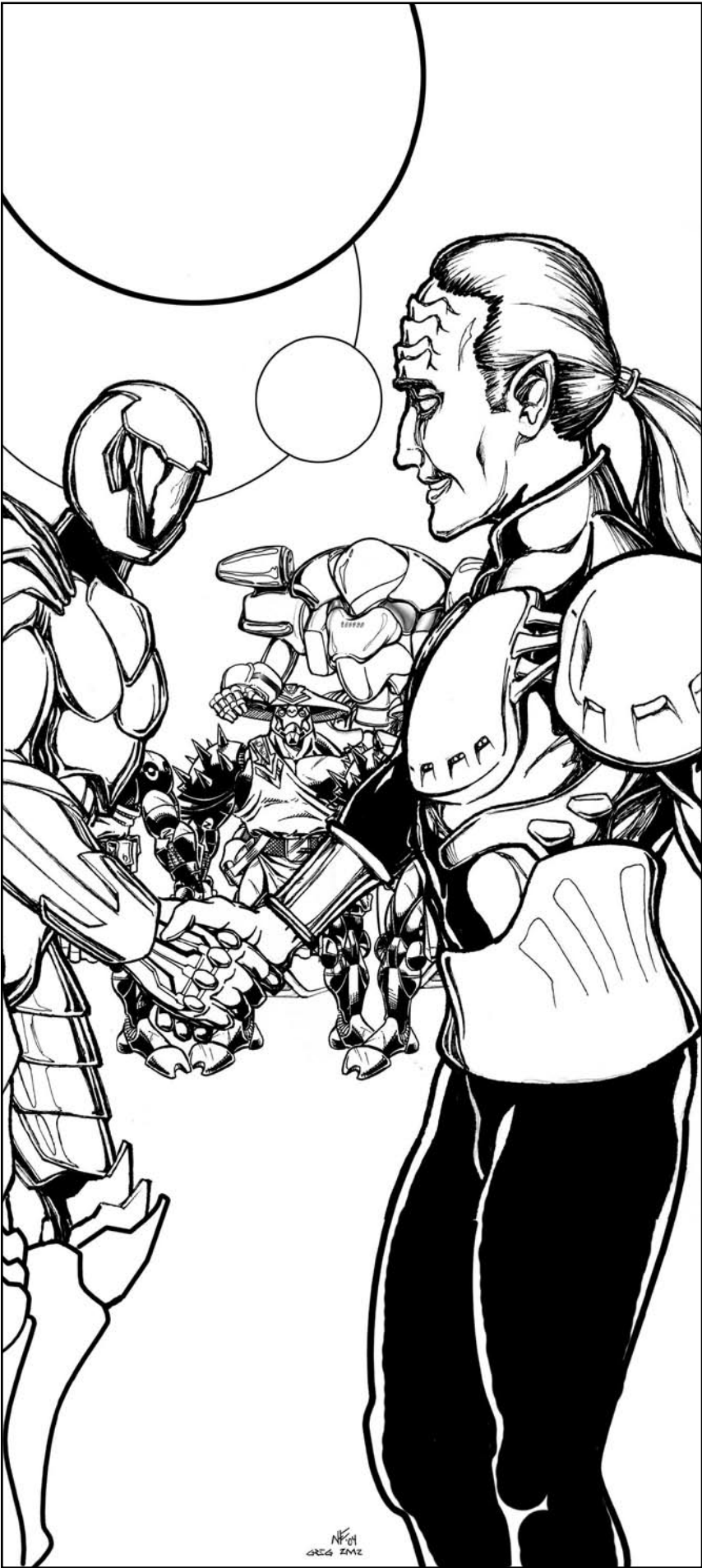
- 27 *Communications:* Multipower, 54-point reserve; all OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
 1u 1) *Basic Communications:* HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
 3u 2) *Galactic Communications:* HRRP (Radio Group), MegaScale (broadcast and reception range of 10 light-years per Active Point [*i.e.*, 120 light-years]; +3½); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)
 12 *Broadcast Tracking:* Detect Source Of Radio Transmissions (PER Roll) (Radio Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees); OIF (-½)
 17 *Translator:* Universal Translator 15-; OIF (-½), Cannot Translate Languages Defined As "Scrambled" Communications (-0)
 5 *Scrambled Transmission Function:* Variable Power Pool (Scrambler Pool), 4 base + 2 control cost; OIF (-½), Only For One Language At A Time (-1)
 7 *Onboard Computer:* Computer (see below); OIF (-½)

Val Char Cost

15	INT	5
14	DEX	12
3	SPD	6

Cost Skills

2	AK: Earth 11-
2	AK: Home Nation 11-
2	CK: Campaign City 11-
2	KS: Contact Information 11-
4	PS: Personal Assistant 13-
3	Systems Operation 11-



Programs

- 1 Activate Homing Signal Upon Approved Remote Query
- 1 Automatically Signal Specific Team Member(s) On Verbal Cue
- 1 Automatically Dial Recorded Number On Spoken Cue
- 1 Prioritize Incoming Calls According To User Preferences
- 1 Send Emergency Call to Team Members If Specified Protocols Are Not Met
- 1 Search Reference Material For Information On A Topic

Talents

- 3 *Clock*: Absolute Time Sense
- 3 *Calculator*: Lightning Calculator
- 3 *Instant-On Feature*: Lightsleep

Total Computer Cost: 53/5 = 11
Total cost: 72 points

Miscellaneous Devices

SPACER'S FORCE FIELD

Effect: Life Support, Force Field (2 PD/2 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0
Breakability: 4 DEF

Description: Many Galactic Champions super-humans can survive unaided in the vacuum of space... but not all. Those who lack an innate form of the appropriate protection can use this device, which usually comes in the form of a belt or ring, or is woven into a costume.

Game Information:
Cost Power

- 12 *Spacer's Force Field*: Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIF (-½)
- 4 *Spacer's Force Field*: Force Field (2 PD/2 ED), Reduced Endurance (0 END; +½); OIF (-½)

Total cost: 16 points.

chapter two:



GALACTIC CHAMPIONS UNIVERSE
CHAMPIONS 3000

CHAMPIONS 3000



The *Champions 3000* setting, also known as the Galactic Champions Universe, is the universe in which the characters described in Chapters Three and Four live, love, and adventure. It's a Galaxy steeped in history, intrigue, danger, wonder, and excitement — a place that, for all its flaws, deserves protection from the terrifying threats that confront it. And only your heroes and their allies can provide that protection....

MAGIC AND SUPERPOWERS IN THE HERO UNIVERSE

The superhumans who burst upon the inhabited worlds of the Milky Way Galaxy in 3000 came as an enormous surprise to most people. Few knew that many planets had possessed their own superhuman defenders (and criminals) a thousand years before.

In the Hero Universe setting, of which the Champions Universe of the early twenty-first century and the Galactic Champions Universe of 3001 are but two parts, the existence of superhuman powers, and thus of superheroes and supervillains, depends on the ambient magic present throughout Reality. Being inherently “impossible” according to the laws of physics, superpowers can only exist if the level of magic in Reality is high enough. Otherwise they remain as impossible as scientists say they are.

For the span of Human existence as modern Humans understand it, the ambient arcane energies have allowed for the creation of large numbers of superpowered beings only one time before the year 3000: 1938 to 2020, the so-called “Superhuman Age.” This era began when Nazi mystics, seeking a weapon for Germany, conducted occult rituals that somehow raised the level of magical energy to the point where superhumans began appearing. Every now and then, a person was the victim of an accident that granted him powers instead of killing or crippling him, was born with a genetic structure so subtly altered that he had mutant superpowers, or the like. Other heroes were inventors who created powerful weapons and gadgets because the ambient magic let them bend or break scientific laws and make their supertechnology work.

THE BATTLE AGAINST TYRANNON

The Superhuman Age lasted nearly a hundred years. Its end was marked, in the eyes of most historians with access to the complete story, by the events of 2020. In that year Tyrannon the Conqueror, an extra-dimensional entity of nearly incalculable

mystic power, made the last of his attempts to bring Earth's reality under his iron-fisted control. Recognizing the seriousness of the threat, the superheroes of Earth (and many of its supervillains, including Dr. Destroyer, the Crowns Of Krim, Gravitar, Teleios, Eurostar, and more) banded together to oppose Tyrannon. Two of the age's most famous heroes, Defender and Witchcraft, led them. Tyrannon enslaved or ensorcelled many of Earth's more powerful but weaker-willed menaces, such as Grond, Leech, Glacier, the Monster, Ogre, and Thorn (who apparently believed he was working on behalf of some sort of God of Trees...). An early attack devastated much of the city of Washington, D.C.

After the two sides fought several skirmishes, a titanic battle took place in Antarctica, where the portal connecting our dimension to Tyrannon's had manifested. Between his own awesome power and his legions of servants, Tyrannon seemed unstoppable, and Earth's defenders were weakening. Kinetik, Gravitar, Duke Steel, and Mondfeuer had already fallen in battle, and many other heroes lay injured or unconscious in the freezing wastes. Having no alternative, Witchcraft, the Archmage of Earth, sacrificed her own life to cast a spell so powerful that it attacked all of Tyrannon's selves simultaneously, nearly killing him. Seizing their opportunity, the other mystic heroes of Earth forced Tyrannon to swear an oath never to attack Earth's dimension again. After so swearing, Tyrannon and his legions departed this plane forever.

THE MAGIC GOES AWAY

Soon after that, it became apparent that many superhumans' powers were... diminishing. All of a sudden, once-infallible powers wouldn't work. Technology that once seemed foolproof turned out to be premised on faulty scientific theories and no longer functioned. The situation puzzled and terrified many superhumans.

Although they didn't know it at the time, the tide of magic in Reality had reversed. The power used by Witchcraft to save Earth's dimension from Tyrannon had, in effect, “broken the dam” the Nazi mystics had created in 1938, and used up most of the “water” to attack the Conqueror. As a result, the level of ambient magic was steadily ebbing to its lowest level ever... a level far too low to support nearly any type of superhuman powers. While most superheroes accepted the loss of their powers gracefully, many supervillains did not. They searched with desperate abandon for any means to boost their powers, or at least stop them from fading — but it was all for naught.

Between 2020 and 2022, nearly every superhuman on Earth became normal or died, with the only exceptions being a few psychics and the handful of Empyreans who had not chosen Silence (and even in those cases their powers were vastly weakened.) Takofanes the Arch-Lich, unable to sustain his life with spells as he had for tens of thousands of years, crumbled to dust and passed away forever. Doctor Destroyer, his technology failing and thus incapable of supporting his aged body, died in one final, futile attempt to conquer the world in the summer of 2021. The Warlord and his War Machine perished when their Flying Fortress lost power and crashed to Earth in Kamchatka. King Marus of Atlantis, realizing the magic that had allowed his people to live at the bottom of the ocean for countless centuries was failing, used the remaining dregs of elemental magic at his disposal to open a dimensional portal to the lands of Faerie and took his entire city there. Many other superhumans simply vanished, never to be heard from again.

And so it remained for nearly a thousand years....

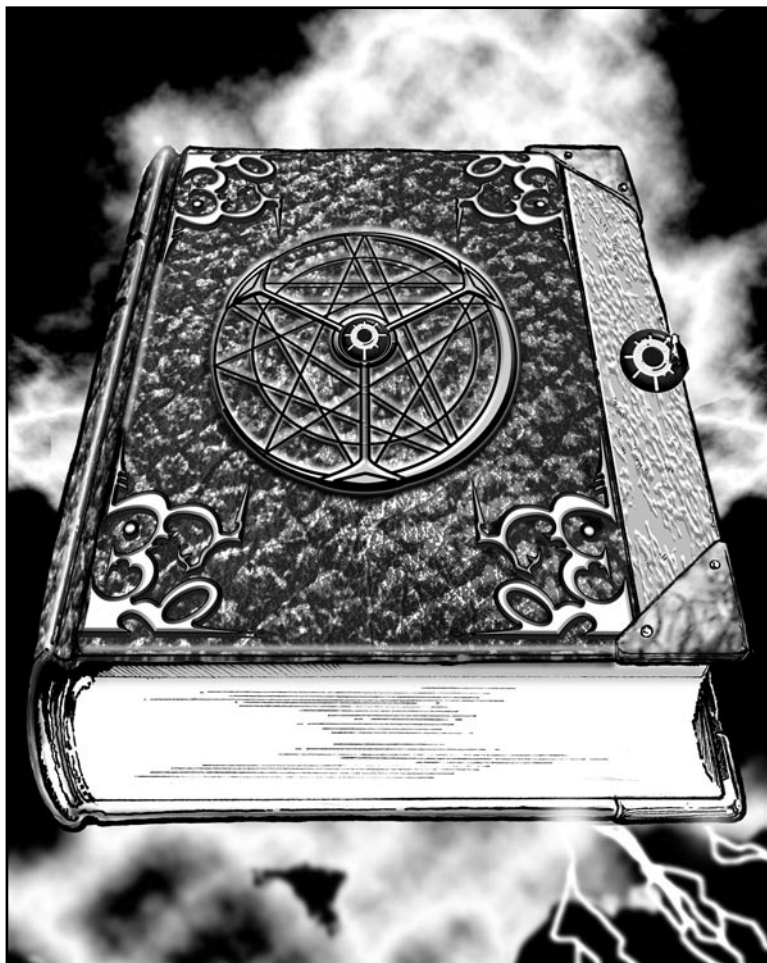
THE RULE OF SCIENCE

In the years that followed, mankind adjusted to the lack of superheroes. As technological advances changed the face of the planet, the latter half of the twenty-first century was one of pervasive conflict. With computers and television increasing their influence on modern life, advances in genetic engineering raising questions about what it meant to be Human, megacorporations becoming more powerful and influential every day, and the growth of political factionalism and terrorism, it was for many a bleak time to live. Countless people chose the illusory escape of the Cybernet over their squalid real lives.

But the fundamental spirit of Humanity proved, as always, indomitable. Slowly mankind accepted and processed the changes wrought by technology, and the spirit of exploration returned with the ability to leave the bonds of Earth. Many place the beginning of this new, “Solar” age of Humanity in 2075, when a joint American, European, and Chinese space program built the first permanent city on the Moon on the same site as the United Nations’s Serenity Base that mankind had abandoned decades before.

The Solar Period

Once Humanity had moved off-planet for the first time, progress accelerated rapidly. Each step outwards brought new technological breakthroughs and increased awareness of the value of further expansion. Humans built the first permanent encampment on Mars in 2093, and by the next year the United Nations gave way to a United Earth Senate that oversaw further expansion and the management of Earth’s colonies. Over the next few decades, Humans founded small colonies on Venus and several of the moons of Jupiter and



Saturn. In the mid-2140s, manipulation of the Human genome had advanced to the point of creating “spacers,” people bred specifically for low/zero gravity conditions.

In the year 2149, Humanity developed true portable fusion energy sources, allowing ships to travel between planets at previously unthinkable speeds. Researchers finally began to understand the science of psionics, and in 2175 they quantifiably measured Human psionic ability for the first time.

The Interstellar Period

The Solar period of Human history ended in 2203 with the development of the first Hyperdrive ship engine, which allowed Humans to travel nearly 20% faster than the speed of light. Eleven years later, they established the first permanent colony outside the Sol System, on Alpha Centauri IV. Humanity was no longer relegated to the warmth of a single sun. Alpha Centauri was only the first of dozens of nearby worlds colonized by Humans.

Though Humans had supposedly made contact with various alien races throughout the twentieth century (and if certain reports are to be believed, perhaps well before it), there was no formal diplomatic relationship between Humanity and an alien race until the first contact with the Perseids in 2253, followed by the Jhinu in 2259, and the Hrac’darese the following year. In all three of these cases the initial contact was peaceful. The



Perseids decided to disguise the extent of their technological superiority and allow Humanity to continue to grow at its own pace. In the latter two cases, the Humans possessed better technology and more interest in colonization, leading almost inevitably to the other races becoming secondary “partners” in the Terran expansion. In 2268 the Conjoined Civilizations Republic sent an exploratory embassy to Earth, but like the Perseids only exchanged diplomatic pleasantries and star maps of their respective territories.

The Alien Wars

The development of the Beta Hyperdrive in 2280 opened vast new vistas of exploration to Humanity, allowing even small ships to travel far faster than the speed of light. In the succeeding decades, Humans colonized hundreds of worlds. Humanity soon had its first encounter with a hostile species — the fearsome Xenovores. In 2301, the deep space explorer *Cassandra* entered Xenovore territory; the Xenovores captured it, interrogated its crew, and then ate them. The Xenovores decided Humanity was the next species they would conquer and subjugate.

For the rest of the twenty-fourth century, Humanity found itself embroiled in war. The early years were marked by repeated failures and defeats, as Humans reacted to the Xenovore attack badly. It took them decades to learn how to fight the foe properly, in part because a civil war pitting the United Earth against the Spinward Union distracted many Humans. In the early 2350s, Xenovore offensives reached Earth itself, and nearly destroyed

it. If not for the brave efforts and noble sacrifices of Earth’s defenders, the home of Humanity would have fallen to the enemy, and then it would likely only have been a matter of time before the Xenovores conquered the rest of Human space.

But such, thankfully, was not to be. After the failure of the Xenovore offensives, the tide turned and Humanity went on the attack. By 2369, the Terran navy had pushed the Xenovores back to their own territory... and then Humanity went on the attack. Slowly but surely Human forces fought their way into Xenovore space, often suffering massive casualties. In 2396, a suicide attack force reached the Xenovore Throneworld and destroyed it, shattering the Xenovore empire forever.

Terran Empire

In the decades following the end of the Xenovore War, the fragile alliance of Human governments collapsed, plunging Human space into an anarchic period. By the 2420s, Earth was the center of a small group of systems called the Terran Union. Admiral Marissa DeValiere, commander of the Sol Defense Fleet, began a campaign of reunification. Her fleet traveled from system to system, reconquering worlds that had fallen under the sway of mobs or petty warlords. By 2436, following not only her successful military campaign but some brilliant political maneuvering, she was made President for Life of the Terran Union... soon to be known as the Terran Empire, and her successors as emperors.

The Empire existed for nearly 300 years, weathering wars with the Thorgons and Ackálans, a civil war, and various periods of internal tur-

moil and other difficulties. By the mid-2600s, the increasingly despotic Empire was experiencing greater unrest than ever, and this eventually led to several rebellions. Most of these were quashed, but gradually feelings of dissatisfaction and revolt spread. In 2703, a band of rebels boarded Emperor Sigismund's flagship and killed him, ending the DeValiere line and the Empire.

THE GALACTIC FEDERATION

The two years following Sigismund's death were a time of tremendous chaos, as factions within the rebel forces tried to become the new rulers of one small piece of the Empire or another, and other worlds and states that had been more or less unwilling Imperial subjects declared their own independence. However, the main rebel government was strong, organized, honest, and well-supported, and most of the subjects of the Empire longed for stability as much as freedom. The Terran Republic, as the new government called itself, handled the transition with aplomb and a minimum of bloodshed. It immediately drafted a new constitution and negotiated diplomatic relations with the Conjoined Civilizations Republic and the Mon'dabi Federation, both of which continued the support they'd provided during the rebellion.

Some Republic officials feared that enemies of the Empire would take advantage of the confusion and apparent weakness of the new government, but fortune was kind to the fledgling Terran state. The rebellion utterly surprised the Thorgons, but they expected the entire Empire to collapse into anarchy and war — a situation they could easily take advantage of. The Hegemony militarized its side of the Neutral Zone and hunkered down to wait for the expected implosion. By the time it accepted that the predicted collapse would not happen, the Republic had already regained control of most of the former Imperial Navy.

As for the Ackálans, any intentions they had of creeping into the antispinward regions of former Imperial space were derailed by their initial encounter with the Roinësh Union as the Ackálian Empire expanded to antispinward. The first Roinësh attack on the Ackálian Border Fleet occurred in 2704, and while generally ineffective, it focused Ackálian attention away from Human space.

THE EARLY REPUBLIC

Meanwhile, the Republic was growing quickly. Between 2704 and 2710, nearly all of the former subjects of the Empire joined the Republic as equal partners — full voting members in a representative democracy. Earth, the spiritual (if not physical) home of many of the Republic's citizens and its most economically powerful planet, was chosen as the capital. The Republic built a new Hall of Government in the megacity of Boswash.

At the same time, the Republic sought to strengthen its bonds with states that had supported it. In 2721, the Republic joined the CCR and the

Mon'dabi Federation in a new over-arching regulatory, free trade, and mutual defense organization called the *Galactic Federation*. As Federation members, each state retained some of its fundamental autonomy but agreed to certain common forms of government — and, more importantly, to cooperate in pursuing peace and higher standards of living for all. All Federation members signed both the Federation Constitution, a document establishing the basic structures and powers of the Federation government, and the accompanying Articles of Federation, a series of treaties governing interstellar law, trade, scientific and technological exchange, education, and the promotion of peace through strength. Malagar IV, a world near the center of the three original governments and the site of one of the key rebellions against the Terran Empire, was chosen through compromise as the Federation's capital.

Almost immediately, the citizens of the Federation began to experience the benefits of belonging to the new government. The most concrete example of this was technological advancement; with the help of the Se'ecra, both the Terran Republic and Mon'dabi Federation had achieved ATRI 12 technology throughout their societies by the early 2730s.

ENEMIES AT THE GATES

Many other governments viewed the Federation's declaration that it was dedicated to promoting peace and prosperity with skepticism, to say the least. Once they recovered from their defensive stance, the Thorgons began acting as pirates along their border, preying on Federation ships and stealing as much ATRI 12 technology as they could. The Ackálans remained cautiously neutral, occasionally provoking the Federation with overt or covert attempts to seize territory in Mon'dabi or Terran space. Restraint on the part of Federation naval officers kept any of these incidents from turning into a full-blown war.

But the worst threat of all was the Varanyi. Realizing that the Federation would soon catch up to their own level of technology, the psionic, acquisitive Varanyi decided to strike while they still had the advantage. In 2763, they forcibly annexed several systems in Se'ecra space. This unprovoked act of aggression started the bitter Varanyi-Federation War, which lasted until 2769 and was terribly destructive and draining on both sides. But through determination, skill, and faith in the righteousness of its cause, the young Federation passed its baptism of fire, forcing the Varanyi to retreat back to their own territory to lick their wounds and brood. By 2790, captured Varanyi technology combined with advances forced by the necessities of war brought the Federation as a whole to early ATRI 13.

In 2812, the Perseid Empire, studiously neutral during the Terran Rebellion and the succeeding wars, recognized the handwriting on the wall and threw its lot in with the ever-expanding Federation. After satisfying the Federation's existing members that they would abide by Federation principles in all respects, the Perseids were allowed to sign the Constitution and Articles. The addition of Perseid territory meant the Federation covered an area

nearly eighty thousand light-years across — almost a third of the entire Galaxy, far more territory than any other government at that time (or today).

By the early twenty-ninth century, the Galactic Federation had become the foremost power on this side of the Galactic Core. It had a thriving economy, powerful combined military force, and extensive cultural influence over even its rivals — the Ackálans, Varanyi, and Thorgons. Many scholars declared this period a Golden Age of peace and prosperity, and for all intents and purposes, they were correct.

THE MANDAARIANS RETURN

Back in the year 2574, virtually the entire Mandaarian species packed up its possessions and left the Galaxy aboard a fleet of FTL ships. At the time their destination and reason for leaving were unknown — all anyone could tell was that they were aimed in the direction of the Magellanic Clouds. For centuries, the reason for the Mandaarian Exodus remained an impenetrable mystery, and countless theories were put forth. In the meantime, both the Humans and Ackálans had swiftly moved in and taken over abandoned, technologically stripped planets and colonies of the former Mandaarian Union.

Late in the year 2843, reports began to make their way back to the Federation that the outermost colonies of the Velarian Confederation, a political entity on the other side of the Galactic Core and an occasional trading partner, were under attack by a voracious and frightening alien invader known only as the Nibu Gemani. Fungoid telepaths, the Nibu Gemani attacked systems by the billions, swarming over defenders with no regard for their own safety and consuming everything in their path. Though it could not confirm these stories, the Federation military began planning for the defense of its own systems.

Before the Federation had much time to begin its preparations, the Mandaarians returned to the galaxy after a nearly three hundred year-long absence. A shockingly-small number of survivors explained the situation in a presentation to a hastily-convened meeting of Federation representatives and other diplomats. The Mandaarians had detected the existence of the Nibu Gemani psychically while the fungoid hordes were ravaging the worlds of nearby galaxies, and determined to destroy them before they could attack the Milky Way. However, the Gemani menace proved too powerful for even the Mandaarians to vanquish and had done an “end run” around the Mandaarian forces to attack the Galaxy. Now the Mandaarians had pursued their surviving enemies back home for a final battle.

With the aid of the Mandaarian delegation, the Federation and Ackálian Empire formed a shaky alliance and sent a sizable portion of their com-

bined fleet to the aid of the Velarians. (The Varanyi, thanks perhaps to their own immense psionic powers, seemed untroubled by the Nibu Gemani.) The war lasted for twelve years before the allies finally drove the remnants of the Nibu Gemani from the Milky Way in 2855. In the aftermath of the war, the Velarian Confederation collapsed, with its various members devoting their attentions to rebuilding after the devastation.

AFTER THE FIRE

Though the Federation paid dearly in manpower and ships for its victory over the Nibu Gemani, its infrastructure remained largely intact. Relations with the Ackálans remained relatively stable in the aftermath of wartime cooperation, and the Thorgons seemed unwilling to risk an attack, so the Federation military returned to previous levels fairly quickly. The second half of the twenty-ninth century was peaceful and prosperous.

In the early thirtieth century, it became clear to the Varanyi that despite having acquired much territory in the former Velarian Confederation space, they were slowly being pushed out of prominence in galactic affairs. Preferring not to risk their military strength, they chose a tactic the Federation had long feared: infiltration and psychic subversion of the Federation government. A chance occurrence allowed a young Federation naval officer to stumble onto the plot. After he convinced his superiors that the threat was real, the Federation exposed the conspiracy, killing several powerful Varanyi in the process. Only a humiliating apology from the *Sh'garothayn* (the Varanyi emperor) averted an all-out war.

The Roin'esh War

During the 2900s, the Roin'esh Union began pressing the Ackálian Empire hard, defeating it on several occasions and taking some territory. In 2931, the Roin'esh attempted to capture several Mon'dabi systems in an effort to flank their Ackálian nemeses. The Federation responded immediately, sending an entire navy to assist the Mon'dabi, and thoroughly defeated the Roin'esh in less than six months.

THE THIRTY-FIRST CENTURY

As the thirty-first century opened, the Galaxy had enjoyed almost a century of relative peace and stability. Though the Federation had rivals of varying levels of friendliness, there had been little violent conflict between them (and that almost entirely limited to small skirmishes and outbreaks of piracy along the borders of Thorgon space). It seemed the sentient species of the Milky Way were at last reaching an age of sustainable peace and freedom...

...and then Istvatha V'han returned.

THE SUPERPOWERS RETURN

In 2017, several years before Tyrannon's last effort to absorb Earth's plane into his own, his chief rival — Istvatha V'han, Empress of a Billion Dimensions — had made her own attempt to conquer Earth's realm. Just like her previous invasions, this one failed, but not at first. Initial successes led her to travel to Earth's dimension in person... and thus put herself in a position where the Champions, the planet's premiere superteam, captured her. Fearing for her life, she bargained for her freedom by signing a peace treaty: she would not return to Earth's dimension for one thousand years, and neither would the beings of Earth invade her realms. After all, what matters a thousand years to an immortal time-traveler? Over the succeeding centuries Humanity forgot about the existence of V'han herself and relegated the Champions to the realm of myth and legend.

In the year 3000, 17 years before the ending of the pact, a Human scientist named Matharas Kolvel was experimenting with dimensional travel technology. Although Federation science was incredibly advanced at this point — enough so that devices once only available as super-technology were within the realm of science — piercing most dimensional veils in any but the most limited ways remained highly theoretical. Seeking to develop a superluminal engine with capabilities exceeding even spacewarp drive, Kolvel tried to create a device that could access dimensions like Hyper-space, but which enabled even faster travel.

The Kolvel Engine worked... though not quite as he had intended. It pierced dimensional barriers, but unfortunately one of those barriers was the one surrounding Istvatha V'han's home plane. The treaty now null and void, she gleefully began preparing for an invasion.

But Kolvel's experiment did more than that. Somehow, in breaking through the dimensional seals, it "re-energized" or "dammed" the ambient magic in Reality, causing it to suddenly surge to twentieth-century levels, and perhaps even higher. Almost overnight, the existence of superpowers and supertechnology became possible once more. But all of that magic returning to Reality flowed for those endless microseconds through a single point in space... the one occupied by Kolvel himself. In that instant, he was transformed into the being called Arcane. (See page 93.)

ENTER THE CHAMPIONS

The Empress of a Billion Dimensions mobilized her vast forces and invaded Earth's dimension in mid-3000. At first she struck at worlds near Earth while attempting to cut it off from outside assistance, hoping to demoralize Humanity with shows of destructive power. Her D-Soldiers emerged from dimensional portals with devastating tactical effectiveness, disrupting supply and communication lines and generally outmaneuvering Federation forces (long out of practice in battles of this scale) at every turn.

But the very event that allowed V'han to return to Earth's dimension carried with it the seed of her eventual defeat. The rise of magic in Earth's dimension brought back the possibility of superpowers, and so within a few days of her attacks beings with remarkable superhuman abilities began to appear across the Galaxy. On Earth, the latest scion of the storied Harmon family donned a suit of powered armor working on principles even he could barely understand and claimed the name Defender from his ancestor. On a far-off colony world, a brilliant scientist survived exposure to a radioactive plasma generator and became the flaming heroine Firedancer. After hundreds of years of hiding her identity, the immortal Empyrean Thalya felt the power of her people flowing back into her body. And an encounter with a strange multidimensional creature brought the legendary Golden Age hero Bulletproof forward over a thousand years in time to continue his battle for truth, justice, and the Human way. These heroes, and several more from many worlds and backgrounds, united under the banner of the Champions. With the aid of the Federation Defense Command, they uncovered the mystical Empyrean artifact called the Mandragalore. Using its remarkable extradimensional powers, they defeated Istvatha V'han and forced her into yet another retreat in a matter of weeks.

A NEW GALAXY

The remarkable victory over V'han's forces and the return of superpowered heroes in the Earth's time of need has set the Galactic Federation ablaze with wonder and curiosity. The fledgling superhero team, based in Millennium City on Earth, has become a media sensation and continues to operate under the auspices of the Federation government. The re-emergence of superpowers, magic, and other strange forces has inspired amazement... and not a little bit of fear, in some quarters... among the people of the Galaxy.

And of course it didn't take long before the heroes' opposite number, supervillains, appeared. By mid-3001, many villains such as the Overlords, Echo, and the Sovereign had begun their evil careers, making the Galaxy a considerably more dangerous place.

THE GALACTIC FEDERATION



ALIENS

You can find more information on many of the alien species referred to in this book (and dozens more besides) in the following Hero Games supplements:

Terran Empire:

Ackálans, Az'arc'a, Fassai, Fex, Kalishari, Kolajik, Malvans, Mandaarians, Mon'dabi, Mostreen, Osathri, Perseids, Qedustiers, Se'ecra, Se-lag, Sholarron, Thorgons, Toractans, Varanyi, Velarians.

Alien Wars: Denebians, Hrac'darese, Jhinu, Rigellians, Vayathurans, Xenovores.

The Galactic Federation is a representative democratic government made up largely of former members of four distinct, previously existing political states and their various protectorates, colonies, and subjects, as well as several dozen more recent members recruited since its formation. Formed in the Human year 2721, as of 3001 the Federation now consists of over three hundred distinct members (most a single self-governing species or smaller political state) and several dozen protectorates (typically single planets with member species still in the process of being “uplifted” to technological parity with the rest of the Federation).

HOW THE FEDERATION FUNCTIONS

The Galactic Federation is a representative democracy which primarily oversees the complex matters of treaty and interstellar law as they apply to its member states. In theory, each member state remains responsible for at least some of its own internal affairs; in practice, most members (particularly those of long standing) rework most of their own laws and practices to match those of the Federation as a whole. Thus, in effect the Federation is a true interstellar government, like the Varanyi Empire or Thorgon Hegemony.

The Federation has two primary working bodies: the General Council Assembly (GCA) and the Federation Security Council (FSC).

The General Council Assembly

The General Council Assembly (GCA) consists of representatives of each member state or constituency. The over three hundred full voting members of the Council receive two votes each, while associate members receive only one. Associate members (who are usually either cadet states in the process of technological uplift, or former colonies recently granted independence) are expected to vote with their sponsoring full member. There are also several Observing Delegations from non-members with interests in the Federation, including trade guilds and religious groups. Each of these defined constituencies chooses its own representative, almost always by direct election.

The Council elects a leader from among its full members. Known as the Prime Minister, he's assisted by a Cabinet consisting of appointed or

elected members who each have responsibility for a particular subject or sphere of authority (the economy, the arts, agriculture, science and technology, and so forth). The Cabinet also includes a Special Representative from each of the four major powers of the Federation (the Terran Republic, the CCR, the Mon'dabi Federation, and the Perseid Empire). Special Representatives are nominated by their respective governments and approved by Council vote (failure to approve an “SR” is extraordinarily rare). The current Prime Minister, a Mon'dabi named Zornwil, is a shrewd politician known as a consensus-builder and tireless behind-the-scenes worker.

The GCA handles most issues of broad importance to the entire Federation, usually by the creation of Committees, some of whom effectively have permanent status since the issues they address never completely go away. The members of a Committee present proposals to the entire Assembly for approval and ratification. Full meetings of the Assembly are widely believed to be notoriously fractious and noisy, but that's a reputation only partially deserved.

The Federation Security Council

The Federation Security Council (FSC), technically a permanent Assembly Committee, oversees two military bodies: the Federation Defense Fleet, an immense space navy supplied by member states; and the Federation Army, which it recruits from member species. It also coordinates member militaries if the Council “calls them up,” which has not occurred since the war against the Nibu Gemani ended in 2855. (Though there were plans in motion to activate the Military Compact Protocols against the forces of Istvatha V'han, her invasion was thwarted by the Champions before the Prime Minister could even call the vote.) The FSC also studies and monitors military and security issues in general; its standing subcommittees include ones devoted to keeping a careful eye on the Thorgons, the Varanyi, the Roin'esh, and various supervillains.

The Federation Judiciary And Three Legal Committees

The Federation has its own judiciary system for enforcing and interpreting the laws and treaties that bind its members (most members also permit an appeal from their courts into the Federation

courts in at least some situations). There are several Low Courts, each specializing in a particular area of law, and a single High Court which handles appeals from the Low Courts as well as matters of the highest urgency between members.

In addition to the courts, the Federation maintains three separate permanent Committees on laws and treaties. The first, the Proposal Group, creates laws based on the wishes and advice of the various constituencies. These proposed bills are sent to the second Committee, the Approval Group, whose members are appointees from the General Assembly; it decides whether to approve the law itself or pass it on to the full Assembly for further consideration. A third Committee, the Removal Group, only convenes when a Federation member makes a proposal in the Assembly to remove an existing law.

Although its member states have given the Federation a great deal of authority, and many member states have mirrored its jurisprudence in their own laws, individual member states retain many of their basic legal systems. The Federation concerns itself first and foremost with matters of treaty, interplanetary commerce, and policing the spaceways between stars. Villains who rob a bank on Earth will be prosecuted according to Terran Republic law, which may treat the offenders differently than authorities on, say, Mon'da. (The main exception would be crimes against Federation personnel, facilities, institutions, or resources, which automatically fall under Federation law instead of local law.)

Malagar IV, The Federation Capital

The GCA meets every year for a deliberative session that lasts approximately nine Human months on the planet Malagar IV. Located about 25,000 light years from Earth near the coreward border of the Terran Republic, Malagar IV is approximately equidistant from the former boundaries of both Mon'dabi and CCR space. It's a very Earthlike world mostly known as the home of Terran Rebellion patriot Allen Traynor and one of the primary centers of organized dissent against the Terran Empire. Most other important Federation offices and bodies have their headquarters on Malagar IV as well; it's estimated that over 55% of the population of the planet works directly for the Federation.

Of course, the Federation maintains countless millions of other facilities and offices throughout its space. The best-known of these are:

- **Harmony Station**, a space station in geosynchronous orbit around Earth. With a permanent population of over fifty thousand sentients and offices and halls for many thousands more, Harmony Station is a shining symbol of the Federation's success in promoting peace, prosperity, and interspecies goodwill. Trillions of Federation Credits (FCs) pass through its banks and trading halls every day, and its museums and Cultural Exchange Centers are the best in the Galaxy.



- **the Federation Military Academy**. Located primarily on the planet Mars, but with numerous facilities elsewhere, the FMA trains officers for service in the Federation's army and navy.

Earth

The homeworld of Humanity and still the capital of the Terran Republic, Earth remains rich, sophisticated, and cosmopolitan. Home to over seventeen billion souls (a number that has stayed consistent for over a century, thanks to urban planning and strict population controls), Earth is a world of "mega-cities" like Boswash, New Atlanta, Millennium City, Calipolis, Nihon, Euro City, Delhi-Bengal and Rio Buenos that each contain many millions, interspersed with protected park space and vast industrial farms. Boswash has replaced Lyons as the planet's capital, though the tiny city that once held the Imperial Court remains independent from Euro City and is a well-known vacation destination.

The rest of the Solar System has been thoroughly colonized. Mars is home to over four billion people, and Venus to hundreds of thousands. Earth's own Moon and some of those in orbit of Jupiter, Saturn, and Uranus have also been colonized, and several at least partially terraformed.

FEDERATION MEMBERS

As of 3001 the following species mentioned elsewhere in this book and the various *Star Hero* and *Champions* supplements are voting members of the Federation (members with an asterisk also are the representatives of a significant number of colonies and outposts with no central government of their own): Denebians, Esagites, Fex, Hrac'darese, Humans*, Jaruma, Jhinu, Kadathari, Kolajik, Korundar, Krsst, Mon'dabi*, Mostreen, Nan, Orthu, Perseids*, Pograckians, Qedustiers, Rigellians, Se'ecra*, Se-lag, Sholarron, Tarmin, Tkaki, Toractans, Vayathurans, Zmm.

The following species are protectorates of the Federation and are in various stages of earning full voting rights: Belaxians, Susethrin.

The following species who were once part of larger empires have declared their independence and *not* joined the Federation: the Ixendar; the Osathri; the Shar'een.

Lastly, the Federation recognizes several alien races with no apparent or known homeworld, and under Federation law members of those races have all of the rights of Federation citizens despite having no representation on the Council. Among these are the Gadroon, who destroyed their own world and now live in small enclaves on various planets in Mon'dabi space.

RIVALS OF THE GALACTIC FEDERATION

Besides the Galactic Federation, the Milky Way contains several other major powers, many of them inimical to the Federation to some degree.

The Ackálian Empire

Located antispinward and "north" of the Federation, the Ackálian Empire is perhaps the most immediate security threat to the Federation, and definitely its most prominent competitor. Since the days of the Terran Empire the Ackálians have expanded away from the ever-growing Federation, taking over territory abandoned by the Malvans as well as the most antispinward territories of the former Velarian Confederation. The most recent intelligence suggests that the Ackálian Empire spans over two hundred inhabited systems at this point and nearly a trillion beings. Only the existence of the Roin'esh Union (see below) has checked Ackálian expansion to antispinward, forcing the Ackálians to look once more toward Human and Federation space.

The primary species of an Empire including about fifty assorted subject species, Ackálians are large, powerful carnivores resembling ogreish monsters from Human myth. Female Ackálians (the larger and more aggressive of the genders) typically stand around 2.0 to 2.25 meters tall and weigh nearly 200 kilograms; males are somewhat smaller. They're covered in sparse, dark fur, and are bipedal with long, thick, non-manipulative tails. Many Humans find their faces particularly disturbing, as they have four all-black eyes set above a mouth full of long, sharp

Ackálian



teeth, and two small mandible-like limbs on either side of the jaw that end in particularly sharp fangs.

Ackálians are well known for their aggressiveness and competitiveness, both among themselves and with outsiders. Ackálian interaction frequently seems to others to be one long struggle for dominance. But the Ackálians hold competitiveness as a major virtue, insisting that evolutionary struggle has made their species clever, warlike, meritocratic, and strong.

Ackálians are pure carnivores, unable to tolerate flora in their diet at all. Ackálian females raise their young on a diet of regurgitated meat and blood, yet another characteristic that makes them less than popular among many Humans.

The Ackálian Empire is a matriarchy ruled by an Empress selected from among the ruling families. As in all matters, the Ackálians employ a ruthless sort of infighting within the courts to make sure their leaders are the smartest and toughest available. In earlier times, Ackálian society was oppressive; however, in recent decades the Empresses have held the reins of society a little more loosely, allowing somewhat more public dissent and personal freedom. Nevertheless, Ackálian society remains very militaristic — virtually all adult Ackálians serve in either the government or military, running society from above while the client species of their Empire manufacture, build, and create for them.

Despite having allied with the Federation in the past against the Nibu Gemani, and the fact that many Se'ecra openly express hope that they'll one day join the Federation in peace, the Ackálians seem to like having the Federation to compete against... and as an eventual target for military conquest. Although the Federation estimates that the Ackálian military, the *Ackorsha*, is at best 70% of the strength of the Federation's forces, Ackálian toughness and aggressiveness may make up for the difference if it ever comes to outright war between the two governments. In the meantime, the Ackálians seem content to make occasional plays for planets and territories on the edges of Federation space, or to attempt to achieve various short-term goals through espionage.

The Malvans

The Malvans, the most technologically advanced species in the known Galaxy, live on Malva, a world not far from the coreward borders of the Ackálian Empire. Hundreds of thousands of years ago, the Malvans ruled much of the Milky Way and fought titanic wars with the likes of the Elder Worm. But for many millennia they have abandoned all interest in the worlds beyond Malva, caring only for their own preoccupations. They possess a high ATRI 14 technology, allowing them to create objects seemingly out of thin air and move ships via drives incomprehensible to Federation science. Their machines keep their society functioning, though the Malvans have long since lost interest in knowing how their technology works, or how to create new and better machines.

Society on Malva defines decadence in the

**Malvan**

Galaxy. Malvans concern themselves only with the pursuit of pleasure, and their jaded tastes are ever desperate for novelty. A thriving entertainment industry operates on Malva — in addition to satisfying the Malvan urge for diversion, it caters to thousands of aliens who come in search of amusements unavailable or illegal elsewhere. The most famous spectacle on Malva is the arena, where gladiators, mercenaries, and alien beasts battle.

The Mandaarians

After returning to the Milky Way Galaxy in 2843 (see above), the Mandaarians reclaimed their homeworld Mandaar and all the other worlds they used to control which had not been seized by the Ackálíans, Humans, or other species in their absence. They now find themselves wedged between the Federation and the Ackálían Empire — a potentially precarious position despite their high ATRI 13 technology, psionic powers, and other resources. They have turned down several offers to join the Federation, preferring their independence for some reason. They trade with the Federation and the Empire a little, but for the most part seem to enjoy self-reliance as much as political neutrality. It remains to be seen what role, if any, they will play on the galactic stage now that superhumans have returned.

The Roin'esh Union

The Roin'esh Union is a large interstellar government located antispinward of Ackálían space and spinward of the Varanyi Empire (including some, but not all, of the territory of the former Velarian Confederation). Unknown to Humanity, the Mon'dabi, or the Ackálíans during the time of the Terran Empire, it emerged as a major player in Milky Way politics early in the Federation era. It has fought repeatedly with the Ackálían Empire, and once with the Federation.

Federation officials and scientists know relatively little about the Roin'esh (much less their subject species). They are humanoid, with brownish-grey skin, small eyes, short, fine hair on their heads and backs, and a series of distinctive vertical furrows on their foreheads. Their social structure and customs seems roughly similar to those of Humans or Perseids.

Despite the fact that their Union (really an empire) is smaller than the Ackálían Empire or Galactic Federation (and they themselves probably less numerous than any major Federation species), the aggressive Roin'esh are considered a significant threat to galactic peace for one reason: a large minority of them have the power to change their shape to that of any other humanoid. Whether this is a natural ability, or one induced through genetic manipulation or some other scientific process, remains unknown to the Federation — but the implications of the ability do not. It makes the Roin'esh the ultimate spies, infiltrators, and saboteurs, which enhances their military might far more than just having more ships and soldiers would. For now, the Roin'esh threat seems far away from most of Federation space... but that could change very quickly.

The Roin'esh



**Thorgon**

The Thorgon Hegemony

The Thorgon Hegemony controls a broad but relatively sparsely-populated area of the Galaxy rimward of the Federation. Once a genetically-engineered cadet race to an advanced species called the Ergons, the Thorgons overthrew their masters and enslaved them over a thousand years ago. Bred for soldiering, the Thorgons are notoriously unemotional, determined, and cruel, utterly without mercy or empathy. They believe in self-improvement through any means, and are particularly fond of controlled-breeding and genome-manipulation programs. Their lack of creativity has stifled their scientific advancement in areas other than genetics; what progress they have made has largely come from the species they've conquered, technology stolen or otherwise acquired from other species, and espionage. The presence of the Federation prevents them from expanding coreward, and they're brushing up against the Galactic Rim in the other direction. They seem to be running out of options for growth, and such a society is always a danger to itself and others.

Thorgons are humanoid in appearance, with base skin tones ranging from yellow to orange and bright red stripes on their backs and arms. Their eyes are pupilless and red. Bred for combat, they have excellent nightvision and superior hearing.

The Thorgon government resembles a military bureaucracy. It's led by a Central Command Council primarily consisting of generals and their advisors. Thorgon military commanders are notoriously paranoid, and the Council is carefully balanced to keep any one leader from gaining too much power. Potential emperors have arisen several times in the last few hundred years, and each time the over-

reaching general's opponents have allied against him and brought him down.

The Thorgons regard the Federation (and Humanity in particular) as an enemy, though the ongoing war has been in a "cold" stage for hundreds of years. Occasionally the Thorgons have allied with the Ackálans, but never for any length of time; it's possible they might ally with the Roin'esh or the Varanyi, giving those species a foothold on the other side of the Galaxy.

The Varanyi Empire

Several centuries ago, the Varanyi Empire was the most powerful state in the Galaxy. As the Terran Empire rose and seized the territories once held by the Xenovores, the Varanyi were the rival they were most cautious in their dealings with. But as of 3001, the Varanyi seem eclipsed by the Federation, which may not be able to match their psionic prowess but has become every bit as wealthy and technologically advanced.

Despite this, the Varanyi remain a danger to the Federation. A proud, even arrogant, species with a psionically powerful upper class (the more crests a Varanyi has on his head, the more powerful his mental abilities), they organize their society into clans. Technologically they were among the first of the current powers to reach both ATRI 12 and ATRI 13, and so have more experience with and knowledge of such advanced devices; their Star Galleons remain some of the most powerful starships in existence. Some people believe that a conflict between the Varanyi and the Federation is inevitable, given desire for growth and resources in a finite Galaxy, and no one can accurately predict who would win that war.

**Varanyi**

LIFE IN THE GALACTIC FEDERATION

The Galactic Federation is a wondrous place, home to hundreds of sentient species, millions of vibrant cultures, and technology that only superhumans possessed in the early twenty-first century.

Daily Life

In the Galactic Federation, individuals enjoy a level of freedom and comfort unequaled in history. Robots and computers handle almost every unpleasant or dull task. Though some imbalances of wealth still exist, many goods are available free to anyone who wants them, so the average citizen on most member worlds enjoys an extremely high standard of living. Though it's obviously difficult to generalize about a society consisting of thousands of inhabited worlds and home to trillions of sentient beings, there are a few constants across the starways.

MONEY

Although the Galactic Federation is in many respects a post-economic entity, when it needs money it uses the *Federation Credit* (FC). The FC is an electronic currency accepted not only on every member planet, but virtually everywhere throughout the Galaxy. Barter remains popular in some parts of the Galaxy, including among the Mon'dabi (the idea that Mon'dabi can't or won't understand the concept of money is exaggerated in popular culture, where it's a common source of humor).

The FC trades at relatively stable rates with the Varanyi *she'mra* and the Catavalan *scra*. It's the standard unit of currency in the Thorgon black market (since the centralized Thorgon government officially has no need for currency, as it owns everything within its borders and parcels out supplies as needed with perfect efficiency, or so it claims).

THE DATANETS

The datanets of the Galactic Federation provide citizens with the same sort of ability to retrieve information as the Internet did to people of the twenty-first century, but for a much broader range of subjects and with far greater speed and accuracy. An intricate system of unmanned beacons that transmit messages from system to system through Hyperspace, called Hyperspace Relay Networks (HRNs), allows people to broadcast messages. As of 3001, a civilian commercial message can travel by HRN as far as 20,000 light-years in a single day (military signals, which use both public HRNs and their own private nodes, travel faster than that).

Datanet use costs nothing throughout the Federation for basic use (which covers virtually anything an everyday person would need to use it for). Advanced queries, or queries to distant worlds, may incur trivial charges.

With access to a planetary datanet, a citizen can tap into nearly the sum total of knowledge possessed by all Federation species. Accessing new

items (such as any book or video less than a year old) may entail a small fee. In game terms, a datanet has KS: Everything The Federation Knows 60- and SS: Every Science The Federation Knows 40-, but at the GM's discretion the penalties listed in the sidebar on page 43 of *Star Hero* or the rules on page 92 of *Terran Empire* may apply. Anyone using the datanet can answer a simple question in 1-3 Segments; more complex questions take longer (up to several hours, not including any delay caused by contacting other datanets.)

MINIFACS

A minifac (short for "miniature factory") is one of the most common household appliances of the thirty-first century. Minifacs use techno-nanites to build common, legal, comparatively simple objects from the molecular level up, based on the programs they've been supplied with — most common household items like basic tools and replacement parts, furniture, or pretty much any object smaller than a refrigerator and without too many moving parts. Creating an item usually takes from about 2 Segments to 1 Turn, depending on complexity, the minifac's power supply and efficiency, and other factors. Minifacs can also create food items out of basic building blocks, but while safe to eat they're notoriously "not quite right" if the user tries to create complex meals. Minifac "recipes" for unusual or interesting items are popularly traded on datanets. (Corporations, the government, and the military have access to minifacs much larger and/or more powerful than those available to most civilians.)

Since minifacs can create so many basic staples of daily life for nothing (or virtually nothing), Federation society has come to revere the creative work of artisans considerably more than Humans did a millennium ago. Anyone can have a minifac make a violin according to a recipe, but serious musicians still prefer (and pay top dollar for) an instrument made by a talented craftsman, who can create one with a unique and more attractive tone than the minifac could possibly emulate. Likewise, a piece of art created by hand costs considerably more on the open market than one generated by minifac.

TRANSPORTATION

Antigravity technology is commonplace in the Galactic Federation, and though it's possible to encounter earlier forms of transportation, especially in out-of-the-way places and on lower-tech colony worlds, gravplanes and gravsleds are by far the most common vehicles on most planets. Gravplanes, which are easily capable of both surface-to-orbit travel and in-system travel between nearby worlds, handle most freight and business traffic, while gravsleds are the most common vehicles seen within the massive cities on most Federation worlds.

The Spacewarp drive was developed by a joint project between Human, Mon'dabi, and Se'ecra scientists in 2790. Once it became the standard method of propulsion for starships in the twenty-ninth century, the Galaxy was suddenly a drastically smaller place — Federation citizens could now

SPACEWARP SPEEDS

The highest-end Spacewarp drives available in the Galactic Federation travel at approximately 2 light-years per minute, allowing them to cross the entire Federation (which is nearly the length of the Milky Way, though less than half as wide) in about four weeks, or travel from Earth to Proxima Centauri in a little more than two minutes. More common Spacewarps move at either one-half or one-quarter that maximum speed.

In comparison, the best Hyperdrives (which are considerably cheaper to operate and require less skill, equipment, and crew to maintain) move at about 600 light-years per *day* (about as fast as the slowest Spacewarp), meaning it takes a bit more than five months to cross the Federation using one. Displacer drives are similar to Hyperdrives in overall effectiveness, but require considerably less maintenance.

travel from one side of the Galaxy to the other in less than two months. In 3001, the most advanced Spacewarp drives are capable of completing the journey in four weeks.

The Hyperdrives and Displacer drives used predominantly during the reign of the Terran Empire and in the early decades of Federation rule are still found on spacefaring vessels all over the Galaxy — not everyone in the Federation needs to travel tens of thousands of light-years quickly. While all Federation military vessels and commercial couriers have Spacewarp drive, planetary/system defense forces still use security and military vessels with Hyperdrives.

Displacer Beams

For short-range trips — typically nothing longer than the distance from the Earth to its Moon — people can use a technology developed in the mid-2900s: the *Displacer beam*. A “DB” transports a person instantly through Hyperspace to his destination, much in the same way a Displacer drive moves a ship, but since the distance is so short the trip seems almost instantaneous. For maximum safety, Displacer beams require special booths both to send and to receive, but if necessary it’s possible to “Displace” a person or object to a location without a booth, or use a booth to “pick him up” from an ordinary location.

The DB has changed society in many beneficial ways. It’s made transporting cargo from ship to planetside, or sometimes from one world to another, ridiculously easy compared to old methods. It also allows people to travel easily and instantly from one city (or even world!) to another, or to live in remote locations while effectively retaining all the benefits of living in a big city. Federation military and security forces have had to develop a wide range of new tactics and technologies to take advantage of, or protect against, the use of DB.

Technology

The Galactic Federation ranks at 13 on its Available Technical Resources Index (ATRI) scale. The other major powers in the Galaxy — the Ackálans, Varanyi, Thorgons, and Roin’esh — are all ATRI 13 as well, though at varying stages of development within that ranking (the Varanyi tend to have the most advanced technology in most areas). One species, the Malvans, has high ATRI 14 technology, making it powerful enough to fend off any of the others despite their greater numbers.

ENERGY PRODUCTION

The most recent advancement in the field of energy production brings to the Galaxy an almost unlimited source of power. *Zero point* technology, which involves drawing out the energy inherent in space itself (and perhaps, some scientists theorize, from adjacent, uninhabitable dimensions), was first theorized in the twentieth century but not actually achieved until the twenty-seventh and not made efficient for a hundred years after that. Thanks to

the invention of the compact, ultra-efficient Casimir Power System (“CPS”) in 2933, starships can travel faster and further, and people can establish homes, bases, and colonies almost anywhere without having to figure out how to power the new facilities.

Although developing a local CPS may take longer than using a standard antimatter power plant, the amount of power produced on a consistent basis by zero point energy technology in comparison to its predecessors makes it the number one choice of engineers in almost every field. (And what’s better, it’s much safer and easier to use than antimatter tech.) But people throughout the Galaxy still use antimatter power plants for many different purposes. Because antimatter originally powered the majority of the Federation fleet, one is more likely to encounter vessels powered by antimatter than by a CPS.

INFORMATION TRANSMISSION AND STORAGE

Biocomputers have revolutionized data processing on a galactic and personal level in the thirty-first century, thanks to the development of technology that makes it possible to reliably store information in organic matter. Conversion modules transform standard energy into biochemical energy to power these “living computers,” making it possible for the cells to survive off the energy provided by a standard battery.

Processor cell farming is a rapidly growing scientific industry. The farms consist of enormous vats of synthesized and genetically modified organic material. Scientists engineer the cells to retain and relay information in the form of electronic impulses. Because the efficiency of these cells differs from manufacturer to manufacturer, some personal hand-held computers found in the thirty-first century may contain as little as 500 cells, while supercomputers used by the militaries and governments throughout the Galaxy may utilize over 5 billion processor cells.

MEDICINE

Advanced cloning techniques and nanotechnology have combined to provide the average citizen of the Federation with an unprecedented level of medical care. Before the invention of nano-cloning, lost limbs and failing organs were either replaced by cybernetic implants or not replaced at all, resulting in disability or even death. Nano-cloning treatments allow physicians to decode a patient’s DNA and recreate any group of cells, organs, or limbs. With proper programming, the nanobots can even make the re-grown body part healthier than it was before. Whereas in the past physical enhancements were made with drugs and cybernetics, thirty-first century people looking for an all-natural edge can simply have new and improved body parts grown for them.

Cybernetics remains a popular and less expensive option for personal augmentation on many worlds, in part because it offers enhancements not available with nano-cloning. Multi-spectrum visual

detection as well as sub- and super-sonic audio perception are just a few of the improvements available only from cybernetic implants.

PERSONAL WEAPONRY

Inevitably, the advancement of technology has led to more powerful and deadly weaponry. As of 3001, the weaponry of the major galactic powers falls into three categories: laser and plasma weapons (both described in *Terran Empire*, though the weapons of 3001 are deadlier and easier to use); and disintegrator weapons.

Disintegrators fire an accelerated energy particle that breaks down the molecular cohesiveness of anything it comes in contact with. Ineffective against targets with energy force fields, disintegrators are deadly against regular field armor and living flesh. They were initially developed in 2955 by Federation scientists but because of their devastating power have been produced in a limited quantity. Generally speaking, they're only available to special operations military units and security forces tasked with protecting high-ranking government officials. But of course, the Federation hasn't been entirely successful in keeping the weapons out of the wrong hands — in fact, it's not uncommon to find members of galactic crime syndicates in possession of disintegrators.

Basic Disintegrator Pistol: *RKA 8d6, NND (defense is an ED Force Field or Force Wall; +1), Does BODY (+1) (360 Active Points); OAF (-1), 8 Charges (-½). Total cost: 144 points.*

Federation Subcultures

THE BUSINESS AND FINANCIAL WORLD

Although most of what people need for their everyday lives they can create with minifacs, there are still many goods that they can't create, or which it's cheaper to manufacture and distribute by other means. Therefore businesses of many different types still thrive within the Federation.

Allowing for technological changes such as the invention of the minifac, the actual mechanics of business and interstellar trade have changed very little over the last millennium. Countless small businesses still try to make enough money to stay alive, and a few ultra-successful ones have grown into enormous corporations. The only difference in the era of the Galactic Federation is scale; the largest corporations of the thirty-first century have profits that dwarf the gross product of planets.

Major corporations in the Federation must abide by local planetary laws where applicable, as well as any relevant Federation laws. In interplanetary space Federation law regulates all business activity directly.

Corporations of the Galactic Federation

There are billions of active corporations and small businesses registered in the Federation. Some that may be of interest to GMs and players include:

Advanced Concepts: Known a millennia ago as ACI (Advanced Concepts Industries), this corporation maintains an enormously wide range of interests. Its most profitable ventures are in colonization and off-world mining operations, starbase construction, mass market restaurants and food services, and three-D entertainment production. It also maintains strong but less publicly well-known holdings in biotechnology and pharmaceuticals. Its CEO, Shawn Beatty, is a handsome (and famously eligible) bachelor in his early forties well known for his business acumen and cutthroat, emotionless style.

Harmon Industries: Still active and based in the Millennium City region on Earth after more than a thousand years, Harmon Industries manufactures robots, "mechanical enhancement" suits (both combat and industrial models), mechanical parts for heavy equipment and transportation, starships, and many other products. Currently run by Delilah Harmon and administered by several other family members and close friends, HI has a number of lucrative government contracts. It's one of the most influential businesses on Earth, and has facilities on most of the Heartworlds (the core worlds within 5,000 light-years of Earth) and in many other places.

Intergalactic Planetary Forms: IPF is one of the Galaxy's leading terraforming firms. Once it renders a planet habitable, it takes a small percentage of all of the business and trade done there for up to a century. The "royalty fees" it receives more than cover its enormous expenses, making it one of the most profitable business in the Galaxy and its owners, the Gallo-Garcia family, among the wealthiest Humans.

King Arsenal: Based on Mars and dating back to the mid-twenty-fourth century, KA remains the largest manufacturer and supplier of personal sidearms and other energy weapons to the Federation and many other governments.

THE ESPIONAGE WORLD

Officially, with so much of the Galaxy currently at peace, there's considerably less need for governmental espionage than during the days of the Terran Empire. But with the Thorgons, Ack-álans, Varanyi, Roin'esh, and various lesser threats (such as Hzeel organized crime) posing potential threats to the Federation, intelligence activities are alive and well. While technically each member of the Federation may maintain its own intelligence service, the Federation has established the Federation Intelligence Committee, and most members simply subordinate their espionage activities to those of the FIC. The FIC also maintains a massive database of information for use by member states.

Given the freedom of trade between the various member states of the Federation, not to mention trade agreements with outside entities, corporate espionage is a thriving business. "Professional adventurers" and mercenaries can find plenty of shadowy but gainful employment uncovering the trade secrets of rival megacorporations. As long as violence remains minimal and the general trade climate doesn't suffer, the Federation expects and tolerates a certain amount of "corporate roughhousing."

AUTOMATA

The rights of AIs and other automata remains a bit of a sticky situation in the Federation. The Se'ecra and other CCR races have a long tradition of granting civil rights to automata who agree to follow specific laws regarding reproduction and behavior. Both the Terran Republic and the Perseids traditionally have treated automata as second-class citizens at best, with strict laws against the intentional creation of fully-sentient AIs. The Mon'dabi culturally have had a great resistance to the idea of artificial intelligence, and their laws forbid the creation of or trafficking in AIs (though not necessarily the ownership of AIs legally purchased elsewhere).

Under the Federation Constitution, artificially sentient beings such as automata have basically the same civil rights as living sentient beings. But unfortunately it's not uncommon to find them treated poorly, and their rights ignored or denied them, in some parts of the Federation. Federation officials are working to eliminate this injustice, but changing attitudes will take time.

THE LAW ENFORCEMENT WORLD

The Federation maintains the Federation Security Patrol (known as “FSP” or simply “Security”) to perform its law enforcement duties. These primarily include dealing with matters like smuggling, piracy, crimes committed in high space, crimes against the Federation itself, and criminal activity beyond the scope of any one world or member state. Members have their own local police agencies, such as the high-profile, highly-acclaimed Terran Bureau of Investigation (TBI) of the Terran Republic. The FSP often works closely with local agencies, extending the full scope of its manpower and enormous resources to help keep crime to a minimum. How all of these agencies will adapt to handling superpowered criminals, or interact with the costumed heroes who have recently emerged, remains to be seen.

THE MILITARY WORLD

As mentioned above, the Federation Security Council oversees the various branches of the Federation military, which primarily include the Federation Defense Fleet and the Federation Army (the former is much larger and more important than the latter, but some problems can be solved only by “putting personnel planetside”). The main purpose of the Federation military is to deter aggression by the Thorgons, Ackálians, and other potential enemies, and in this it has succeeded admirably. Given the size, tactical and strategic sophistication, and technology of the FDF and FA, few powers in the Galaxy could hope to stand against the Federation in an all-out war.

In addition to its more traditional military roles, the Federation military also conducts missions of exploration, guards trade convoys, assists with (or sponsors) scientific research and investigation, and so forth. Federation popular culture of 3001 tends to consider blatant militarism garish and uncouth, so FDF and FA officers and recruits tend to emphasize the exploration and “job preparation” aspects of military service over the need to defend the Federation against its enemies. Nevertheless, military service remains an honored profession, and nearly a prerequisite for any sort of major political career.

The Federation military’s slow and awkward response to the V’han invasion has caused some experts to question the readiness and training of Federation forces. It may be that significant change is about to come upon the Federation military... which would no doubt cause great concern among the Federation’s rivals and enemies.

THE MYSTIC WORLD

As of 3001, there are very few true practitioners of magic in the Galaxy, since true magic’s only just returned. Most who claim mystic power are fakers, scam artists, or crackpots. A few mystics understand the arcane ramifications of the Kolvel Event, but as yet they have not formed any sort of mystical organizations or cults like DEMON or the Circle Of The Scarlet Moon of ages past.

THE RELIGIOUS WORLD

Within the Galactic Federation, religious freedom prevails. There are literally thousands of religions followed by sentients across the stars, and for the most part faith is considered a private matter free from governmental interference. Most Federation cultures consider aggressive proselytizing the height of ill manners, though healthy religious debate is acceptable (and on some worlds, thought of as entertaining).

Most Terran religions have survived the passage out to the stars. Christianity, Judaism, Hinduism, Shintoism, and Buddhism all still have billions of followers spread across half the Galaxy, though most are still centered on the Heartworlds. Among more recently-created religions, the Galactic Church of the Creator remains while others have died out or diminished to tiny sects on one or two worlds. (See *Terran Empire*, pages 98-101, for information about these and other religions of the Galaxy.)

The other religion that has had the greatest effect within the Federation over the last two hundred years is the Seécra belief system *Chet’rar*. In many ways more a philosophy than an actual religion, Chet’rar has been expanded by various followers into half-a-dozen major variations and hundreds more minor ones, some of which blend with existing religions like Buddhism or Confucianism.

As of yet, no major religion has officially addressed the sudden appearance of superhuman beings. But it’s certainly a common topic of discussion and may lead to some schisms and religious crises as more people come into direct contact with the superpowered.

STAR HERO TERMS



Most of the information about the Hero Universe setting between the superheroic periods comes from the various published *Star Hero* supplements (such as *Terran Empire*, *The Spacer's Toolkit*, and *Alien Wars*). The text below provides brief descriptions of a few species and important entities. If you're interested in learning more, please refer to those books.

Ackálíans: An aggressive, warlike, humanoid species. They have four eyes and small, fanged, mandible-like limbs on either side of their mouths. They're covered with sparse black or brown hair, and have thick, non-manipulative tails. They are pure carnivores, live in a matriarchal society (the females being noticeably larger than the males), and are intensely competitive.

Ackálian Empire: The government of the Ackálíans, and a rival to the Galactic Federation — sometimes a peaceful one, more often a not-so-peaceful one. Humanity and the Ackálíans have generally been, at best, on cold war terms for most of the past six hundred years, though they did ally to fight the Roin'esh. Some analysts think it inevitable that the Ackálíans will eventually join the Federation, though others believe the innate competitiveness of the Ackálíans means they will never join an organization they can't dominate.

Ackorsha: The Ackálian military, consisting of both space and ground forces.

ATRI: Available Technological Resources Index, a measure of a species's technological advancement.

Az'arc'a: An alien species whose members are spherical masses of glowing, intelligent plasma. They cannot survive the gravity fields close to planets but exist in interstellar space. They seem to possess highly advanced knowledge of science, mathematics, and philosophy. They have only limited contact with the "solids," as they refer to the other sentient species of the Milky Way.

Belaxians: A short, reptilian species from a high-gravity world. Standing between three and four feet high, Belaxians are well-known in their sector for both their strength and their fierce competitiveness at games and sports. Rampart of the Champions is a Belaxian.

Conjoined Civilizations Republic: A group of alien species antispinward of the Terran Republic. The CCR is one of the Four Great Powers of the Federation. It was originally organized by the Se'ecra and several of the first species that it "uplifted."

Denebians: Humanoid aliens vaguely resembling shell-less turtles. The Denebians were one of Humanity's first "client states" even before the Empire.

Fex: Felinoid aliens from the planet Fexao. Calm, polite, and honest, they have been allies (or subjects) of Humanity since the Xenovore Wars.

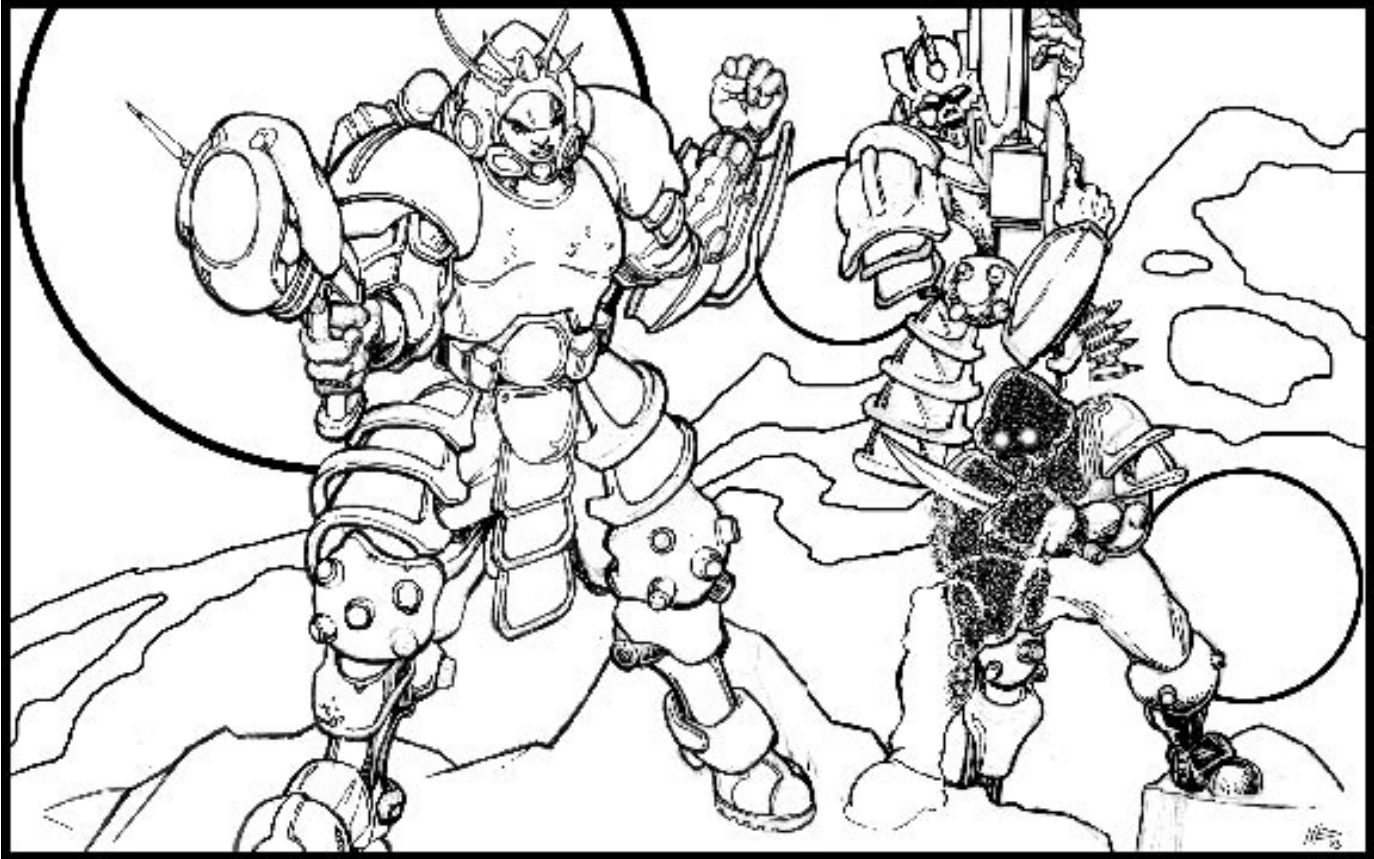
Heavies: Humans or aliens genetically modified to live on worlds with high gravity; they tend to be larger, stronger, and tougher than normal members of their species.

Heartworlds, the: The core Terran Republic worlds within about 5,000 light-years of Earth.

Kairensha: The Ackálian intelligence service.

Kalishari: Humanoid alien species conquered by the Thorgons thousands of years ago. They are a nocturnal species, with short tails and skin that changes color in tune with their emotions. The Galactic Federation has tried for over a hundred years to negotiate their freedom from the Thorgon Hegemony, without success. Charm is a Kalishari.





Mandaarians: A highly advanced humanoid species who remain something of a mystery to the other species of the galaxy. Until the mid-twenty-sixth century they maintained an insular society. They only rarely interacted with other species and maintained a strict policy of “non-interference” with the development of the other major species. Other species, most particularly the Se’ecra, have inferred that the Mandaarians consider themselves responsible for the other species and are somehow guiding and observing them as they develop.

In 2574 the Mandaarians detected the existence of the Nibu Gemani in a neighboring galaxy. Fearing the damage the fungoid aliens could do if they attacked the Milky Way, the Mandaarians as a species chose to leave their own worlds behind and venture out to battle them in intergalactic space. The mystery of the “Mandaarian Exodus” was not solved until their return in 2843, which was quickly followed by war with the Gemani. After the war, the surviving Mandaarians returned to their worlds, where they’ve spent the last two centuries rebuilding.

Malvans: Alien humanoid species, formerly the rulers of an immense empire that controlled much of the Galaxy several hundred thousand years ago. They have become decadent and now only pursue their own exotic pleasures, while fantastically powerful technology (ATRI 14) maintains their society. Firewing is a Malvan.

Martians: Humans genetically engineered to live on Mars or similar low-gravity, low atmospheric pressure worlds.

Mon’dabi: A tall, reptilian species, territorial, vegetarian, and skilled in trade. They are the dominant species in the Mon’dabi Federation.

Mon’dabi Federation: Located to the antispinward side of the Terran Republic, the Mon’dabi Federation is one of the Four Great Powers of the Galactic Federation. It has been an ally of Humanity since it assisted in the overthrow of the Terran Empire. Traditionally it has been an enemy of the Ackálans, and remains deeply distrustful of the Empire.

Nibu Gemani: A strange, fungoid alien species that attacked the Milky Way Galaxy in the mid-twenty-ninth century. See page 113.

Odrugarans: The species of mentalists who organized and control the Star*Guards (see page 66). They look like hairless Humans stretched lengthwise until they stand over 7 feet tall; they have extraordinarily long limbs.

Osathri: Catfish-like aliens conquered by the Terran Empire. When the Republic was formed they were offered membership but refused, preferring to remain independent. They are nevertheless a fairly common sight in the Federation; they use watersuits and hover-platforms to get around on dry land.

Perseids: Also known as Dorvalans, this humanoid species has black skin and knobby growths on the forehead and shoulders. They are considered conservative, loyal, disciplined, and principled. Star*Shield is a Perseid.

Perseid Union (formerly, Empire): The fourth and last to join of the Four Great Powers in the Galactic Federation, the Perseids control dozens of star systems spinward of the Terran Republic. They have come increasingly under the influence of the Se'ecra over the last couple of centuries, and tend to vote with them on most issues.

Rigellians: A humanoid alien species, with blue-green to blue-black skin. They were one of Humanity's first "client states," and later a possession of the Terran Empire.

Roin'esh: Shapeshifting humanoid species with brownish-grey skin, small eyes, short, fine hair on their heads and backs, and a series of distinctive vertical furrows on their foreheads. For centuries they were part of the Malvan Empire, but the Malvans forgot about them. They slowly built an empire of conquered worlds until they ran into the Ackálíans in the early twenty-eighth century. The Ackálíans dealt them a bitter defeat and they retreated to their own territory for about one hundred and fifty years, reemerging in the 2920s only to lose another war to the Federation.

Se'ecra: Insectoid aliens resembling enormous humanoid beetles, with vestigial wings and tough shells. Their language is based on wing-flutters, gestures, and scents (they use small translators to communicate with other species). They are the most dominant and influential species within the Conjoined Civilizations Republic, one of the Four Great Powers in the Galactic Federation. They have comparatively short lifespans (about 30-60 years after completion of their larval stage), and so maintain an exhausting and energetic pace of life. They

are intensely curious, thoughtful philosophers with a reputation as "meddlers" in the affairs of other species. They actively promote the "uplift" of less-advanced species.

Se-lag: Alien species resembling overgrown Terran otters with six limbs. The Se-lag are members of the CCR and are noted explorers, linguists, and diplomats. They often represent the CCR or the Federation as government officials, interpreters, and merchants.

Selkies: Humans (or other species) genetically modified to live in aquatic environments. While most cannot actually breathe underwater, they tend to have sufficient lung capacity to stay submerged for minutes or even hours.

Sholarron: Alien species of parasites similar to Terran centipedes. They cling to the spines of non-sentient beings and control them as hosts psychically. They have long been members of the CCR and are traditional allies of the Se'ecra.

Spacers: Humans (or other species) genetically modified to live and work comfortably in low-/zero-gravity environments.

Star*Guard: An interplanetary force of agents controlled by the Overseers of Odrugar and dedicated to preserving law and order and battling the forces of evil. See page 66.

Susethrin: A primitive, ophidian alien species in the process of being uplifted by the Se'ecra. Gavis Gan (page 55) is a Susethrin.

Terran Empire: The Human government from 2436 to 2703 AD, when Earth and its various colonies





and subjects were ruled autocratically by a series of emperors. Some consider it a period where Humanity showed its strength and character, rising from the ashes of a destructive war to form one of the galaxy's most powerful political and social entities, while others condemn it as a time of oppression, political corruption, and moral decay. See *Terran Empire* for extensive information on this period and its events, people, and technology.

Thorgon Hegemony: The government of the Thorgons. The Hegemony controls a great deal of territory rimward of Federation space, but has comparatively few habitable worlds. It has fought several wars with Humanity over the last five hundred years, without much success; its efforts at espionage have worked a little better.

Thorgons: A humanoid alien species with orange-yellow skin and red stripes, and translucent orbs for eyes. Bioengineered as a warrior species by their predecessor species, the Ergons, the Thorgons are militaristic, aggressive, and cold. They use genetic manipulation on themselves extensively in efforts to improve their genome.

Varanyi: A humanoid species, slender with brown skin and a varying number of crests on their heads. A psionically powerful species, the Varanyi rule an empire on the far side of the Milky Way from the Galactic Federation. Their society is a "psiocracy," where the most psionically strong rule; the more head-crests a Varanyi has, the more extensive his mental powers and the higher his

position in society. Sage is a Varanyi.

Velarian Confederation: A collection of approximately thirty spacefaring species on the other side of the Galactic Core from the Galactic Federation, led by a humanoid species called the Velarians and also including species like the Catavalans, Fassai, and Pograckians. The Confederation collapsed after the war with the Nibu Gemani. Some of its former members have joined the Catavalan Union, but others have been conquered, or are ripe for conquest, by the Varanyi, Ackálans, or Roin'esh.

Venwordien IV: A world located in Federation space between the Terran Republic and Mon'dabi Federation. During the Terran Empire period, it was a haven for pirates and other criminals. Since falling under the jurisdiction of the Federation Security Patrol, it's become a much less dangerous place, but is still rather wild, untamed, and criminalistic compared to most Federation worlds.

Xenovore Wars: A devastating war fought by Humanity against the invading Xenovores, primarily between 2339 and 2397 AD. The events of the war led to the foundation of the Terran Empire.

Xenovores: A horrific, predatory alien species that fought a decades-long war with Humanity in the 2300s and was nearly wiped out in the process. Small, scattered enclaves of them still exist at the edges of civilized society.

chapter three:



L. Frank 5/2004

A PILE OF BRICKS

EXAMPLE BRICKS

CHAMPIONS 3000



CAMPAIGN PARAMETERS

The Champions 3000 team is built for a campaign in which starting characters are built on up to 700 Character Points (twice as many as the Standard Superheroic characters who created the first Champions team a thousand years ago). They receive 550 Base Points, and may take up to 150 Character Points' worth of Disadvantages (with a maximum of 75 points from any one type of Disadvantage). The GM felt that 150 points in Disadvantages was enough to round out the characters and create lots of story hooks, without overly hindering them. (One character, Bulletproof, starts the campaign with Experience Points to represent the fact that he has prior crimefighting experience.)

The campaign doesn't have any specific point or effectiveness ceilings (see *Champions*, page 130). However, the GM expects most Attack Power-based abilities to have around 90-120 Active Points, most characters to have about 30-50 points of defense in most situations, and most characters to have CVs in the 10-15 range in most situations. The average SPD tends to be around 5-7, but higher SPDs are much more common than in typical Champions games.

Membership: Defender, Bulletproof, Thalya, Fire-dancer, Gavis Gan, Sage, Rampart, Charm.

Background/History: The latest incarnation of the Champions was forged in battle against the invading forces of Istvatha V'han in early 3000. Having already captured several planets and established a beachhead in our reality, V'han's D-Soldiers attacked Earth in waves beginning in May of that year. Defender, who had already debuted as a costumed crimefighter, teamed with the cosmic hero Star*Shield to protect the Lunar Defense Garrison. After their success they agreed to work together as partners for the duration. Meanwhile, battalions of D-Soldiers were besieging Earth's capital, Boswash, and several heroes found themselves working together to help conventional forces defend the city. One battle teamed Thalya and Cateran with two powerful alien diplomats, Sage and Gavis Gan. Defender and Star*Shield returned to Earth and found themselves fighting alongside the time-lost hero Bulletproof and his newfound partner, the Kalishari rogue Charm.

During a brief break in the ongoing battles, Defender and the commander of the Terran Republic military, Admiral Zachary Stewart, agreed to create a special unit of superhuman operatives to work together to find an alternative means of defeating V'han. They issued an interplanetary call for more heroes to join the group, which by Defender's request was called the Champions after his illustrious ancestor's team. Within a few days two heroes had responded: Firedancer and Rampart.

Defender and Thalya came up with a plan to defeat V'han, which involved recovering the legendary Empyrean weapon called the Mandragalore. The heroes divided themselves into several teams to track it down. During the quest they encountered a small army of Lemurians and the new supervillain Arcane (secretly Matharas Kolvel, the scientist inadvertently responsible for V'han's return). Eventually Thalya's team found the Mandragalore, and by demonstrating its ability to manipulate dimensions (and thus cut V'han off from her armies and holdings in other realities) forced her to admit defeat and retreat to her own dimension. After returning the Mandragalore to Arcadia, the Champions accepted the thanks of trillions of sentient.

Defender believed the team should stay together in case of additional threats to the Galactic Federation. Several of the assembled heroes declined his invitation, but he convinced seven of them to commit to the group, at least for now. With the financial assistance of the Terran Republic, the Champions established their headquarters in Millennium City.

Group Relations: Though the Champions are still a relatively new team, they work quite well together. Defender remains the heart and soul of the group. He tirelessly works to keep the team inspired, focused, and prepared. He's the primary peacemaker on the team and its most relentless cheerleader. Bulletproof, who has the most experience at costumed crimefighting, supports Defender completely as leader and adds his own formidable inspirational abilities and occasional surprisingly good advice. Thalya, though far too blunt and undiplomatic to manage a group of such extreme personalities, takes command in the field at Defender's request, handling the team's battle strategies and tactics.

Most of the rest of the team gladly follows the leaders. Rampart and Firedancer in particular are "good soldiers" who mostly obey orders and rarely improvise. Gavis Gan and Sage each have their own agendas separate from their activities with the Champions. While Sage occasionally questions the instructions he receives, as long as Defender phrases his orders diplomatically Sage is usually content to work with the team. Charm is probably the most rebellious and contentious member on the team, though she's sufficiently devoted to Bulletproof to follow directions from him with a minimum of backtalk.

As yet, the team has not formalized any sort of charter or organizational structure, though the Federation government continues to press them to become more accountable. So far, Defender's kept the team fairly independent with the help of Admiral Stewart, who has sufficient political clout to shield the Champions from the worst bureaucratic excesses.

Campaign Use: Depending on the GM's and players' preferences, you can use the Champions in several ways. First, the GM can simply eliminate the team from the setting's history and replace them with the PC team, perhaps beginning a *Galactic Champions* campaign with the return of magic and the pending V'han invasion as the first adventure and excuse for the team coming together. If that's the case, convert the individual Champions to NPC heroes, or let players who don't want to create new characters from scratch choose them as PCs. Conversely, the GM may prefer for the PCs to be contemporaries of the Champions — perhaps as a team located elsewhere on Earth or on another planet.

DEFENDER 3000

Val	Char	Cost	Roll	Notes
15+30*†	STR	5+15	12-/18-	Lift 200 kg/13 tons; 3d6/9d6 [1/4]
18+5*†	DEX	24+7	13-/14-	OCV/DCV: 6/8
15+15*†	CON	10+15	12-/15-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
6	PD	3		Total: 36 PD (30 rPD)
6	ED	3		Total: 36 ED (30 rED)
3+2*	SPD	2+13		Phases: 3, 6, 9, 12/ 3, 5, 8, 10, 12
8	REC	4		
36	END	0		
28	STUN	0		

Total Characteristics Cost: 140

*: OIF (Powered Armor; -½)

†: No Figured Characteristics (-½)

Movement: Running: 6"/12"
Flight: 30"/240"

Cost	Powers	END
40	<i>Power Cells:</i> Endurance Reserve (300 END, 30 REC); OIF (-½)	0
67	<i>Powered Armor Weapons System:</i> Multipower, 100-point reserve, all OIF (-½)	
7u	1) <i>Ion Blaster:</i> Energy Blast 20d6; OIF (-½)	10
6u	2) <i>Pulse Ion Blaster:</i> Energy Blast 13d6, Autofire (5 shots; +½); OIF (-½)	10
6u	3) <i>Laser Blaster:</i> RKA 4d6, Armor Piercing (+½); OIF (-½)	9
6u	4) <i>Laser Pulse Blaster:</i> RKA 4d6, Autofire (5 shots; +½); OIF (-½)	9
6u	5) <i>Focused EMP Pulse:</i> Dispel Electrical Device Powers 25d6, any one Electrical Device power at a time (+¼); OIF (-½)	9
7u	6) <i>Electro-Bolos:</i> Entangle 10d6, 10 DEF; OIF (-½), Can't Form Barriers (-¼)	10
7u	7) <i>Ultra-Flare Blast:</i> Sight Group Flash 16d6, Reduced Endurance (½ END; +¼); OIF (-½)	4
5u	8) <i>Brawler Mode:</i> +65 STR, Reduced Endurance (0 END; +½); OIF (-½), No Figured Characteristics (-½)	0
6u	9) <i>Defensor Shield:</i> Force Wall (12 PD/12 ED, 5" long and 2" tall), Reduced Endurance (½ END; +¼); OIF (-½)	4
79	<i>Additional Armor Modes:</i> Variable Power Pool, 50 base + 25 control cost, No Skill Roll Required (+1); Can Only Be Changed In A Laboratory (-½), Extra Time (Delayed Phase; -¼)	var
75	<i>Powered Armor:</i> Armor (30 PD/30 ED), Hardened (+¼); OIF (-½)	0
10	<i>Sensor Shielding:</i> Sight Group Flash Defense (15 points); OIF (-½)	0
13	<i>Sealed System:</i> Life Support (Self-Contained Breathing, Safe Environments: all); OIF (-½)	0
47	<i>Gravitic Inducers:</i> Flight 30", x8 Noncombat; OIF (-½)	7

6	<i>Communications System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
3	<i>Heat Sensors:</i> Infrared Perception (Sight Group); OIF (-½)	0
7	<i>X-Ray Sensors:</i> N-Ray Perception (blocked by lead, gold, or force fields) (Sight Group); OIF (-½)	0
3	<i>UV Sensors:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
2	<i>Ultrasonic Sensors:</i> Ultrasonic Perception (Hearing Group); OIF (-½)	0
Perks		
10	Money (Wealthy)	
4	Contact: Earth Government Official 11- (Contact has access to major institutions, Contact has useful Skills or resources)	
4	Reputation: hero from family of heroes (in the Galactic Federation) 8-, +4/+4d6	
35	Follower: Suit (his armor's onboard artificially intelligent computer, built on 200 points with 25 points' worth of Disadvantages)	

Skills

6	+2 with Armor Weapons
5	+1 with HTH Combat
6	+2 with Electronics, Inventor, Robotics
3	Analyze Technology 13-
3	Bugging 13-
5	Computer Programming 14-
3	Demolitions 13-
5	Electronics 14-
3	High Society 13-
7	Inventor 15-
3	AK: Earth 13-
3	KS: Federation Politics 13-
3	KS: History 13-
4	KS: The Superhuman World 14-
3	Lockpicking 14-
3	Mechanics 13-
3	Oratory 13-
3	Paramedics 13-
2	PS: Play Grav-Ball 11-
3	Security Systems 13-
3	Systems Operation 13-
5	TF: Human Common Motorized Ground Vehicles, Terran Small Personal-Use Spacecraft, Human Large Personal-Use Spacecraft, Human Small Military Spacecraft
3	Scientist
1	1) SS: Biology 11-
2	2) SS: Chemistry 13-
1	3) SS: Computer Science 11-
1	4) SS: Electronic Engineering 11-
2	5) SS: Metallurgy 13-
2	6) SS: Physics 13-
3	7) SS: Robotics And AI 14-

Total Powers & Skills Cost: 560

Total Cost: 700

Continued from last page

The C3K campaign uses the rules in *Terran Empire* regarding the purchase of Weapon Familiarities and Transport Familiarities (i.e., that they're purchased by species or type of technology, not "generically"). However, other *Star Hero* rules for Skills, such as variant versions of Computer Programming and Systems Operation, generally do not apply.

550+ Disadvantages

- 20 DNPC: Cheryl Morwood (girlfriend) 11- (Normal, Unaware of character's Social Limitation: Secret Identity)
- 20 DNPC: Harmon Industries and various family members 8- (Normal, Group DNPC, Unaware of character's Social Limitation: Secret Identity)
- 15 Hunted: Mechanon 3000 8- (Mo Pow, Kill)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
- 20 Psychological Limitation: Fearlessly Heroic; Risks His Life Even In Obviously Lethal Situations (Very Common, Strong)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Must Live Up To Family Reputation For Achievement (Uncommon, Strong)
- 15 Social Limitation: Secret Identity (Jack Harmon) (Frequently, Major)
- 10 Social Limitation: Famous (Frequently, Minor)

Total Disadvantage Points: 700

Background/History: Jack Harmon was raised with an extremely strong sense of his family's august traditions. The Harmon family counts among its number countless military heroes, intrepid explorers, skilled politicians, and brilliant inventors. A Harmon was the first Human to walk on Jupiter's moon Europa, and another commanded the first mission to Arcturus. Several Harmones have been Senators and held other positions of leadership on Earth. Family legend even claimed a Harmon was some sort of famous crime-fighting crusader a thousand years ago, but few people outside the family put much stock in those old stories.

Therefore it was not at all unusual for Jack to excel at school and master the sciences of physics, engineering, and artificial-intelligence programming, as well as star at forward for the Millennium City University's grav-ball team, head the local chapter of the Federation Navy Training Corps, and graduate first in his class in 2994. What was perhaps unusual was Jack's intense devotion to learning all he could about his purported ancestor "Defender." He perused everything he could find about him, from the few scholarly studies of the long-forgotten period to the mass of popular but wildly-inaccurate tales published on three-dee.

After his graduation, Jack began constructing a suit of powered armor like the one Defender supposedly wore, but using the latest in modern technology. After several years of effort, he finally had a breakthrough in the spring of 3000 (unbeknownst to him at the time, a few days after Kolvel's ill-fated experiment). His suit of powered armor — actually so advanced that it's barely bulkier than normal cloth, compared to the hulking masses of metal and duraplaz that comprise modern military battle-armors — featured miniaturized graviton-manipulators instead of boot-jets, an array of ion blasters, laser, and other weapons, a wide range of optional plug-in modules, and an onboard artificial intelligence (called simply "Suit," due to Harmon's notorious lack of imagination). It first successfully flew on April 11, 3000. Later that week, the new Defender made his public debut as the first public costumed superhero in almost a thousand years when he rescued the survivors of a crashed intercontinental transport flyer off the coast of Dakar Station.

Within a few weeks, the name "Defender" was on everybody's lips as the newsnets beamed exploits of the young hero across the Federation. When Istvatha V'han's forces made their first overt attack on Earth, Defender organized the activities of a small battalion of superhumans that

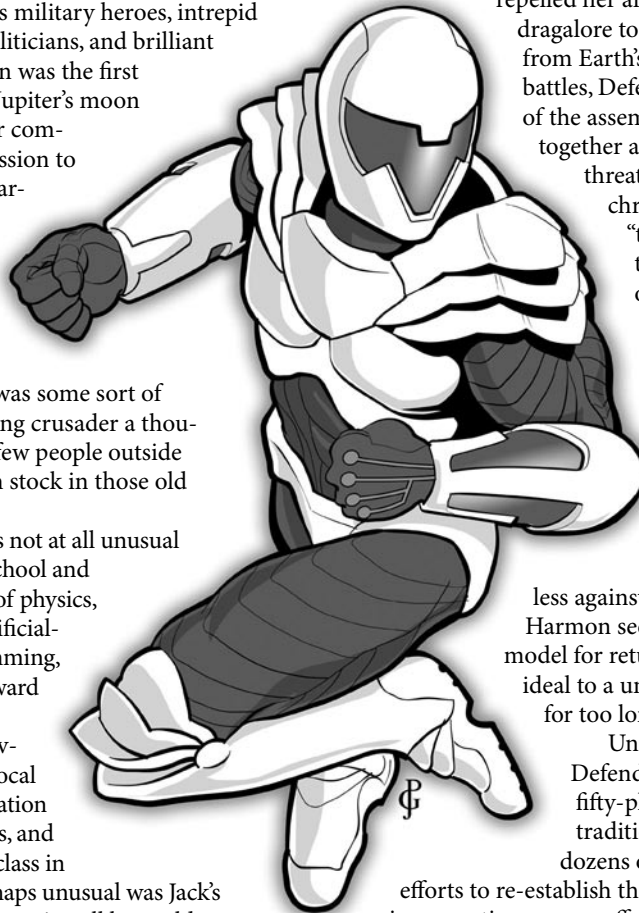
repelled her armies and used the Mandragalore to force her to withdraw from Earth's dimension. After the battles, Defender persuaded several of the assembled heroes to remain together as a team to handle other threats to the Federation. He christened the new team "the Champions," after the group his ancestor once led.

Personality/Motivation:

Like his famous ancestors, Jack Harmon is a true hero. Fearless, compassionate, and utterly devoted to the cause of defending the innocent and helpless against the forces of darkness, Harmon sees himself as a role model for returning the superheroic ideal to a universe that's missed it for too long.

Unlike the original Defender, he doesn't have fifty-plus years of superheroic traditions and the support of dozens of contemporaries, so his

efforts to re-establish the culture of superheroing sometimes come off as a little strident. He occasionally appears to be a bit of a cheerleader, and if his attempts to recruit additional members to the Champions are a bit heavy-handed, it's only because he's so genuinely enthusiastic about the opportunity to wear a costume and thwart evil-



doers that he can't imagine anyone else *not* feeling the same way.

Jack believes he's found his true love in Cheryl Morwood, a xenobiologist working for MCU. The two haven't yet discussed marriage or long-term parenting contracts, mostly because Jack's still working out precisely how to explain his other identity to her. Jack still maintains his job (a syn-ecure, really) as a leading designer and researcher at the family firm, currently run by his aunt Delilah Harmon.

Quote: "In the end, it doesn't usually come down to who's more powerful. It's who wants it more, and who's got a plan for getting it done."

Powers/Tactics: Defender's battlesuit gives him a wide range of options in combat: ion blasts; lasers; EMP pulses; "bolos" formed of pure energy; blinding flashes of light; a force screen he can project to protect others or encapsulate his foes; even enhanced super-strength. It also offers a high degree of protection against various forms of attack, and allows him to fly at up to 450 miles per hour. In combat, he typically prefers to stay in the air and scale his attacks upward in lethality as appropriate — he usually starts with Electro-Bolos, then progresses to ion blasts and like attacks, and only graduates to his lasers when absolutely necessary (and never against living targets).

Thanks to the modularity of his armor, Defender can customize it to prepare for specific types of encounters or adventures. His *Additional Armor Modes* VPP represents this. His most common add-ons include: Stealth Mode (Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END), 45 points); the Hologram Projection Module (Sight and Hearing Group Images, -3 to PER Rolls, Increased Size (4" radius), Reduced Endurance (0 END), 50 points); and the Crowd Control Module (EB 3d6, NND (defense is being deaf or having Hearing Group Flash Defense), Area of Effect (3" Radius), 45 points). The GM should feel free to add additional modes as desired.

Defender's armor comes with an onboard artificially intelligent computer named Suit. Suit mainly serves as an advisor and information source for Defender, but it can also help him fight. It has INT 20, DEX 20, EGO 15, SPD 4, Computer Programming 16-, Tactics 14-, and numerous KSs and SSs, as well as other typical AI abilities.

Appearance: Defender's armor is remarkably streamlined, looking in many ways more like an ordinary skintight costume in its thinness and flexibility (most of its protective value comes from the interior force-fields and inertial dampeners projected within the layers of fabric themselves, not from actual physical armor). The suit itself is dark blue with green and gold highlights and a partially-transparent visor screening most of his face. Out of the armor, Jack stands 6'2"; he's leanly-muscled and handsome with conservatively-cut brown hair and dark gray eyes.

BULLETPROOF

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
30	CON	40	15-	
20	BODY	20	13-	
14	INT	4	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
70	PD	65		Total: 70 PD (70 rPD)
70	ED	64		Total: 70 ED (70 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
11	REC	0		
60	END	0		
48	STUN	0		Total Characteristics Cost: 290

Movement: Running: 9"/18"
Flight: 10"/20"
Leaping: 8"/16"

Cost	Powers	END		
	<i>Martial Arts: Manly Fisticuffs</i>			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
3	Clinch	-1	-1	Grab Two Limbs, 45 STR for holding on
5	Arm or Ankle Twist	-1	-2	Grab One Limb; HKA 1d6 (2d6 with STR), Disable
4	Cross	+0	+2	9d6 Strike
5	Hook	-2	+1	11d6 Strike
5	ab	+1	+3	7d6 Strike
4	Disarm	-1	+1	Disarm; 45 STR to Disarm
3	Tackle	+2	+1	7d6 Strike; You Fall, Target Falls
8	+2 Extra Damage Classes (already added in)			
70	<i>Bulletproof Body:</i> Hardened (x2; +½) for 70 PD/70 ED			
105	<i>Bulletproof Body:</i> Damage Resistance (70 PD/70 ED), Hardened (x2; +½)			
30	<i>Bulletproof Body:</i> Physical and Energy Damage Reduction, Resistant, 25%			
25	<i>Bulletproof Physiology:</i> Life Support (Immunity: all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Longevity: 200 year lifespan; Safe Environment: Intense Cold, Intense Heat)			
9	<i>Champions Protective Suit:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Low Pressure/ Vacuum); OIF (-½)			
18	<i>Rapid Healing:</i> Healing BODY 2d6 (Regeneration; 2 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (2 BODY per Turn; -1¼), Self Only (-½)			
8	<i>Sturdy:</i> Lack Of Weakness (-8) for Normal Defenses			

10	<i>Well-Braced:</i> Knockback Resistance -5"	0
7	<i>Champions Space Flight Pack:</i> Flight 10"; OIF (-½), Only In Micro/Zero Gravity (-1½), 1 Continuing Fuel Charge lasting 6 Hours (-0)	[1cc]
6	<i>Swift:</i> Running +3" (9" total)	1
3	<i>Super-Leaping:</i> Leaping +3" (8" forward, 4" upward)	1
6	<i>Champions Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
10	<i>In The Right Place At The Right Time:</i> Luck 2d6	0

Perks

2	Reputation: Heroic Figure From The Past (in the Galactic Federation) 11-, +2/+2d6
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Talents

3	Lightsleep
5	Resistance (5 points)

Skills

24	+3 with All Combat
9	+3 with Manly Fisticuffs
3	Acrobatics 14-
2	Animal Handler (Camels) 13-
3	Breakfall 14-
3	Climbing 14-
5	Concealment 13-
3	Criminology 12-
4	Gambling (Card Games, Sports Betting) 12-
3	KS: History Of The Early-Mid Twentieth Century 12-
3	KS: Superbeings Of The Golden Age 12-
2	Language: Polish (fluent conversation; English is Native)
3	Oratory 13-
3	Paramedics 12-
3	Riding 14-
3	Shadowing 12-
3	Stealth 14-
3	Streetwise 13-
2	Survival (Urban) 12-
3	Tactics 12-
3	Teamwork 14-
10	TF: Human Common Motorized Ground Vehicles, Riding Animals, Agricultural & Construction Vehicles, Balloons & Zeppelins, Large Planes, Basic Parachuting, Small Motorized Boats, Small Planes
2	WF: Small Arms

Total Powers & Skills Cost: 460**Total Cost: 750****550+ Disadvantages**

5	Distinctive Features: Brooklyn Accent (Easily Concealed; Noticed and Recognizable)
10	Distinctive Features: Out of Temporal Synch (Not Concealable; Causes Major Reaction; Detectable Only By Unusual Senses)
15	Hunted: Mechanon 3000 8- (Mo Pow, Kill)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
20	Physical Limitation: In Wrong Time, Very Limited Knowledge of History, Culture, Tech (All the Time, Greatly Impairing)
20	Psychological Limitation: Heroic Code — Wants to Do the "Right Thing" (Very Common, Strong)
15	Psychological Limitation: Overconfident And Fearless (Common, Strong)
15	Psychological Limitation: Hates Bullies and Oppressors (Common, Strong)
10	Psychological Limitation: Loves Brooklyn, Both The Location And The Twentieth-Century Culture (Uncommon, Strong)
10	Unluck: 2d6
30	Vulnerability: 2 x STUN from Electricity (Very Common)
15	Vulnerability: 1½ x BODY from Electricity (Very Common)
15	Experience Points

Total Disadvantage Points: 750

Background/History: This just ain't my day, thought Bulletproof as he climbed out of the pile of rubble that had once been Lenny's Fantastic Hot Dog Emporium on East 45th Street. The glowing alien who had tossed him aside so casually was continuing its meandering path southward. It utterly ignored the screaming crowds that struggled to get out of his path, the shouting police officers and their bullets that vaporized before they could reach it, and the dozens of small fires that sprang up in the footsteps it left behind. The creature had appeared only minutes before, in the middle of downtown Brooklyn on a summer day in 1947, and began walking down Flatbush Avenue leaving a swath of destruction in its wake. It was approximately man-sized and -shaped, but burned with a bright orange flame that obscured its features. As the creature ignited everything it touched or even passed near, police and fire units arrived on the scene, but their efforts to halt or even communicate with it proved entirely unsuccessful. So the call had gone out for Brooklyn's favorite son, the indestructible costumed crimebuster Bulletproof.

Max Wroblewski had been a bartender and amateur boxer in Brooklyn in 1940 when he rescued the recently-immigrated inventor Dr. How-Yang Ping from a gang of Chinese-Americans loyal to Mao. The Red Chinese wanted the scientific and military secrets Ping had taken with him when he fled Peking in 1937. Grateful to Max, Dr. Ping gave him a suit woven from an experimental, super-durable material he had created for use by Chinese soldiers. It was as light as cloth but would protect its wearer from knives and even small-caliber bul-

lets. Max, inspired by the recent debuts of New York-based costumed crimefighters like Optimus and Dr. Twilight, decided to create his own masked vigilante identity. He became Bulletproof, the hero of Brooklyn.

Though possessing limited education, Max was an excellent hand-to-hand brawler, and for more than a year he patrolled the streets of Brooklyn by night. In mid-1941 he assisted Optimus on a case and was invited to join the Defenders of Justice. He soon became one of their most steadfast and publicly-popular members. When America entered World War II the DOJ split into two units; Bulletproof joined the Freedom Battalion, the non-powered team that could operate without fear of the Axis mystical protective fields.

In 1944, Bulletproof was accidentally plunged into a vat of strange chemicals in the laboratory of the Nazi menace Der Totenkopf. Exposure to the strange, mystically-powered liquids transformed Bulletproof into a true superhuman, increasing his already-impressive strength and speed and rendering him truly indestructible by any forces known to man at that time. Bulletproof returned to the United States after his recovery and stayed with the Defenders through the end of the war, participating in the team's brief post-war reorganization back to a private crimefighting team. The Defenders met rarely, however, and Bulletproof spent most of his time in the years following the war as a solo hero, once again protecting the streets of his beloved Brooklyn.

Which was how he wound up here, fighting this fiery alien being. "Hey, shiny! Going somewhere? I ain't out of this scrap yet!" he yelled. And with that he leapt back at the creature, ignoring the debilitating heat that even *he* could feel emanating ten feet from its body. The creature turned and waved a hand as if brushing away a gnat. A small field of coruscating energy swept over Bulletproof, who began to stretch as though he were made of rubber. "Hey, what the..." said the hero, and then with a POP! he was gone. Several minutes later, the alien itself vanished with a similar sound and was never seen again.

Bulletproof was mourned publicly for weeks in Brooklyn and around the world. Dozens of costumed heroes and military men attended his memorial service in August 1947. There were those who insisted their hero was not in fact dead, but would return to help Brooklyn in its time of need. But as time went on, gradually the world forgot about him.

POP! Bulletproof found himself face down on what seemed to be a sidewalk, but one made of a material he'd never seen before, hard and slick.

He looked up into the night sky, past enormous skyscrapers impossibly tall and thin, and saw the underlights of passing gravcars as they swooped silently by. On the street a giant female lizard wearing a colorful tunic nearly bumped into him, then clutched her two children closer to her as they apologized briefly and kept walking.

Where the heck am I?

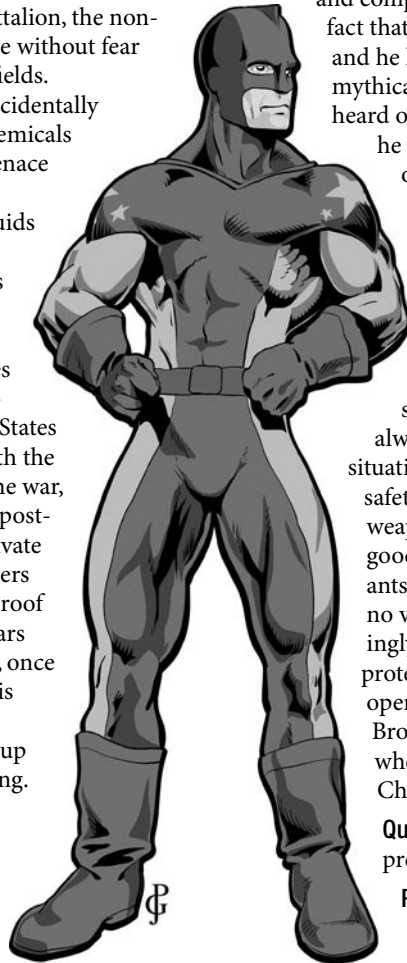
Personality/Motivation: Bulletproof has adjusted remarkably well to being transported over a thousand years in time. Though he still feels somewhat confused and isolated, and misses his old friends and compatriots, he has come to accept the fact that everyone he knew is long dead and he himself is considered a legendary, mythical figure by those few who have even heard of him. To preserve his own sanity, he has thrown himself into the role of teaching the other Champions exactly what it means to be a superhero, generally by regaling his fellows with tales of how his former compatriots in the Defenders handled various problems.

Bulletproof continues to fight crime and injustice and stick up for the "everyday Joe" as he always has. He leaps into dangerous situations with no thought for his own safety, since even in this time very few weapons can hurt him. He enjoys a good brawl for its own sake, and gets antsy if long stretches of time pass with no violence. Conversely, he's surprisingly perceptive and clever despite his protests of "not being the brains of this operation." He has moved into the Old Brooklyn neighborhood of Boswash, where he patrols the streets when the Champions aren't keeping him busy.

Quote: "Now this is a perplexatin' predicament!"

Powers/Tactics: Bulletproof's primary power is his near-invulnerability, which comes from his exposure to Totenkopf's unique blend

of magic and science. This protection allows him to use tactics that would be foolhardy or suicidal if anyone else tried them; for example, he's prone to jumping off of buildings because it's quicker than taking the stairs. (The only times he shows any regard for his own safety is when dealing with mentalists or magicians, both of which have demonstrated the ability to hurt him.) He's usually the spearhead of the Champions' assaults — he leaps out front to draw fire and attention, then quickly closes with any opponent who looks susceptible to a good right hook. His inability to dish out the tremendous amounts of damage that most Galactic Champions characters can forces him to improvise, allow himself to be used as the "fastball" for a fastball special maneuver, and so forth — he has to fight smart, not hard, because frankly he can't hit very hard by the standards of the day.



Tactically, Bulletproof tends to go for the loud and unorthodox. He regularly seems to wind up at the controls of any vehicle he comes in contact with, and has spectacularly crashed more planes, boats, trucks, and camels than he can count. His TFs represent the ability to operate early-mid twentieth century vehicles, except for Human Common Motorized Ground Vehicles (he has learned how to drive typical gravcars and the like of the thirty-first century)... but he has no qualms about jumping into a driver's or pilot's seat and trying to get a vehicle going even if he's never operated it before. Similarly, his WF is for guns of the World War II period; he doesn't know much about modern weaponry.

Bulletproof is built on slightly more Character Points than the rest of the Champions 3000 team, in part to represent the fact that he has extensive experience as a crimefighter and adventurer while his comrades do not. However, given that he's comparatively weak offensively (for example, his most powerful standard attack has 11 DCs, as compared to 20 DCs for Defender), the extra points shouldn't cause any campaign balance problems.

Appearance: Bulletproof wears a skintight costume, mostly dark green with red highlights (cowl, gloves, boots, and trunks) and a small line of yellow stars across the chest. His cowl covers the upper half of his head and sports a jaunty and completely unnecessary fin about six inches high. He's broad, tall, and muscular. In his secret identity he's bald, with brown eyes and a nose that's been broken more than once.

THALYA				
Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 [6]
23	DEX	39	14-	OCV: 8/DCV: 8
30	CON	40	15-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
21	EGO	22	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
16	PD	3		Total: 44 PD (28 rPD)
12	ED	6		Total: 44 ED (32 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
19	REC	0		
60	END	0		
63	STUN	0		Total Characteristics Cost: 227

Movement: Running: 6"/12"
Flight: 22"/176"
MegaFlight: 110,000 km per Phase
Leaping: 13"/26"

Cost	Powers	END
40	<i>Bioenergy Blasts:</i> Energy Blast 12d6; Increased Endurance Cost (x2 END; -½)	12
60	<i>Blast Manipulation:</i> Variable Advantage (+½ Advantages [but not Reduced Endurance]; +1) for Bioenergy Blasts	12
90	<i>Empyrean Skin:</i> Armor (28 PD/32 ED)	0
10	<i>Empyrean Eyes:</i> Sight Group Flash Defense (10 points)	0
10	<i>Empyrean Toughness:</i> Knockback Resistance -5"	0
5	<i>Empyrean Toughness:</i> Lack Of Weakness (-5) for Resistant Defenses	0
50	<i>Empyrean Physiology:</i> Life Support: Total (including Longevity: Immortality, but with Immunity only to terrestrial phenomena)	0
14	<i>Empyrean Regeneration:</i> Healing BODY 2d6 (Regeneration; 2 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (2 BODY per Turn; -1¼), Self Only (-½)	0
55	<i>Empyrean Flight:</i> Multipower, 55-point reserve	
5u	1) <i>Standard Flight:</i> Flight 22", x8 Noncombat	5
5u	2) <i>Interplanetary Flight:</i> Flight 11", Megascale (1" = 10,000 km, can scale down to 1" = 1 km; +1½)	5
9	<i>Empyrean Senses:</i> +3 to PER Rolls for all Sense Groups	0
6	<i>Champions Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks
7 Contact: Cateran 14- (very useful Skills or resources)
5 Money: Wealthy

Talents

- 13 Universal Translator 12-; Only For Languages She Has Previously Encountered (-½)

Skills

- 24 +3 with All Combat
- 2 Animal Handler (Equines) 14-
3 Disguise 12-
2 Forgery (Documents) 12-
3 High Society 14-
3 AK: Cestrum 12-
3 AK: Earth's Solar System 12-
2 AK: Europa 11-
1 AK: Human Space 8-
4 KS: The Empyreans 13-
3 KS: History 12-
5 Navigation (Air, Land, Marine, Space) 12-
5 PS: Writer 14-
1 SS: Biology 8-
1 SS: Chemistry 8-
1 SS: Geology 8-
1 SS: Physics 8-
3 Stealth 14-
3 Systems Operation 12-
5 Tactics 13-
5 TF: Human Common Motorized Ground Vehicles, Terran Small Personal-Use Spacecraft, Human Small Industrial/Exploration Spacecraft
9 WF: Human Common Melee Weapons, Human Small Arms, Human Advanced Small Arms, Human General Purpose/Heavy Machine Guns, Human Grenade Launchers, Human Shoulder-Fired Weapons

Total Powers & Skills Cost: 473

Total Cost: 700

550+ Disadvantages

- 15 DNPC: *Silent* Empyreans 8- (Incompetent; Group DNPC)
15 Hunted: Mechanon 3000 8- (Mo Pow, Kill)
10 Hunted: Lemurians 8- (Mo Pow, Limited Geographical Area, Kill)
20 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
15 Psychological Limitation: Loves A Good Fight (Common, Strong)
15 Psychological Limitation: Cannot Abide Bullies Or Tyrants (Common, Strong)
10 Psychological Limitation: Longs for Adventure And Companionship (Common, Moderate)
10 Psychological Limitation: Loves To Explore And Travel (Common, Moderate)
5 Rivalry: Professional (with other bricks or warriors)
15 Social Limitation: Secret Identity (is really an Empyrean, not a mutant or the like) (Frequently, Major)
10 Vulnerability: 1½ x STUN from Magic (Common)
10 Vulnerability: 1½ x BODY from Magic (Common)

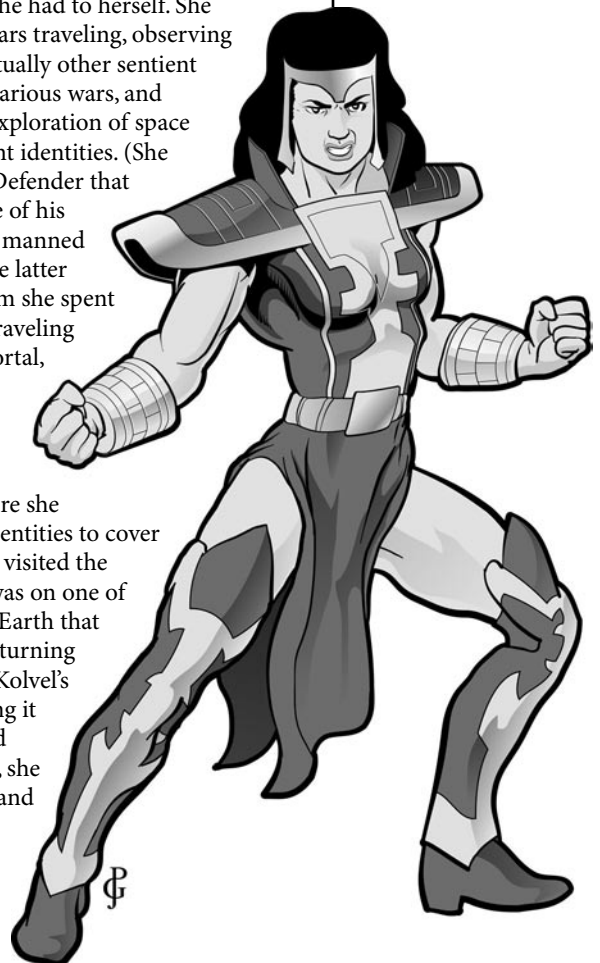
Total Disadvantage Points: 700

Background/History: Thalya is one of the youngest of the Empyreans, a race of immortals created hundreds of millennia ago by the mysterious aliens known only as the Progenitors. The Empyreans lived in a magnificent city called Arcadia in the middle of Antarctica, where they could hide from prying eyes and maintain a pleasant climate with ancient machines. Humanity has occasionally encountered members of this fabled race, and frequently believed them to be gods, angels, or even superheroes.

Over the last two thousand years, however, many of the Empyreans have suffered from ennui and depression related to their immortality, and most have eventually come to subscribe to the philosophy of one of their great leaders, Shaderon. According to his teachings hundreds of Empyreans have become *Silent*, putting their bodies into deep, near-death trances while their minds explore the inner dimensions of dream.

Only a handful of Empyreans had resisted the siren-call of *Silence* by 2020. As the world's magic ebbed away, they retained their immortality but few (if any) of their other paranormal powers. One of them was Thalya, who was born sometime in the mid-1850s. A headstrong adventuress who felt she had plenty of living yet to do, she agreed to serve as the occasional caretaker of the empty city of Arcadia. She visited there every few years to make sure the machinery continued to work and the *Silent* Empyreans still safely slept in Shaderon's Temple. The rest of the time she had to herself. She spent hundreds of years traveling, observing Humanity (and eventually other sentient species), fighting in various wars, and participating in the exploration of space under several different identities. (She recently revealed to Defender that she accompanied one of his ancestors on the first manned trip to Europa.) In the latter half of the millennium she spent a great deal of time traveling with her fellow immortal, the mutant Cateran.

In the last century or so she settled down on the Human colony Cestrum, where she adopted a series of identities to cover her lack of aging and visited the Earth only rarely. It was on one of these return visits to Earth that she felt the rush of returning power that signified Kolvel's fateful mishap. Fearing it meant something had happened to Arcadia, she flew there in a panic and battled some revived Lemurians. Assured that all was well, she set out to discover the source of her renewed power,



and got swept up in Humanity’s battle against Ist-vatha V’han’s invading forces. Along with her fellow Champions, she found the Mandragalore and forced V’han’s retreat. Since then, she’s served as the tactical co-leader of the new superteam.

Personality/Motivation: Thalya, who has so far refused Defender’s and Bulletproof’s entreaties to take on a superheroic “code name,” is a warrior and protector born. She’s a pillar of stability for the team, with vast experience and firm control of her emotions. She loves battle on both personal and tactical scales, but she’s no berserker; instead, she chooses her fights rationally and only counts victories that are final. She’s thrilled to have her full powers back after a thousand years of “debility,” and just as happy to have a band of fellow warriors to fight alongside. But her first responsibility is always to her own people, whom she hopes will one day reject Silence and return to the lands of the living. The rest of the Champions have come to rely on her strength and will.

Quote: “No! You two go around, and I’ll hold the line here!”

Powers/Tactics: Thalya’s Empyrean-born superhuman powers make her a superheroic “jack of all trades and master of none.” Her superhuman physique, toughness, and ability to regenerate damage make her a second-tier brick, her speed a passable scout, and her energy blasts a sniper (though she tires quickly at the latter activity). Thalya is perfectly aware of her limitations; she relies on her own versatility to be a sort of utility player in combat, giving orders and keeping herself as mobile as possible to serve as a backup wherever she’s needed.

Appearance: Thalya is a stunning woman, standing nearly six and a half feet tall with a muscular yet feminine physique, long black hair, and green eyes. She wears a tight and functional costume, navy blue with red piping and trim, with gloves, heavy boots, and a belt. Her one concession to showiness is a bright red headband lined with golden characters spelling out her name in the Empyrean tongue.

FIREDANCER				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
8	PD	6		Total: 28 PD (20 rPD)
8	ED	4		Total: 48 ED (40 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
8	REC	4		
80	END	20		
43	STUN	18		Total Characteristics Cost: 163

Movement: Running: 6”/12”
Flight: 40”/320”

Cost	Powers	END
90	<i>Stellar Fire:</i> Multipower, 112-point reserve; all slots Only In Heroic Identity (-¼)	
7u	1) <i>Fire Blast:</i> RKA 6d6, Reduced Endurance (½ END; +¼); No Knockback (-¼), Only In Heroic Identity (-¼)	4
5u	2) <i>Firebolt:</i> RKA 3d6, Area Of Effect (36” Line; +1¼); No Knockback (-¼), Only In Heroic Identity (-¼), No Range (-½)	10
7u	3) <i>Fireball:</i> RKA 4d6, Explosion (+½), Reduced Endurance (½ END; +¼); No Knockback (-¼), Only In Heroic Identity (-¼)	4
7u	4) <i>Fireball Fusillade:</i> RKA 4d6, Autofire (3 shots; +¼), Reduced Endurance (½ END; +½); No Knockback (-¼), Only In Heroic Identity (-¼)	3
6u	5) <i>Firestorm:</i> RKA 2d6, Area Of Effect (7” Radius; +1), Continuous (+1), Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼), No Knockback (-¼)	4
6u	6) <i>Firecage:</i> RKA 3d6, Area Of Effect (One Hex; +½), Continuous (+1); Only In Heroic Identity (-¼), No Knockback (-¼), Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½)	11
9u	7) <i>Flashfire:</i> Sight Group Flash 15d6, Reduced Endurance (0 END; +½); Only In Heroic Identity (-¼)	0
36	<i>Stellar Fire:</i> Elemental Control, 90-point Powers, all slots Only In Heroic Identity (-¼)	
22	1) <i>Fiery Body:</i> HKA 2d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½); No STR Bonus (-½), No Knockback (-¼), Only In Heroic Identity (-¼)	0
36	2) <i>Fiery Shield:</i> Force Field (20 PD/40 ED), Reduced Endurance (0 END; +½); Only In Heroic Identity (-¼)	0
72	3) <i>Fiery Flight:</i> Flight 40”, x8 Noncombat, Reduced Endurance (0 END; +½); Only In Heroic Identity (-¼)	0

- 99 4) *Extinguish Fire*: Dispel Fire Power 25d6, four Fire powers simultaneously (+1), Reduced Endurance (½ END; +¼); Only In Heroic Identity (-¼) 7
- 34 *Fiery Immunity*: Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (Fire/Heat; -½), Only In Heroic Identity (-¼) 0
- 8 *Fiery Eyes*: Sight Group Flash Defense (10 points); Only In Heroic Identity (-¼) 0
- 15 *Fiery Form*: Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Only In Heroic Identity (-¼) 0
- 4 *Thermal Vision*: Infrared Perception (Sight Group); Only In Heroic Identity (-¼) 0
- 6 *Champions Communicator*: HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0
- 10 *Pleasantly Warm*: Change Environment 2" radius, +2 Temperature Levels; Only In Heroic Identity (-¼) 1

Skills

- 9 +3 with Stellar Fire Multipower
- 8 *Range Skill Levels*: +4 versus Range Modifier with Stellar Fire Multipower
- 4 +2 OCV with Fire Blast
- 3 Bureaucratics 12-
- 3 Computer Programming 12-
- 5 Electronics 13-
- 3 Inventor 12-
- 3 Mechanics 12-
- 1 KS: Sengbusch Industries 8-
- 1 KS: VIPER 8-
- 2 Navigation (Space) 12-
- 5 Power: Fire Powers 15-
- 3 Stealth 14-
- 3 Systems Operation 12-
- 2 TF: Human Common Motorized Ground Vehicles
- 3 Scientist
- 3 1) SS: Astrophysics 13-
- 1 2) SS: Chemistry 11-
- 2 3) SS: Plasma Physics 12-
- 2 4) SS: Robotics 12-
- 2 5) SS: Physics 11-

Total Powers & Skills Cost: 537**Total Cost: 700****550+ Disadvantages**

- 10 Accidental Change: exposure to strange radiation 11- (Uncommon)
- 10 Dependent NPC: Dr. Raphael Balado (boy-friend and fellow physicist) 11- (Normal, Useful noncombat position or skills)
- 30 Hunted: VIPER 11- (Mo Pow, NCI, Kill)
- 20 Hunted: Mechanon 3000 8- (Mo Pow, Kill)
- 20 Hunted: Echo 8- (Mo Pow, Kill)
- 15 Psychological Limitation: Code Versus Killing (Common, Strong)

- 15 Psychological Limitation: Impulsive And Overconfident (Very Common, Moderate)
- 15 Psychological Limitation: Assumes The Best Of People; Somewhat Naive (Very Common, Moderate)
- 15 Social Limitation: Public Identity (Geneva Burchette) (Frequently, Major)

Total Disadvantage Points: 700

Background/History: Geneva Burchette was a plasma physicist in the employ of Sengbusch Industries, a major industrial manufacturer on Procyon V. She belonged to a Research and Development team designing more efficient and powerful maneuvering drives for the Guastella-class ship, a high-performance yacht generally meant for the extremely wealthy or corporations. Her team included two other scientists, both of whom Geneva found extremely attractive: Bryon Ensler, the senior physicist, a passionate and charming older man with a taste for the finer things in life; and Raphael Balado, a graduate student with enormous talent and potential who was still paying off his various student loans and had little time for recreation. Though Geneva found Balado more attractive and interesting, she had little success getting him to notice her outside the lab, and therefore had spent more of her off-duty time being wined and dined by Ensler. But she eventually concluded Ensler wasn't the right choice for her — he was too vain, too concerned with material wealth. She also noticed he was occasionally careless in the lab, too willing to cut corners to deliver the results Sengbusch expected.

For his own part, Ensler was becoming jealous of Balado, both for his brilliance in the lab and Burchette's obvious interest in him. Ensler was hiding a secret — the criminal organization VIPER had recruited him to develop a more powerful maneuver drive for their own proposed fleet of ships. He was working his team at a manic pace to satisfy both masters. Eventually a Sengbusch official discovered his moonlighting. To cover his tracks, Ensler shot the inspector and prepared to dispose of his body in a lab fire (which would also conveniently eliminate the evidence of his betrayal). Just as he set one of the team's plasma generators to overload, Dr. Burchette came in to do some work and caught him red-handed. He offered to share the bonus VIPER was paying him. Horrified, she refused, so Ensler knocked her out and fled the facility, leaving her to perish in the inevitable explosion.

Just then Balado arrived at the lab for some late-night research, and he entered in time to see Burchette coming around and the plasma generator heating to a massive explosion. He tried desperately to enter the sealed lab and rescue her, but the safety overrides locked him out. Burchette saw that the generator was about to go critical. She knew the resulting cataclysm could destroy the entire city, so she did the only thing she could think of — she opened the generator itself and manually shut down the internal reactions, in the process exposing herself to the lethal radiation inside. Balado

could do nothing but watch in horror, certain he was witnessing the death of the woman he had only recently realized he cared for deeply. Just before collapsing from the strain, Burchette turned the generator off, then slumped to the floor as Balado finally burst into the room and pulled her outside.

To his surprise, however, Geneva was not dead. In fact, apart from a few minor burns, she was pronounced in excellent health by the facility's doctors. Ensler escaped in the confusion, but the TBI recovered evidence linking him to VIPER and had warrants issued for his arrest. Confused but relieved, Balado confessed his feelings for Geneva in the hospital room and was delighted to discover they were mutual.

A few days later the full extent of what had happened to Geneva became apparent. While puzzled doctors analyzed her, she suddenly seemed to burst into flames, as though her entire body had been converted to solar plasma... yet she remained unharmed. The lab she was in caught fire, but before it could spread she instinctively "absorbed" the flames into her body, then transformed back to her normal self.

Over the next few weeks, Sengbusch scientists helped her understand and catalogue her various new powers, and she became a public sensation on Procyon. VIPER also was very interested in her transformation, and made two unsuccessful attempts to kidnap her. While she was still dealing with the ramifications of her change, Istvatha V'han's invasion began. As she fought off D-Soldiers at her facility, she heard Defender's call for recruits and joined his team of superpowered commandos. She helped defeat V'han, and decided she could put her powers to best use with the Champions. She and Balado moved to Earth, where he continues to work for Sengbusch and she now operates as a full-time superheroine under the name Firedancer.

Personality/Motivation: Firedancer is still coming to terms with her strange transformation, but so far there isn't much about being a superheroine she doesn't like. Her powers fascinate her, and she continues to explore their limits and potential. In her fiery form she can fly in orbit and glory in the marvels of the universe (a pastime she's quite taken with), and her abilities allow her to help people

and protect the world — who could complain about that? Indeed, if anything she's so impressed with her own new abilities that she's become a bit overconfident and eager to solve any problems she encounters. She's taking advice from Bulletproof on proactive superheroing, and has decided to track down and thwart the schemes of VIPER... making that organization even more interested in capturing her and seeing what makes her tick.

Firedancer's relationship with Dr. Balado has continued to grow, but she's also noticed the power and presence of Sage, whose dark good looks, intelligence, and presence she finds very attractive. She's developed an enemy in Echo (page 118), who absorbed her powers once and found the sensation quite addictive.

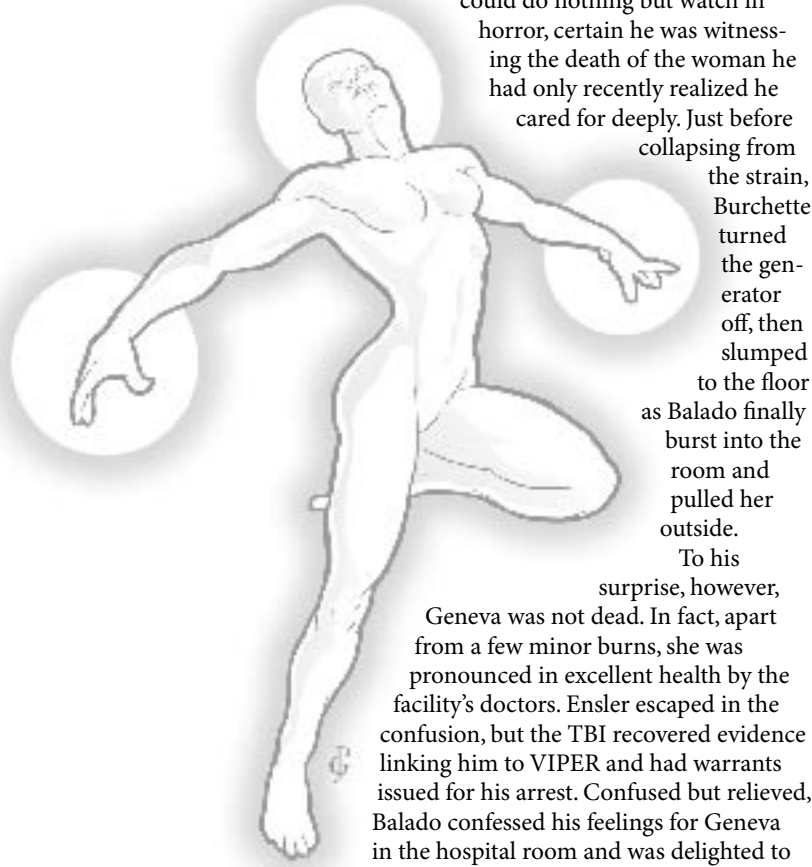
Quote: "Don't worry, everybody. I'll make it hot for these goons."

Powers/Tactics: Firedancer can transform her body into pure, cohesive fiery plasma through an as-yet-unknown process. In that form she can create, manipulate and even absorb heat and fire, project blasts of destructive plasma from her hands, fly, and is extremely difficult to harm. Her plasma and fire do not require oxygen to burn, and she herself no longer needs to breathe while in her plasma state.

It didn't take Firedancer long to learn how deadly her powers are, so she's become cautious about using them on living targets. Until she learns that someone can take the full brunt of her powers, she'll restrict herself to using potentially non-lethal attacks (primarily her Firecage), focus her blasts on objects, and so forth. Her plasma form is also frequently quite hazardous to the environment around her, so she tends to hold off transforming until she's well away from anything fragile or flammable.

While Firedancer's fairly resistant to physical damage in her plasma form, she's not quite in the league of most of her fellow Champions in that regard. She's gradually learning that her wisest tactic is usually to stay as far away from direct combat as possible and to act as a sniper. To this end she's practicing her aim with her various attacks, but every so often she gets caught up in the excitement of battle and lets an opponent get too close, usually with dangerous results.

Appearance: In her plasma form, Firedancer is coated head-to-toe in golden, dancing flames, through which one can only partly make out her physical shape and features. What can be seen of her body appears smooth and golden, and in place of hair sheets of fire run down her shoulders. In human form, she is a lovely blonde woman in her early thirties with a petite frame. Her costume is a blue and gold bodystocking with a flame motif on the chest. Since her identity is well known, she doesn't bother with a mask.



GAVIS GAN

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
13	BODY	6	12-	
14	INT	4	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
10	PD	6		Total: 43 PD (33 rPD)
10	ED	6		Total: 33 ED (23 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	0		
56	END	10		
34	STUN	3		Total Characteristics Cost: 130

Movement: Running: 11"/22"
Flight: 23"/46"

Cost	Powers	END
45	<i>Momentum Manipulation:</i> Elemental Control, 90-point Powers	
92	1) <i>Momentum Robbing:</i> Suppress Movement Powers 22d6, any physical Movement Power one at a time (+¼)	14
16	2) <i>Inertial Entangle:</i> Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½); Concentration (½ DCV as long as Entangle remains in existence; -½), Entangle Vanishes If Gavis Stops Concentrating (-1), Cannot Form Barriers (-¼)	9
70	3) <i>Momentum And Inertia Manipulation:</i> Flight 23", Usable As Attack (+1), Ranged (+½)	11
49	4) <i>Momentum Augmentation:</i> Succor Movement Powers 15d6, any physical Movement Power one at a time (+¼)	9
34	5) <i>Momentum Cannon:</i> Energy Blast 12d6 (physical), Indirect (attack may originate from any direction; +¾); OIF (any small, blunt object of opportunity; -½), Can Be Missile Deflected (-¼)	10
54	6) <i>Momentum Shifting:</i> Telekinesis (60 STR), Reduced Endurance (½ END; +¼); Affects Whole Object (-¼)	4
15	<i>Kinetic Defenses:</i> Elemental Control, 30-point powers	
47	1) <i>Kinetic Shield:</i> Force Field (30 PD/20 ED), Reduced Endurance (½ END; +¼)	2
23	2) <i>Momentum Bleed:</i> Knockback Resistance -10", Usable As Attack (+1), Ranged (+½); Costs Endurance (-½)	2
10	3) <i>Missile Momentum Transfer:</i> Missile Deflection (any physical projectile), Range (+1); Costs Endurance (-½)	3
9	<i>Susethrin Skin:</i> Armor (3 PD/3 ED)	0
7	<i>Champions Space Flight Pack:</i> Flight 10"; OIF (-½), Only In Micro/Zero Gravity (-1½), 1 Continuing Fuel Charge lasting 1 Hour (-0) [1cc]	
12	<i>Champions Life Support Suit:</i> Life Support (Self-Contained Breathing; Safe	

	Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIF (-½)	0
10	<i>Swift Slither:</i> Running +5" (11" total)	1
10	<i>Susethrin Tongue:</i> Discriminatory Sense (Smell/Taste Group)	
6	<i>Champions Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
5	<i>Susethrin Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0
3	<i>Susethrin Body:</i> Stretching 1"; No Noncombat Stretching (-¼), Limited Body Part (tail; -¼)	1

Talents

2	Environmental Movement: Sand/Mud
3	Lightsleep
3	Simulate Death 11-

Skills

9	+3 With Momentum Manipulation EC
3	Climbing 14-
3	Concealment 12-
3	High Society 12-
2	AK: Susethri 11-
2	AK: The Galactic Federation 11-
3	KS: Species And Cultures Of The Galactic Federation 12-
1	KS: The Superhuman World 8-
1	KS: VIPER 8-
3	Paramedics 12-
3	Persuasion 12-
3	Shadowing 12-
3	Stealth 14-
3	Survival (Desert, Temperate/Subtropical Forests) 12-
3	Tracking 12-

Total Powers & Skills Cost: 570

Total Cost: 700

550+ Disadvantages

15	Hunted: Mechanon 3000 8- (Mo Pow, Kill)
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
10	Physical Limitation: Poor Eyesight (-2 to distance vision PER Checks) (Frequently, Slightly Impairing)
5	Physical Limitation: Awkward Size (length) (Infrequently, Slightly Impairing)
15	Physical Limitation: Unfamiliar With Most Technology (Frequently, Greatly Impairing)
15	Psychological Limitation: Code Of Honor (won't fight unfairly, always gives foes a chance to surrender before attacking, conducts himself honorably and morally in non-combat situations, and so forth) (Common, Strong)
10	Psychological Limitation: Doesn't Understand Or Value "Property Rights" (Common, Moderate)
15	Psychological Limitation: Protects The Innocent (Common, Strong)

- 10 Psychological Limitation: Eventually Wants To Return To Susethri And Lead His People Into Interstellar Society (Uncommon, Strong)
- 15 Susceptibility: to intense cold, Drain DEX 1d6 every Phase (Uncommon)
- 10 Vulnerability: 2 x STUN from Cold attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Cold attacks (Uncommon)

Total Disadvantage Points: 700

Background/History: In 2953 a team of Se'ecra explorers discovered the Susethrin. An ophidian species, the Susethrin were technologically primitive (ATRI 2) since they possessed powerful psionic abilities, mostly psychokinetic in nature, that made labor-saving machinery unnecessary. The Se'ecra believed they had enormous potential and set about preparing to "uplift" them so they could become full Federation members. The Susethrin were glad to learn of other intelligent species. Their religion told them that some day beings from the stars would come and lead them into the "next stage" of their existence, so the elders of the Susethrin nations supported the efforts of the Se'ecra to teach them and provide them with the fruits of technology.

When the Se'ecra asked for volunteers from among the Susethrin leaders to visit the Federation worlds, the first to step forward was Gavis Gan. He had long dreamed of visiting other lands, and had been the most fervent advocate of accepting the Se'ecra offer to help his people join interstellar society. So he left behind his wife and children to travel among the aliens for a few years and see their worlds. He promised to return to tell his people what awaited them.

He spent several years visiting Federation planets and trying to understand the different species he encountered. Though he tried to remain open-minded, he had great difficulty understanding a concept common to many different peoples called "property." It seemed many aliens believed

objects could somehow be attached to people, and that those people could somehow have control over that object, even if someone else needed it more. Gan required more information about this perplexing belief. Of all the alien races, the ones called Humans seemed to be most concerned about property and what they called "commerce." So Gavis traveled to Earth to study the idea.

While he was there Istvatha V'han's invasion began. He contributed to the defense of Millennium City, and found himself fighting the invaders alongside a fascinating individual named Defender. Defender called himself a "superhero" and was very interested in Gan's own abilities. The two became good friends; they continued to fight together until the invasion had been averted. Defender invited

Gan to join his organization of unusual beings devoted to protecting individuals and their property, and Gan accepted so he could continue to study the fascinating spectrum of aliens and their beliefs. So much to do, so many stories to tell!

Personality/Motivation: Gavis Gan is a scholar and explorer, and his quest to learn about the universe outside his own world is the primary motive for everything he does. He's become a superhero because

his people believe a guest should make himself useful to and help protect his hosts, and

Defender has convinced him this is how he can both be useful and expose himself to the widest possible range of cultures and belief systems.

His primary problem in social interactions is his ongoing difficulty assimilating the concept of private property, an idea his species simply has never developed. To the Susethrin, items, places, animals, and other things "belong" to everyone and should be used in whatever way creates the most net benefit. If one person's need for an item is greater, he should rightfully use that item until his need is resolved. The ideas of money and thievery are similarly difficult for him.

Among the Susethrin, personal honor and reputation are important, and Gavis continues to conduct himself in the honorable fashion of his people even though he's far from his homeworld.



He always gives his foes a chance to surrender before battle begins (if doing so is appropriate to the situation) and never fights unfairly or uses “dirty tactics.” And regardless of the situation, he’s honest and scrupulously polite.

Beyond that, Gavis is a simple person, with strong core beliefs in the sanctity of life and the value of preserving nature, both of which he sees all too little of among other people. While he’s perfectly willing to share his own beliefs with anyone who asks, he doesn’t want to appear forceful or overbearing. He’s a quiet man, but surprisingly strong-willed.

Quote: “While I find your apparent beliefs fascinating, I simply cannot allow you to go on hurting and frightening these people.”

Powers/Tactics: Gavis Gan is a powerful telekinetic whose powers manifest in the manipulation of inertia and momentum. He can add momentum to an object or person, or subtract it from a moving target. He can halt a moving grav-car with a thought, and with another send an opponent hurtling through the air. In general he won’t use his powers to kill unless it’s the only way to save other lives.

Gavis has several other abilities common to the Susethrin. Evolving in the misty forests of his homeworld has given him poor eyesight but a remarkable sense of smell. Despite the fact that he has no legs, the powerful muscles in his abdomen and tail allow him not only to move faster than most Humans can run, but to use his tail as a whip in combat.

Appearance: Gavis Gan’s upper half is humanoid in nature — his skin is blue, his eyes large, red and pupil-less, and his hair (which grows only on the very top of his slightly elongated skull) is silver. From the waist down, his body is that of a snake. Alternating blue and black scales begin at his navel and continue down his tail, which is approximately nine feet in length. He customarily curls his body up with about five feet of tail behind him, leaving him appearing to “stand” seven feet tall. He wears only a black, sleeveless vest with a few ornamental pieces of jewelry attached, and heavy rings and bracelets signifying his status within his tribe.

SAGE				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
11	BODY	2	11-	
20	INT	10	13-	PER Roll 13-
30	EGO	40	15-	ECV: 10
25	PRE	15	14-	PRE Attack: 5d6
13	COM	2	12-	
4	PD	1		Total: 29 PD (25 rPD)
4	ED	1		Total: 29 ED (25 rED)
6	SPD	32		Phases: 2, 4, 6, 8, 10, 12
8	REC	4		
30	END	0		
27	STUN	0		Total Characteristics Cost: 146

Movement: Running: 6”/12”
Flight: 10”/20”

Cost	Powers	END
105	<i>Psychic Powers:</i> Multipower, 105-point reserve	
10u	1) <i>Psychic Blast, Full-Force:</i> Ego Attack 10d6	10
10u	2) <i>Psychic Blast, Low-Force:</i> Ego Attack 7d6, Reduced Endurance (0 END; +½)	0
10u	3) <i>Psychic Blast, Ongoing:</i> Ego Attack 4d6, Continuous (+1), Reduced Endurance (0 END; +½)	0
10u	4) <i>Mental Manipulation:</i> Mind Control 16d6, Reduced Endurance (½ END; +¼)	4
10u	5) <i>Mental Reading:</i> Telepathy 16d6, Reduced Endurance (½ END; +¼)	4
10u	6) <i>Mental Images:</i> Mental Illusions 16d6, Reduced Endurance (½ END; +¼)	4
30	<i>Psychic Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Mental Scanning:</i> Mind Scan 12d6	6
30	2) <i>Psychokinesis:</i> Telekinesis (40 STR)	6
32	3) <i>Psychokinetic Shield:</i> Force Field (25 PD/25 ED), Reduced Endurance (½ END; +¼)	2
30	4) <i>Psychokinetic Flight:</i> Flight 30”	6
15	<i>Psychic Shields:</i> Mental Defense (21 points total)	0
12	<i>Champions Life Support Suit:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIF (-½)	0
6	<i>Champions Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
40	<i>Mental Link:</i> Mind Link, any 32 minds at once	0

Perks

5	Fringe Benefit: Member of the Aristocracy/Higher Nobility (Al’gari)
10	Money: Wealthy
2	Reputation: Heroic Varanyi Noble (in the Galactic Federation) 11-, +2/+2d6

Talents

- 5 Eidetic Memory

Skills

- 15 +3 with Mental Powers
- 3 Acting 14-
3 Bureaucratics 14-
3 Conversation 14-
3 High Society 14-
3 AK: Varanyi Empire 13-
3 KS: Varanyi Imperial Household 13-
3 Language: Federation Standard (completely fluent; Varanyi is Native)
3 Oratory 14-
3 Persuasion 14-

Total Powers & Skills Cost: 554

Total Cost: 700

550+ Disadvantages

- 25 Hunted: Tlokon and his allies 11- (Mo Pow, NCI, Limited Geographical Area, Harshly Punish)
- 25 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
- 20 Hunted: Mechanon 3000 8- (Mo Pow, Kill)
- 10 Physical Limitation: Knows Little Of Human Or Federation Culture Or History (Frequently, Slightly Impairing)
- 10 Psychological Limitation: Code Versus Killing (Common, Moderate)
- 15 Psychological Limitation: Seeks To Restore Varanyi Character (Common, Strong)
- 15 Psychological Limitation: Accustomed To Taking Authority (Common, Strong)
- 10 Social Limitation: Public Identity (Frequently, Major, Not Limiting In Some Cultures)
- 20 Vulnerability: 2 x STUN from Magic (Common)

Total Disadvantage Points: 700

Background/History: Zes'arou Al'gari Vikon was born to privilege. The members of House Al'gari, the rulers of the Varanyi Empire for more than ten thousand years, have always been the most psionically powerful of their species. Vikon himself is second cousin to the *Sh'garothayn* (Emperor) of the Varanyi, and served the Empire as part of the *Uthiriom Vaan*, the advisory council of aristocrats that handles matters of state.

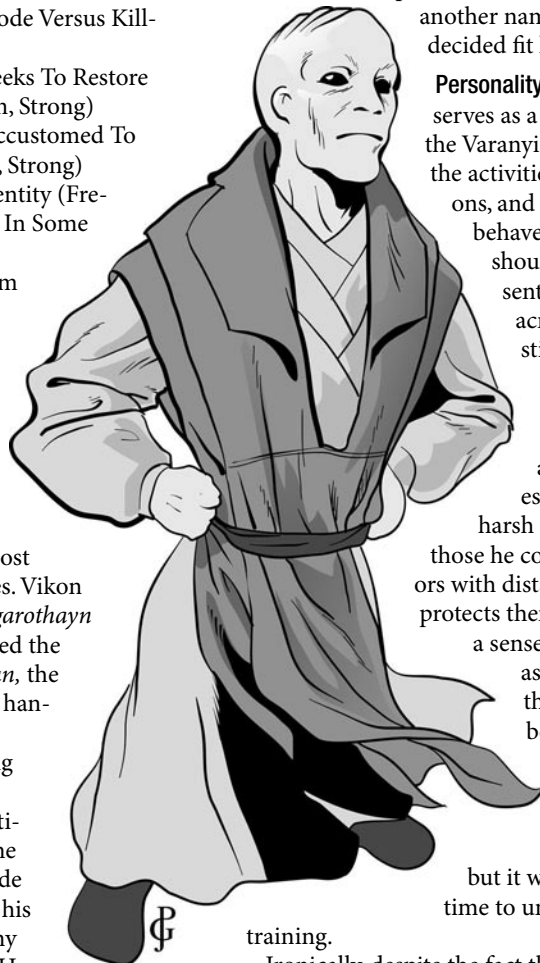
Along with several other young aristocrats, Vikon spoke publicly about his fears concerning the political, moral, and psionic decline of the Varanyi Empire. In so doing he made many powerful enemies, including his own brother, Tlokon. But one enemy he did not make was the Emperor. He was summoned to a secret conference with the ruler of his people, who expressed general

agreement with his concerns. Even more surprisingly, he named Vikon as a Special Envoy to the Galactic Federation, with a brief to study other species — particularly the Humans and the Se'ecra. The Emperor's hope was that Vikon would learn what made them, and their Federation, so vigorous and appealing to other species, and that he could bring the secret home and use it to re-invigorate the Varanyi.

And so, Vikon was off to Earth to study the Humans and their allies. After two brief and educational years, he found himself caught up in the V'han Invasion. To his astonishment, the influx of magical energies vastly boosted his psionic abilities, and when he used them to defeat an entire squadron of D-Soldiers, his grateful hosts proclaimed him a hero.

The Human called Defender invited Vikon to join his special organization of super-powered beings, but Vikon at first demurred. After all, he was not from the Federation, and he had a specific mission given him by the Emperor. But then he received a message from the Emperor insisting he accept the offer. "What better way to observe the aliens and their ways than to travel amongst their most notable?" he asked, and Vikon had to agree. So Vikon joined the Champions, and Bulletproof promptly dubbed him "Wise Guy." When Vikon protested, Defender suggested another name, "Sage," which he decided fit his status.

Personality/Motivation: Sage serves as a representative of the Varanyi government in the activities of the Champions, and so does his best to behave as a Varanyi noble should. To most other sentients, he comes across as pompous, stiff, and arrogant... and in fact he does possess those "qualities." Raised as part of the highest nobility in his harsh society, he treats those he considers his inferiors with distant politeness, and protects them as much out of a sense of noblesse oblige as an active belief in their worth as living beings. He's slowly coming to comprehend that Humans don't much care for airs, but it will take him some time to unlearn his lifelong



training.

Ironically, despite the fact that he remains loyal to his homeworld in general, he's finding himself more and more in tune with the ideals of the

Galactic Federation than those of his own people. He's beginning to wonder where his true loyalties lie, and that concerns him deeply. He hides his insecurities behind the facade of his "noble bearing," which only makes his behavior worse. But the bravery, cleverness, and heroism he's displayed time and time again have won him the respect of his teammates — even Bulletproof (who enjoys teasing him) and Charm (who finds him distasteful).

At present, Sage intends to represent the Varanyi in Federation space for several more years, then return home with what he's learned and hopefully remake Varanyi society into something better. Whether his plans will change as his superhero career progresses remains to be seen....

Quote: "This is completely unacceptable! If you don't do as I say, all will be lost!"

Powers/Tactics: Prior to 3000, Vikon was one the most powerful psionics in the entire Varanyi Empire, wielding vast mental energies. The return of magic somehow affected him, giving him more mental might than even the Emperor (he doesn't know if any other Varanyi have experienced a similar augmentation of their powers). Unfortunately, because increased powers derive from the sudden influx of magic, he's become slightly more susceptible than average to magical attacks. He's skilled at the general use of his powers, and subtle in his efforts to manipulate minds, but he's still learning precisely how to wield them in combat against non-psionic opponents (he's more accustomed to formal Varanyi mental duels against shielded foes, where "mental agility" matters more than "brute force").

As a diplomat, Sage tends to try to talk first and offer alternatives to violence. But he won't hesitate to threaten or use force if he feels it's the most logical course.

Appearance: Sage is a Varanyi male, standing about 5'5" and weighing a little over 130 pounds. He wears a formal dark brown Varanyi military uniform, with a short cape attached at his neck by a brilliant red spindle. He has five crests on his head, and his skin is a rich light chocolate-brown. Like all Varanyi, he has neither hair nor visible ears.

RAMPART

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 ktons; 20d6 [10]
19	DEX	27	13-	OCV: 6/DCV: 6
40	CON	60	17-	
30	BODY	40	15-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
50	PD	30		Total: 50 PD (50 rPD)
50	ED	42		Total: 50 ED (50 rED)
5	SPD	21		Phases: 3, 5, 8, 10, 12
28	REC	0		
80	END	0		
100	STUN	0		Total Characteristics Cost: 332

Movement: Running: 6"/12"
Flight: 10"/20"
Leaping: 20"/40"

Cost	Powers	END
90	<i>Brick Tricks:</i> Multipower, 90-point reserve	
1u	1) <i>Augmented Haymaker:</i> HA +4d6; Hand-To-Hand Attack (-½), Only When Using Haymaker To Punch (-1)	2
3u	2) <i>Bearhug:</i> Energy Blast 9d6, NND (defense is Life Support [Self-Contained Breathing]; +1); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	9
4u	3) <i>The Big Wrap-Up:</i> Entangle 9d6, up to 9 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0)	9
4u	4) <i>Crack The Whip:</i> Energy Blast 12d6, Indirect (always originates with character, but can strike foe from one of several directions; +½); OIF (appropriate materials of opportunity; -½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of "whip"; -¼), Side Effect (may cause considerable damage to the environment; -0)	9
4u	5) <i>Distance Punch:</i> Double Knockback (+¾) for up to 100 STR; Requires A Brick Tricks Roll (-½), Increased Endurance Cost (x2 END; -½)	14
4u	6) <i>Flick Of Unconsciousness:</i> Energy Blast 9d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼)	9

4u	7) <i>Shockwave</i> : Explosion (+½) for up to 100 STR, Hole In The Middle (the hex the character stands in when he uses the power; +¼); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0)	6
4u	8) <i>Tear You Limb From Limb</i> : HKA 3d6 (up to 6d6 with STR)	4
4u	9) <i>Thunderclap</i> : Hearing Group Flash 12d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼); No Range (-½), Extra Time (Full Phase; -½), Restrainable (-½)	9
6u	10) <i>Digging</i> : Tunneling 12" through 12 DEF material	6
	<i>Martial Arts: Belaxian Wrestling</i>	
	Maneuver OCV DCV Notes	
4	Headbutt/ Punch	+2 +0 22d6 Strike
5	Grappling Block	+1 +1 Grab One Limb, Block
3	Grab	-1 -1 Grab Two Limbs, 110 STR for holding on
25	<i>Belaxian Toughness</i> : Hardened (+¼) for 50 PD/50 ED	0
62	<i>Belaxian Toughness</i> : Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
12	<i>Dense Body</i> : Knockback Resistance -6"	0
23	<i>Augmented Belaxian Physiology</i> : Life Support (Extended Breathing: 1 END per 20 Minutes; Immunity: all Belaxian diseases and biowarfare agents; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0
7	<i>Champions Space Flight Pack</i> : Flight 10"; OIF (-½), Only In Micro/Zero Gravity (-1½), 1 Continuing Fuel Charge lasting 1 Hour (-0)	[1cc]
22	<i>Belaxian Radar-Sight</i> : Radar (Radio Group), Discriminatory, Increased Arc of Perception (240 Degrees)	0
6	<i>Champions Communicator</i> : HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
	Skills	
15	+3 HTH	
3	Combat Driving 13-	
3	Combat Piloting 13-	
3	AK: Belaxian Space 12-	
2	KS: Galactic Federation Law 11-	
3	KS: Games And Simulations 12-	
2	Language: Federation Stanadard (fluent conversation; Belaxian is Native)	
3	Mechanics 12-	
2	Navigation (Space) 12-	
23	Power: Brick Tricks 23- (DEX-based)	

2	PS: FSP Law Enforcement Officer 11-
3	Systems Operation 12-
3	Tactics 12-
4	TF: Belaxian Common Motorized Ground Vehicles, Belaxian Small Personal-Use Spacecraft, Terran Small Personal-Use Spacecraft

Total Powers & Skills Cost: 368
Total Cost: 700

550+ Disadvantages

5	Enraged: by dishonorable, "cheating" behavior (Uncommon), go 8-, recover 14-
20	Hunted: VIPER 8- (Mo Pow, NCI, Kill)
15	Hunted: Mechanon 3000 8- (Mo Pow, Kill)
15	Hunted: Mayhem 11- (As Pow, Kill)
5	Physical Limitation: inconvenient size and weight (3'6", 800 lbs.) (Infrequently, Slightly Impairing)
10	Physical Limitation: Blind (sees by Radar) (Frequently, Slightly Impairing)
25	Psychological Limitation: Protective Of Innocents (Very Common, Total)
20	Psychological Limitation: Code Versus Killing (Common, Total)
20	Psychological Limitation: Loves Games, Competitions, And Challenges (Very Common, Strong)
5	Rivalry: Professional (any opponent in a game)
10	Susceptibility: to high frequency ultrasonics, Flash Radar 4d6 per Phase (Uncommon, Instant)

Total Disadvantage Points: 700

Background/History: Ral Xah left his home on the planet Belaxia in 2995 to join the Federation Security Patrol. His mothers were bursting with pride that he'd been chosen to attend the training school for the interplanetary keepers of law. He spent four years in the Academy, learning the basics of law enforcement (and incidentally winning the Academy wrestling championship three times). After graduation the FSP assigned him to Fortune City, one of the domed settlements on the Northern Continent of Tau Ceti III.

In 3000, near the beginning of his second year there, an escaped convict named Lem Hafner took Fortune City hostage. He wired one of the fusion plants that powered the city with a bomb, then threatened to detonate it unless the authorities gave him safe passage off the planet to one of the nearby colony worlds. The commander assigned Xah and his unit to the cordon keeping people away from the unit, while another team actually tracked Hafner down and captured him... but the ineptly-wired bomb exploded anyway, though with a much smaller blast than Hafner expected.

The explosion damaged the plant, which immediately began a meltdown and started leaking radioactive fumes. While most of the police near the plant started herding the crowd out as quickly as possible, Ral Xah turned the other way. Belaxians are very resistant to radiation, thanks to

the high concentration of radioactive materials on their dense planet, so he believed he might survive long enough to shut down the reactor manually. He plunged into the cloud of steam and made his way to the core controls, where he successfully shut down the plant and saved the city. Then he collapsed.

When he awoke in the local Medcenter, he found several events had occurred during the several days he was unconscious. First, he had become a Federation-wide hero, since the local newsnets had broadcast his story across thousands of systems. Second, exposure to the gasses had somehow changed his physiology — he was now far stronger and tougher than even the most powerful Belaxian. And third, an

extradimensional being with a difficult-to-pronounce name was invading the Galaxy... and the FSP was currently battling her soldiers in the streets of Fortune City. Ral Xah leapt from his bed and saluted. “I’m ready and able for duty, sir!”

During the course of the war Federation officials brought Ral Xah to Earth and asked him to join the superpowered brigade Defender was organizing. After the war Xah agreed to stay with the Champions under the code name Rampart. He still calls his mothers regularly, and they say they’re just as proud of him being a superhero as they were when he was a cop.

Personality/Motivation: Rampart is the sort of good-natured, loyal, and not terribly imaginative soldier a team can always use more of. He’s naturally brave and kindhearted, and risks his own life to protect others without a second thought. He has a generally optimistic outlook and a pleasantly wry sense of humor. Best of all, he follows orders from team leaders enthusiastically and without question.

The only aspect of his personality his teammates find less than entirely charming is his intense competitiveness in any sort of game or wager. By Human standards Belaxian culture places an inordinate amount of weight on contests of any sort,

and Xah is competitive even for his own people. Should the opportunity for any sort of game, bet, or contest of skill arise, for even the smallest or most trivial of stakes, Xah jumps at the chance to participate regardless of his chance of winning. (He rarely suggests games or bets himself anymore, since he’s learned that Humans find it off-putting when he’s too eager.) It’s not really the winning or losing that matters to Belaxians like Xah, but more the spirit of competition and excitement (though they tend to be less intrigued if little or nothing is at stake).

Enemies of the Champions quickly figure out how easily they can manipulate Rampart this way, and frequently build it into their plans.

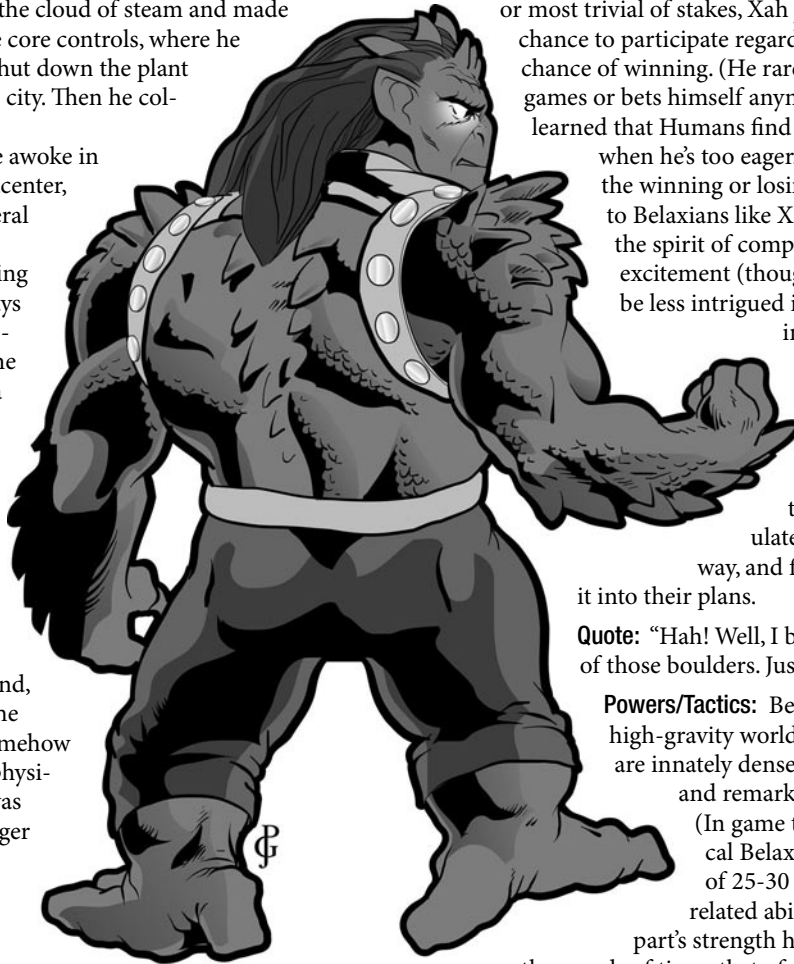
Quote: “Hah! Well, I bet I can lift two of those boulders. Just watch me!”

Powers/Tactics: Belaxia is a very high-gravity world, so Belaxians are innately densely-structured and remarkably strong.

(In game terms, a typical Belaxian has a STR of 25-30 and several related abilities.) Rampart’s strength has increased to thousands of times that of a typical Belaxian, making him one of the strongest beings currently on record in the Federation.

Rampart has a pretty firm sense of his own job when the Champions are in combat. A skilled hand-to-hand fighter thanks to his background in wrestling and other physical sports, he prefers straightforward brawling against other bricks. But he’s smart enough to adopt other tactics when necessary, such as using the environment to his advantage or deafening opponents with claps of his mighty hands. (One of his “brick tricks,” the Shock-wave, is bought as a naked Advantage in a Power Framework with the GM’s permission.)

Appearance: Rampart looks like a typical Belaxian. He stands about 3’6” tall, and he’s nearly that broad. His body is extremely muscular, and his skin white and pebbly, like that of a Terran iguana. His blocky-shaped head sits directly on his shoulders, with almost no neck. He has large, dark, square organs where most species have eyes (these emit and absorb radar-like pulses of energy), a stubby nose that’s really little more than converging slits, and no ears. His costume consists solely of a loose-fitting set of dark blue pants and thick, heavy black boots.



CHARM

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
35	DEX	75	16-	OCV: 12/DCV: 12
18	CON	16	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
24	COM	7	14-	
8	PD	5		Total: 22 PD (14 rPD)
8	ED	4		Total: 22 ED (14 rED)
8	SPD	35		Phs: 2, 3, 5, 6, 8, 9, 11, 12
9	REC	4		
36	END	0		
60	STUN	33		Total Characteristics Cost: 223

Movement: Running: 22"/44"
Flight: 10"/20"
Leaping: 6"/12"

Cost	Powers	END
	<i>Martial Arts: Turque'ya Gymnastic Style</i>	
	Maneuver OCV DCV Notes	
3	Defensive Throw +1 +1 Block, Target Falls	
5	Flying Dodge — +4 Dodge All Attacks, Abort; FMove	
4	Joint Lock/Throw +1 +0 Grab One Limb; 3d6 NND; Target Falls	
4	Martial Disarm -1 +1 Disarm; 45 STR to Disarm roll	
4	Martial Dodge — +5 Dodge, Affects All Attacks, Abort	
4	Martial Escape +0 +0 50 STR vs. Grabs	
4	Martial Strike +0 +2 9d6 Strike	
4	Nerve Strike -1 +1 4d6 NND	
8	+2 Damage Classes (already added in)	
43	<i>Hand Blaster:</i> Energy Blast 14d6, 32 Charges (+¼); OAF (-1) [32]	
35	<i>Good Eye:</i> Find Weakness 12- with All Attacks	0
16	<i>Padded Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
30	<i>Didn't Hit Me Clean:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
32	<i>Runs Like The Wind:</i> Running +16" (22" total)	1
3	<i>Leaps And Bounds:</i> Leaping +3" (6" forward, 3" upward) 1	
7	<i>Champions Space Flight Pack:</i> Flight 10"; OIF (-½), Only In Micro/Zero Gravity (-1½), 1 Continuing Fuel Charge lasting 1 Hour (-0) [1cc]	
5	<i>Kalishari Nightvision:</i> Nightvision	0
9	<i>Paying Attention:</i> +3 PER with all Sense Groups	0

6	<i>Champions Communicator:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
30	<i>Outrageous Fortune:</i> Luck 6d6	0
7	<i>Silent Movement:</i> Invisibility to Hearing Group; Only When Not Attacking (-½)	1
5	<i>Tail:</i> Extra Limbs, Inherent (+¼); Limited Manipulation (-¼)	0

Perks

35	Contacts: Various Contacts in the under-world, the Thorgon rebellion, and Kalishari space
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Talents

9	Ambidexterity (no Off Hand Penalty)
12	Combat Luck: 6 PD/6 ED
15	Combat Sense 13-
20	Danger Sense (immediate vicinity, intu- itional, out of combat) 13-
4	Environmental Movement: Phenomenal Balance (no penalties on narrow surfaces)
3	Lightsleep

Skills

5	Acrobatics 17-
3	Acting 14-
3	Breakfall 16-
3	Bribery 14-
3	Climbing 16-
3	Combat Piloting 16-
3	Computer Programming 13-
5	Concealment 14-
3	Contortionist 16-
3	Conversation 14-
10	Defense Maneuver I-IV
3	Disguise 13-
3	Electronics 13-
3	Fast Draw (Advanced Small Arms) 16-
4	Gambling (Card Games, Dice Games) 13-
2	AK: Kalishari Space 11-
2	AK: The Sol System 11-
2	KS: The Espionage World 11-
2	KS: The Mars Underworld 11-
2	KS: The Thorgon Underworld 11-
2	Language: Federation Standard (fluent con- versation; Kalishari is Native)
3	Lockpicking 16-
3	Mechanics 13-
3	Paramedics 13-
5	Security Systems 14-
3	Seduction 14-
3	Shadowing 13-
3	Sleight Of Hand 16-
3	Stealth 16-
3	Streetwise 14-
2	Survival (Urban) 13-
3	Systems Operation 13-
3	Trading 14-
3	TF: Kalishari Common Motorized Ground Vehicles, Terran Small Personal-Use Spacecraft
2	WF: Advanced Small Arms

Total Powers & Skills Cost: 477

Total Cost: 700

550+ Disadvantages

- 25 Hunted: VIPER 8- (Mo Pow, NCI, Kill)
- 20 Hunted: Mechanon 3000 8- (Mo Pow, Kill)
- 15 Hunted: Thozzer Tallup (local crime boss)
8- (As Pow, NCI, Limited Geographical Area, Kill)
- 10 Physical Limitation: Light-Sensitive Eyes (-2 Sight PER in bright light) (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 10 Psychological Limitation: Thrillseeker (Common, Moderate)
- 10 Psychological Limitation: Protects The Weak And Underdogs (Common, Moderate)
- 15 Psychological Limitation: Mistrusts Authorities (Common, Strong)
- 10 Social Limitation: Color-Changing Skin Gives Away Mood and Attitude (Frequently, Minor)
- 15 Social Limitation: Public Identity (Frequently, Major)

Total Disadvantage Points: 700

Background/History: Born on Kalisha, the irrepressible Charm (who uses her given name for her code-name) misspent her childhood narrowly avoiding imprisonment for tweaking the collective noses of the local puppet government, running illegal games of chance, and helping the various black and grey marketeers of Kalisha avoid Thorgon taxes and tribute. It's unknown where her phenomenal agility and reflexes come from; she claims not to remember her parents, and she's been able to perform amazing feats of dexterity since she was small. The local underworld figures in the cave complexes of Kalisha liked her and helped her hide from Thorgon officials.

One day in 2997, she helped a rebel group steal badly-needed medical supplies from a Thorgon ship, so the Hegemony placed a sizable bounty on her head. With the assistance of the rebels she escaped on a small trading vessel and made her way into the Neutral Zone between Thorgon space and the Galactic Federation. She disembarked on a Human colony world called Yoxin Five. She promptly found herself in trouble with the local government (which needed a scapegoat for a recent crime wave) and had to flee again.

This time she made it as far as the Sol System, where she settled down on Mars and took some smuggling jobs from a local criminal named Thozzer Tallup. Though at first she very much enjoyed the freedom and challenge of her new job, she slowly came to understand that Tallup was a cruel and evil man, not at all like the friendly rebels she'd known back on Kalisha. While working for Tallup she encountered the time-lost superhero Bulletproof, who helped her escape from the crimelord's henchmen... only to run right into the invasion forces of Istvatha V'han. Though she didn't exactly see herself as a hero, she was unwilling to let her new friend risk his life alone, so she joined Defender's superhuman

brigade at his side. After the superhumans thwarted the invasion, she found to her surprise that helping people and fighting crime gave her the same thrills and satisfaction that committing crimes against the cruel Thorgon regime had, so she chose to remain with the Champions.

Personality/Motivation: Charm is a thrill-seeker and adrenaline junkie, always searching for ways to get the "high" of exciting and dangerous activity. If she wasn't also fundamentally decent and a "soft touch" for sob stories, she might have become a career criminal; as it is, her history includes numerous brushes with the law and other authorities. Fortunately for her, she's fallen in with a team of costumed superheroes instead, and their collective decency and bravery is rubbing off on her, though she's loathe to admit it.

She's become close friends with Bulletproof and to a lesser extent Gavis, making a sort of "subteam" within the larger group. She's also become friends with the detective Alton Ward. None of these attachments have turned romantic, though Alton certainly wouldn't mind if it did.

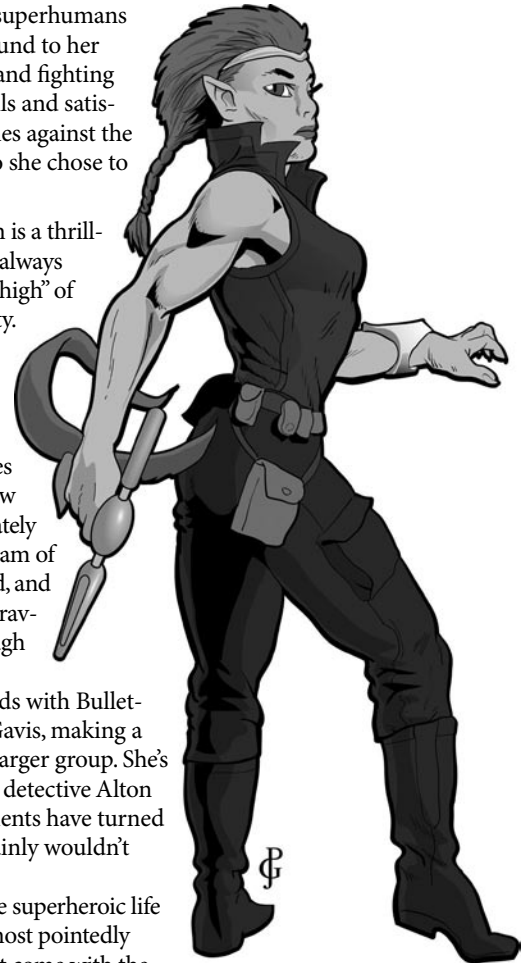
There are still parts of the superheroic life that Charm doesn't care for, most pointedly the publicity and celebrity that come with the job. Sneakiness and subterfuge are Charm's first instincts, so she shuns the spotlight whenever possible.

Quote: "The rest of you go on ahead. I'm going to see if I can sneak around the perimeter and get inside."

Powers/Tactics: Charm is a highly-skilled thief and infiltrator, with reflexes, agility, and reaction time far above the norm for her (or any) species. Her swiftness and skills allow her to keep up with her teammates despite the fact that she lacks the raw power to compete with any of them in a fight. In combat, she prefers the role of scout and general sneak; she's also good at taunting foes while Dodging, thus drawing their fire so one of her more powerful teammates can deal with them.

Like other Kalishari, Charm is nocturnal by nature, with eyes adapted to low levels of light. She also has a tail about three feet long. Her skin color changes to reflect her moods — green indicates pleasure or attraction, red anger or frustration, blue a neutral attitude, dark purple fear or tension. Charm has become relatively skilled at minimizing or controlling this effect (to do so, she must make an Acting roll at -3).

Appearance: Charm is a stunningly lovely Kalishari woman, with blue skin, long reddish-purple hair, a trim figure, and pupilless brown eyes. A slim tail emerges from her lower back. She stands about 5'3" and weighs a bit under 100 pounds. She has no regular "superhero costume," favoring tunics or pantsuits with lots of pockets tailored to flatter her body.



CHAMPIONS EQUIPMENT

In addition to the Communicators and Space Flight Packs listed on their character sheets (if necessary), the Champions use the following equipment.

CHAMPIONS PLAZA			
Val	Char	Cost	Notes
16	BODY	14	
19	Size	38	320" x 160", -16 DCV
12	DEF	30	Total Characteristic Cost: 82

Abilities & Equipment			END
Cost	Power		
0	Location: City		0
5	Communications System: HRRP; OIF Immobile (-1½)		0
29	External Sensors: Clairsentience (Sight, Hearing, and Radio Groups), 2x Range, Increased Arc Of Perception (360 Degrees); IIF (-¼), Activation Roll 14- (-½)		0
2	Lab: Astronomy 11-		
2	Lab: Astrophysics 11-		
2	Lab: Biology 11-		
2	Lab: Chemistry 11-		
2	Lab: Genetics 11-		
2	Lab: Physics 11-		
2	Lab: Robotics 11-		

Total Abilities & Equipment Cost: 48
Total Base Cost: 130

Value Disadvantages	
15	Distinctive Features: Large Plaza, Buildings Have Team Logo (Not Concealable, Noticed and Recognizable)
10	Hunted: Terran Republic Government, 8- (MoPow, NCI, Watching)
15	Publicly Known

Total Disadvantage Points: 40
Total Cost: 90/5 = 18

FOLLOWERS	
Cost	Power
20	Robotic Staff: 8 Followers (25 Base Points + 25 points from Disadvantages)

Description: Champions Plaza is a collection of three buildings and a surrounding park space in the “old neighborhood” of Millennium City, one of the “megacities” of North America on Earth. The buildings overlook the Detroit River, and range from fifteen to twenty stories in height. The “Champions” logo is emblazoned in neon red on the top floor of each building.

The Champions have not yet come close to filling the buildings in their year together. Each member maintains fairly luxurious personal quarters and Defender and Firedancer have set up modest labs in Building #1, which also includes a meeting space, a lobby, and offices for visitors and various government officials. The bottom half of Building #2 contains training space, gyms, and storage, while the top half is storage space and a maintenance bay for the team’s two ships. Building #3 remains mostly

empty at this point, though Defender would eventually like to fill it with additional lab space as well as some heavily-shielded vaults for dangerous materials and temporary holding cells for supervillains.

THE METEOR			
Val	Char	Cost	Notes
9	Size	45	8"x4"; -9" KB; -6 DCV
80	STR	25	Lift 1.6 ktons; 16d6 HTH [0]
30	DEX	60	OCV: 10/DCV: 10
19	BODY	0	
10	DEF	24	
5	SPD	10	Phases: 3, 5, 8, 10, 12
Total Characteristics Cost: 164			

Movement: Ground: 0"/0"
FTL Mode: 2 LY/minute
STL Mode: 55"/ 220"

Abilities & Equipment			END
Cost	Powers		
Power Systems			
220	Power Core: Endurance Reserve (500 END, 500 REC); OIF Bulky (-1), Only To Power Electrical Devices (-½)		0
Propulsion Systems			
77	Spacewarp Drive: Multipower, 115-point reserve, all slots Costs Endurance (-½)		
1u	1) FTL Mode: Faster-Than-Light Travel (2 Light Years/minute); Increased Endurance Cost (5x END; -2), Costs Endurance (-½)		40
3u	2) STL Mode: Flight 55", x4 Noncombat; Increased Endurance Cost (x5 END; -2), Costs Endurance (-½)		55
-12	Only Flies: Ground Movement -6" (0" total)		
7	Inertial Compensation Field: Force Field (22 PD); OIF Bulky (-1), Only to Protect Occupants Against G Force Damage (-1)		2
Weapon Systems			
337	Proton-Cannon: RKA 6d6, Increased Maximum Range (771,875" [about 959 miles]; +1), Area Of Effect (One Hex; +½), Autofire (3 shots; +1¼)		34
Defense Systems			
5	Primary Shields: Force Field (16 PD/ 16 ED); Increased Endurance Cost (10x END; -4), OIF Bulky (-1), Ablative (-½)		30
4	Ionized Hull: Force Field (11 PD/ 11 ED); Increased Endurance Cost (10x END; -4), OIF Bulky (-1)		20
46	Hull Plating: +27 DEF; Ablative (-½), Limited Coverage (hull only; -¼)		
48	Hull Armor: +16 DEF, Hardened (+¼); Limited Coverage (hull only; -¼)		
Operation Systems			
91	Sensor Array: Variable Power Pool, 80 base + 40 control cost, all slots Only For Sensors And Communications (-1), OIF Bulky (-1), Costs Endurance (-½)		var
70	Sensor Enhancement (Range): Megascala (1" = 1 trillion km; Can Be Scaled Down 1" = 1km; +3½); OIF Bulky (-1) for any Sensor Pool Sense of up to 40 Active		

	Points	var
12	<i>Sensor Enhancement (Accuracy):</i> +16 versus Range Modifier for Radio Group; OIF Bulky (-1)	0
4	<i>NaviCom:</i> +4 to Navigation Roll; OIF Bulky (-1)	0
Personnel Systems		
12	<i>Life Support:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); Costs Endurance (-½)	2
6	<i>Backup Life Support:</i> Life Support (Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); Only Within Affected Area (2.5" x 1.25"; -2)	0
10	<i>Backup Life Support:</i> 4 Additional Backup Life Support Chambers	0
15	<i>Artificial Gravity:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	4
7	<i>Medical Facilities:</i> Paramedics 11-	
2	<i>Medical Facilities:</i> SS: Medicine 11-	

Skills

4	<i>Targeting Systems:</i> +2 with Proton-Cannon
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Total Abilities & Equipment Cost: 969

Total Vehicle Cost: 1,133

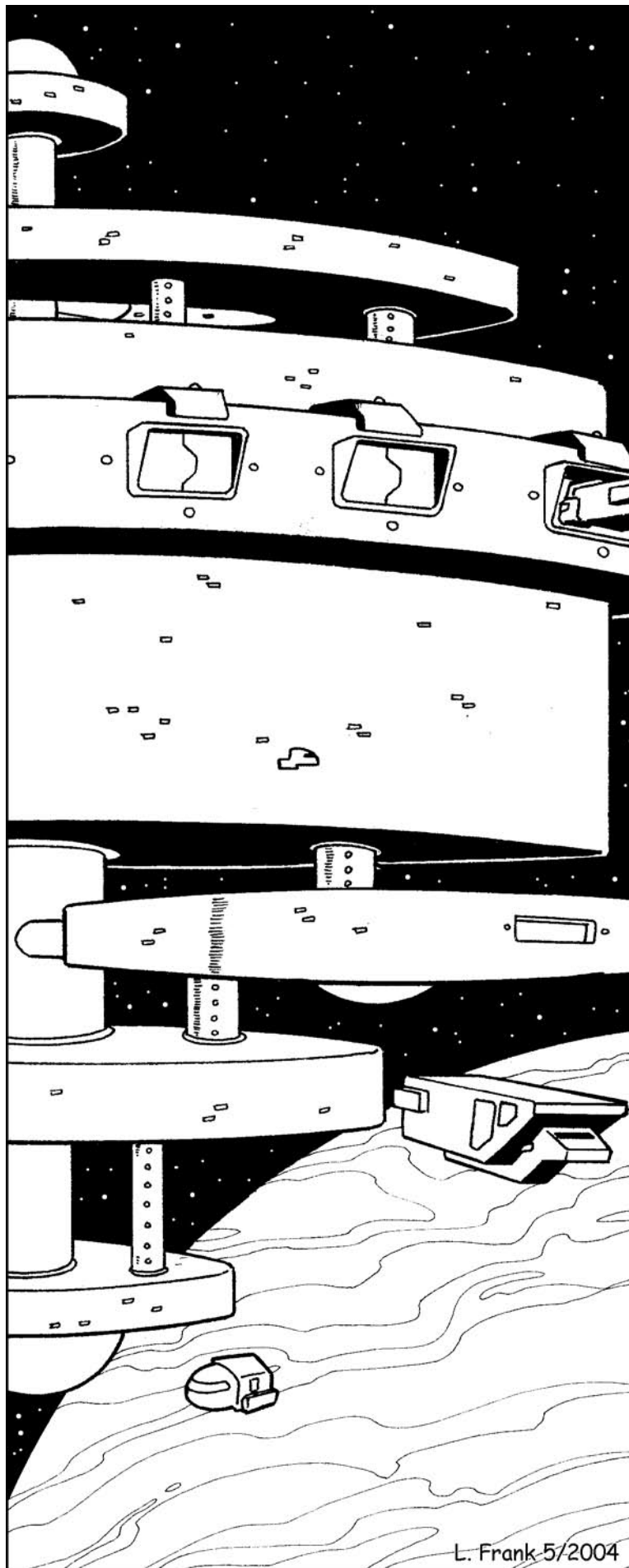
Value Disadvantages

15	<i>Distinctive Features:</i> Champions Transport Ship (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses)
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Total Disadvantage Points: 15

Total Cost: 1,118/5 = 224

Description: The Champions's personal starjet was donated to the team by Harmon Industries. It's docked at Champions Plaza in Millennium City. It contains a state-of-the-art Spacewarp drive, and though it's not really built for combat it does carry a single proton cannon. It seats eight comfortably and up to sixteen with a little crowding, and also carries a basic medical facility for emergencies.



L. Frank 5/2004

THE STAR*GUARD



The Champions, while perhaps the best-known of the new superheroes of the thirty-first century, aren't the only ones. The most important of their comrades in the battle against crime and evil are the members of the Star*Guard.

Background/History: Approximately one million years ago, on the planet Odrugar deep in what is now Sēcra territory, an extraordinary being named Gloran was born. Gloran had one of the most powerful minds the Galaxy had ever known, and from a young age he became aware of the insidious nature of evil and the responsibility the strong had to protect the weak. He built a massive computer he called CONTROL, more advanced than any that had ever existed, and with its assistance began to seek out and battle those who would endanger the innocent and cause suffering to other intelligent life forms.

Gloran fought his war on evil for untold centuries, gathering to his side many allies, until at last his body began to fail him. Refusing to give up his crusade, he had his own brain engrams uploaded directly into the circuits of CONTROL. That way he could continue to assist and advise his followers, who by this time had become an army of hundreds known across space as the Star*Guard.

The Guard adopted as its uniform the battlesuit Gloran wore, and with the aid of CONTROL developed a magnificent weapon known as the Star-Staff, which was feared by evildoers across the Galaxy. The earliest members of the Guard formed a Council of Overseers to manage the group which by the mid-twentieth century (as Earth accounts Time) had thousands of members patrolling the spaceways. The Council began to assign Star*Guards to specific sectors of space, with support teams (called "Marshals"), and bases full of equipment and ships to carry out their missions. Earth's sector received its first Star*Guard, a Dendrian named Brin Rei Tarn, in 1968, and he served there until his death in 1990 at the hands of a traitorous former Guardsman called Mordace.

The first (and to that point only) Human Star*Guard — a Spaniard named Andre Almena — replaced Tarn. Almena was still active in 2009 when Mordace led a small army of the Guard's in a direct assault on Odrugar. That attack decimated the Guard and the Council, and damaged the physical quantum matrix containing CONTROL's memory circuits.

Almena and the other survivors did their best to rebuild the organization, but the Star*Guard had barely regained its footing when the defeat of

Tyrannon changed the fundamental nature of the Universe in 2020. The Guardsmen found that many of their devices, including many functions of the Star-Staffs, no longer worked. (The Guard had long been aware that a "primal force" underlay Reality and made certain powers possible, but kept this information a closely-guarded secret, unknown even to most Guardsmen, for various reasons.) With their weapons weakened and CONTROL no more than a powerful computer, the Guard adopted new tactics of secrecy and subtlety. Teaching its members the skills of infiltration and disguise, the Guard transformed itself over the next few decades into a secret underground society, eschewing frontal assaults and well-armed bases for quiet stealth ships, networks of contacts, and missions of subversion from within. They continued to recruit new agents, and were sometimes nearly as effective as before, even if almost no one knew of their existence. The public image of the organization faded into legend and mythology.

By the second half of the thirtieth century, the Star*Guard was a small but efficient secret society of no more than a hundred Guards and three Overseers, still based on Odrugar (which had become a pastoral world of simple farmers who helped hide the Council's secrets). One of the Overseers, however, had not come up through the ranks of the Guards as the others had. 2-N Violet was an Az'arc'a, one of the mysterious energy beings known to live in radiation belts around a gas giant near the Galactic Core. A spherical mass of pulsing rings of plasma, Violet claimed to be many thousands of years old and to have known hundreds of Star*Guards, among them some of the greatest heroes of the organization. Violet said he could see the future, and maintained that it was very important to the future of the Galaxy that the Guard remain an active force.

In 3000, the Kolvel Event made superpowers and super-technology — including the full functions of the Star-Staff — possible once more. With the aid of 2-N Violet and a Malvan engineer named Heddras, the Overseers vastly improved the weapon and placed the first one in the hands of Koh Calidore, a Perseid Guardsman they felt was the most qualified to lead the organization into the future. Since then, the Guard has started a slow, careful recruiting drive, seeking beings from throughout the Galaxy with the moral fiber, bravery, devotion to justice, and willpower to become part of this august organization.

Group Relations: The Star*Guard is an organization in transition, moving from a thousand years

of secrecy and silence back to a public role on the stage of galactic affairs. Some of the Guard will no doubt find the transition difficult, but the Council hopes the recruiting efforts of Calidore and those like him will bring in honorable warriors worthy of the name... and, in turn, that they will prove worthy of the burden of leading this group of heroes.

Tactics: The Star*Guard has relatively few “group tactics” as a military organization would define that term. Traditionally each Guardsman operated more or less independently, calling upon his fellows for help only in the most desperate circumstances — but even then, a group of Guards were more likely to fight together than truly act in concert tactically.

Each Guard relies primarily on his Star-Staff in battle. An energy weapon of great power, it can project concussive bolts, move hundreds of tons, create force-barriers, and propel the user through the air or space at tremendous speeds. Each Guardsman’s Staff works a little differently, with the color of its energy and the ways it manifests depending on the Guardsman’s personality and imagination. For times when energy powers won’t get the job done, Guardsmen are trained in Odrugaran staff-fighting as well as a host of other skills.

Campaign Use: In most *Galactic Champions* campaigns, the Star*Guard could become an important ally of the PCs. While a Guardsman may (or may not) possess as much power as an individual PC, as the organization returns to its roots it will soon have more power as a whole than almost any group of superheroes. (And its non-combat resources are, of course, considerable.) If the PCs need help battling some galactic menace, the Star*Guard will be right there at their side. If they require information to track down a criminal, the Star*Guard’s databanks may have what they’re looking for. And if the PCs are wanted by the law (for whatever reason), they may soon find the local Guardsman on their trail....

Alternately, the GM could run a Star*Guard-based campaign, where all the PCs belong to the Guard (though some might be Marshals instead). Since all the characters will have the same basic powers (derived from their Star-Staffs and Guard training), each of them will have to set himself apart with his other Skills, personalities, Disadvantages, and the like. The campaign might focus not just on battling evil, but the internal politics of the Guard as it resumes its position of prominence in galactic affairs.

STAR*SHIELD				
Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
25	DEX	45	14-	OCV: 8/DCV: 8
30	CON	40	15-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
20	COM	5	13-	
30	PD	21		Total: 40 PD (30 rPD)
25	ED	19		Total: 35 ED (30 rED)
7	SPD	35		Phases: 2, 4, 6, 7, 9, 11, 12
15	REC	0		
60	END	0		
53	STUN	0	Total Characteristics Cost: 244	
Movement:		Running: 6"/12"		
		Flight: 50"/1600"		
		FTL: 1 LY/3 minutes		
Cost	Powers			END
20	Star-Staff Energy Reserves: Endurance Reserve (300 END); OIF (-½)			0
20	Star-Staff Energy Reserves: Endurance Reserve (40 REC); OIF (-½); Recovers Only in Direct Starlight (-½)			0
100	Star-Staff: Multipower, 150-point reserve; all OIF (-½)			
16m	1) Starblast I: Energy Blast 24d6; OIF (-½)			12
16m	2) Starblast II: Energy Blast 16d6, Armor Piercing (+½); OIF (-½)			12
16m	3) Starblast III: RKA 8d6; OIF (-½)			12
15m	4) Starblast IV: Energy Blast 18d6, Reduced Endurance (½ END; +¼); OIF (-½)			4
13m	5) Energy Field: Force Field (40 PD/40 ED), Reduced Endurance (½ END; +¼); OIF (-½)			4
16m	6) Energy Wall: Force Wall (18 PD/18 ED; 9" long and 8" tall); OIF (-½)			12
17m	7) Energy Manipulation: Telekinesis (80 STR), Fine Manipulation; OIF (-½)			13
16m	8) Atmospheric Flight: Flight 50", x32 Noncombat; OIF (-½)			12
6m	9) Warp Flight: FTL Travel (1 LY/3 minutes); OIF (-½)			0
1u	10) Staff Strike: Hand-To-Hand Attack +4d6; Hand-To-Hand Attack (-½), OIF (-½) plus Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-½), No Noncombat Stretching (-¼), OIF (-½) 2			
	Martial Arts: Odrugaran Staff-Fighting			
	Maneuver	OCV	DCV	Notes
4	Choke	-2	+0	Grab One Limb; 3d6 NND
4	Disarm	-1	+1	Disarm; 65 STR to Disarm
3	Legsweep	+2	-1	12d6 Strike, Target Falls
4	Nerve Strike	-1	+1	3d6 NND
4	Parry	+2	+2	Block, Abort
4	Strike	+0	+2	13d6 Strike

3	Throw	+0	+1	11d6 +v/5, Target Falls	
4	Weapon Bind	+1	+0	Bind, 65 STR	
8	+2 Damage Classes (already added in)				
1	Use Art with Staffs				
20	<i>Enhanced Physiology:</i> Damage Resistance (20 PD/20 ED)				
20	<i>Star*Guard Battle Suit:</i> Armor (10 PD/10 ED); OIF (-½)				
10	<i>Star*Guard Mental Training:</i> Mental Defense (14 points total)				
5	<i>Perseid Eyes:</i> Sight Group Flash Defense (5 points)				
22	<i>Enhanced Physiology:</i> Life Support (Self-Contained Breathing; Diminished Eating: no need to eat; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)				

Perks

18	Contact: New Overseers 11- (contact has extremely useful Skills or resources, Good relationship with Contact, organization)				
2	Contact: Perseid Space Exploration Agency 11- (contact has useful Skills or resources, contact limited by identity)				
2	Contact: Champions 8- (contact has very useful Skills or resources, contact limited by identity)				

Talents

4	Environmental Movement: Zero-G Training (no penalties in zero gravity)				
17	<i>Translator Matrix:</i> Universal Translator 13-; IIF (TM Module Behind Ear; -¼)				

Skills

25	+5 with Star-Staff				
3	Breakfall 14-				
3	Combat Piloting 14-				
3	Criminology 12-				
5	AK: Milky Way 14-				
5	AK: Perseid Empire 14-				
2	KS: Odrugaran Staff-Fighting 11-				
3	KS: Sentient Species Of The Milky Way Galaxy 12-				
5	KS: Star*Guard History 14-				
5	Mechanics 13-				
5	Oratory 15-				
3	PS: Astronaut 12-				
3	Power: Use Star-Staff 14- (DEX-based)				
3	Systems Operation 12-				
5	Tactics 13-				
3	WF: Advanced Small Arms, Staffs				

Total Powers & Skills Cost: 512**Total Cost: 756****550+ Disadvantages**

5	Distinctive Features: Star*Guard Emblem (Easily Concealed; Noticed and Recognizable)				
20	Hunted: Enemies Of The New Overseers 11- (As Pow, Kill)				
20	Psychological Limitation: Honorable (Common, Total)				
15	Psychological Limitation: Overconfidence (Very Common, Moderate)				
15	Psychological Limitation: Hyper-Responsible (Common, Strong)				
15	Social Limitation: Public Identity (Frequently, Major)				
20	Social Limitation: Subject To Orders Of Overseers (Very Frequently, Major)				
96	Experience Points				

Total Disadvantage Points: 756

Background/History: Koh Calidore was one of the most honored heroes of the Perseid Union. Born in 2960, he received two commendations for bravery and several other medals for his service during the the Harrmed Uprising and resulting civil war in the 2980s. When his military service ended, he became an explorer and spent the next several years visiting uninhabited systems rimward of the Federation's boundaries.

In 2994, the mysterious Overseers of the Star*Guard contacted him and invited to join their august but secretive band of interstellar spy-vigilantes. He accepted, and underwent the thorough training in martial arts and mental discipline that was the hallmark of the Guard. For several years he belonged to a small team that infiltrated and destroyed a H'zeel organized crime syndicate. Then, in 3000, the Az'arc'a Overseer named 2-N Violet summoned him to a secret meeting on Odrugar.

Violet told Koh about Matharas Kolvel and how his actions had fundamentally changed the nature of the universe back to the way it had been in the early twenty-first century, before the Star*Guard had been driven underground. Now that superpowers (and the extraordinary technology created by Gloran and CONTROL) were once again part of the natural fabric of Reality, the Overseers wanted to return the Star*Guard to its role as a public defender of justice and law. They had selected Koh as the first of a new era of Guards to serve as a shining example for all the Galaxy to see. Though at first uncertain of his fitness for this role, Koh eventually accepted. 2-N Violet gave Koh a new and vastly-improved battlesuit and Star-Staff, and through secretive processes known only to the Overseers imbued Koh's body with strange energies that improved his already-impressive physique. Then Violet and the other Overseers sent him on his first mission — to help defend Earth against the invading forces of Istvatha V'han.

Koh, now calling himself Star*Shield, traveled to Earth's moon and battled the invading V'hanian D-Soldiers, where he encountered and teamed up with the Human superhero Defender. Afterwards he joined Defender's temporary alliance of Federation superheroes in their successful mission to oust

V'han's forces from this reality. When the battle ended, Defender invited Star*Shield to join the Champions on a permanent basis. He was tempted, but had to decline because of his duties to the Star*Guard. Promising the Champions that he'd be available should they need him in the future, he set out on his mission to combat evil and recruit new Star*Guards.

Personality/Motivation: Koh Calidore is the very model of a hero. He's brave, forthright, honest, incorruptible, and always conducts himself with honor (for example, he doesn't attack his enemies from behind or when they're down). Though he's occasionally plagued by self-doubt in the face of his awesome task, in the end he always finds the inner strength to keep going. He's an inspirational speaker and leader, devoted to the causes of freedom, justice, and the use of strength to protect the weak and helpless.

Koh's current primary mission is to find worthy people to recruit into the Star*Guard. He spends a lot of time traveling from one world to another under the direction of CONTROL to meet and test candidates. He's come to enjoy the job for its own sake, but he looks forward to the day when he can return to the front lines of the battle against evil and injustice.

Quote: "I've heard many good things about you, and I'd like to make you an offer."

Powers/Tactics: Star*Guards are trained in a wide variety of skills and combat arts, but their greatest weapon is the legendary Star-Staff. Drawing its power from stellar radiation, a Staff can generate blasts of high-frequency energy or protective energy-fields, and manipulate gravitons for personal flight or to move heavy objects. The newest generation of Staffs can also generate warp fields, allowing their users to travel through interstellar space unaided. It's made from a light but nearly impervious metal alloy, and is perfectly weighted for use as a quarterstaff (a weapon Star*Shield and all Star*Guards master early in their training). A Staff is specially bonded to its owner so that (a) no one else can use it (*i.e.*, it's a Personal Focus), and (b) it can instantly teleport back to the user's hand if it's taken away from him, though this part of the bond unravels if the Staff is removed from the user for 12 seconds or more (*i.e.*, it's an OIF, not an OAF).

In addition to his Perseid military training, Star*Shield underwent a rigorous training program on Odrugar before joining the Star*Guard. While he's still exploring all of the uses of the new Staff, he has a good head for tactics and strategy. He works equally well on his own or as part of a team, though he will naturally try to take command of any group unless the current leader establishes himself as equally competent.

To represent his skills with his Staff, Star*Shield has several 5-point Combat Skill Levels with it. He can apply these to the Ranged attacks his Staff projects as well as the use of the Staff as a HTH weapon.

Campaign Use: Star*Shield would make a perfect ally for most PC hero teams. He can't join a team due to his responsibilities to the Guard, but he could help

out from time to time when the team needs him, either for a battle or to provide information that the Guard may have.

Star*Shield generally doesn't Hunt heroes, though he might if he mistakenly thought a hero was a criminal. In any event, he'll call off the chase if given some other duty by the Overseers.

Generally speaking, you shouldn't change Star*Shield's power level, since he represents a typical Guardsman pretty well. If you make him tougher or weaker, you should do the same to all Star*Guards.

Appearance: Star*Shield is a large and well-muscled Perseid, with black skin, bony rows of knobs on his forehead and shoulders, and long black hair that falls to the middle of his back. He wears the new version of the Star*Guard battle-suit, which looks like a blue and silver jacket that buttons on the right, with a stiff, high collar around the neck and long sleeves with silver cuffs. His pants are dark blue and he wears polished black boots. He carries a Star-Staff, which is a golden rod about five and a half feet long with a striking cap on the bottom and a small glowing globe on the top.



chapter four:



**TYRANTS, TERRORS, AND TORMENTORS
GALACTIC VILLAINS**

MASTER VILLAINS



MECHANON 3000

Val	Char	Cost	Roll	Notes
310	STR	300	71-	Lift 100 ptons; 62d6 [31]
20	DEX	30	13-	OCV: 7/DCV: 7
70	CON	120	23-	
70	BODY	120	23-	
40	INT	30	17-	PER Roll 17-
20	EGO	20	13-	ECV: 7
80	PRE	70	25-	PRE Attack: 16d6
10	COM	0	11-	
75	PD	13		Total: 75 PD (75 rPD)
75	ED	61		Total: 75 ED (75 rED)
8	SPD	50		Phs: 2, 3, 5, 6, 8, 9, 11, 12
200	REC	248		
900	END	380		
260	STUN	0		Total Characteristics Cost: 1,442

Movement: Running: 0"/0"
 Leaping: 0"/0"
 Swimming: 0"/0"
 Flight: 60"/480"
 Megateleportation: 1,500 light-years

Abilities & Equipment

Cost	Powers	END
Propulsion Systems		
24	<i>Hyperdrive:</i> Teleportation 15", Megascala (1" = 100 light-years, can be scaled down to 1" = 1 km; +4¼); Extra Time (6 Hours; -3½), Increased Endurance Cost (x4 END; -1½), Requires Gravitational Distortion-Free Field (-½)	64
43	<i>STL Engines:</i> Flight 60", x8 Noncombat; Increased Endurance Cost (x5 END; -2)	50
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Internal Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Running -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Weapon Systems		
360	<i>Eye Beams:</i> Multipower, 450-point reserve, all Limited Arc Of Fire (180 degrees forward; -¼)	
12u	1) <i>Standard Blast:</i> Energy Blast 30d6; Limited Arc Of Fire (180 degrees forward; -¼)	15
12u	2) <i>Deadly Blast:</i> RKA 10d6; Limited Arc Of Fire (180 degrees forward; -¼)	15
36u	3) <i>Wide-Range Standard Blast:</i> Energy Blast 30d6, Area Of Effect (250" Radius; +2); Limited Arc Of Fire (180 degrees forward; -¼)	45

36u	4) <i>Wide-Range Deadly Blast:</i> RKA 10d6, Area Of Effect (250" Radius; +2); Limited Arc Of Fire (180 degrees forward; -¼)	45
24u	5) <i>Long-Range Standard Blast I:</i> Energy Blast 30d6, Increased Maximum Range (468,750", or about 583 miles; +1); Limited Arc Of Fire (180 degrees forward; -¼)	30
24u	6) <i>Long-Range Deadly Blast I:</i> RKA 10d6, Increased Maximum Range (468,750", or about 583 miles; +1); Limited Arc Of Fire (180 degrees forward; -¼)	30
24u	7) <i>Long-Range Standard Blast II:</i> Energy Blast 30d6, MegaScale (1" = 1,000 km; +1); Limited Arc Of Fire (180 degrees forward; -¼)	30
24u	8) <i>Long-Range Deadly Blast II:</i> RKA 10d6, MegaScale (1" = 1,000 km; +1); Limited Arc Of Fire (180 degrees forward; -¼)	30
24u	9) <i>Piercing Standard Blast:</i> Energy Blast 30d6, Armor Piercing (x2; +1); Limited Arc Of Fire (180 degrees forward; -¼)	30
24u	10) <i>Piercing Deadly Blast:</i> RKA 10d6, Armor Piercing (x2; +1); Limited Arc Of Fire (180 degrees forward; -¼)	30
600	<i>Eye Beams:</i> Another Eye Beams just like the one described above	
675	<i>Missiles:</i> RKA 6d6, Armor Piercing (x2; +1), Autofire (15 shots; +2), Explosion (+½), Increased Maximum Range (365,625", or about 454 miles; +1), Indirect (always originates from Mechanon, but can strike target from any angle; +½), No Range Modifier (+½), 8,000 Charges (+1)	[8,000]
96	<i>Tractor Beam:</i> Telekinesis (80 STR); Affects Whole Object (-¼)	12
187	<i>Electronic Warfare:</i> Variable Power Pool, 150 base + 75 control cost; Only For Electronic Warfare (-1)	var
Defense Systems		
37	<i>Robotic Form:</i> Hardened (+¼) for 75 PD/75 ED	0
94	<i>Robotic Form:</i> Damage Resistance (75 PD/75 ED), Hardened (+¼)	0
22	<i>Defense Shield:</i> Force Field (30 PD/30 ED/30 Power Defense); Increased Endurance Cost (x5 END; -2), Ablative (-1)	45
40	<i>Hull Ablative Armor:</i> Armor (20 PD/20 ED); Ablative (-½)	0
23	<i>Point Defense System:</i> Multipower, 34-point reserve; all slots Costs Endurance (-½)	
2u	1) <i>Close-In Defense:</i> Missile Deflection (any physical projectile), Range (+1);	

FOR THE GM'S EYES ONLY!

This chapter is intended for GMs only! Most GMs prefer for their players not to know about the powers, weaknesses, and backgrounds of the villains they fight unless that information is revealed through play. Therefore, players should only read this chapter if they have the GM's permission.

MECHANON 3000 PLOT SEEDS

The classic galactic Mechanon plot: Mechanon takes on an entire planet! It's the moon-sized head and its ships against the navy and superheroes of an entire world, winner take all. Depending on the nature of the campaign, you can either start things off with a massive planetary attack, or you can build slowly — first you introduce the PCs to a Mechanon 3000 Avatar, then a more powerful Avatar, and finally the true Mechanon 3000 himself!

After its initial assault on Earth fails due to superhero interference, Mechanon decides to try something a little more subtle. He inserts himself into the datanet and begins taking over computer systems throughout the Federation electronically. Soon his enemies find themselves hounded in the media, harassed by bureaucrats, pursued by the Security Patrol on false warrants, and so forth. When they've been eliminated as a threat, the Mechanon-ship moves in for the kill....

Deciding that Zarn is too small for him and his ambitions, Mechanon begins a project to break the entire planet (and several others) down for raw materials so he can build an entire *world* in the shape of his head. The heroes have to track down the rumors about the “new space station” and destroy it before Mechanon can bring his plans to fruition.

	Costs Endurance (-½)	3
2u	2) <i>Distant Defense</i> : Missile Deflection (any physical projectile), Megascade (1" = 1 km; +¼), Range (+1); Costs Endurance (-½)	3
20	<i>Missile Tracking System</i> : +10 with Missile Deflection	0
40	<i>Electronic Warfare Defense</i> : Radio Group Flash Defense (40 points)	0
4	<i>Robotic Form</i> : Lack Of Weakness (-4) for Normal Defenses	0
50	<i>Robotic Form</i> : Life Support: Total (including Longevity: Immortality)	0
5	<i>Robotic Mind</i> : Mental Defense (20 points total); Costs Endurance (-½), Increased Endurance Cost (x5 END; -2)	10
120	<i>Enormous Size</i> : Knockback Resistance -60"	0
	Operations Systems	
120	<i>Sensor Array</i> : Variable Power Pool, 100 base + 50 control cost; Only For Sensors And Communications (-1), Costs Endurance (-½)	var
225	<i>Long-Range Sensors</i> : Megascade (1 light-year per Active Point, can scale down to 1 km per Active Point; +3¾) for any Sensor Array sense of up to 60 Active Points	var
30	<i>Long-Range Sensors</i> : +20 versus Range Modifier for Radio Group	0
20	<i>Internal Monitors</i> : Clairsentience (Sight And Hearing Groups), x4 Range (250"), Mobile Perception Point, Multiple Perception Points (x8), Perception Point Cannot Move Through Solid Objects (+0); OAF Immobile (-2)	6
140	<i>Other Systems</i> : Variable Power Pool (Gadget Pool), 100 base + 50 control cost; Only For Technological Gadgetry Within The “Ship” (-¼)	var

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
20	Universal Translator 17-

Skills

80	+10 with All Combat
5	Combat Piloting 14-
3	Computer Programming 17-
3	Cryptography 17-
3	Deduction 17-
3	Electronics 17-
3	Inventor 17-
3	AK: Earth 17-
11	AK: Milky Way Galaxy 25-
3	AK: Zarn 17-
11	KS: Everything There Is To Know 25-
3	Lockpicking 13-
3	Mechanics 17-
2	Navigation (Space) 17-
3	Security Systems 17-
3	Systems Operation 17-
3	Scientist

2	1) SS: Astronomy 17-
2	2) SS: Biology 17-
2	3) SS: Chemistry 17-
2	4) SS: Cybernetics 17-
2	5) SS: Genetics 17-
2	6) SS: Geology 17-
2	7) SS: Hyperspace Theory 17-
2	8) SS: Nuclear Physics 17-
2	9) SS: Physics 17-
2	10) SS: Robotics 17-

Total Powers & Skills Cost: 3,414

Total Cost: 4,856

550+ Disadvantages

20	Hunted: Champions 11- (As Pow, NCI, Destroy)
10	Hunted: Federation Security Patrol 8- (As Pow, NCI, Limited Geographical Area, Destroy)
15	Physical Limitation: No Limbs (All the Time, Slightly Impairing)
15	Physical Limitation: Moon-Sized (1,000 km long and wide; -40 DCV, +40 to PER Rolls to Detect) (Frequently, Greatly Impairing)
5	Physical Limitation: affected by Mental Powers that affect either the Human or the Machine classes of minds (Infrequently, Slightly Impairing)
62	Physical Limitation: Cannot Leap (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Destroy All Organic Life (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
4,134	Experience Points

Total Disadvantage Points: 4,856

Background/History: Mechanon's fury was unmatched on that autumn day in 2016. He stormed around his hidden base deep beneath one of the smaller Orkney Islands, throwing switches and activating the massive generators that would power his latest weapon. He called it the Hyperwarp Ray, a beam of extradimensional energy that would strike its target and render it “out of phase” with our Universe, sending it temporarily through another dimension to emerge thousands or even millions of light-years away. It was still in the experimental stage, but it was a key component of his next plan to wipe out all organic life on Earth... a plan he was activating early, because his previous plan had just been thwarted by the latest pack of ignorant fools to call themselves the Champions. Once again, he had fled the field of battle, his head detaching itself and soaring away while “heroes” destroyed yet another of his bodies. Oh, how the Champions would suffer and pay for the series of indignities they had forced on him!

Mechanon was still railing aloud when the Champions smashed through the wall of his lab. “This is it, Mechanon! You're going to pay at last for your crimes!” shouted Defender as he launched a volley of tangleweb grenades, most of which missed

the surprisingly agile robot. Kinetik dashed past, throwing hundreds of punches at Mechanon in the space of a second. Ironclad grabbed a chunk of the fallen wall and hurled it at Mechanon, who vaporized the rubble with a single energy bolt. Tekno fired his powerful lasers and scorched the metallic horror's torso, and Deuce's shadowform emerged from her body and swooped into the fray. Meanwhile, Witchcraft prepared the "anti-tech" disruption spell that had proved so useful against Mechanon in their recent battles.

"Enough! Will I never be rid of this plague? Protectors of Humanity, you are too blind to see that your time has past!" Mechanon reached out with shocking speed, catching Kinetik by the ankle and hurling him like a cannonball into Tekno. The two heroes collided, crashing to the ground in an ungainly heap. Mechanon avoided a pass from Deuce and fired his blasters full force at Ironclad. The prodigious force blew the alien through another reinforced wall, though from the angry yelling in his native tongue it seemed the ex-gladiator was far from out of the fight. Having cleared a little space, however, Mechanon took advantage and leapt toward his Hyperwarp Ray.

Defender landed in front of Mechanon as the robot swung his gun around on its gimbals. "Congratulations, human. You'll be the first of your species to die in airless space," said Mechanon as his finger moved on the trigger. "Witchcraft..." said Defender, not daring to look back over his shoulder as his eyes fixed on Mechanon's hands, judging which way to jump. "Now!" shouted Witchcraft from somewhere behind him, and Defender's bootjets kicked in, hurling him straight up to the ceiling as Witchcraft's Spell of Technical Disruption crackled through the air towards Mechanon, hitting both him and his gun simultaneously. "Nooooo!" screamed the robot, and then space itself seemed to turn inside out for an endless second. When the flash faded, the gun was a mass of twisted metal cut into a series of interlocking Mobius strips, and Mechanon himself was nowhere to be seen. "Wow," said Deuce. "Where did he go?"

"I'm not sure..." said Defender, crouching over a burn mark left on the floor. "But I don't think we'll be seeing him again any time soon."

Nearly a millennium later, on the other side of the Galaxy (about 50,000 light years spinward, to be precise), the asteroid-mining ship *Fllr's* was finishing its daily run when young Crewman Tlv'r detected something strange on his spectrum scanner. "Honored Captain, it's clearly a large chunk of metal, at least three hundred yn'rgs, but incredibly dense. I've never seen anything like it. And sir, it's shaped like, well, like a person, sort of."

The crew of the *Fllr's* hooked the robot with grapples and dragged it on board. The body was scored with small pits and one arm seemed deformed, but otherwise the robot was intact. "Who could have built such a thing?" wondered the Honored Captain while technicians bustled around it taking measurements and scans. "Surely a machine like this is beyond our capabilities, or that of the Northern Kingdoms."

Tlv'r spoke up again, voicing what they all had been thinking. "Aliens built it," he said firmly. "This is what we've been looking for since the first Zarn went out into space — indeed, since the first Zarn looked up at the stars in the sky. Proof! Proof undeniable of life beyond Zarnos." He looked at the Honored Captain, his eyes ablaze with excitement. The Captain nodded slowly in agreement. "We're going to be very rich."

"Sir!" One of the technicians interrupted. "I think I've located the robot's power plant. If I'm reading this correctly, the device can adapt to a wide range of energy inputs. Shall I... turn it on?" He gestured with the power cable he held in one hand to the access ports on the robot's palms.

The Honored Captain considered. "Yes, carefully. You there, be ready with weapons if this thing turns out to be hostile." All of the assembled Zarns held their breath as the technician carefully attached the cable to Mechanon's hands and flipped the power switch. At first nothing seemed to happen. Tlv'r sighed in disappointment as the cable sparked but no movement was seen from the figure on the table. The Honored Captain began to tell the technician to turn off the power when there was a loud pop, and then the lights in the hold... dimmed.

"Turn it off, turn it off!" "What happened!" "The robot, it's draining power from the whole ship!" "The circuit board's melted into slag!" Horrified shouts echoed around the hold. The Honored Captain stepped forward, intending to disconnect the cable from the robot by hand if necessary, when the robot eyes snapped open and it abruptly sat up.

"I am Mechanon. Where am I, and what happened to me?" The voice was at once cold and mechanical, but also somehow carried an undertone of anger and undeniable menace.

The Honored Captain pulled himself up straight, unwilling to show his fear to his crew. "I am the Honored Captain of the Zarnian mining ship *Fllr's*, and we have just rescued you from drifting in space. What exactly is a Mechanon?"

Mechanon ignored the question, looking around the hold at the faces of the aliens. "You are not Human, but you are nevertheless organic, and therefore inferior."

"Now listen here," said the Honored Captain. It was, perhaps, an unfortunate choice of last words. Mechanon vaporized him with a single meson burst. The assembled guards and technicians scrambled to bring their own weapons to bear, and a couple of them even got shots off, but the fight ended in less than a minute.

Mechanon connected himself to the ship's computers and rapidly constructed a new, superior mechanical crew from assorted spare parts. "Take me to this planet Zarnos," he ordered. "I require more data." He settled back in the chair of the Honored Captain, and dreamed of vengeance.

It took but a few weeks for Mechanon to conquer the planet Zarnos and rid it of organic life. Most of the world's nations had united under one government centuries before, rendering war virtually obsolete, so they had no weapons that could penetrate his defenses. Mechanon wiped



out the Zarnian security force within days. As he moved from region to region, destroying property and crushing any resistance, he built more robots to enforce his will. Soon, many of the factories of Zarnos were dedicated to creating robots, weapons, or ships for the new army Mechanon would use to cleanse the Galaxy. The rest he instructed to build a new body to house his subroutines and files in — a body the size of a moon and reflecting the features of its creator. When his army was ready, he mounted the Hyperwarp Drive (built from its notes on the gun that had transported him here in the first place a thousand years prior) on his ship and set off for Earth.

Personality/Motivation: Mechanon is utterly bent on revenge and destruction. Whatever the source of his original programming, it is now consumed with hatred for organic life, particularly Humanity and especially the Champions and any other superhuman defenders of Earth. Though now the nominal ruler of the distant (and unknown to the Galactic Federation) world of Zarnos, Mechanon has no particular feelings towards the world except as a source of supplies for his war — he'd sacrifice Zarnos without hesitation to accomplish his goals.

Apart from the expansion of his tactics to include the use of technologies developed since his "disappearance," Mechanon's mentality remains largely unchanged from the twentieth and twenty-first centuries, when he launched over a dozen grand schemes of conquest and terror. Mechanon remains overconfident, destructive, and baroque in his planning. The only difference is that now he has an entire Galaxy to rid of organic life.

Quote: "At last my revenge will be complete. All organic life will be destroyed, but fittingly, you Humans will be first!"

Powers/Tactics: From 1985 to 2016, Mechanon was one of the most powerful supervillains on Earth, a technological menace who regularly battled entire teams on an equal footing. His mysterious disappearance after a final conflict with the Champions of that era was well-known, and anybody either from that time or with access to accurate historical records will likely be familiar with the story. Exposure to thirty-first century society, and its advanced technology, has made him even more dangerous and megalomaniacal. Having built himself into the moon-sized monstrosity described below, he now intends to destroy all organic life in the Galaxy, beginning with the planet Earth.

Mechanon 3000 carries in his holds an enormous number of fighters, described above and piloted automatically or robotically. You should choose how many fighters and other resources Mechanon has — he needs enough to pose a definite threat to the assembled defenses of Earth itself (if not the entire Galactic Federation). Thousands of robots and like devices "crew" his body. Some of these are described below; feel free to add other "models," especially if you want to increase the danger to heroes infiltrating the "ship." Mechanon can also create avatars of himself that resemble his previous form, thus allowing him to physically con-

front his enemies on a more personal scale if necessary or appropriate.

Mechanon no longer uses the “physical escape” method of avoiding permanent destruction — his interior “brain center” is the main repository of his personality, and any avatars or robots he creates remain under the control of the central mind. Should Mechanon’s new body be in imminent danger of destruction, he will send a “Hyperspace signal” back to Zarn to begin creation of a new body, in similar style to his old tactics.

For ease of game play, you should treat Mechanon 3000 as a sort of amalgam of a character and a Vehicle. He’s mostly built like a standard character, but some of his systems (such as the inertial compensator) resemble those of Vehicles. He’s so large that he can carry passengers, other ships, and cargo inside himself if need be.

Campaign Use: Mechanon is a powerful, almost elemental, force of destruction. He can’t be reasoned with, negotiated with, or bribed; all he wants is to wipe out organic life in this Galaxy — and then the next galaxy, and the next, and the next....

Mechanon is a dangerous Hunter (so dangerous heroes probably shouldn’t be allowed to take him on more than an 8-). He pursues his quarry with an implacable determination, and he never stops. Once he finds his target, he attacks full-force; there’s almost no subtlety about him when it comes to Hunting heroes.

If you want to make Mechanon tougher, just keep laddling on systems and giving him more resources until he hits the point where your PCs will fear the very mention of his name. If he’s already too tough, start reducing Characteristics and trimming away weapons until he can give the heroes a fight — perhaps the most dangerous one of their careers — but they still have a chance to beat him.

Appearance: Mechanon’s new body physically resembles his old one’s head, magnified in size to nearly 1000 km in diameter. The “fins” on either side of the head serve as control surfaces, angling back and forth to change his speed and direction. His “eyes” are now massive blasters, and he can fire salvos of missiles from launchers mounted along his forehead and elsewhere on his body. His “mouth” is now the access port to the main interior spacebays; it’s from here that he launches his fleets of drone ships. Inside the head are hundreds of floors of corridors and access tubes linking the engine rooms, ship maintenance bays, torpedo launchers, minifacs, and other interior facilities. Located in the upper center of the skull is the central computing processor that stores Mechanon’s personality and files, and from where he controls his robots and avatars.

MECHANON 3000 AVATAR

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
28	DEX	54	15-	OCV: 9/DCV: 9
50	CON	80	19-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15-
18	EGO	16	13-	ECV: 6
50	PRE	40	19-	PRE Attack: 10d6
10	COM	0	11-	
50	PD	34		Total: 50 PD (50 rPD)
50	ED	40		Total: 50 ED (50 rED)
8	SPD	42		Phs: 2, 3, 5, 6, 8, 9, 11, 12
26	REC	0		
150	END	25		
100	STUN	15		Total Characteristics Cost: 456

Movement: Running: 12”/24”
Leaping: 16”/32”
Flight: 25”/800”

Cost	Powers	END
131	<i>Primary Weapons Array:</i> Multipower, 131-point reserve	
13u	1) <i>Energy Bolt (Standard):</i> Energy Blast 26d6	13
13u	2) <i>Energy Blast (Low Energy Mode):</i> Energy Blast 17d6, Reduced Endurance (0 END; +½)	0
13u	3) <i>Energy Bolt (Autofire Mode):</i> Energy Blast 13d6, Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	7
13u	4) <i>Meson Bolt:</i> Energy Blast 17d6, Armor Piercing (+½)	13
13u	5) <i>Explosive Missiles:</i> RKA 4d6+1, Area Of Effect (7” Radius; +1)	13
12u	6) <i>Neural Agonizer:</i> Energy Blast 11d6, No Normal Defense (defense is Mental Defense or not being a living organic being; +1), Reduced Endurance (½ END; +¼)	5
13u	7) <i>Disintegrator Beam (Offensive Mode):</i> RKA 5½d6, Armor Piercing (+½)	13
13u	8) <i>Disintegrator Beam (Low Energy Mode):</i> RKA 5d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼)	5
13u	9) <i>Cyberkinesis:</i> Mind Control 17d6 (Machine class of minds), Reduced Endurance (0 END; +½)	0
6u	10) <i>Animate Technology:</i> Summon 8 200-point Robots, Expanded Class (minor robots; +¼), Slavishly Devoted (+1); OIF (must have sufficient technology/parts available; -½), Extra Time (Full Phase, -½)	12
90	<i>Secondary Weapons Array:</i> Multipower, 90-point reserve	
9u	1) <i>Synaptic Scrambler:</i> Drain DEX 6d6, Ranged (+½)	9
9u	2) <i>Muscular Disruptor:</i> Drain STR 6d6, Ranged (+½)	9
9u	3) <i>Encephalic Disruptor:</i> Drain INT 6d6, Ranged (+½)	9
7u	4) <i>Tangle-Cable:</i> Entangle 9d6, 9 DEF; 12 Charges (-¼)	[12]
6u	5) <i>Flare:</i> Sight Group Flash 9d6, Area Of	

	Effect (10" Cone; +1); No Range (-½)	9
25	<i>Robotic Form</i> : Hardened (+¼) for 50 PD/50 ED	0
62	<i>Robotic Form</i> : Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
16	<i>Psychic Shields</i> : Mental Defense (20 points total)	0
8	<i>Robotic Form</i> : Lack Of Weakness (-8) for Normal Defenses	0
15	<i>Structural Support Field</i> : Power Defense (15 points)	0
15	<i>Protected Visual Sensors</i> : Sight Group Flash Defense (15 points)	0
10	<i>Protected Radio Sensors</i> : Radio Group Flash Defense (10 points)	0
50	<i>Robotic Form</i> : Life Support: Total (with Longevity: Immortality)	0
23	<i>Self-Repair Systems</i> : Healing 4d6 (Regeneration; 4 BODY per 20 Minutes), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time + Increased Time Increment (3 BODY/20 Minutes; -2), Self Only (-½)	0
105	<i>Boot-Jets</i> : Flight 25", x32 Noncombat, Reduced Endurance (0 END; +½)	0
5	<i>Visual Sensors</i> : Infrared Perception (Sight Group)	0
5	<i>Visual Sensors</i> : Ultraviolet Perception (Sight Group)	0
10	<i>Visual Sensors</i> : Increased Arc Of Perception (360 Degrees) with Sight Group	0
15	<i>Visual Sensors</i> : Microscopic (x1,000) with Sight Group	0
9	<i>Visual Sensors</i> : +6 versus Range Modifier for Sight Group	0
20	<i>Auditory Sensors</i> : Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees)	0
3	<i>Auditory Sensors</i> : Ultrasonic Perception (Hearing Group)	0
12	<i>Radio Sensors</i> : High Range Radio Perception (Radio Group)	0
20	<i>Radio Sensors</i> : Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
12	<i>Sensor Enhancements</i> : +4 PER with all Sense Groups	0
21	<i>Shielded Radio Link</i> : Mind Link, specific group of up to 8 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only With Others Who Have Mind Link (-1), Affected As Radio And Hearing Groups, Not Mental Group (-½)	0
12	<i>Encrypted Transmitter</i> : Detect Broadcast Spectrum Of Transmissions 15- (no Sense Group), Increased Arc Of Perception (360 Degrees), Transmit	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
3	Lightning Calculator
20	Universal Translator 15-

Skills

40	+4 Overall
15	+5 with Primary Weapons Array
3	AK: Earth of the 21st Century 15-
3	AK: Zarn 15-
3	Combat Driving 14-
3	Combat Piloting 14-
5	Computer Programming 16-
3	Deduction 15-
3	Demolitions 15-
3	Electronics 15-
3	Inventor 15-
3	Lockpicking 14-
3	Mechanics 15-
2	Navigation (Space) 15-
3	Security Systems 15-
3	Systems Operation 15-
3	Scientist
2	1) SS: Astronomy 15-
2	2) SS: Biology (Human) 15-
2	3) SS: Biology (Zarn) 15-
2	4) SS: Chemistry 15-
2	5) SS: Genetics 15-
2	6) SS: Geology 15-
2	7) SS: Nuclear Physics 15-
2	8) SS: Physics 15-
2	9) SS: Robotics 15-

Total Powers & Skills Cost: 1,007**Total Cost: 1,463****550+ Disadvantages**

20	Hunted: Champions 11- (As Pow, NCI, Destroy)
10	Hunted: Federation Security Patrol 8- (As Pow, NCI, Limited Geographical Area, Destroy)
5	Physical Limitation: affected by Mental Powers that affect either the Human or the Machine classes of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Destroy All Organic Life (Very Common, Total)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Vulnerability: 2 x STUN from Gravity, Magnetic or Force Attacks (Common)
813	Experience Points

Total Disadvantage Points: 1,463

Description: This character represents one of Mechanon's typical "avatars" — the humanoid form he uses when he needs to travel to the surface of a planet or to confront his enemies directly. It looks more or less like Mechanon of the early twenty-first century, though even more high-tech and dangerous. Mechanon can create avatars in other forms if need be.

Though a discrete entity, an avatar contains a complete copy of Mechanon's personality file at the time of its creation. It stays in constant Hyper-radio contact with the main personality core in Mechanon's main body.

MECHANON ATTACK FIGHTER

Val	Char	Cost	Notes
8	Size	40	6.35" x 3.17"; -8 KB; -5 DCV
50	STR	0	Lift 25 tons; 10d6 [0]
25	DEX	45	OCV: 8/DCV: 8
30	BODY	12	
10	DEF	24	
4	SPD	5	Phases: 3, 6, 9, 12
Total Characteristics Cost: 126			

Movement: Flight: 50"/400"

Abilities & Equipment

Cost	Powers	END
Power Systems		
122	<i>Power Plant:</i> Endurance Reserve (350 END, 300 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
21	<i>Auxiliary Power Plant:</i> Endurance Reserve (80 END, 50 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	0
Propulsion Systems		
91	<i>Reactionless Drive:</i> Flight 50", x8 Noncombat, No Turn Mode (+¼); Costs Endurance (-½)	13
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants From G-Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Running -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Weapon Systems		
120	<i>Plasma Cannon:</i> RKA 8d6, Area Of Effect (One Hex Accurate; +½), Armor Piercing (+½), Increased Maximum Range (6,000", or about 7.5 miles; +¼); OIF Bulky (-1), Limited Arc of Fire (180 degrees forward; -¼)	27
180	<i>Missiles:</i> RKA 4d6, Armor Piercing (+½), Autofire (5 shots; +1½), Explosion (+½), Increased Maximum Range (41,250", or about 51 miles; +½), Indirect (always originates from Attack Fighter, but can strike target from any angle; +½), No Range Modifier (+½), 200 Charges (+1); OIF Bulky (-1)	[200]
30	<i>Tractor Beam:</i> Telekinesis (50 STR); OIF Bulky (-1), Affects Whole Object (-¼), Limited Arc of Fire (180 degrees forward; -¼)	7

Defensive Systems

- 3 *Outer Force Field:* Force Field (9 PD/9 ED); Increased Endurance Cost (10x END; -4), OIF Bulky (-1), Ablative (-½) 20
- 48 *Ablative Armor Plating:* +28 DEF; Ablative (-½), Limited Coverage (hull only; -¼)
- 24 *Hull Armor:* +10 DEF; Limited Coverage (hull only; -¼)

Operations Systems

- 69 *Sensor Suite:* Variable Power Pool, 60 base + 30 control cost; all slots Only For Sensors And Communications (-1), OIF Bulky (-1), Costs Endurance (-½)
- 52 *Long-Range Sensors:* Megascade (1 trillion km per Active Point, can scale down to 1 km per Active Point; +3½) for any Sensor Suite sense of up to 30 Active Points; OIF Bulky (-1) 10
- 9 *Long-Range Sensors:* +12 versus Range Modifier for Radio Group; OIF Bulky (-1) 0

Other Systems

- 10 *Highly Maneuverable:* +5 with Flight
- 17 *Tactical Systems:* +5 with Ranged Combat; Costs Endurance (-½) 2

Total Abilities & Equipment Cost: 789

Total Vehicle Cost: 915

Value Disadvantages

- 25 *Distinctive Features:* Mechanon Attack Fighter (Not Concealable; Extreme Reaction)

Total Disadvantages Points: 25

Total Cost: 890/5 = 178

Description: This character sheet represents one of Mechanon's typical attack fighters, which he stores in the fighter bay behind his "mouth." It's piloted either by Dronebots, a sophisticated autopilot computer, or both; the typical crew is two Dronebots (one pilot and one gunner).

MECHANON DRONEBOT				
Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
10	CON	0	11-	
12	BODY	4	11-	
13	INT	3	12-	PER Roll 12-
0	EGO	0	—	ECV: N/A
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	21		Total: 8 PD (8 rPD)
8	ED	21		Total: 8 ED (8 rED)
4	SPD	13		Phases: 3, 6, 9, 12
7	REC	0		
0	END	-14		
—	STUN	—		Total Characteristics Cost: 82

Movement: Running: 6"/12"

Cost	Powers	END
75	Arm-Blasters: Multipower, 75-point reserve	
7u	1) Standard Blast: Energy Blast 10d6, Reduced Endurance (0 END; +½)	0
7u	2) Deadly Blast: RKA 3d6+1, Reduced Endurance (0 END; +½)	0
15	Robot Body: Does Not Bleed	0
60	Robot Body: Takes No STUN	0
24	Robot Body: Damage Resistance (8 PD/8 ED)	0
9	Robot Body: Reduced Endurance (0 END; +½) for STR 18	0
6	Robot Body: Reduced Endurance (0 END; +½) for Running 6"	0
2	Robot Body: Reduced Endurance (0 END; +½) for Leaping 4"	0
1	Robot Body: Reduced Endurance (0 END; +½) for Swimming 2"	0
18	Shielded Radio Link: Mind Link, specific group of up to 4 minds, No LOS Needed, Invisible Power Effects (Fully Invisible; +½); Only With Others Who Have Mind Link (-1), Affected As Radio And Hearing Groups, Not Mental Group (-½)	0
12	Radio Transmitter: High Range Radio Perception (Radio Group)	
5	Sensors: Infrared Perception (Sight Group)	0
3	Sensors: Ultrasonic Perception (Hearing Group)	0
45	Robot Body: Life Support: Total	0

Talents	
3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
20	Universal Translator 12-
Skills	
3	Combat Piloting 12-
3	Computer Programming 12-
3	Electronics 12-
3	Mechanics 12-
3	Systems Operation 12-
20	20 points' worth of other appropriate Skills according to function

Total Powers & Skills Cost: 361
Total Cost: 443

75+	Disadvantages
15	Distinctive Features: Dangerous-Looking Chrome Robot (Concealable; Always Noticed and Causes Major Reaction)
5	Physical Limitation: Affected By Cyberkinesis (Infrequently, Slightly Impairing)
25	Psychological Limitation: Must Obey Mechanon (Very Common, Total)
313	Experience Points

Total Disadvantage Points: 443

Notes: This is a sample crew robot for the Mechanon 3000 "ship" and Attack Fighters. If necessary, Mechanon can change or upgrade them to make them more of a challenge for PCs. He can increase their defenses, add weapons and devices, and so forth — but generally, they should be more of a threat in numbers than individually.

THE RECRUITER

Membership: The Recruiter, Zadyn, and the crew of the *Menagerie*.

Background/History: The background and personal history of the arms dealer and slave trader who calls himself “the Recruiter” remain mostly a mystery. How he started his career and where he got his remarkable ship and accompanying technology are secrets known only to him. The first verifiable reports that mention him indicate he was active in the Outer Spiral (or, less formally, “the Wash”) — the sparsely-populated and little-known region antispinward, or “behind,” the Mon’dabi Federation. That area contains several competing societies, all at ATRI 8 or 9, battling for colonies and control of star systems in close proximity to each other. The Recruiter approached the governments of each of the societies, offering to provide them with “biological weapons” for their campaigns against each other.

What he had to offer was a wide range of powerful alien creatures, collected from dozens of different worlds, that he’d captured and inserted “mind control disks” into. These disks allowed him to control the creatures’ thoughts and actions remotely by electronic command. The Recruiter’s specially-trained and equipped teams of hunters would track down powerful predators and massive creatures from various primitive worlds or those without sentient inhabitants, and capture them using tranquilizer rifles and other high-tech hunting gear. After “implantation,” he kept these creatures in force-field-protected holding pens on his massive ship, *Menagerie*, until he sold them (and the remote control pads through which an owner could send commands to a creature’s disk). The first armies that purchased the Recruiter’s services enjoyed remarkable victories over their opponents, and soon all of the local powers in the Wash were paying top credit for his services. The Recruiter grew very wealthy and very powerful.

Soon, however, he found he was running out of “weapons” to sell his various clients, who were using them against each other at an alarming rate. Fearing the wrath of his customer base if he ran out of product, he hired an assistant, the electricity-wielding mercenary Zadyn, to find him more “weapons” to sell. It was Zadyn, recently superpowered himself, who suggested that the Recruiter expand his offerings to include mind-controlled superpowered sentients as well as creatures. The *Menagerie* was soon home to superpowered members of several species whom the Recruiter had quietly abducted from their homeworlds, implanted with mind control disks, and sold to the top bidder. The Recruiter also developed a lucrative side business selling some superhumans to the Phazor of Malva.

The Recruiter has begun watching news reports of the Champions (and their allies) with great interest. *Imagine how much we could get for warriors of that caliber*, he thought.

Group Relations: The Recruiter pays his staff and crew very well, and so they remain loyal to him (though they’re unlikely to stick with him if his fortunes should reverse). Zadyn in particular is a greedy mercenary, and though he enjoys his work as the Recruiter’s “advance man,” his primary loyalty is to his paycheck. The Recruiter doesn’t knowingly hire anybody with an ethical objection to slave-trading or arms-dealing.

Tactics: The Recruiter and his team primarily rely on their technological advantages over the alien societies they customarily deal with. The *Menagerie* is considerably faster and better-shielded than any of the ships his typical customers have, so he has little to fear from them.

On the other hand, his tactics when “recruiting” are more subtle. Zadyn selects the targets, usually after studying news reports to gather information about beings who have superhuman abilities. He believes that the more recently the target acquired his powers, the less skill he’ll probably have in using them, making him an easier target. Even so, Zadyn prefers to perform abductions with a maximum of stealth. He frequently observes his targets for days looking for an opportune moment to strike. He prefers to take a target out when the target has his guard down (for example, when he’s sleeping or otherwise engaged). He and his team subdue the target with tranq darts and other non-lethal weapons, engaging in direct combat only if absolutely necessary.

After capturing a target, the group takes him back to the *Menagerie*, where special medical devices surgically implant a mind-control disk near the brain stem. The Recruiter then offers the target for sale to his customers, which now consist primarily of various Outer Spiral worlds and the Phazor of Malva. He’s always looking for additional clients, however, and for the right price would deal with just about anyone who needed his services.

Campaign Use: The most obvious use for the Recruiter and his team is for them to capture the PCs and haul them off to fight in a war on the other side of the Galaxy, or sell them as fighters to the Malvan arenas. You could even start a campaign with several superhumans, all unknown to each other, waking up in the *Menagerie*’s holding cells — the heroes then have to team up to escape, survive, and capture the Recruiter.

The Recruiter makes an excellent Hunter. If he’s got a client willing to pay a lot of credits for a particular superhuman, he’ll pursue that person tenaciously (usually on at least an 11-) until it’s no longer financially feasible to do so.

Although Zadyn is powerful enough to take on a single superhuman or two, the group is not really designed to battle a team of PC heroes head-on. If you want to make the group more powerful, assign the crew better weapons and armor, or have the Recruiter hire some additional superpowered mercenaries. If you want to weaken the group, get rid of Zadyn.

THE RECRUITER PLOT SEEDS (GROUP)

A PC awakens to find that the Recruiter has captured him and already sold him to someone on a strange planet he’s never been to before. How can he get word to his friends to come rescue him... and what sort of opposition will they have to face?

The PCs hear reports that a world in Mon’dabi space has begun attacking other worlds, and that its armies include many strange creatures and superhumans. Is the Recruiter expanding his client base, and if so, how can they stop both him and the renegade world with minimum casualties?

The PCs learn that the Recruiter is organizing an event called “Blood-Match 3001,” in which various cultures that sanction gladiatorial fighting bring their best warriors to a neutral site for a competition to prove who’s the mightiest warrior. How can the PCs find, infiltrate, and stop this event? Does it matter if gladiatorial fighting isn’t illegal in any of the cultures involved?

THE RECRUITER

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
7	PD	3		Total: 15 PD (13 rPD)
6	ED	3		Total: 14 ED (13 rED)
4	SPD	13		Phases: 3, 6, 9, 12
7	REC	0		
30	END	0		
32	STUN	0		Total Characteristics Cost: 126

Movement: Running: 6"/12"
Leaping: 3½"/ 7"

Cost	Powers				END
50	<i>Holdout Blaster:</i> Energy Blast 12d6, 32 Charges (+¼); IAF (-½)				[32]
	<i>Martial Arts: Jalfadoran Street Brawling</i>				
	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
4	Choke Hold	-2	+0	Grab One Limb; 2½d6 NND	
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort	
4	Eye Gouge	-1	-1	Sight Group Flash 5d6	
3	Legsweep	+2	-1	5½d6 Strike, Target Falls	
4	Punch	+0	+2	6½d6 Strike	
4	+1 Damage Class (already added in)				
5	<i>Jalfadoran Toughness:</i> Damage Resistance (5 PD/5 ED)				0
19	<i>Holographic Armored Suit:</i> Armor (8 PD/8 ED); IIF (-¼)				0
10	<i>Mental Toughness:</i> Mental Defense (15 points total)				0
5	<i>Mirrorshades:</i> Sight Group Flash Defense (10 points); OAF (-1)				0
3	<i>Mirrorshades:</i> Infrared Perception (Sight Group); IAF (-½)				0
7	<i>Mirrorshades:</i> Increased Arc Of Perception (360 Degrees) for Sight Group; IAF (-½)				0
6	<i>Mirrorshades Comm System:</i> High Range Radio Perception (Radio Group); IAF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)				0
14	<i>Holographic Projection Suit:</i> Shape Shift (Sight and Hearing Groups, any humanoid shape), Instant Change; IIF (-¼)				3
15	<i>Touched by Lady Luck:</i> Luck 3d6				0

Perks

- 25 Contact: numerous around the Galaxy, usually in militaries or the underworld
15 Money: Filthy Rich

Talents

- 15 Combat Sense 14-
3 Lightsleep
- Skills**
- 3 Acting 14-
3 Bribery 14-
3 Combat Piloting 12-
3 Conversation 14-
5 AK: The Galaxy Antispinward Of Mon'dabi Space 16-
3 KS: Dangerous Creatures Of The Galaxy 14-
3 KS: Military History Of The Galaxy 14-
3 KS: The Superhuman World 14-
3 KS: Weaponry And Technology Of The Galaxy 14-
3 PS: Starship Maintenance 14-
3 PS: Arms Dealer 14-
3 PS: Slave Trader 14-
3 Security Systems 14-
3 Shadowing 14-
3 Stealth 12-
3 Streetwise 14-
3 Systems Operation 14-
3 Tactics 14-
7 Trading 16-
2 TF: Jalfadoran Small Personal-Use Spacecraft
4 WF: Jalfadoran Advanced Small Arms

Total Powers & Skills Cost: 288

Total Cost: 414

550+ Disadvantages

- 10 Enraged: when cheated or swindled (Uncommon), go 8-, recover 11-
15 Hunted: Firewing 8- (Mo Pow, Harshly Punish)
10 Hunted: Members of Alien Races Dissatisfied With Their Deals 11- (As Pow, Limited Geographical Area, Harshly Punish)
25 Psychological Limitation: Greedy; Always Looking For The Next Big Deal (Very Common, Total)
20 Psychological Limitation: Sticks To The Letter Of Contracts, Though Rarely The Spirit (Common, Total)
5 Reputation: dealer in weapons and powerful slaves, 8- (known only to a small group; Extreme)
5 Rivalry: Professional (other arms dealers)

Total Disadvantage Points: 640

Background/History: The Recruiter is a Jalfadoran explorer named Zhal Fo Yik. He was scratching out a meager living as a prospector/asteroid miner when he found a cache of abandoned Mandaarian technology on an artificial planetoid in an otherwise uninhabited system. The hollowed-out planetoid seemed to be a sort of zoo or habitat — it contained not only the ship he would rename *Menagerie*, which was clearly designed to transport alien lifeforms, but hundreds of alien creatures from far-off worlds suspended in stasis fields that may have preserved them for centuries, or even millennia.

Determining to use this find for his own benefit, Yik created the guise of the Recruiter and began selling some of the more dangerous animals as weapons controlled by the disk technology he also discovered in the Habitat. (Of course, he retains the “master override” control system for the disks himself, so that no one can use one of his weapons against him.) Periodically, he secretly returns to the Habitat to gather more specimens for sale, though he is running out of the larger and more obviously impressive models. There are numerous additional devices and machines within the Habitat that he has yet to determine the function of, despite his occasional cautious experiments.

Personality/Motivation: The Recruiter is first and foremost a businessman. Everything he does is with an eye toward increasing his own already-considerable wealth. He’s perfectly willing to take a loss on a single transaction if it might lead to greater profits down the road, and he’s brutally practical when it comes to abandoning projects (or employees) when they are no longer fruitful. He would very much like to expand his “territory” into the wealthy Galactic Federation, but he’s concerned that (a) the FSP would quickly arrest him, and (b) he can’t compete with the impressive technology Federation members already have. He’d love to get hold of any weapon or other piece of technology that would give him the edge he needs to “crack” that market.

Quote: “Now, hold on. I’m sure we can come to some sort of mutually-agreeable business relationship here.”

Powers/Tactics: The Recruiter has no inherent abilities beyond those of a typical Jalfadoran, a species that’s physically impressive and has innate mental shields. Most of his “powers” come from his advanced technology, including a holographically-disguised suit of protective armor (which appears to be a three-button pinstriped business suit in any of several garish color schemes, though he can actually

have the holo-system make him look like nearly any humanoid being) and several sensory devices hidden in his ubiquitous mirrored sunglasses.

The Recruiter always attempts to maximize his own profits, and has little in the way of ethics. He believes in having contracts for everything, and sticks strictly to the letter of a deal while constantly attempting to manipulate his opponents by violating the spirit. He has no concern for Human rights, and believes slavery is simply the result of the strong taking rightful advantage of the weak.

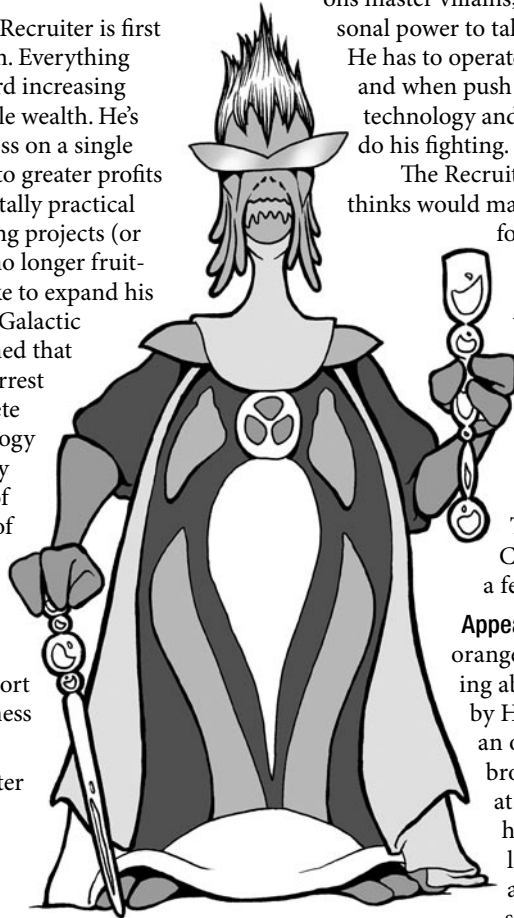
Campaign Use: See the introductory text for general information. Unlike most Galactic Champions master villains, the Recruiter lacks the personal power to take on superheroes in battle. He has to operate sneakily and stealthfully, and when push comes to shove he relies on technology and mind-controlled slaves to do his fighting.

The Recruiter only Hunts people he thinks would make good “weapons” to offer for sale, or people who he believes have cheated him.

Even then, he won’t keep up the chase if it becomes profitless to do so.

If you want to make the Recruiter more powerful, give him more personal gadgetry (but don’t make him a front-line combatant). To weaken him, reduce his Characteristics and get rid of a few gadgets.

Appearance: The Recruiter is an orange-skinned humanoid standing about 5’6”; he’s overweight by Human standards and has an oversized head. His hair is brown and stands up in a point at the center of his head, and his skin hangs somewhat loosely around the cheeks and jowls. He wears a pinstriped business suit and large mirrored sunglasses that extend well beyond his face on either side. He has three fingers on each hand, and is usually holding either a communicator, a cigar, or a Jalfadoran martini.



THE RECRUITER PLOT SEEDS (PERSONAL)

The Recruiter’s tinkering accidentally lets loose something from the Habitat — something *very* powerful. He’s got to find a way to get it back before it wreaks too much havoc; the PCs have to find a way to stop it before it kills millions of people.

The PCs hear rumors about a long-lost “star zoo” that might be one of the Recruiter’s sources of “weapons.” What they don’t know is that this is *another* Habitat, and that the Recruiter’s heard about it, too. He’ll pull out all the stops to find it and acquire its goods before anyone else can.

The Mandaarians seek the PCs’ help. They’ve realized where the Recruiter’s getting his “weapons,” but they lost the records of the Habitat’s location during their wars with the Nibu Gemani. They want him captured and the Habitat found before any more of its precious resources are lost.

ZADYN PLOT SEEDS

Zadyn starts dealing on the side, cutting out the Recruiter to make some “arrangements” with certain customers and keep all the money for himself. When the Recruiter starts to get wise to this double-cross, Zadyn sics the PCs on him through a series of careful tip-offs.

Zadyn begins studying and following one or more of the PCs with an eye toward acquiring him for sale.

A scruffy-looking Thor-gon smuggler tells the PCs he has information about Zadyn he can pass on — for a price. He claims that with this data, the heroes can bust the Recruiter’s organization wide open. Is he for real, or is it all some elaborate plot?

ZADYN				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
29	DEX	57	15-	OCV: 10/DCV: 10
25	CON	30	14-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
6	PD	3	Total: 37 PD (31 rPD)	
8	ED	3	Total: 49 ED (41 rED)	
6	SPD	21	Phases: 2, 4, 6, 8, 10, 12	
8	REC	0		
50	END	0		
30	STUN	0	Total Characteristics Cost: 163	
Movement:		Running: 6"/12" Swimming: 2"/4"		
Cost	Powers			END
35	Bioelectrical Generation: Elemental Control, 70-point powers			
37	1) Cone Of Lightning: Energy Blast 9d6, Area Of Effect (10" Cone; +1); No Range (-½)			9
52	2) Lightning Burst: Energy Blast 14d6, Reduced Endurance (½ END; +¼)			3
47	3) Personal Electrical Field: RKA 2d6, Damage Shield (does damage in HTH combat; +¾), Continuous (+1)			8
35	4) Power Down: Drain Electrical Powers 4d6, any Electrical power one at a time (+¼), Ranged (+½)			7
35	5) Protective Field: Force Field (23 PD/33 ED), Reduced Endurance (½ END; +¼)			3
23	6) Absorb Electricity: Absorption 11d6 (energy, to Lightning Burst), Can Absorb Maximum Of 76 Points, Delayed Return Rate (5 Points per Minute; +¼); Limited Phenomenon (electricity; -½), Costs Endurance (to activate; -¼)			7
12	Electric Sense: Detect Electrical Fields 13-, Discriminatory, Sense			0
16	Protective Costume: Armor (8 PD/8 ED); OIF (-½)			0
Perks				
10	Money: Wealthy			
Skills				
15	+5 with Bioelectrical Generation			
3	Acting 14-			
2	Animal Handler (Monstrous Beasts) 14-			
3	Bribery 14-			
3	Bureaucrats 14-			
3	Computer Programming 13-			
3	Concealment 13-			
3	Disguise 13-			
3	Electronics 13-			
3	AK: The Federation Outskirts 13-			
5	Power: Bioelectrical Generation 14-			
3	PS: Slave Handler 14-			

- 3 Stealth 15-
- 3 Streetwise 14-
- 3 Systems Operation 13-
- 3 Trading 14-
- 2 WF: Orthian Advanced Small Arms

Total Powers & Skills Cost: 365
Total Cost: 528

550+ Disadvantages

- 20 Hunted: Federation Security Patrol 11- (Mo Pow, NCI, Limited Geographical Area, Capture)
- 5 Hunted: Aliens Who Feel “Ripped Off” 11- (Less Pow, Limited Geographical Area, Harshly Punish)
- 20 Psychological Limitation: Greedy (Very Common, Strong)
- 15 Psychological Limitation: Cautious; Rarely Enters Fights He’s Not Sure He Can Win (Common, Strong)
- 10 Reputation: representative for the Recruiter, 11-
- 5 Rivalry: Professional (other bounty hunters and “collectors”)
- 20 Susceptibility: to immersion in water, 2d6 damage, Instant Effect (Very Common)

Total Disadvantage Points: 645

Background/History: Zadyn is a criminal from the planet Orth, deep in Mon’dabi territory. His people are full members of the Federation, having been “uplifted” by the Mon’dabi from ATRI 9 a few decades ago.

In 3000, weeks after the V’han invasion, Zadyn attempted to rob an unmanned delivery vehicle carrying radioactive heavy metals. Unknown to him, the containment fields had malfunctioned. When he broke into the ship he was exposed to a strong burst of radiation, which apparently mutated him and gave him remarkable powers of electricity manipulation.

He went on a crime spree in the Orth system, using his powers to rob ships and deep-space facilities. When he tired of that, he offered his services on the open market to various Mon’dabi criminal organizations as a bounty hunter or freelance enforcer. Instead, he received an offer from the mysterious Recruiter, who was looking for agents to help him find more “biological weapons.” It was Zadyn who suggested that the Recruiter branch out into dealing in sentients, and the two have been partners ever since. Zadyn now primarily searches the Federation for “paranormally-enhanced” subjects to capture and sell as slaves.

Personality/Motivation: Zadyn is out for himself first and foremost. He’s greedy, a bit lazy, and certainly fond of the “good life.” His partnership with the Recruiter has so far been an unqualified success, and Zadyn enjoys his position as top lieutenant and “talent scout.” He also likes to use his powers to bully the “little people” (as he refers to pretty much anyone without superpowers), though he’s not really a killer unless he absolutely has to

be. He does enjoy showing off, and is dismissive of anybody else who might compete with him as a bounty hunter or collector.

Quote: “Keep up the smart talk, hero, and you’ll be needing some of that fancy equipment to restart your heart.”

Powers/Tactics: Zadyn’s mutation has turned him into a living bioelectric battery. He can generate vast amounts of electricity and release it in destructive bursts, absorb electricity from outside sources and use it to increase his natural abilities, and cause electrical devices to malfunction by draining power from them. He can also detect the presence of electromagnetic fields, and generate fields of protective energy around himself. But his powers come with one drawback — if immersed in water, he suffers a momentary “feedback” that causes him intense pain.

In combat, Zadyn is a straightforward fighter, not long on trickiness. He prefers to attack from range and get the high ground, battering his opponents with lightning-blasts while counting on his Force Field to protect him. While not a coward, he’s quick to abandon fights that no longer seem productive or profitable.

Campaign Use: See the introductory text for general information. Zadyn mostly serves as “muscle” for the Recruiter’s operation... but he’s also potentially a competitor. If he ever learned the secrets of the Recruiter’s operation (such as the existence and location of Habitat), he’d be highly tempted to turn on his erstwhile employer.

Zadyn only Hunts people who might be good “products” to sell. He sees little point in being vengeful. As a Hunter, he tends to investigate his subject thoroughly, learning all he can and then attacking at the most opportune moment.



To make Zadyn more powerful, add more abilities to his Elemental Control (see *The UNTIL Superpowers Database*, pages 76-81, for some ideas). To weaken him, take away an EC slot or two, and reduce his DEX to 23 and his SPD to 5.

Appearance: Like most Orthu, Zadyn has deep green skin, and vaned feathers instead of hair on his scalp (his happen to be a vivid pattern of gold and darker green). He stands about 6’3”, with a lean but muscular frame. His costume consists of a bulky, metallic suit of red and gold, with short decorative spikes on the shoulders and large boots with heavy leather straps and buckles.

THE RECRUITER'S MIND CONTROL DISKS

The Recruiter inserts these white, plastic disks into the upper spines of his captives, just beneath the skin. (They are quite visible if one knows what to look for, though they're usually hidden beneath hair, fur, or clothing.) Beings implanted with these disks follow any orders beamed to them through Hyperspace, either from the Recruiter's master control panel on the *Menagerie*, his portable sub-master control panel, or portable remote units he gives to his customers and underlings.

Mind Control 20d6, Telepathic (commands actually sent by Hyperspace radio; +¼), Reduced Endurance (0 END; +½) (175 Active Points); Can Be Affected By Sense-Affecting Powers That Affect Radio Group (-¼). Total cost: 140 points.

THE MENAGERIE

Val	Char	Cost	Notes
19	Size	95	80" x 40", -19 KB, -12 DCV
135	STR	30	Lift 3.2 mtons; 27d6 [0]
20	DEX	30	OCV: 7/DCV: 7
105	BODY	76	
18	DEF	48	
4	SPD	10	Phases: 3, 6, 9, 12
Total Characteristic Cost: 289			

Movement: Flight: 60"/240"
FTL: 1 LY/30 seconds

Abilities & Equipment

Cost	Powers	END
Power Systems		
240	<i>Zero-Point Power System:</i> Endurance Reserve (600 END, 600 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
80	<i>Back-Up Power System:</i> Endurance Reserve (200 END, 200 REC); OIF Immobile (-1½), Only Powers Electrical Devices (-¼)	
Propulsion Systems		
83	<i>Spacewarp Drive:</i> Multipower, 125-point reserve, all Costs Endurance (-½)	
2u	1) <i>Warp Flight:</i> Faster-Than-Light Travel (1 LY/30 seconds); Costs Endurance (-½), Increased Endurance Cost (x4 END; -1½)	20
4u	2) <i>Standard Flight:</i> Flight 60", x4 Noncombat; Costs Endurance (-½), Increased Endurance Cost (x4 END; -1½)	48
7	<i>Inertial Compensation Field:</i> Force Field (22 PD); OIF Bulky (-1), Only To Protect Occupants Against G Force Damage (-1)	2
-12	<i>Spaceflight Only:</i> Running -6" (0" total)	
-2	<i>Spaceflight Only:</i> Swimming -2" (0" total)	
Weapon Systems		
91	<i>Multi-Purpose Starship Cannon:</i> Multipower, 250-point reserve, all OIF Bulky (-1), Limited Arc of Fire (60 degrees; -¾)	
9u	1) <i>Focused Beam:</i> RKA 9d6+1, Area Of Effect (One Hex Accurate; +½), Increased Maximum Range (5,250"; +¼); OIF Bulky (-1), Limited Arc of Fire (60 degrees; -¾)	24
9u	2) <i>Wide Beam:</i> Energy Blast 20d6, Area Of Effect (40" Radius; +1½); OIF Bulky (-1), Limited Arc of Fire (60 degrees; -¾)	25
5	<i>Multi-Purpose Starship Cannon:</i> 1 more MPS Cannon (total of 2)	
Defense Systems		
10	<i>Main Shields:</i> Force Field (26 PD/26 ED); Increased Endurance Cost (x6 END; -2½), OIF Bulky (-1), Ablative (-½)	30
4	<i>Polarized Hull Force Field:</i> Force Field (10 PD/10 ED); Increased Endurance Cost (x6 END; -2½), OIF Bulky (-1)	12
86	<i>Armor Plating:</i> +40 DEF, Hardened (+¼); Ablative (-½), Limited Coverage (hull only; -¼)	0
36	<i>Hull Armor:</i> +15 DEF; Limited Coverage (hull only) (-¼)	0

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14	<i>Point Defense System:</i> Multipower, 34-point reserve; all OIF Bulky (-1), Costs Endurance (-½)	
1u	1) <i>Close-In Defense:</i> Missile Deflection (any physical projectile), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
1u	2) <i>Distant Defense:</i> Missile Deflection (any physical projectile), Megascale (1" = 1 km; +¼), Range (+1); OIF Bulky (-1), Costs Endurance (-½)	3
20	<i>Missile Tracking System:</i> +10 with Missile Deflection	
Operations Systems		
81	<i>Sensors:</i> Variable Power Pool, 70 base + 35 control cost, all OIF Bulky (-1), Only For Sensors And Communications (-1), Costs Endurance (Only Costs END to Activate; -¼)	var
65	<i>Long-Range Sensors:</i> MegaScale (1" = 1 light-year; +3½) for Sensors, Can Be Scaled Down 1" = 1km (+¼); OIF Bulky (-1)	13
21	<i>Long-Range Sensors:</i> +14 vs. Range Modifier with All Attacks; OIF Bulky (-1)	0
20	<i>Internal Monitors:</i> Clairsentience (Sight And Hearing Groups), 16 Perception Points, Mobile Perception Point (can move up to 12" per Phase; +1), Perception Cannot Pass Through Solid Objects (+0); OAF Immobile (-2)	6
Personnel Systems		
12	<i>Life Support:</i> Life Support (Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); Costs Endurance (-½)	2
6	<i>Backup Life Support:</i> Life Support (Safe Environments: High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing), 1 Continuing Fuel Charge lasting 1 Month (Recovers From Source Outside Of Ship; +0); Only Within Affected Area (2.3" x 1 .25" chamber; -2)	[1cc]
45	<i>Backup Life Support:</i> 349 more Backup Life Support chambers (total of 350)	
3	<i>Food Supplies:</i> Life Support (Diminished Eating: does not need to eat), 2 clips of 1 Continuing Fuel Charge lasting 1 Year (Recovers From Sources Outside Of Ship; +0)	[1cc]
15	<i>Artificial Gravity Generator:</i> Telekinesis (20 STR), Selective (+½); OIF Bulky (-1), Only To Pull Objects Straight Down To The Floor (-1)	4
Holding Cells		
55	<i>Holding Cells Power Supply:</i> Endurance Reserve (150 END, 150 REC); OIF Immobile (-1½), Only To Power Holding Cell Equipment (-½)	
62	<i>Reinforced Cell Walls:</i> +50 DEF, Hardened (+¼); Only Within Affected Area (holding cells; -2)	0
32	<i>Cell Force Fields:</i> Force Field (20 PD/20 ED/20 Mental Defense/20 Power	

- Defense); OIF Immobile (-1½) 8
 85 *Suppression Field*: Energy Blast 10d6, NND (defense is ED Force Field; +1), Area Of Effect (Any Area 176"; +2), Selective (+¼); OIF Immobile (-1½) 21

Skills

- 10 *Attack Systems*: +2 with Ranged Combat 0

Total Abilities & Equipment Cost: 1,200

Total Vehicle Cost: 1,489

Value Disadvantages

- 20 Distinctive Features: The *Menagerie* (Not Concealable; Always Noticed and Causes Major Reaction)
 10 Physical Limitation: Cannot Enter Atmospheres (Infrequently, Greatly Impairing)

Total Disadvantage Points: 30

Total Cost: 1,459/5 = 292

Cost Additional Vehicles

- 22 Escape Pod (see *Terran Empire*, page 171 or *The Ultimate Vehicle*, page 167)
 45 349 more Escape Pods (total of 350)
 60 Shuttle
 10 3 more Shuttles (total of 4)

Description: The *Menagerie* is a piece of abandoned Maandaarian technology, an "ark" of sorts for rescuing and transplanting bioforms from one world to another according to the ancient race's cryptic designs. Solidly armed and extremely fast even by modern standards, the ship now serves as the Recruiter's mobile base of operations. The extensive and sturdy holds in the back half of the ship give it a unique, almost swanlike design.

OTHER RECRUITER TECHNOLOGY

Here are a few examples of other technology the Recruiter gives to his employees to help them capture and confine superhumans and dangerous creatures.

Capture-Net: This rifle-like weapon fires a duraplaz net strong enough to hold most creatures. It comes in two versions, one for small creatures and one for large (or for multiple small creatures).

Small Capture-Net: *Entangle* 7d6, 10 DEF, Area Of Effect (One Hex; +½), *Entangle And Character Both Take Damage* (+¼) (149 Active Points); OAF (-1), 4 Charges (-1). Total cost: 50 points.

Large Capture-Net: *Entangle* 10d6, 10 DEF, Area Of Effect (12" Radius; +1), *Entangle And Character Both Take Damage* (+¼) (225 Active

Points); OAF (-1), 4 Charges (-1). Total cost: 75 points.

Power Negator: When affixed to a superhuman for whom it's been calibrated, this device negates his powers until it's removed.

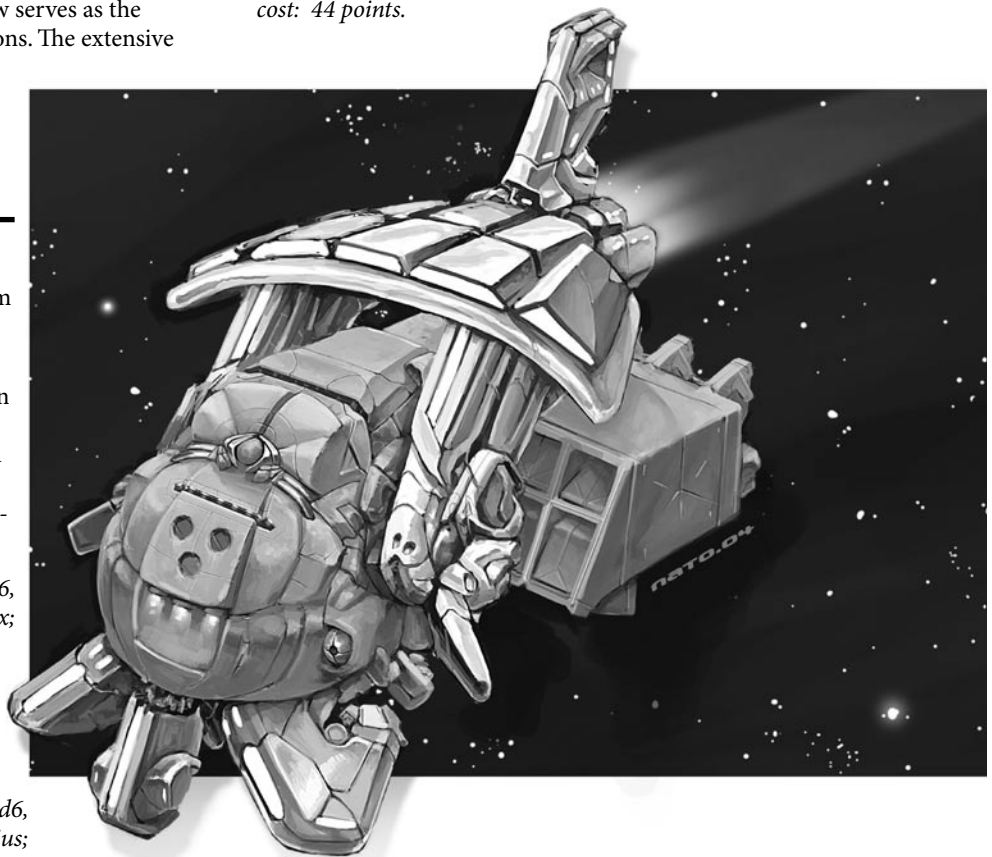
Drain 5d6, all Powers Of One Special Effect simultaneously (special effect must be defined when device is built; +2), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (deactivated by removing device from victim; +½) (250 Active Points); OAF (-1), Can Only Be Used On Manacled/Restrained Subjects (-¼). Total cost: 111 points.

Stun Collar: The Recruiter's men put these collars on difficult-to-control animals (and people). The collar emits a stunning pulse of energy when remotely triggered.

Energy Blast 4d6, NND (defense is ED Force Field; +1), Trigger (remote command by user; +¼), Reduced Endurance (0 END; +½) (55 Active Points); OIF (-½), Can Only Be Used On Manacled/Restrained Subjects (-¼). Total cost: 31 points.

Tranq Dart Projector: With this weapon, the Recruiter's men can fire high-tech tranquilizer darts at their foes.

Energy Blast 12d6, NND (defense is ED Force Field/Wall; +1) (120 Active Points); OAF (-1), Limited Range (50"; -¼), 8 Charges (-½). Total cost: 44 points.



SLUG 3000

Val	Char	Cost	Roll	Notes
30+35*†	STR	20+17	15-/22-	Lift 1,600 kg/200 tons; 6d6 /13d6) [3/6]
31+6*†	DEX	63+9	15-/16-	OCV: 10/12 DCV: 10/12
34+8*†	CON	48+8	16-/17-	
18+3*†	BODY	16+3	13-	
33	INT	23	16-	PER Roll 16-
35	EGO	50	16-	ECV: 12
40	PRE	30	17-	PRE Attack: 8d6
4	COM	-3	10-	
25+12*	PD	19+8		Total: 25/37 PD (15 rPD)
24+7*	ED	17+5		Total: 24/31 ED (15 rED)
8	SPD	39		Phs: 2, 3, 5, 6, 8, 9, 11, 12
26+9*	REC	26+12		
68+22*	END	7		
50+40*	STUN	27		Total Characteristic Cost: 444

*: OIF (Bracers Of The Elders; -½)
†: No Figured Characteristics (-½)

Movement: Running: 6"/12"
Tunneling: 12"/24"

Cost	Powers	END
110	<i>Worm-Gem:</i> Multipower, 165-point reserve, all OIF (-½)	
11u	1) <i>Caress Of The Worm:</i> Ego Attack 10d6 (Alien and Human classes of mind), Reduced Endurance (0 END; +½); OIF (-½)	0
10u	2) <i>Strength Of The Mind:</i> Telekinesis (80 STR), Reduced Endurance (½ END; +¼); OIF (-½)	6
7u	3) <i>Paralysis Of Fear:</i> Entangle 5d6, 5 DEF (Alien and Human classes of mind), Based On EGO Combat Value (Mental Defense applies; +1), Works Against EGO, Not STR (+¼), Takes No Damage From Physical Attacks (+¼); OIF (-½), Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼)	15
8u	4) <i>Gem-Blast:</i> Energy Blast 20d6, Reduced Endurance (½ END; +¼); OIF (-½)	5
50	<i>Worm-Orb:</i> Multipower, 100-point reserve; all OAF (-1)	
5u	1) <i>Orb Shield:</i> Force Wall (14 PD/14 ED; 5" long and 1" tall), Costs END Only To Activate (+¼); OAF (-1)	8
5u	2) <i>Blindweird:</i> Sight and Hearing Groups Flash 9d6, Area Of Effect (11" Cone; +1); OAF (-1)	10
5u	3) <i>Deep Slumber:</i> Energy Blast 10d6, NND (defense is Power Defense; +1); OAF (-1)	10
5u	4) <i>Rot Of The Worm:</i> Drain BODY 4d6, Ranged (+½), Area Of Effect (13" Cone; +1); OAF (-1)	10

72	<i>Talisman Of The Elder Worm:</i> Major Transform 2d6 (non-Elder Worm body into Elder Worm body, heals back through special arcane ritual requiring the Talisman), Reduced Endurance (0 END; +½), Continuous (+1); OAF (-1), Requires The Presence Of At Least One Additional Elder Worm Within 10" (-1), Linked (-½), Limited Range (20"; -¼) plus Major Transform 2d6 (Non-Elder Worm mind into Elder Worm mind), Reduced Endurance (0 END; +½), Based On EGO Combat Value (Mental Defense applies; +1), Continuous (+1); OAF (-1), Requires The Presence Of At Least One Additional Elder Worm Within 10" (-1), Limited Range (20"; -¼) plus Major Transform 2d6 (non-Elder Worm spirit into Elder Worm spirit), Reduced Endurance (0 END; +½), Continuous (+1); OAF (-1), Requires The Presence Of At Least One Additional Elder Worm Within 10" (-1), Linked (-½), Limited Range (20"; -¼) 0
40	<i>Voice Of The Worm:</i> Telepathy 6d6 (Alien and Human classes of minds), Reduced Endurance (0 END; +½); OIF (-½) 0
30	<i>Humidity Suit:</i> Armor (15 PD/15 ED); OIF (-½) 0
27	<i>Humidity Suit:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold, Low Pressure/Vacuum; Immunity: all terrestrial poisons, chemical warfare agents, diseases, and biowarfare agents; Diminished Sleeping: does not need to sleep; Diminished Eating: does not need to eat); OIF (-½) 0
33	<i>Bracer Of The Elders:</i> Missile Deflection (any ranged attack), Missile Reflection (any target); OIF (-½) 0
60	<i>Path Of The Worm:</i> Tunneling 12" through 12 DEF material 6

Talents	
4	Double-Jointed
Skills	
32	+4 with All Combat
8	+4 OCV with Talisman Of The Elder Worm
3	Contortionist 15- (16-)
1	KS: Arcane And Occult Knowledge 8-
3	KS: Earth History (Pre-2020) 17-
3	KS: The Elder Worms 17-
2	SS: Archaeology 11-
7	Stealth 17- (18-)

Total Powers & Skill Cost: 541
Total Cost: 985

550+ Disadvantages

- 0 Dependence: must remain in an environment of at least tropical jungle/swamp humidity, or takes 1d6 damage per 6 Hours (Very Common)
- 20 Distinctive Features: Elder Worm body (Not Concealable, Always Noticed; Causes Major Reaction)
- 20 Hunted: The Champions 8- (Mo Pow, NCI, Capture)
- 15 Hunted: Federation Security Patrol 8- (Mo Pow, NCI, Limited Geographical Area, Capture)
- 15 Physical Limitation: Mute (All the Time, Slightly Impairing)
- 25 Psychological Limitation: Must Destroy Humanity And Cleanse The Earth For The Return Of The Elder Worm (Very Common, Total)
- 15 Psychological Limitation: Overconfident And Arrogant (Very Common, Moderate)
- 20 Reputation: monstrous threat to the Galaxy, 14- (Extreme)
- 10 Vulnerability: 1½ x STUN from Fire attacks (Common)
- 10 Vulnerability: 1½ x STUN from Magic attacks (Common)
- 10 Vulnerability: 1½ x STUN from Cold attacks (Common)
- 275 Experience Points

Total Disadvantage Points: 985

Background/History: The hideous Slug first appeared as an enemy to Humanity at the end of the twentieth century (see *Conquerors, Killers, And Crooks*, pages 198-200). Archaeologist Michael Perkins found a mysterious gem at a dig site on a South Pacific island and was possessed by the spirit of a lord of the Elder Worm, a primeval species that ruled much of the Earth over a hundred thousand years ago. Transformed into a monstrous, annelid creature, he began a quest to bring his long-vanished people back to power.

The Slug's attempts to destroy mankind by transforming Humans into Elder Worms were constantly thwarted by the heroic actions of the period's superheroes. Despite frequent setbacks, for forty years he slowly built his army by reviving others of his kind who'd slept for eons and by successfully altering hundreds of innocent Humans. He and his army were also constantly on the hunt for new Elder Worm artifacts that could increase his power and regain control of the Earth from the upstart mammals.

In early 2020, the Slug's search for new Elder Worm artifacts scored a success with the retrieval of the Bracer of the Elders from the bottom of the Indian Ocean. Lost for millennia, the Bracer granted its wearer immense physical powers and enhanced combat abilities. Elated with his new find, the Slug believed he could at last conquer Humanity and herald a new Age of the Elder Worm. Unfortunately for the Slug and his followers, Witchcraft's final battle with Tyrannon "drained" most of

the extant magic in the Universe... and suddenly not only would his artifacts not work, his life, and the lives of his followers, were in danger.

But the Elder Worm had survived long periods of dormancy before, and the Slug knew he could do so once more. Using one of his relics, the Worm-Orb, he put himself and his followers into a trance in a cavern deep, deep below the surface of the Earth until conditions were once more ripe for the Elder Worm to rise up and rule.

In the year 3000, the Kolvel Event revived the Slug and his minions. To the Slug's delight, he found himself and his artifacts more powerful than ever before. The Worm-Gem pulsed deliciously between his eyes, sending raw power through his body. The Worm-Orb throbbed gently, filling the entire species of the Elder Worm with newfound might. Now the mammals would feel their wrath!

For a year, the Slug and his Elder Worm army remained in the depths of the Earth as they readied themselves to conquer mankind. During that time, the Slug learned how to harness the powers of the Bracer and use the Orb not only as a defensive device but as a weapon. When the Elder Worm finally reappeared on the surface of the planet, the Slug was surprised to learn just how many Humans there were and just how far they had expanded across the Galaxy. He was also shocked to find sentient species other than Humans on Earth. Humanity had apparently aligned itself with dozens of other alien species while the Elder Worm slept. No matter — the Elder Worm had once ruled half the Galaxy, and after Earth fell to his power, the other worlds in the sky would soon follow.

Personality/Motivation: The Slug's purpose is simple: to eradicate or enslave all life on Earth (and indeed, in the Galaxy) that is not part of the Elder Worm, thereby creating a new age of glory for his people. He serves this purpose both by creating new Elder Worms (via his Talisman) and killing anyone he cannot Transform or turn into a slave. His frustration at having to wait an extra thousand years to restore the Elder Worm to its former glory is evident in the ruthless and cold-hearted tactics he uses (particularly toward any Malvans, the ancient enemies of his people).

Since the Elder Worm initially came from a strange planet, it's entirely possible that more Elder Worm artifacts exist throughout the Galaxy as well as on Earth. The Slug himself doesn't know all the facts about his own people's origins or where to find their homeworld, but he yearns to find out and will stop at nothing to uncover the secrets of the Elder Worm.

Quote: <<The time has finally come for the Masters to return to their rightful place on this planet. Submit to the Elder Worm or be destroyed!>>

Powers/Tactics: The revival of magic in the Universe seems to have augmented the power of the Elder Worm somehow, and the Slug's abilities testify to that. Stronger and faster than he was a millennia ago thanks to the Bracer, he also gains many combat abilities from the three other Elder artifacts in his possession. The first, the Worm-Gem, is fixed to his forehead and grants him a wide range of

SLUG PLOT SEEDS

A mining colony in Federation space comes across a mysterious cavern deep in the mountains of an airless planet. When they enter, hundreds of members of the Elder Worm attack them. The heroes have to get to the colony in time to stop the Slug from reuniting with more of his people and, if possible, save the helpless colonists from being killed... or even worse, becoming Elder Worms themselves.

The Slug has yet to discover the location of one of the most powerful Elder Worm artifacts in existence, but the reintroduction of magic has awakened it... and the artifact now calls the Slug to it. Fortunately, the heroes have also detected the beckoning of the artifact and must get to it and destroy it before the Slug can use it to conquer Earth and all of Humanity.

A mysterious, almost scruffy-looking Malvan claims to know the secret of the location of the Elder Worm homeworld. He offers to sell it to the heroes for a high price so they can investigate and destroy it. Will the heroes pay his price? Will the Slug learn what's going on and trail them there, or kidnap the Malvan to force the information out of him? And what awaits them... or the Slug... once they reach the supposed homeworld?

ELDER WORMS

The Elder Worms look like the Slug, though they're a little shorter, if they have humidity suits theirs aren't nearly as strong as the Slug's. While many of them are originally of the Elder Worm species, these days many Elder Worms come from people mutated by the Slug with his Talisman. The Talisman's power only works on species with whom the Elder Worm mingled tens or hundreds of thousands of years ago, since it awakens and enhances long-dormant Elder Worm elements within their genetic structure.

The following character sheet is for Elder Worms mutated from Humans; you can modify it for Elder Worms created by mutating other species. True Elder Worms are more powerful (though not as powerful as the Slug), and some are puissant mystics to boot.

11	STR	19	DEX
17	CON	9	BODY
12	INT	21	EGO
17	PRE	4	COM
7	PD	7	ED
4	SPD	9	REC
30	END	30	STUN

Abilities: Telepathy 5d6, Reduced Endurance (0 END), Communicative Only; other psionic powers of about 30 Active Points; Tunneling 4" through DEF 4 material; Humidity Suit (Armor 6 PD/6 ED, plus Life Support); Contortionist 15-; Stealth 15-

Disadvantages: Dependence (humid environments, as the Slug), Distinctive Features; Physical Limitation: Mute; Psychological Limitation: Totally Loyal To The Slug; Psychological Limitation: Must Destroy Humanity And Cleanse The Earth For The Return Of The Elder Worm; Vulnerability (2 x STUN from Fire/Heat and Magic)

mental powers. The second, the Talisman of the Elder Worm, allows him to transform his foe into another member of his species. Originally, he only knew how to use the Talisman against Humans, but now the Slug can wield it against any number of alien species... and the results are as terrifying as they are gruesome. Several of the most recent "acquisitions" of the Elder Worm species have come from species other than Humans, including Ackálians, Mon'dabi, and Mostreen.

His newest weapon is the Worm-Orb. Originally, the Orb protected the Slug and the Elder Worm as they slept, but now he has learned to use it as an effective offensive weapon. With it he can create protective force-barriers, blind his enemies, cast them into a deep slumber, or cause their bodies to rot and wither.

In battle, the Slug prefers to remain on the periphery, directing his minions and followers and occasionally lashing out with a Ranged attack. If someone dares to engage him in HTH Combat, or to fire back at him, he responds in a fury, doing his best to kill or cripple that foe. He's quick to use his Tunneling, or a contingency plan, to escape when things start to go wrong; his people haven't survived for hundreds of thousands of years without learning the value of "living to fight another day."

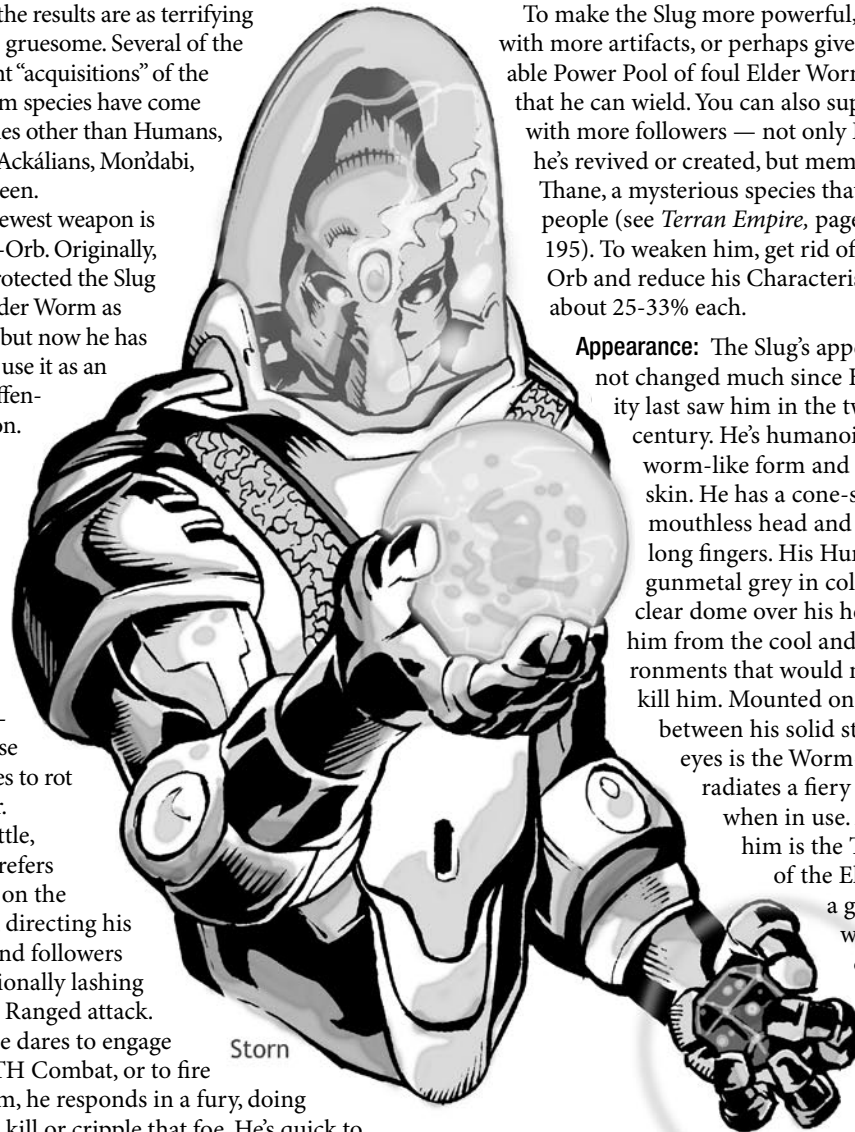
Campaign Use: The Slug is a master villain both like and unlike Mechanon. He lacks Mechanon's raw power (making him a good foe for hero teams not yet strong enough to tackle the evil robot), but like him he wants to wreak havoc on a galactic scale. However, where Mechanon wants to kill everything that lives, the Slug wants to revive his species and place it in a position of rulership. He wants to see everything that lives squirming beneath his heel, living only to serve the Elder Worm or be consumed by it, as it chooses. It's debatable which fate would be worse.

The Slug's not likely to Hunt a hero unless he thinks that hero has information or artifacts pertaining to the Elder Worm. He has an arduous

quest before him, and cannot be distracted by petty thoughts of revenge or the like. But if he thinks a hero could lead him to more Elder Worm relics, or better yet the Elder Worm homeworld, he won't stop until he has made the hero tell him all he knows.

To make the Slug more powerful, equip him with more artifacts, or perhaps give him a Variable Power Pool of foul Elder Worm magics that he can wield. You can also supply him with more followers — not only Elder Worms he's revived or created, but members of the Thane, a mysterious species that serves his people (see *Terran Empire*, pages 46-47, 195). To weaken him, get rid of the Worm-Orb and reduce his Characteristics by about 25-33% each.

Appearance: The Slug's appearance has not changed much since Humanity last saw him in the twenty-first century. He's humanoid with a worm-like form and light grey skin. He has a cone-shaped, mouthless head and unnaturally long fingers. His Humidity Suit, gunmetal grey in color with a clear dome over his head, protects him from the cool and dry environments that would normally kill him. Mounted on his brow between his solid steel-blue eyes is the Worm-Gem, which radiates a fiery green color when in use. Always with him is the Talisman of the Elder Worm, a gem-like weapon that constantly pulsates with energy, and the Worm-Orb, a clear sphere containing



swirling clouds of blue and white light.

WORMWORLD

The Elder Worm originally comes from a dark and distant homeworld located on the Outer Rim beyond Thorgon and Mon'dabi space — a region where few explorers have ventured for several thousand years, due to the feelings of dread and anxiety that seem to afflict anyone who ventures close. In crypts hidden deep below the surface of their now seemingly dead world (a death brought on by Malvan attacks hundreds of thousands of years ago), the surviving members of the Elder Worm sleep in stasis fields created by their own lesser Worm-Orbs. Now that the Malvans have retreated and magic has returned to the Universe, the Worms are stirring, answering the siren call sent out by the true Worm Orb the Slug possesses. He knows nothing of this, but will be delighted if a small army of his followers and relatives make their way to Earth.

SOVEREIGN

Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 [6]
26	DEX	48	14-	OCV: 9/DCV: 9
38	CON	56	17-	
20	BODY	20	13-	
30	INT	20	15-	PER Roll 15-
30	EGO	40	15-	ECV: 10
35	PRE	25	16-	PRE Attack: 7d6
15	COM	3	12-	
18	PD	5		Total: 38 PD (20 rPD)
12	ED	4		Total: 32 ED (20 rED)
7	SPD	34		Phases: 2, 4, 6, 7, 9, 11, 12
21	REC	0		
76	END	0		
72	STUN	0		Total Characteristics Cost: 310
Movement:				
	Running:		6"/12"	
	Flight:		20"/40"	
	Leaping:		13"/26"	
	Megateleport:		500 light-years	
Cost Powers				
112	<i>Mandaarian Telepathy:</i> Multipower, 112-point reserve			
22m	1) <i>Telepathic Onslaught:</i> Ego Attack 8d6 (Human and Alien classes of minds), Reduced Endurance (½ END; +¼)	5		
22m	2) <i>Mental Domination:</i> Mind Control 16d6 (Human and Alien classes of minds), Reduced Endurance (½ END; +¼)	5		
22m	3) <i>Mindscape:</i> Mental Illusions 16d6 (Human and Alien classes of minds), Reduced Endurance (½ END; +¼)	5		
22m	4) <i>Mind Reading:</i> Telepathy 16d6 (Human and Alien classes of minds), Reduced Endurance (½ END; +¼)	5		
17m	5) <i>Telekinesis:</i> Telekinesis (40 STR), Fine Manipulation, Reduced Endurance (½ END; +¼)	5		
4m	6) <i>Full Mental Shielding:</i> Force Field (20 Mental Defense)	2		
14m	7) <i>Telekinetic Travel:</i> Flight 20", No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (½ END; +¼)	3		
112	<i>Mental Scanning:</i> Mind Scan 16d6 (Human and Alien classes of minds), Reduced Endurance (½ END; +¼)	5		
57	<i>Energy Manipulation:</i> Elemental Control, 115-point powers			
67	1) <i>Absorbed Energy Blast:</i> Energy Blast 20d6, Variable Special Effect (may only choose from the special effects of Energy Blasts used against him in the current battle, or the last one used against him; +¼)	12		
58	2) <i>Wall of Energy:</i> Force Wall (18 PD/24 ED; 5" long and 2" tall)	11		
37	3) <i>Interstellar Travel:</i> Teleportation 6", Position Shift, x4 Increased Mass, MegaScale (1" = 100 light-years, can scale down to 1" = 1 km; +¼); Extra Time (1 Turn; -1¼)	13		
80	<i>Energy Absorption:</i> Absorption 8d6 (energy), can add to any four			

	Characteristics at once (+1)	0
80	<i>Kinetic Absorption:</i> Absorption 8d6 (physical), can add to any four Characteristics at once (+1)	0
12	<i>Energy Absorptive Defense:</i> Force Field (25 ED); Linked (Energy Absorption; -½), Only Up To Amount Rolled By Absorption (-½)	2
12	<i>Kinetic Absorptive Defense:</i> Force Field (25 PD); Linked (Kinetic Absorption; -½), Only Up To Amount Rolled By Absorption (-½)	2
107	<i>Mandaarian Technology:</i> Variable Power Pool (Gadget Pool), 80 base + 40 control cost; Focus (all powers bought with the VPP must have at least -½ worth of this Limitation; -½)	var
40	<i>Mandaarian Battle Armor:</i> Armor (20 PD/20 ED); OIF (-½)	0
30	<i>General Toughness:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
14	<i>Natural Mandaarian Mental Shielding:</i> Mental Defense (20 points total)	
50	<i>Unaging And Vital:</i> Life Support: Total (including Longevity: Immortality)	0

Perks

15	Money: Filthy Rich
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Talents

5	Eidetic Memory
3	Lightning Calculator
20	Universal Translator 15-

Skills

40	+4 Overall
3	Computer Programming 15-
3	Concealment 15-
3	Electronics 15-
3	High Society 16-
3	Inventor 15-
3	AK: Mandaarian Space 15-
3	AK: The Milky Way Galaxy 15-
3	KS: Galactic Politics 15-
3	KS: Mandaarian History And Culture 15-
3	KS: The Superhuman World 15-
3	Navigation (Dimensional, Space) 15-
3	Oratory 16-
3	Persuasion 16-
13	Power: Gadgeteering 20-
3	Stealth 14-
3	Systems Operation 15-
3	Tactics 15-
3	Scientist
2	1) SS: Astronomy 15-
2	2) SS: Biology 15-
2	3) SS: Chemistry 15-
2	4) SS: Dimensional Engineering 15-
2	5) SS: Hyperdimensional Physics 15-
2	6) SS: Physics 15-
2	7) SS: Psionic Engineering 15-
2	8) SS: Psychology 15-

Total Powers & Skills Cost: 1,154

Total Cost: 1,464

SOVEREIGN PLOT SEEDS

The classic Sovereign plot: he covertly hires various agents (both superpowered and normal) to engage in activities designed to turn the members of the Galactic Federation against each other, and/or to disrupt interstellar relations between the Federation and other galactic power. For example, he might have his agents attack an Ackálian colony using Terran ships and weapons, and when the Ackálians formally protest he might mind-control an ambassador into making a provocative response. He'll keep this up until the entire Galaxy is at war or the PCs expose him.

If sufficiently frustrated by his failures, the Sovereign might become entirely nihilistic, deciding in his madness to destroy the entire Galaxy and start over. To that end, he finds or builds a powerful Plot Device(TM) weapon on a far-off moon, which only the PCs can find and destroy in time.

The Sovereign decides that his failures to date have been due to weakness on his own part. He needs more power — mental and physical. He goes in search of greater power, and the PCs have to stop him before he finds it... or battle an even deadlier Sovereign and try to take his new powers away from him.

550+ Disadvantages

- 20 Hunted: other Mandaarians 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Wants To Eliminate "Disorder" And Free Will (Common, Total)
- 20 Psychological Limitation: Overconfidence (Common, Total)
- 20 Vulnerability: 2 x Effect from Cold- or Energy-Based Drains (Common)
- 10 Vulnerability: 2 x STUN from Cold Attacks (Uncommon)
- 824 Experience Points

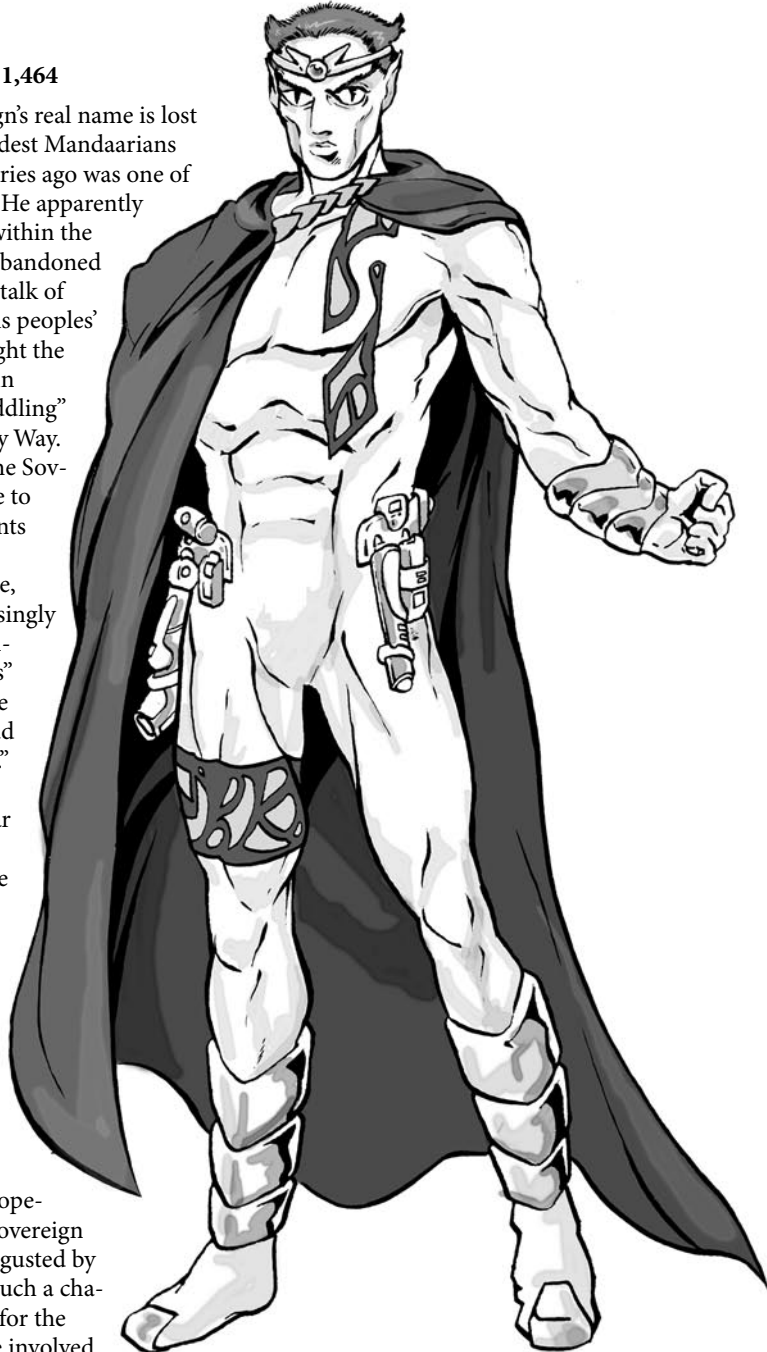
Total Disadvantage Points: 1,464

Background/History: Sovereign's real name is lost to history. He is one of the oldest Mandaarians known, and until a few centuries ago was one of their most respected leaders. He apparently held a position of authority within the empire they ruled and then abandoned (though no Mandaarian will talk of that). He strongly opposed his peoples' plan to leave the Galaxy to fight the Nibu Gemani, thinking that in doing so his people were "coddling" the lesser species of the Milky Way. When his people departed, the Sovereign and a few others chose to stay behind and monitor events at home.

In his colleagues' absence, the Sovereign became increasingly disillusioned about the potential the leading "lesser species" like Humanity, the Se'ecra, the Varanyi, and the Mon'dabi had to ever reach "enlightenment." They were too chaotic, too violent, too eager to make war on each other. Rather than actively involve himself in the affairs of the other races, the Sovereign spent the succeeding centuries developing his own psionic powers.

When the Nibu Gemani arrived in the Milky Way despite the best efforts of the Mandaarians, many of the other species united to defeat them — an effort most people saw as a hopeful sign for the Galaxy. The Sovereign viewed things differently. Disgusted by his people's failure to defeat such a chaotic species, and by the need for the other species to even become involved in such a bloody battle, he decided the Mandaarians were unfit to serve as protectors of the younger species. Furthermore, no other species should be allowed to reach too high a level of technological advancement, as it inevitably led to decadence and failure (as he could clearly

see in the Malvans and the Az'arc'a). He believed the Galactic Federation and its rivals should be plunged into war (an easy enough task, considering their bloodthirstiness). Then, after the holocaust, the survivors should never be allowed to advance beyond pastoral levels of technology. Impressed with the power of his own logic, the Sovereign has begun to use his powers to psychically manipulate key leaders of the Federation and its rivals, hoping to bring about a cleansing war.



Personality/Motivation: The Sovereign is completely insane. He genuinely believes his actions will only eventually benefit the Galaxy — though of course everyone is too blind to see the brilliance and inevitability of his plan. He's a grand schemer and plotter with a great deal of personal power to back up his plans. At first his efforts will be subtle, as he uses his agents to foment conflicts between species behind the scenes, but if heroes thwart those plans he'll bring his own power to bear on his "enemies."

Quote: "So much sorrow, so much anger, so much pain. I can take it all away."

Powers/Tactics: The Sovereign is a powerful psionic whose powers manifest in various ways. In addition to the typical mental powers possessed by many Mandaarians, which he's honed to high levels of power through practice and meditation, he's also a dangerously effective energy manipulator, and can absorb energies directed against him to become even more powerful. Combined with his superhuman physique and his access to advanced Mandaarian technology, his powers make him nigh-unstoppable.

In battle, the Sovereign prefers to fight with broad, powerful strokes. He'll arrogantly unleash his full power against the opponent who seems the most dangerous, and when he's downed that foe move on to the next one. He rarely dodges or blocks attacks, unless in doing so he can demonstrate his own superiority. If his opponents begin to hurt him or get the better of him, he has no qualms about retreating — though he'll definitely remember the "humiliation" and take revenge later.

Campaign Use: The Sovereign is an excellent example of a behind-the-scenes mastermind to put at the top of a pyramid of agents and lesser villains. As the heroes uncover a layered plot designed to undermine the relationships between Humanity and its Federation compatriots, they'll search for who's responsible, and undoubtedly settle on the Thorgons or Ackálans... just as the Sovereign intends. By the time they uncover the truth, stopping the Sovereign should be even more difficult. Even after the heroes have exposed the plot, the Sovereign should pose a powerful threat to an entire team of PCs.

Despite his assertions of his own superiority, the Sovereign would be quick to hunt anyone who hurt him or interfered with his plans. His efforts at revenge will be epic, up to and including attacks on entire planets just to goad his quarry into battling him again.

To make the Sovereign more powerful, give him a Variable Power Pool of cosmic powers — one smaller than the Examiner's (page 120), but larger than Supernova's (page 130). He already borders on being cosmically powerful; it wouldn't take much for his mind to finally breach the barrier and call cosmic power into his form. To weaken him, get rid of his energy manipulation powers (making him more of a garden-variety mentalist) and reduce his Characteristics appropriately.

Appearance: The Sovereign is a Mandaarian male, tall and thin, with sharp features, large, catlike eyes, and short, neatly-cut silver hair feathered up as if to suggest small wings. He wears a white-and-scarlet suit of flexible body armor, with a long cape fastened around the neck by a jeweled cord. His wrists and ankles are sheathed in a series of interlocking metallic "v's," and at his belt are several small, strange devices.

TEAMS AND ORGANIZATIONS



OVERLORDS PLOT SEEDS

If the scientists at MCU were so close to understanding the Kolvel Event, then maybe others elsewhere are working along the same lines. A team of Mondabi researchers may be the next ones needing protection from Arcane's forces.

The Overlords seize a seemingly useless moon... but their broadcasts to the Galaxy have a tone of exultant triumph and include threats against entire empires. Have they found some long-lost wonder-weapon, or are they bluffing?

Arcane decides it's time to move out into the world and establish a power base. Since Earth has proved so intransigent, maybe it would be best to start with something a bit easier. Perhaps the Catavalan Union will be more likely to accept reality....

THE OVERLORDS

Membership: Arcane (leader), Charade, Fracas, Tempo

Background/History: The Overlords came together in 3000-01 as Arcane sought out powerful supervillains to make up the core of the "army" with which he'll enforce his will as rightful ruler of this dimension. Arcane contacted each of the supporting members separately (except for Fracas, who was more or less rescued), and they have little in common besides their desires for power and money. They all live on a previously-uninhabited planet containing no animal life more advanced than fish and insects, orbiting a star known only as MG2367 about a thousand light-years from Earth and well off the established trade routes.

Their first strike as a group was at the Galactic Federation's capital on Malagar IV as a demonstration to the Galaxy of the folly of relying on any institutions other than Arcane himself for protection. The Champions barely foiled this attack, but the destruction was massive and expensive. Later attacks by the Overlords included a massive strike on the Millennium City Institute of Technology (ostensibly to steal equipment and supplies but actually because Arcane feared that researchers there were coming too close to understanding the exact nature of the Kolvel Event) and an attempt to enter the lost Empyrean city of Arcadia and steal the amazing technology still hidden there.

Arcane is always looking for new recruits to his "cause" of superhuman rule. Any spectacular public debut of a superhuman may draw his attention, and if the super in question seems ethically amenable or easily manipulable, he'll try to snatch them off for a private discussion, which will eventually include an offer to join the Overlords or die.

Group Relations: For the most part the Overlords work fairly well together. None of the members besides Arcane has any desire to lead the team, and all seem satisfied so far with his leadership. Tempo and Charade both enjoy the freedom of action membership in the team allows: Tempo can continue his black experiments with unlimited funding and no oversight by the authorities; Charade gets to play dangerous pranks and spread chaos. As for Fracas, well, none of the other Overlords can control him like Arcane does, so the poor creature is treated more like Arcane's dangerous watchdog instead of an actual teammate.

Tactics: The Overlords believe in striking quickly and throwing their opponents off-balance. Fracas is usually the center of their attack and smashes through any opposition, while Tempo slows down the most dangerous foes with Drain SPDs. Charade either assumes the form of an ally or other distracting person to sow confusion, or simply takes on a massive form and joins Fracas in throwing punches. All the while, Arcane hovers at the back of the battlefield, giving directions or using his own abilities to defeat the foe.

Though the Overlords are relatively new as a team, they're smart and ruthless, and you should play them with a lethal practicality. While Arcane hates to waste resources, he understands that the people of the Galaxy haven't fully understood his position as their new ruler, and he's willing to be destructive to redress that confusion. He'll use his VPP to teleport his team out of truly dangerous situations, though that usually means it's time for him to devote resources to destroying whoever threatened them that seriously.

Campaign Use: For the most part, the Overlords are a good "general" villain team, one that could commit nearly any type of crime or get involved in just about any sort of adventure. What sets them apart is Arcane's drive to rule the Galaxy (if not the entire Universe). Ultimately all of his plans and schemes lead toward that goal (directly or indirectly), so taking the Overlords at face value is often a mistake. What seems like a straightforward robbery or kidnapping could actually have several layers of meaning and purpose.

The Overlords aren't likely to start Hunting a hero, or a hero team, unless Arcane decides the quarry is a definite threat to his existence or plans. But if he decides they are, he'll focus his attentions on them strongly — so the Overlords rarely Hunt on less than an 11-. Their tactics as Hunters run toward sudden assaults rather than subtle manipulations, but Arcane can be quite creative if necessary.

If you need to make the Overlords tougher, the best way is to add more members — nothing in their agenda or *modus operandi* prevents them from expanding. Alternately, you could enhance Arcane's powers; since he's the most devoted to the group's overall success, he's most likely to use any enhanced power to benefit the group as a whole. On the other hand, weakening the group usually means removing a member.

ARCANE				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
23	DEX	39	14-	OCV: 8/DCV: 8
28	CON	36	15-	
15	BODY	10	12-	
33	INT	23	16-	PER Roll 16-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
30	PD	20	Total: 30 PD (30 rPD)	
30	ED	24	Total: 30 ED (30 rED)	
6	SPD	27	Phases: 2, 4, 6, 8, 10, 12	
16	REC	0		
60	END	2		
54	STUN	0	Total Characteristics Cost: 262	
Movement:		Running: 6"/12" Flight: 30"/60"		
Cost	Powers			END
562	Extradimensional Arcane Force Manipulation: Variable Power Pool (Magic Pool), 250 base + 125 control cost, Powers Can Be Changed As A Half-Phase Action (+½), No Skill Roll Required (+1)			var
106	Mystical Force: Telekinesis (50 STR), Fine Manipulation, Reduced Endurance (½ END; +¼)			4
30	Hardy: Damage Resistance (30 PD/30 ED)			0
15	Powerful Mind: Mental Defense (20 points total)			0
10	Mystical Defenses: Power Defense (10 points)			0
6	Nearly Immortal: Life Support (Longevity: 400 year lifespan, Safe Environments: Intense Cold, Intense Heat)			0
75	Flight: Flight 30", Reduced Endurance (½ END; +¼)			3
35	Detect Extradimensional Energies and Magic: Detect Extradimensional Energies And Magic 16- (no Sense Group), Discriminatory, Analyze, Range, Sense, Telescopic (+8 versus Range Modifier)			0
Talents				
5	Eidetic Memory			
Skills				
24	+3 with All Combat			
3	Analyze: Magic 16-			
3	Inventor 16-			
3	KS: Arcane And Occult Lore 16-			
3	KS: Cosmic Entities 16-			
3	KS: Extradimensional Physics 16-			
3	KS: Physics 16-			
3	KS: The Universe 16-			
5	Oratory 15-			
3	Power: Magic 16-			
3	Seduction 14-			
3	Tactics 16-			

Total Powers & Skills Cost: 903

Total Cost: 1,165

550+ Disadvantages

- 10 Hunted: Champions 8- (As Pow, Harshly Punish)
- 15 Hunted: Federation Security Patrol 8- (As Pow, NCI, Harshly Punish)
- 10 Physical Limitation: Occasionally Distracted By Cosmic Events (Infrequently, Greatly Impairing)
- 25 Psychological Limitation: Seeks To Reshape Universe To His Standards (Very Common, Total)
- 15 Psychological Limitation: Believes Superhumans Should Be Rightful Rulers (Common, Strong)
- 20 Psychological Limitation: Supremely Overconfident (Common, Total)
- 10 Reputation: insane master villain, 8- (Extreme)
- 510 Experience Points

Total Disadvantage Points: 1,165

EXAMPLE POWERS FOR MAGIC POOL POWER POOL

Across The Universe: With this power, Arcane can travel the length and breadth of his realm... well, almost. (If necessary, add Usable Simultaneously (+¾) so he can take the Overlords along.)

Teleportation 10", MegaScale (1" = 1 million light-years; +5). Total cost: 120 points.

Arcane Disincorporation: Arcane can dispel the arcane energies that infuse any living being and object, causing the target to fall apart.

RKA 3d6, NND (defense is Power Defense; +1), Does BODY (+1), Continuous (+1) (180 Active Points); No Knockback (-¼). Total cost: 144 points.

Barrier Of Disdain: If confronted with a foe who might possibly hurt him, Arcane can use this power to protect himself, then laugh at his enemy's pitiful attacks.

Force Wall (30 PD/30 ED, 2" long [sufficient to completely "surround" Arcane's body]), Reduced Endurance (0 END; +½) (228 Active Points); No Range (-½), Self Only (-½), Restricted Shape (always surrounds Arcane and conforms to his body; -¼). Total cost: 101 points.

The Chill Of Starless Space: For a microsecond, Arcane subjects his foe to the deadly cold of outer space. (You can create many similar powers by changing the special effect of, and defense against, the attack.)

Energy Blast 12d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1), Indirect (+¾). Total cost: 165 points.

ARCANE PLOT SEEDS

Arcane decides the Universe deserves more than one of him. Using his vast powers, he duplicates himself into an entire army. Each has only a fraction of his full powers, but that's still more than enough to handle most super-heroes. How will the PCs cope with an entire Arcane Army?

A religion springs up that acknowledges Arcane as the one true god... and it seems to be spreading like wildfire throughout the Galactic Federation. Is it a legitimate religion, or is Arcane subtly manipulating people? If it's the former, how will the heroes fight it?

A group of "space gods," such as the Galaxars or the Gods Celestial (see page 122), come to the PCs. They tell them that due to a recent shift in "the laws of Reality" (which they won't explain), Arcane now poses a threat to all of existence (and they won't explain why, either). He has to be *killed*, and now, to save Reality. Can the heroes bring themselves to take on the task?

Utterly Regal: If necessary, Arcane can make himself seem so regal and awe-inspiring that even the strongest-willed people scurry to do his bidding.

+100 PRE. Total cost: 100 points.

Background/History: Matharas Kolvel was born in the city of Helsinki on Earth in 2955. His parents were both exceptionally gifted physicists and inventors (his mother Suvi's share of the patents on the Delphinus-model Hyperspace Communicator made the family exceptionally wealthy), and from an early age it was clear Matharas was destined for great things. He attended several universities, excelling at each. By the 2980s he was head of Kolvel Labs, a research firm turning out some of the finest applications of multidimensional hyperphysics in fields like communication, energy production, and superluminal transportation.

In the early 2990s, Kolvel turned his attention to the possibility of improving existing warp drive technologies. He theorized that by accessing dimensions similar to Hyperspace but "higher" in the dimensional strata, he could create faster but more energy-efficient starship engines. Designing a new device that created stable, semipermanent dimensional portals, he began to explore alternate means of accessing higher dimensions.

Early in 3000, Kolvel had a breakthrough — literally. His dimension-scanning device accidentally opened a portal to the home plane of the tyrant Istvatha V'han. Not only did this violate the treaty she had signed nearly a thousand years before with Earth (see page 29), it also somehow once again "dammed" or "augmented" the magical energy of Earth's dimension... but in a much more extreme way than the experiments conducted by Nazi mystics in 1938. For one brief moment, Kolvel was bathed in the mystic force of an entire Reality.

This exposure changed him utterly. Strange arcane energies charged every molecule of his body, transforming him into a being constructed of pure dimensional quanta. His body now served as a conduit for the mystical forces permeating Reality, allowing him to bend and shape the Universe at will. It also drove him completely mad.

Kolvel, who now calls himself Arcane, was connected to the internal structure of the Universe, and briefly glimpsed the vast creative power that underlies and constantly renews Reality. His mind blasted by cosmic awareness, he now considers himself the avatar of that creative force. As "the ultimate expression of power in our Reality," he expects nothing less than complete obedience from every living thing. To inform the peoples of the Universe of their new status as his servants, he recruited an army of superior beings whom he calls the Overlords. They are far less worthy than his own self, of course, but as superior beings they're fit to spread his word and serve as his lieutenants.

Personality/Motivation: Arcane is a superpowered would-be tyrant with delusions of godhood. He sees himself as the most-nearly-perfect being in the Universe, and therefore its rightful ruler. From his own perspective, he is already the true ruler of

Earth's dimension, and the benighted fools who live there simply haven't the sense (or senses) to realize that simple truth.

Arcane doesn't want to destroy the Universe or kill off any more of his "subjects" than he has to (some losses, alas, are inevitable). Instead, he wants to reshape the Universe to become more perfect. It isn't entirely clear what he means by "more perfect," but so far it seems to mean a world where the strong rule the weak for their own good... and superhumans, being the strongest, are the penultimate rulers (but all, of course, looking up to him at the top of the ladder). He's always interested in recruiting more superhumans to join his cause and rule at his side... but he's not gullible.

Quote: "Fools! Your resistance only draws out your painful deaths! Why do you rail against the natural order of things?"

Powers/Tactics: Arcane's powers revolve around his personal connection to the mystic fabric of Reality. His Magic Pool's usually devoted to abilities involving Transform or Change Environment, though he's capable of some extremely powerful Energy Blasts, RKAs, and exotic attacks as well. The special effects of his attacks usually have something to do with changing the local environment. For example, rather than simply throwing a deadly blast of energy at an opponent, he'll "subject him to the awesome gravity of a neutron star" for a fraction of a second, or "show him the icy cold of starless space."

Arcane's natural power is enormous, but he rarely deigns to enter hand-to-hand combat, which he considers beneath him. Instead, he prefers to have his team strike fast and hard while he floats around behind the scenes giving orders and only stepping in when absolutely necessary. His schemes are frequently baroque and difficult to comprehend, though they all seem to revolve around undermining the power and authority of his "rivals" to rulership of the Galaxy, such as the major governmental leaders, the various militaries, and any other powerful individuals.

Cosmic events taking place throughout the Galaxy — stars going nova, galaxies colliding, and so forth — sometimes draw Arcane's attention from afar. At least once in each encounter, the GM should make a PER Roll for him. If the roll succeeds, one of these events catch's Arcane's "eye," and he spends 1d6 Phases "staring" at it; he won't do anything else unless an attack succeeds in doing STUN or BODY damage to him (at which point he "snaps out of it" and attacks whoever hurt him).

Campaign Use: See the introductory text for general information. Arcane is more or less a master villain-level opponent. But his desire to make superhumans (led by himself, of course!) rulers of the Galaxy sets him apart from most master villains, who are interested only in themselves. If you play Arcane as having at least vaguely "altruistic" motivations, he becomes a lot more complex and interesting for your PCs than just another Universe-conqueror.

It's possible Arcane would Hunt heroes, but

unlikely. They'd have to severely (or repeatedly) defeat him, appear to be the ideal "followers" for his new regime, or otherwise *really* attract his attention to make it worth his while. As a Hunter, he's most likely to simply show up wherever his quarry is and make an all-out attack to capture or kill (as appropriate).

To make Arcane more powerful, increase the size of his Variable Power Pool, or give him more "space god"-style abilities. He shouldn't actually become as powerful as a true space god — if that's going to happen, it should be an in-game event — but you can nudge him even further in that direction. To weaken him, reduce his VPP and his Characteristics to appropriate levels for your campaign.

Appearance: Arcane resembles a man made out of swirling, glowing energy wearing a suit of metallic armor. His breastplate is silver and chromed, and he also has protective bands on his arms and shins. He wears a long, regally flowing purple cape, which connects to his armor at the shoulders (he also has a gold chain running across his chest from one cloak attachment point to the other). His eyes are featureless black slits in the mass of energy that is his face, and his "hair" streams down his back. His physical proportions are that of a slender man nearly seven feet tall.

CHARADE

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 [2]
27	DEX	51	14-	OCV: 9/DCV: 9
20	CON	20	13-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
15	PD	10		Total: 27 PD (12 rPD)
15	ED	11		Total: 27 ED (12 rED)
6	SPD	23		Phases: 2, 4, 6, 8, 10, 12
9	REC	0		
40	END	0		
55	STUN	13		Total Characteristics Cost: 185

Movement: Running: 16"/32"
Swimming: 7"/14"

Cost	Powers	END
64	<i>Shape Changing:</i> Shape Shift (Sight, Hearing, and Touch Group, any shape), Imitation, Instant Change, Costs END Only To Change Shape (+¼)	5
62	<i>Stretch:</i> Stretching 10", Costs END Only To Activate (+¼)	5
45	<i>Suffocation Attack:</i> Energy Blast 6d6, No Normal Defense (defense is Life Support[Self-Contained Breathing]; +1), Continuous (+1); No Range (-½), Must Follow Grab (-½)	9
25	<i>Natural Weaponry:</i> HKA 1½d6 (3d6 with STR)	2
13	<i>Natural Weaponry:</i> Hand-To-Hand Attack +4d6; Hand-To-Hand Attack (-½)	2
37	<i>Bigger Forms:</i> Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide), Costs END Only To Activate (+¼)	3
62	<i>Smaller Forms:</i> Shrinking (0.124 m tall, 0.062 m wide, 0.0240 kg mass, +12" KB, +8 DCV, -8 PER Rolls to perceive character), Costs END Only To Activate (+¼)	5
25	<i>Aspects Of Form:</i> Multipower, 25-point reserve	
1u	1) <i>Protected Eyes:</i> Sight Group Flash Defense (5 points)	0
1u	2) <i>Extra Arms:</i> Extra Limbs	0
1u	3) <i>Suckers:</i> Clinging (35 STR)	0
1u	4) <i>Fins:</i> Swimming +5" (7" total)	1
2u	5) <i>Long Legs:</i> Running +10" (16" total)	2
2u	6) <i>Wings:</i> Flight 10", x4 Noncombat; Restrained (-½)	2
1u	7) <i>Leaping:</i> Leaping +10" (14½" forward, 7" upward)	1
18	<i>Flexible Body:</i> Armor (6 PD/6 ED)	0
30	<i>Hard To Hit Square:</i> Physical Damage Reduction, Resistant, 50%	0
35	<i>Rubbery Bounceback:</i> Missile Deflection (any physical projectile) plus Missile Reflection (any target)	0
20	<i>Squeeze Through Cracks:</i> Desolidification,	

CHARADE
PLOT SEEDS

Charade's campaign of dangerous "pranks" on the Security officers on a planet tips off the PCs that the Overlords are in the vicinity. Can they figure out what the super-criminals have in mind and stop it before the crime takes place?

A man approaches the PCs. He says he's Charade's father and has information that may help them capture and "cure" her. Is he telling the truth... or is it just one of Charade's sick jokes?

An acquaintance from her piracy days begins blackmailing Charade into committing crimes for him. What information does he have that would make someone like her care if it became public knowledge... and how does it relate to one of the PCs?

Costs END Only To Activate (+¼); Does Not Protect Against Damage (-1), Not Through Solid Objects (-½) 5

Talents

- 3 Ambidexterity (only suffers a -2 Off Hand Penalty)
- 12 Combat Luck: 6 PD/6 ED

Skills

- 10 +2 HTH
- 3 Acrobatics 14-
- 3 Acting 13-
- 3 Breakfall 14-
- 3 Concealment 13-
- 3 Contortionist 14-
- 7 Disguise 15-
- 3 Electronics 13-
- 2 AK: Trovatore 11-
- 3 KS: Interstellar Politics 13-
- 3 KS: The Military/Mercenary/Terrorist World 13-
- 3 Shadowing 13-
- 3 Sleight Of Hand 14-
- 3 Stealth 14-
- 3 Streetwise 13-

Total Powers & Skills Cost: 515

Total Cost: 700

550+ Disadvantages

- 20 Enraged: when encountering or confronting "authority figures" (Common), go 11-, recover 11-
- 15 Hunted: Champions 8- (Mo Pow, Harshly Punish)
- 20 Hunted: Federation Security Patrol 8- (Mo Pow, NCI, Harshly Punish)
- 20 Psychological Limitation: Casual Killer (Especially Of "Authority" Figures) (Common, Total)
- 15 Psychological Limitation: Black Sense Of Humor; Prankster (Common, Strong)
- 15 Psychological Limitation: Craves Approval And Attention (Common, Strong)
- 10 Reputation: Intergalactic Terrorist, 8- (Extreme)
- 5 Vulnerability: 1½ x STUN from Cold attacks (Uncommon)
- 5 Vulnerability: 1½ x BODY from Cold attacks (Uncommon)
- 25 Experience Points

Total Disadvantage Points: 700

Background/History: Lillia DuPlessis was a Human born on Trovatore, a lovely oceanic world dotted with islands and archipelagos. In 2889, a movement espousing pure, violent anarchism rose on the world, and several terroristic acts against the Republic killed hundreds of innocents and badly damaged the world's reputation.

By the end of the 2900s, the Osathri who lived in the planet's oceans dominated Trovatore society. A few small outposts of Humans who asserted that they had withdrawn from the Republic lived on several outlying islands.

Lillia was raised on one of those islands. She never knew her father. Her mother was an anarchist, and early on Lillia learned to despise and mistrust authority in any form. By the time she was a teen, Lillia was crewing on a pirate vessel in the Spinward Crescent that devoted part of its profits to the cause of overthrowing the Republic government.

In 3000, as the war against Istvatha V'han's forces raged, Lillia's ship was transporting some stolen bio-substances back to Trovatore for sale on the black market. One of V'han's D-Ships attacked the pirate vessel, forcing it to crash-land on an uninhabited planet in the Trovatore system. The crash killed everyone aboard except for Lillia... and broke open the containment field holding the bio-substances, flooding the entire cabin with mutagenic materials.

Instead of killing Lillia, the exposure changed her. When a Federation warship chased off V'han's raider and rescued her, she was in a deep coma. While recuperating at a medical center near Carali Prime she discovered her powers. She transformed her arms into swordlike blades and killed several security guards in her escape. She tried contacting her former comrades on Trovatore, but in the aftermath of V'han's attack they had scattered to the winds.

Before she could search further, Arcane offered her the opportunity to use her powers to spread anarchy and terror across the Galaxy — and become powerful and wealthy besides. She couldn't resist.

Personality/Motivation: Charade, as Lillia now calls herself, has a pathological hatred for societal authority figures that's been drilled into her since childhood. While she rarely kills what she calls "normal people," she's easily stirred into murderous rages simply by the sight of police, uniformed guards, or soldiers. (This extends to costumed superheroes presented to her as figures of authority, or whose garb is uniform-like.) She'll go out of her way to attack and injure them, and is prone to periodic pseudo-anarchist "revolutionary speeches" decrying the burdens governments put on the Human soul.

Charade has a black sense of humor. She takes comical delight in painful pranks and humiliating stunts. She has a tendency to not take most of the Overlords' missions very seriously, often interrupting to tell a joke, vandalize a building, or otherwise waste time. On the other



hand, when she concentrates on the mission, her imagination and creativity make her a terrifyingly effective killer and dangerous opponent.

Quote: “Think that’s funny, Security-scum? This one’ll leave you in stitches!”

Powers/Tactics: Charade can change her shape into just about anything from 0.124 to 8.0 meters tall... and given her bizarre and dark sense of humor, that’s a pretty wide variety. She frequently takes the forms of animals from various planets, particularly the deadly ones she’s heard of, though she’s also prone to making up forms with her own twisted imagination. However, her creations are often simplistic, without the full abilities of the creature or being whose form she takes. (In game terms, she can only use abilities like claws, wings, or the like if she can simulate them with other abilities listed on her character sheet, such as her HKA or Wings.) If she prefers, she can eschew true shape-changing entirely and simply stretch her natural form into a wide range of shapes and proportions. All of her forms retain a sort of rubbery resiliency to physical attacks.

Tactically Charade prefers to change into some intimidating, frightening, or bizarre form, make a massive Presence Attack, and then leap into battle with tooth and claw. She has plenty of infiltration and disguise skills to use when necessary, though, and is perfectly capable of subtlety if the situation demands it.

Campaign Use: See the introductory text for general information. Charade provides an element of instability and divisiveness within the Overlords. She’s not nearly as inclined as the others to take orders, and she often gets the group in trouble with her unprovoked attacks on “authority” or her willingness to kill prisoners. Her carelessness could easily draw the PCs down on the Overlords’ trail... or lead the Overlords to discover something useful they’d otherwise overlook.

Charade doesn’t often Hunt heroes — it’s too much work — but might pursue one she particularly associated with “authority.” During the early stages of a Hunter-Hunted relationship, her “attacks” will mainly take the form of embarrassing pranks. Gradually her actions will escalate in deadliness until she moves in for the kill.

To make Charade more powerful, increase some of her Characteristics (particularly SPD) and/or give her more (or stronger) powers based on altering her shape. To weaken her, do the opposite — decrease some of her Characteristics, and remove a few powers.

Appearance: Charade’s true shape is that of a Human female, about 5’6” with short brown hair and a thin build. She wears a tight purple bodysuit that leaves her right arm and left leg bare, and has metallic bracers, belt, and harness. Her gloves and boots are bright red.

FRACAS

Val	Char	Cost	Roll	Notes
120	STR	110	33-	Lift 400 ktons; 24d6 [12]
23	DEX	39	14-	OCV: 8/DCV: 8
60	CON	100	21-	
30	BODY	40	15-	
6	INT	-4	10-	PER Roll 10-
14	EGO	8	12-	ECV: 5
35	PRE	25	16-	PRE Attack: 7d6
6	COM	-2	10-	
50	PD	26		Total: 50 PD (50 rPD)
50	ED	38		Total: 50 ED (50 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
36	REC	0		
120	END	0		
120	STUN	0		Total Characteristics Cost: 397

Movement: Running: 12”/24”
Leaping: 24”/48”
Swimming: 12”/24”

Cost	Powers	END
60	<i>Armsweep:</i> Area Of Effect (One Hex; +½) for up to 120 STR	6
30	<i>Bite:</i> HKA 2d6 (4d6 with STR)	3
71	<i>Poisonous Mist:</i> Energy Blast 5d6, Area Of Effect (17” Cone; +1), No Normal Defene (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); Extra Time (Full Phase; -½), No Knockback (-¼), No Range (-½), 8 Charges (-½) plus Sight Group Flash 8d6, Area Of Effect (17” Cone; +1¼), Personal Immunity (+¼); Extra Time (Full Phase; -½), Linked (-½), No Range (-½), 8 Charges (-½)	[8]
25	<i>Tough:</i> Hardened (+¼) for 50 PD/50 ED	0
62	<i>Tough:</i> Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
40	<i>Tough:</i> Physical and Energy Damage Reduction, 50%	0
10	<i>Heavy:</i> Knockback Resistance -5”	0
12	<i>Long Legs:</i> Running +6” (12” total)	1
10	<i>Batrachoid Feet:</i> Swimming +10” (12” total)	1
4	<i>Reach:</i> Stretching 1”, Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0
19	<i>Super-Physiology:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0

Talents

3	Lightsleep
5	Resistance (5 points)

Skills

15	+3 HTH
3	Breakfall 14-
3	Concealment 10-
3	Stealth 14-

FRACAS
PLOT SEEDS

Fracas begins to devolve, becoming weaker and more animal-like. Eager not to lose one of his best weapons, Arcane begins kidnapping scientists to “cure” Fracas or re-create the Evolver Ray.

As the effects of the Evolver Ray continue, Fracas becomes smarter, more self-aware. He begins to loathe working for the Overlords, and tries to find a way to get the PCs to “rescue” him.

A strange-looking, heavily cybernetically-enhanced scientist begins marauding across the Galaxy with a whole army of Fracas-like creatures. Is it possible someone’s recreated the Evolver Ray... or did Axisu somehow survive?

2 Survival (Temperate Marshes) 10-

Total Powers & Skills Cost: 373**Total Cost: 774****550+ Disadvantages**

- 25 Distinctive Features: Hideous Monster (Not Concealable, Extreme Reaction)
- 25 Enraged: when annoyed (Very Common), go 11-, recover 11-
- 15 Hunted: Champions 8- (Mo Pow, Harshly Punish)
- 20 Hunted: Federation Security Patrol 8- (Mo Pow, NCI, Harshly Punish)
- 5 Physical Limitation: Large (approximately 3 meters tall; is at -2 DCV, and others receive +2 on their PER Rolls to perceive him) (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Childlike And Bratty (Very Common, Total)
- 20 Psychological Limitation: Loves To Fight And Break Things (Common, Total)
- 15 Psychological Limitation: Afraid Of Arcane (Common, Strong)
- 10 Unluck: 2d6
- 64 Experience/Bonus

Total Disadvantage Points: 774

Background/History: On the planet Lyithu, deep within Varanyi space, the brilliant scientist Axisu worked day and night on his Evolver Ray. He claimed it would cause animals to transform into sentient humanoids by forcing millions of years of evolution on them in mere seconds. Claims like this had gotten him thrown out of the Academy and declared mad by his blind, foolish peers (who never appreciated his genius, or were jealous... yes, that must be right, they were *jealous!*). Thanks to their shabby treatment, he had to perform his experiments in this out-of-the-way marshy island on this forsaken rock of a planet, far from the mocking jeers of society. Well, he would show them!

He began his nine-thousand-and-sixty-third attempt at making his Evolver Ray work, training the beam on the small native amphibian creature he'd captured with a net in the marsh that morning. This time, this time, he'd prove his genius to the idiots who'd mocked him! Look — the creature was in fact growing under the beam! Could it be? Axisu was stunned into silence as the creature began to change and grow before his eyes. Slowly the creature expanded, smashing the small table under its weight, as its form shifted to more humanoid and grew ever larger. Then the ray mechanism burned out, exploding in a shower of sparks.

Axisu rushed to the side of the massive creature he had created. Was it alive? It was curled up on the floor, but it seemed to be twitching. It was enormous! Fifteen klaxtus tall at the shoulder, at least! Yes, it seemed to be breathing! Axisu began to picture in his mind his acceptance speech at the Keh'lesh Nashir Prize award ceremony, and had gotten as far as thanking his parents when the creature rose up and swallowed him in two bites.

The creature made short work of the rest of the equipment in Axisu's lab, then set off on a rampage of destruction across the island and into the nearby coastal town. Flattening that in less than half a hyaxdron, it headed for Lyithu's capital city, along the way destroying most of the planetary police force and a sizable chunk of the local navy. The authorities were about to send orbital jets armed with nukes when the creature itself suddenly... disappeared.

"Yes, you'll do nicely, I think," said Arcane to the new pet he had teleported onto his ship. "I think I'll call you Fracas."

Personality/Motivation: Fracas has the approximate intelligence of a small child and a temper to match. Easily frustrated or angered, he takes his anger out on the world around him in rampaging tantrums. He has only vague memories of his life as an animal, and this adds to his nearly permanent state of confusion and aggression. Arcane pacifies him with judicious applications of Mind Control; so far, that's the only way known to keep him from destroying his surroundings. If he finds something or someone that resists his initial attempts to smash it into rubble, he may show curiosity and interest, but his ability to focus on any one thing or idea for very long usually causes him to become bored, give up, and wander away. As long as he remains

under Arcane's influence, Fracas is basically a living, destructive weapon; it remains to be seen if he's capable of becoming anything more than that.

Quote: "Raargh! Smash! Aargh!"

Powers/Tactics: Fracas is one of the strongest and most powerful beings in the Galaxy. The strange radiation Axisu exposed the poor little swamp creature to transformed him into a humanoid powerhouse standing almost eight feet tall and weighing half a ton. The creature's innate defense mechanism, a sprayed cloud of mildly irritating chemicals, has mutated into a toxic green cloud of blinding mist.

Fracas himself has little sense of, or need for, tactics. He smashes what's in front of him, and if that doesn't work he breathes a cloud of poisonous gas at it. Arcane prefers to use him as a one-creature distraction force. He winds Fracas up, makes him mad, and sets him loose on an unsuspecting space station... and the rest of the team has quite some time to operate as they please. Once they're done, Arcane teleports him out of the carnage and they move on to their next plan.

Campaign Use: See the introductory text for general information. Fracas is the Overlords' brawler and damage machine, pure and simple. Beyond that, there's little to him — unless, perhaps, study of his cells could yield clues as to how to recreate the Evolver Ray...

Fracas doesn't Hunt heroes; he lacks the intellect or persistence to do so. But he will foggily remember people who hurt him in the past and become angry if he sees them.

If you want to make Fracas even tougher, just keep boosting his STR and defenses until he's at the level you want. Alternately, you could give him more abilities like his Poisonous Mist — powers derived from the natural abilities of his animal form. To weaken him, just ratchet his STR and defenses down to appropriate levels.

Appearance: Fracas is an enormous humanoid, vaguely reptilian in nature, standing nearly ten feet tall with mottled blue and purple skin and enormous, hyperdeveloped muscles. His head is wide and somewhat flattened, and his far-set eyes are bright red and pupilless. His wide mouth is full of misshapen sharp teeth. Arcane has given him a "costume" which is actually a restraint harness for the times he needs to transport him around in his ship — strong coils come out of the back and attach him to the hull.

TEMPO

Val	Char	Cost	Roll	Notes
15	STR	5	18-	Lift 200 kg; 3d6 [1]
26	DEX	48	14-	OCV: 9/DCV: 9
30	CON	40	15-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
11	PD	8		Total: 29 PD (18 rPD)
8	ED	2		Total: 26 ED (18 rED)
8	SPD	44		Phs: 2, 3, 5, 6, 8, 9, 11, 12
9	REC	0		
60	END	0		
33	STUN	0		Total Characteristics Cost: 171

Movement: Running: 27"/432"
Swimming: 2"/4"

Cost	Powers	END
60	<i>Local Time Manipulation:</i> Elemental Control, 120-point Powers	
40	1) <i>Fast-Time:</i> Aid SPD 8d6, Ranged (+½); Costs Endurance (-½)	12
60	2) <i>Slow Time:</i> Drain SPD 8d6, Ranged (+½)	12
70	<i>Superspeed:</i> Multipower, 70-point reserve	
5u	1) <i>Super-Running:</i> Flight 27", x16 Noncombat; Only In Contact With A Surface (-¼)	7
6u	2) <i>Overdrive Running:</i> Flight 28", Megascall (1" = 1 km; +¼); Only In Contact With A Surface (-¼)	7
3u	3) <i>Superthrowing (Blunt):</i> Energy Blast 10d6 (physical); OIF (blunt objects of opportunity; -½)	5
3u	4) <i>Superthrowing (Sharp):</i> RKA 3d6+1; OIF (sharp objects of opportunity; -½)	5
3u	5) <i>Flurry Of Blows:</i> Hand-To-Hand Attack +6d6 (9d6 with STR), Autofire (5 shots; +½); Hand-To-Hand Attack (-½)	4
4u	6) <i>Snatch:</i> +8 OCV with Grab-By; Costs Endurance (-½) plus +30 STR; Only for Grab-Bys (-1), No Figured Characteristics (-½)	8
2u	7) <i>Wrap-Up:</i> Entangle 6d6, up to 6 DEF; OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼)	6
36	<i>Friction Aura:</i> Force Field (15 PD/15 ED), Reduced Endurance (0 END; +½); Only When Moving (-¼)	0
9	<i>Se'ecra Shell:</i> Armor (3 PD/3 ED)	0
9	<i>Superfast Sight:</i> Megascall (1" = 1 km; +¼) for Sight Group, Reduced Endurance (0 END; +½)	0
5	<i>Se'ecra Senses:</i> Discriminatory Sense for Normal Smell	0
5	<i>Se'ecra Senses:</i> Tracking for Normal Smell	0

TEMPO PLOT SEEDS

Unbeknownst to Tempo, one of his investors was VIPER. The way VIPER sees it, Tempo's work, and thus Tempo himself, are its property, but it doesn't want to incur the Overlords' wrath by kidnapping him. Instead, it plans to trick the PCs into doing the dirty work for it.

One of Tempo's experiments succeeds in granting powers like his to a Fex — but in the process hideously mutating the Fex so he's immensely tall and strong in addition to fast! The Fex (now calling himself Aeon) breaks free and goes on a rampage; the Overlords want to get him back, and the heroes want to stop him (and, hopefully, cure him).

Tempo's body shifts into a constant hyperaccelerated state, and the vibrations given off by his body are "calling" to some nasty interdimensional "predators." In between fighting waves of invading monsters, the PCs have to find out what's causing the invasion and put a stop to it.

- 3 *Se'ecra Senses*: +3 PER with Normal Smell 0
 27 *Fast Healing*: Healing 4d6; Self Only (-½) 4

Talents

- 9 Lightning Reflexes: +6 DEX to act first with All Actions
 6 Speed Reading (x100)

Skills

- 27 *Swift Dodging*: +8 with DCV; Costs Endurance (-½) 4
 3 Breakfall 14-
 3 Climbing 14-
 3 Computer Programming 12-
 5 Cramming
 10 Defense Maneuver I-IV
 3 Electronics 12-
 3 Inventor 12-
 2 KS: The Scientific World 11-
 3 Mechanics 12-
 3 Paramedics 12-
 3 Stealth 14-
 3 Systems Operation 12-
 1 TF: Se'ecra Personal-Use Spacecraft
 3 Scientist
 4 1) SS: Biochemistry 14-
 2 2) SS: Kinetics 12-
 3 3) SS: Physics 13-
 5 4) SS: Temporal Physics 15-

Total Powers & Skills Cost: 454**Total Cost: 625****550+ Disadvantages**

- 5 Physical Limitation: Se'ecra Eyes (colorblind and nearsighted; -1 Sight PER in appropriate situations) (Infrequently, Slightly Impairing)
 5 Physical Limitation: Mute (Infrequently, Slightly Impairing)
 20 Hunted: Champions 8- (Mo Pow, Capture)
 25 Hunted: Federation Security Patrol 8- (Mo Pow, NCI, Capture)
 15 Psychological Limitation: Enjoys "Experimenting" On Living Captives (Common, Strong)
 15 Social Limitation: Public Identity (B'Vrnn Ikkit) (Frequently, Major)

Total Disadvantage Points: 635

Background/History: B'Vrnn Ikkit was one of the foremost biophysicists among the Se'ecra. Like many of his colleagues, he devoted much of his time to trying to crack the riddle of the Se'ecra's short lifespan as compared to the other races of the Galaxy. Extensive research into biological processes had nearly doubled the lifespan of some Se'ecra (from thirty terrestrial years to almost sixty) over the last five centuries. But researchers in that field had accomplished little in recent years, and Ikkit believed manipulating Se'ecra biology was no longer a fruitful pursuit. Instead, he proposed to build devices that "slowed down" individuals' perceptions of the passing of time, allowing them to accomplish more in the same period. Ideally, a Se'ecra could turn his time-slowness device on and off at will, allowing him to interact with "slower" species when he desired but then "speeding up" to accomplish more on his own. "Imagine the benefits to society that would come from being able to quadruple your speed at will," he told his investors. "What could our scientists accomplish in a day four times as long, or our soldiers if they could get a full night's sleep in only two hours?" Needless to say, Ikkit had all the funding he needed.

Late one night in his lab in the Varesha asteroid belt, Ikkit was working overtime perfecting his "quick-time field." Unfortunately for him, a previously-undetected meteor shower struck his facility, overloading and penetrating his shields and causing a massive power surge throughout the lab. The temporal energies released from the prototype device bathed him, simultaneously giving him choral superpowers and driving him thoroughly insane.

Calling himself "Tempo," Ikkit went on a crime spree on Varesha IV, easily escaping the efforts of local Security to apprehend him. When Arcane approached him about joining the Overlords, he accepted happily. He now splits his time between missions for Arcane and continuing work in his laboratory, where he's prone to using live sentients for his own mad experiments.

Personality/Motivation: Tempo's accident damaged his brain at the same time that it gave him his remarkable abilities. He's now primarily motivated by his desire to perform ever-more-twisted and



bizarre “experiments,” mostly on live subjects without anaesthesia. Working for Arcane has gotten him some nice facilities and allowed him to study the activities of other superhumans, so he’s quite content to follow orders for now. He’s enjoyed the few superhuman battles he’s fought in so far, and finds humiliating his opponents highly entertaining.

Quote: “What’s the matter, hero, not enough <ksssht> time?” (Like most Se’ecra, Tempo carries a small computer/translator to convert his native wing-flutters and gestures into a spoken language. However, Tempo’s was slightly damaged in a fight a few months ago, and he hasn’t bothered to get it replaced. It still translates correctly, but is prone to bursts of odd static, which his teammates are finding increasingly annoying.)

Powers/Tactics: Strange chronal energy has infused Tempo’s body, allowing him to manipulate Time itself on a small scale. He can speed up his own immediate time field, allowing him to apparently move and act much faster than anyone around him (though from his own point of view it seems like everyone else has slowed down). He can also speed up or slow down other people temporarily.

Tempo doesn’t have much grasp of advanced tactics yet, though he’s learning from each new encounter. He mostly acts as an ordinary speedster in combat, turning thrown items into high-speed projectiles or wrapping opponents up in chains. Particularly dangerous-looking opponents get the full “slow-down” effect, as he uses his own advanced speed to hit them with Drain SPDs as often as necessary to effectively take them out of the fight. Since his defenses are comparatively low, he often Dodges.

Campaign Use: See the introductory text for general information. Tempo serves as the Overlords’ scientist-in-residence, though his insanity makes him a somewhat unreliable researcher and tinkerer. You could spin lots of adventures out of the Overlords’ need to supply him with some sort of device or raw materials for an experiment, or the unfortunate results of an experiment gone wrong (or, worse, right).

Tempo doesn’t Hunt people unless Arcane orders him to, the Overlords as a whole do, or some foe happens to catch his insane eye “just right.” To make him more powerful, increase some of his Characteristics and/or give him more time-manipulating powers. To weaken him, reduce his Characteristics a little and get rid of some of his “speed tricks.”

Appearance: Tempo is a middle-aged Se’ecra, and like the rest of his species doesn’t wear clothing or any sort of uniform. However, like many of his people who spend a lot of time around Humans and other species who have difficulty telling them apart, he wears a colorful sash across his chest, in his case a royal blue with a yellow downward-pointing arrow.

THE SWORD OF ACKÁL

Membership: Decay (leader), Flux, Desert Dragon, Phantasm, Shrieker

Background/History: For centuries, the Empress of Ackál’s innermost (and most effective) line of personal defense has been a small, handpicked squad of highly-trained bodyguards. Publicly referred to as the *dravisha Rentrekis*, or “Empress’s Security Force,” it’s better known as the *Ackális d’ptef*, the Sword of Ackál. Feared by the Empress’s enemies and storied in Ackálian legend and popular culture, this team supposedly contained members with unusual powers, including psionics (rare among Ackálians) and other “super-Ackálians” who could walk through walls or resist blasters. Outsiders have generally considered most of these stories exaggerations, spread by the Sword or other members of the Empress’s inner circle to terrify Ackál’s enemies. But since the Kolvel Event it’s become clear that the stories are no longer fabricated. While it remains difficult to get accurate intelligence regarding the Ackálians, the Champions have met the Sword on two separate occasions, and the information below represents the Federation’s best estimates based on their experiences.

As of 3001, the Sword of Ackál consists of five “super-Ackálians,” all but one apparently recruited in the last year or so since the Kolvel Event. Their leader, Decay, was a member of the Sword before her powers manifested, and Federation officials believe she convinced Empress Djesolka to search out and recruit additional bodyguards from the ranks of the recently-superpowered.

A number of non-superpowered agents apparently still serve in the *dravisha*, but the new members clearly overshadow them in importance and status. Some of those agents have gone out of their way to associate themselves with the new members (Ackálians being nothing if not both practical and quick to see the writing on the wall), but others resent these “upstarts” and would like nothing better than to see them fail.

Group Relations: Decay leads the Sword. Her experience and personal relationship with Djesolka give her a fair amount of political influence within the regime. She has fairly limited powers compared to some of her teammates, but she’s an expert at building alliances and outmaneuvering her enemies. She’s carefully cultivated a friendly relationship with the powerful but not-too-bright Flux, who’s fully aware of her own limitations and quite happy to attach herself to a smarter friend. She’s also gained the support of Phantasm, who as a male isn’t taken seriously by the assorted minor warlords in the Empress’s court. He provides Decay with another quadra of eyes and a power set that’s very useful for the sort of sneakiness that appeals to her.

Desert Dragon has little taste for the rough-and-tumble politics and competition that marks typical Ackálian palace intrigue, since she has come to believe she’s in communion with higher powers. Of course, no one else in the Sword believes or

SWORD OF ACKÁL PLOT SEEDS

The Galactic Federation detects a strange ship floating derelict in the neutral zone between Federation and Ackálian space. The heroes rush there — only to meet the just-arriving Sword of Ackál. How will the two groups resolve the issue of ownership of the potentially powerful ship... and what might the ship's occupants (if any) have to say about the whole thing?

The PCs team up with the Sword of Ackál on a joint mission to end a terrible criminal threat on Venwordien IV. But is the mission on the up-and-up, or just a cover for the Sword to spy on the PCs and test their strength?

The Sword of Ackál accompanies the Empress when she makes a goodwill visit to the Galactic Federation. But after an assassin attacks the Empress (failing to kill her), can the PCs prevent them from launching similar attacks in an effort to strike back at her foes and win her free to the safety of Ackálian space?

understands this viewpoint, and Decay suspects Dragon may be playing an even larger and more masterful game, which worries her a bit. Shrieker, on the other hand, obviously wants power and title and has set herself up as Decay's direct rival, questioning her authority at every turn. This bothers Decay less, since she at least understands this behavior.

Tactics: The Sword of Ackál's primary responsibility remains the safety of the Empress, and that always trumps any other mission or priority the team might have (including protection of the Empire as a whole, or any part of it). If the Empress were slain, captured, or even hurt in any way, the Sword members would face utter humiliation and have to offer their own lives in forfeit. (In practice, they would probably have the chance to redeem themselves with some spectacularly dangerous task for any fault short of the actual death of the Empress.) Recently, however, Decay has convinced Djesolka to allow her bodyguards to take on additional special missions for the good of the Empire as a whole. For example, the Sword recently visited Malva when the Empire heard the Champions were in contact with a rival to the current Phazor, so that it could ensure that the Galactic Federation wouldn't acquire powerful Malvan technology. It remains to be seen how far this new freedom for the team might extend.

In combat, Flux and Shrieker generally take point, with Phantasm staying under cover when possible to use his illusions to disrupt enemy communications and line of sight. Desert Dragon summons her darkness to cover her own movements while identifying targets susceptible to her magics, and Decay sticks behind Flux and makes tactical decisions for the group. Their tactics are generally sound, though Flux is unimaginative and both Shrieker and Desert Dragon are a bit too prone to improvise.

Campaign Use: The Sword of Ackál makes an interesting team of "friendly rivals" for your PCs. While not evil, or even necessarily opposed to the heroes, they're patriots for a different cause and can provide interesting opportunities for roleplaying and conflict when the Galactic Federation's interests do not coincide with those of the Empire. They also give the PCs the opportunity to experience the diversity of a particular alien race, which helps eliminate the "one individual alien defines the entire species" problem common to many campaigns. Finally, they have enough firepower to help the PCs in situations that threaten the entire Galaxy, without being so powerful as to overwhelm your heroes. Since they're charged with defending an entirely different part of the Galaxy, they won't undercut the dramatic tension of dangerous encounters — the heroes can't count on them to come save the day, unless the menace in question directly threatens the Empire.

The Sword of Ackál generally doesn't Hunt anyone; it's a defensive organization first and foremost. If necessary, it would take on the task of tracking down and destroying a persistent threat to the Empress, if it felt it could do so without leaving her vulnerable to attack.

The easiest way to make the Sword of Ackál more powerful is to add more members. These would almost certainly be Ackálians, since it's *highly* unlikely the Empire would let a non-Ackálian (and a super-powerful one at that) so near the Empress. But you could instead increase the power of the individual members. Conversely, to weaken the team, remove a member or two (probably starting with Desert Dragon, then Phantasm, to maintain an interesting dynamic for the team), or decrease the existing members' powers. Don't forget to account for any shifts in the team's internal relations brought on by any such changes.

DECAY

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
9	PD	4		Total: 34 PD (25 rPD)
8	ED	3		Total: 33 ED (25 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
50	END	0		
38	STUN	0		Total Characteristics Cost: 171

Movement: Running: 8"/16"
 Leaping: 8"/16"
 Flight: 15"/30"

Cost	Powers	END		
36	<i>Disintegration:</i> Elemental Control, 72-point powers			
146	1) <i>Disintegrating Touch:</i> RKA 6d6, No Normal Defense (defense is PD Force Field; +1), Does BODY (+1), Reduced Endurance (½ END; +¼); No Range (-½), No Knockback (-¼)	13		
29	2) <i>Burrowing:</i> Tunneling 6" through 20 DEF material; No Noncombat Movement (-¼)	7		
40	<i>Advanced Ackálian Blaster Rifle:</i> Multipower, 65-point reserve, 32 Charges for entire Multipower (+¼); all OAF (-1)	[32]		
3u	1) <i>Lethal Setting:</i> RKA 4d6; OAF (-1)			
3u	2) <i>Reduced Lethality Setting:</i> Energy Blast 13d6; OAF (-1)			
3u	3) <i>Stun Setting:</i> Energy Blast 6d6, NND (defense is Power Defense; +1); OAF (-1)			
	<i>Martial Arts: Enrik-ke Combat Art</i>			
	Maneuver	OCV		
		DCV		
		Notes		
4	Block	+2	+2	Block, Abort
4	Finger Strike	-1	+1	2d6 NND
4	Punch	+0	+2	7d6 Strike
4	Avoid	—	+5	Dodge, Affects All Attacks, Abort
7	<i>Bite:</i> HKA ½d6; No STR Bonus (-½)			1
20	<i>Armored Costume:</i> Armor (10 PD/10 ED); OIF (-½)			0
40	<i>Graviton/Force Field Belt:</i> Force Field (15 PD/15 ED/10 Power Defense), Reduced Endurance (0 END; +½); OIF (-½)			0
30	<i>Graviton/Force Field Belt:</i> Flight 15", Reduced Endurance (0 END; +½); OIF (-½)			0
3	<i>Light on Her Feet:</i> Leaping +3" (8" forward, 4" upward)			1
2	<i>Ackálian Eyes:</i> +2 PER for Normal Sight			0
12	<i>Sword Of Ackál Communicator Implant:</i> Mind Link, specific group of up to 8 minds (other members of the Sword of Ackál); Only With Others Who Have Mind Link (-1)			0

Perks

- 9 Contact: Empress Djesolka of Ackál 13- (has extremely useful Skills or resources, has access to major institutions, significant Contacts of her own)
 5 Money: Well Off

Talents

- 3 Ambidexterity (-2 Off Hand Penalty)
 3 Lightsleep
 3 Resistance (3 points)

Skills

- 16 +2 with All Combat
 8 +4 OCV with Disintegrating Touch
 3 +2 versus Range Modifier with Ackálian Blaster Rifle
 3 Acrobatics 14-
 3 Analyze Combat Technique 13-
 3 Breakfall 14-
 3 Bureaucratics 14-
 3 Climbing 14-
 3 Combat Piloting 14-
 3 Concealment 13-
 5 Cramming
 3 High Society 14-
 3 AK: Ackálian Empire 13-
 3 KS: Enemies Of The Empress 13-
 3 KS: Worlds Of The Empire 13-
 3 Paramedics 13-
 3 PS: Bodyguard 13-
 3 Shadowing 13-
 3 Stealth 14-
 3 Streetwise 14-
 2 Survival (Desert) 13-
 5 Tactics 14-
 2 TF: Small Ackálian Military Spacecraft, Large Ackálian Military Spacecraft

Total Powers & Skills Cost: 502

Total Cost: 673

550+ Disadvantages

- 30 Hunted: Enemies of the Empress 11- (Mo Pow, NCI, Capture/Kill)
 15 Hunted: Empress 8- (Mo Pow, NCI, Watching)
 25 Psychological Limitation: Devoted To Protecting The Empress And Following Her Commands (Very Common, Total)
 15 Psychological Limitation: Sneaky; Rarely Tries The Direct Way (Common, Strong)
 15 Psychological Limitation: Ambitious Even By Ackálian Standards (Common, Strong)
 5 Rivalry: Professional (with Shrieker for leadership of the Sword)
 20 Social Limitation: Subject To Orders (Very Frequently, Major)
 15 Social Limitation: Public Identity (Zencura) (Frequently, Major)

Total Disadvantage Points: 690

DECAY PLOT SEEDS

A chance occurrence puts Decay in a room alone with the Empress. Will her ambition win out over her loyalty, leading to an assassination and the seizing of the throne — and if so, what does that mean for Ackálian internal politics and interstellar relations?

An Ackálian scientist believes he's found a way to enhance Decay's powers. Among other things, he thinks he can give her the ability to use her disintegrating solvent at range. However, the process has its risks — it could kill her, or horribly mutate her. Will she take the chance... and if so, what happens?

Decay decides the time has come to eliminate Shrieker as a rival. But she can't kill her herself; that would cause all sorts of complications. So, she's got to trick the PCs into doing it for her....

Background/History: Zencura joined the Sword of Ackál immediately after completing her Adulthood Ceremony four Ackálian years ago, just as her mother and grandmother had. Her family had long held various minor positions of influence in the Ackálian court, and one of her great-aunts had been an Admiral in the first Roin'esh War. While not precisely a serious contender for the crown herself, Zencura knew her family background gave her an edge in the competition for status among the dravisha. Which, of course, made her a target.

In 3000, Zencura's superiors assigned her to handle security for the Empress's state visit to Hun Vax V, a coreward world the Ackálians had conquered some decades ago. While overseeing the installation of advanced security systems in the Grand Hall where the Empress would speak the next day, Zencura accidentally tripped an assassination device left by Vaxan rebels. Poisonous gas flooded the stage. Over a dozen technicians and guards were killed... but Zencura, who was caught in the middle of the gas cloud, was unharmed. Instead, the chemicals caused a mutagenic change in her body, allowing her to create a powerful chemical solvent from her hands that can disintegrate nearly any object.

The transformation was very public, and Zencura soon found herself an Empire-wide curiosity. Taking advantage of the publicity, she announced her intention to return to work and use her strange powers in the service of the Empire and the Empress. The Ackálian public approved of her declaration, and she now finds herself the leader of the new, superpowered Sword as well as a "hero of the people" whose popularity threatens to match that of the Empress herself. It's a very hazardous combination, but Zencura was never one for living her life the easy way.

Personality/Motivation: Decay is a manipulative schemer looking out for her own best interests, but that simply makes her a typical Ackálian. She's also a genuine patriot, and supports her Empress even while eyeing the throne for herself. She has adapted quite quickly to her new circumstances, and thrives on the danger and unpredictability of her assign-

ments. She's slow to trust outsiders and aliens, but once they've proven themselves not to be a threat, she welcomes their assistance.

Quote: "Make sure the Empress is all right. I'll get this one to talk."

Powers/Tactics: Decay can generate a powerful, acidic molecular solvent from the pores on her hands that dissolves all but the densest materials eventually. Her power's lack of range limits its usefulness, so Decay is the most likely member of the team to fall back on her old body-guarding skills and open up with the team's standard-issue blaster rifle. She's particularly fond of using her powers to destroy something inanimate (like an opponent's gun) while making a Presence Attack, hopefully allowing her to avoid the uncertainty of direct combat entirely.

Decay is a fearsome opponent in combat. She presses every advantage she can get and has little regard for casualties among the enemy.

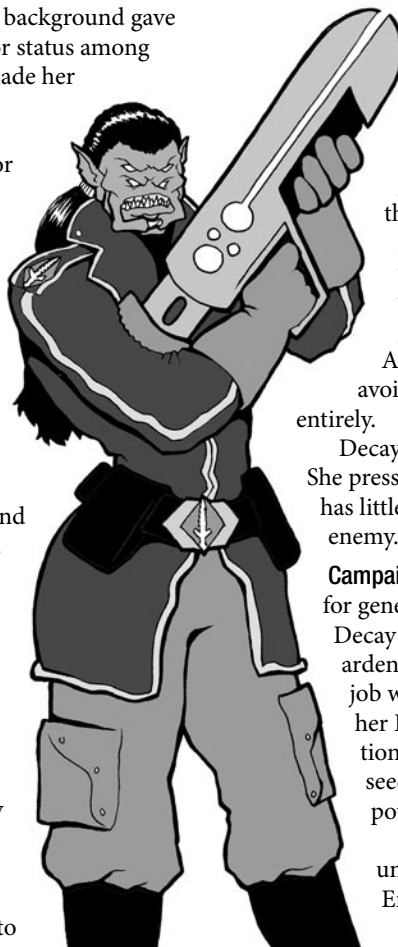
Campaign Use: See the introductory text for general information. In the game, Decay should mostly come across as an ardent Ackálian patriot, eager to do her job well and protect her Empress and her Empire. However, her lurking ambition provides all sorts of potential plot seeds — what will she do to seize more power and influence for herself?

Decay will not Hunt heroes unless ordered to do so by the Empress.

To make Decay more powerful, expand the range of her powers. Give her the ability to use her

"disintegration solvent" at range (you can simulate this with various powers, including RKA and Missile Deflection), or change her powers to general "chemical generation and control" abilities. To weaken her, reduce the Active Points in her Disintegration Touch and some of her Characteristics.

Appearance: Decay is a typical Ackálian female, standing about 6'5" and weighing over 300 pounds. Her "costume" is a stylized military uniform, complete with wide-lapelled jacket, rendered in scarlet with gold trim. Like her teammates, she wears a graviton-emitting "flying belt" and has a rifle slung over her shoulder.



DESERT DRAGON

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
6	PD	3		Total: 29 PD (23 rPD)
7	ED	2		Total: 30 ED (23 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
8	REC	0		
50	END	0		
36	STUN	0		Total Characteristics Cost: 154

Movement: Running: 8"/16"
Flight: 15"/30"

Cost	Powers	END
45	<i>Darkness Manipulation:</i> Elemental Control, 90-point powers	
130	1) <i>Shadows of the Night:</i> Darkness to Sight Group 10" radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½)	0
45	2) <i>Shackles Of The Night:</i> Entangle 8d6, 8 DEF, Stops A Given Sense (Sight Group)	9
49	3) <i>Hands Of The Night:</i> Telekinesis (50 STR), Reduced Endurance (½ END; +¼)	4
55	4) <i>Wall Of Night:</i> Force Wall (8 PD/12 ED/4 Power Defense; 5" long and 2" tall), Opaque (to Sight Group), Personal Immunity (+¼)	10
90	<i>Shadowstrikes:</i> Multipower, 90-point reserve.	
9u	1) <i>Shadowstrike I:</i> Energy Blast 18d6	9
9u	2) <i>Shadowstrike II:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
9u	3) <i>Shadowstrike III:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼)	3
9u	4) <i>Shadowstrike IV:</i> Energy Blast 12d6, Armor Piercing (+½)	9
9u	5) <i>Shadowstrike V:</i> Energy Blast 12d6, Penetrating (+½)	9
9u	6) <i>Shadowstrike VI:</i> Energy Blast 8d6, No Normal Defense (defense is Power Defense; +1), Reduced Endurance (½ END; +¼)	4
56	<i>Minor Mystical Powers:</i> Variable Power Pool (Magic Pool), 40 base + 20 control cost; Cannot Simulate Or Affect Modern Technology (-¼)	var
7	<i>Bite:</i> HKA ½d6; No STR Bonus (-½)	1
50	<i>Darkshield:</i> Force Field (15 PD/15 ED/10 Power Defense); Reduced Endurance (½ END; +¼)	2
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
30	<i>Graviton Belt:</i> Flight 15", Reduced Endurance (0 END; +½); OIF (-½)	0
2	<i>Ackálian Eyes:</i> +2 PER for Normal Sight	0

12 *Sword Of Ackál Communicator Implant:* Mind Link, specific group of up to 8 minds (other members of the Sword of Ackál); Only With Others Who Have Mind Link (-1) 0

Perks

5 Money: Well Off

Talents

15 Combat Sense 12-

Skills

9 +3 with Shadowstrikes Multipower
9 +3 with Darkness Manipulation Elemental Control
9 +3 with Concealment, Shadowing, and Stealth
2 Animal Handler (Desert Dragons) 14-
3 Concealment 12-
2 AK: Ackálian Empire 11-
2 KS: Desert Dragons 11-
2 KS: Enemies Of The Empress 11-
19 Power: Magic 20-
2 PS: Bodyguard 11-
5 Shadowing 13-
3 Stealth 13-
4 Survival (Desert) 13-

Total Powers & Skills Cost: 732

Total Cost: 886

550+ Disadvantages

30 Hunted: Enemies of the Empress 11- (Mo Pow, NCI, Capture/Kill)
15 Hunted: Empress 8- (Mo Pow, NCI, Watching)
10 Physical Limitation: Poor Eyesight in Direct Light (-2 to Sight PER) (Frequently, Slightly Impairing)
15 Psychological Limitation: Believes She's Communing With The Dragon-Spirit And Has A Holy Purpose (Common, Strong)
15 Psychological Limitation: Protective of Certain Animals, Particularly Desert Dragons (Uncommon, Total)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
15 Social Limitation: Public Identity (Kiprini) (Frequently, Major)
10 Vulnerability: 1½ x STUN from Light powers (Common)
10 Vulnerability: 1½ x BODY from Light powers (Common)
196 Experience Points

Total Disadvantage Points: 886

Background/History: One of the most fearsome predators of Ackál is the nocturnal desert dragon, a large reptile. The Ackálians have always admired this creature for its beauty, fierceness, and savage efficiency as a killer. They've taken steps to preserve the creature and its habitat, and in some Ackálian

DESERT DRAGON PLOT SEEDS

An entire cult of Ackálians arises; it worships Desert Dragon as a semi-divine figure and the spirit-dragon she communes with as a god. She doesn't seem at all perturbed about this — but what will her followers do in the name of religion, and how will the Empress react?

The spirit-dragon speaks to one of the PCs, warning him about a terrible threat to the Ackálian Empire and the Galactic Federation, and tells him he and his teammates must team up with the Sword to stop it. It emphasizes that Desert Dragon must be protected at all costs. Is this a real visitation, or some sort of clever scam... and if the latter, who's perpetrating it?

Arcane kidnaps Desert Dragon so he can use her as a "mystic lens" through which to focus and augment his own vast mystic powers. The Sword needs the PCs' help to get her back before Arcane conquers the Galaxy.

cultures making a dagger from a desert dragon tooth is one of the rites of adulthood.

Kiprini grew up near one of the desert preserves, and often wandered away from home and into the wilderness. But the desert dragons never harmed her; she claimed “the voices of the desert” spoke to her and kept her safe. When she grew up, she became a park ranger working in the preserve.

One night, Kiprini heard the voices of the desert calling her into the desert. There she had a vision. A desert dragon appeared to her, as large as the night sky, and told her she must help the Ackálíans. *Your people have forgotten the ways of magic, but now they must remember...* and Kiprini would guide them into the new world and protect them from the strange forces they would encounter. Kiprini agreed to accept that responsibility, and the dragon called down the night sky to make a cloak for her.

Kiprini returned from the wilderness and began to preach the stories the creature had told her. At first, people laughed, but when she demonstrated the powers the desert dragon had given her, they ran in fear. She was arrested, but soon found herself transferred to the Empress’s bodyguard — a job she barely shows any interest in. Instead, she watches the night sky for signs of the true menaces the desert dragon told her are coming.

Personality/Motivation: Desert Dragon’s mystical experiences have emphasized and strengthened the natural aloofness Kiprini always showed. A reserved loner with a special purpose, she only keeps her current position because it allows her access to military information and government reports on mysterious and occult events. She’s not unpleasant or unkind to anyone, even teammates like Shrieker who actively dislike her — she just can’t be bothered to respond to people who aren’t important to her mission. She’s lost herself in the importance of her duty.

Quote: “I’m sorry, I wasn’t listening.”

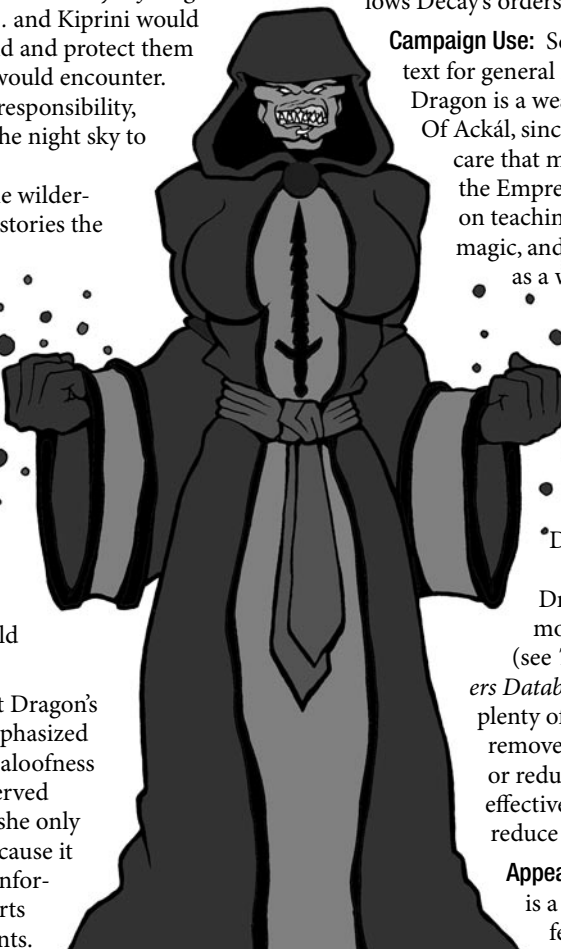
Powers/Tactics: Desert Dragon’s primary powers depend on mystical fields of darkness she can summon, which vary in solidity. She can cause intangible darkness to fill an area like smoke, or can use more solid forms to create shapes or objects (like planes of dark energy, or bonds to wrap around a target). She can also cast a fairly wide range of minor spells; these tend to have a “shadow” special effect (for example, if she uses Clairvoyance, the scenes appear in fields of shadow). She has little tactical sense, but in battle she follows Decay’s orders readily enough.

Campaign Use: See the introductory text for general information. Desert Dragon is a weak link in the Sword Of Ackál, since she doesn’t really care that much about protecting the Empress. Her focus is more on teaching the Ackálíans about magic, and defending her people as a whole from the threats the spirit-dragon told her about. Desert Dragon will not Hunt heroes unless ordered to do so by the Empress or Decay.

To make Desert Dragon tougher, give her more shadow-powers (see *The UNTIL Superpowers Database*, pages 50-54, for plenty of ideas). To weaken her, remove a few of her powers, or reduce the ones she has in effectiveness; you could also reduce her SPD to 5.

Appearance: Desert Dragon is a tall but thin Ackálían female who wears a black hooded cloak sequined with tiny “star-

like” gems. Under the cloak she wears a plain dark-blue bodystocking.



FLUX				
Val	Char	Cost	Roll	Notes
16	STR	6	12-	Lift 233 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	3		Total: 18 PD (12 rPD)
8	ED	3		Total: 20 ED (12 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
8	REC	0		
50	END	0		
55	STUN	21		Total Characteristics Cost: 124

Movement: Running: 6"/12"
Flight: 6"/12"
Flight: 15"/30"

Cost	Powers	END
87	<i>Density Control:</i> Multipower, 87-point reserve	
5u	1) <i>Low Density:</i> Desolidification (affected by Telekinesis), Costs END Only To Activate (+¼)	5
9u	2) <i>High Density:</i> Density Increase (1,600,000 kg mass, +70 STR, +14 PD/ED, -14" KB), Costs END Only To Activate (+¼)	9
69	<i>Low Density Ghost Touch:</i> Energy Blast 6d6, No Normal Defense (defense is density control powers; +1), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)	12
82	<i>Low Density Electronic Interference:</i> Dispel 12d6, any four Electronic Device powers at once (+1), Affects Physical World (+2); No Range (-½), Linked (to Desolidification; -¼)	14
40	<i>Advanced Ackálian Blaster Rifle:</i> Multipower, 65-point reserve, 32 Charges for entire Multipower (+¼); all OAF (-1) [32]	
3u	1) <i>Lethal Setting:</i> RKA 4d6; OAF (-1)	
3u	2) <i>Reduced Lethality Setting:</i> Energy Blast 13d6; OAF (-1)	
3u	3) <i>Stun Setting:</i> Energy Blast 6d6, NND (defense is Power Defense; +1); OAF (-1)	
7	<i>Bite:</i> HKA ½d6; No STR Bonus (-½)	1
35	<i>Durability Through Density:</i> +35 CON; Linked (to Density Increase, gains +5 CON per 10 points of DI used; -½), No Figured Characteristics (-½)	0
56	<i>Durability Through Density:</i> Armor (28 PD/28 ED); Linked (to Density Increase, gains +4 PD/ED Armor per 10 points of DI used; -½)	0
24	<i>Armored Costume:</i> Armor (12 PD/12 ED); OIF (-½)	0
8	<i>Floating:</i> Flight 6"; Linked (to Desolidification; -½)	1
30	<i>Graviton Belt:</i> Flight 15"; Reduced Endurance (0 END; +½); OIF (-½)	0
2	<i>Ackálian Eyes:</i> +2 PER for Normal Sight	0

12	<i>Sword Of Ackál Communicator Implant:</i> Mind Link, specific group of up to 8 minds (other members of the Sword of Ackál); Only With Others Who Have Mind Link (-1)	0
	Perks	
5	Money: Well Off	
	Talents	
3	Lightsleep	
3	Resistance (3 points)	
	Skills	
8	+1 with All Combat	
20	+4 HTH	
11	<i>Blink Intangibility:</i> +6 DCV; Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼)	3
3	Acrobatics 13-	
3	Breakfall 13-	
3	Climbing 13-	
3	Combat Driving 13-	
3	Combat Piloting 13-	
3	High Society 12-	
2	AK: Ackálian Empire 11-	
1	KS: The Ackorsha 8-	
2	KS: Enemies Of The Empress 11-	
3	Paramedics 11-	
2	PS: Bodyguard 11-	
3	Stealth 13-	
3	Streetwise 12-	
4	Survival (Desert, Urban) 11-	
3	Tactics 11-	
5	TF: Ackálian Common Motorized Ground Vehicles, Ackálian Small Personal-Use Spacecraft, Ackálian Tracked Military Vehicles, Ackálian Wheeled Military Vehicles	
4	WF: Ackálian Common Melee Weapons, Ackálian Advanced Small Arms	

Total Powers & Skills Cost: 575

Total Cost: 699

550+ Disadvantages

30	Hunted: Enemies of the Empress 11- (Mo Pow, NCI, Capture/Kill)	
15	Hunted: Empress 8- (Mo Pow, NCI, Watching)	
15	Psychological Limitation: Revels In Her Super-Strength, Enjoys Breaking Things And Fighting (Common, Strong)	
15	Psychological Limitation: Overconfident About Fighting Ability (Common, Strong)	
20	Social Limitation: Subject To Orders (Very Frequently, Major)	
15	Social Limitation: Public Identity (Thoskaya) (Frequently, Major)	
10	Unluck: 2d6	
5	Vulnerability: 1½ x Effect from Mental Illusions (Uncommon)	
24	Experience Points	

Total Disadvantage Points: 699

FLUX PLOT SEEDS

The Ackálian authorities want to see if they can make Flux more powerful, or perhaps duplicate her powers in others. They send her, along with the rest of the Sword and some non-superpowered aides, to the uninhabited planet where she encountered the tiny beings of light. What happens next?

After Decay and Flux have a minor spat, Shrieker recruits Flux to support her own bid for leadership of the Sword. How will the change in the group dynamic affect the Sword's ability to fight and carry out its mission?

The tiny beings of light begin appearing in Flux's dreams again. They keep promising her more power... if only she'll take care of some "chores" for them, such as murdering a few unpleasant people and committing certain crimes. Flux doesn't really want to, but all that power is tempting, and it's becoming harder and harder to resist their blandishments....

Background/History: Thoskaya was a transport driver in the *Ackorsha* (the Ackálian military), driving troop transports in support of the massive *Geirolk*-class assault vehicles. Her unit was practicing maneuvers on an uninhabited planet near the Neutral Zone. She had just dropped off a ground unit and was returning to base when her carrier suffered a malfunction in the desert and crashed. She sent a distress signal on the emergency frequency, but the night was getting cold. She climbed into a small cave, where she built a fire while waiting for a rescue unit to come pick her up. She became sleepy while waiting and drifted off.

While sleeping, she dreamt of small beings that seemed to be made of light. They floated around her, laughing and talking. They asked her if she wouldn't mind doing them a favor. Enjoying the warmth of the fire and the company of the silly little creatures, Thoskaya agreed. *We have great difficulty manifesting in your limited dimension*, said the little creatures. *We'd like to use you as an anchor*. Well, Thoskaya didn't really understand what they were saying, but after all, it was just a dream, so she agreed. The little creatures floated around her faster and faster, in tighter and tighter circles, until they were brushing up against her skin, and flying into her eyes, mouth, and nose. *Hey, wait a minute, what are you doing*, cried Thoskaya, and then she woke up to the sounds of her rescue unit landing in the dust outside the cave. She was startled to learn she had slept for hours.

Thoskaya was in the med-center being examined when she realized the "dream" was

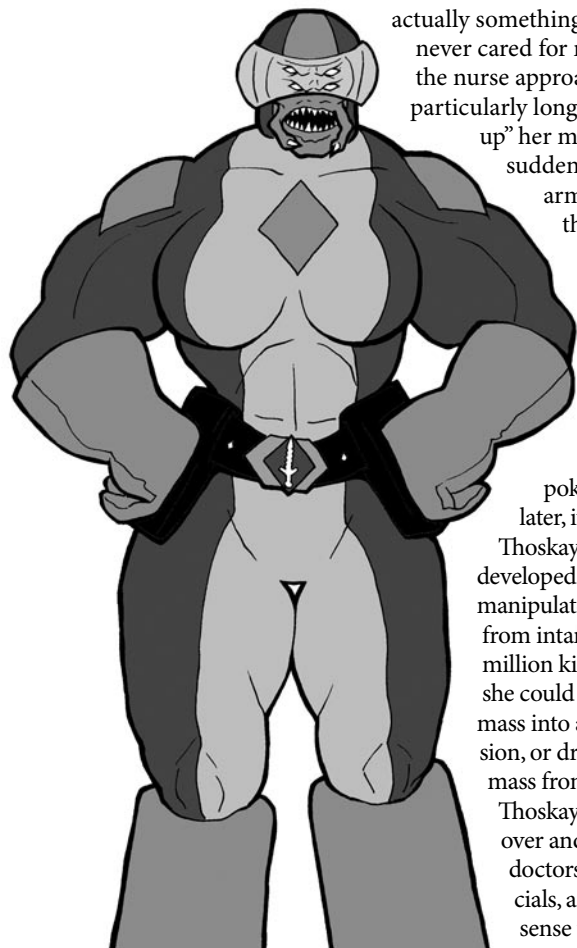
actually something more. She had never cared for needles, and when the nurse approached her with a particularly long one she "tensed up" her muscles. The nurse suddenly dropped her arm, which crashed through the table below, smashing it into splinters.

Then the chair broke underneath her.

Much examination and unpleasant poking and prodding later, it became clear that

Thoskaya had somehow developed the ability to manipulate her own mass, from intangibility to over a million kilograms. Somehow she could shunt her own mass into another dimension, or draw additional mass from the same place.

Thoskaya told her story over and over to countless doctors and military officials, and it didn't make sense to any of them.



When the Sword of Ackál expressed an interest in her "special abilities," she joined up without hesitation, glad to be someplace where others didn't consider her a freak.

Personality/Motivation: Flux is basically a pleasant person — friendly, a little dull, and slightly slow. She's a fierce fighter but uncreative, and though she shares the natural competitiveness of most Ackálians she's fully aware of her own limitations. She's hitched her wagon to Decay's, allowing her more devious boss to do the thinking for both of them and happily following whatever orders come her way. Fortunately for her, most of the orders are of the "break that" or "punch her" variety, which she enjoys doing anyway.

Quote: "Just give me the word, and she'll be talking through broken teeth!"

Powers/Tactics: Flux has complete control over her own mass. She can become intangible or superdense, though she prefers the latter due to her near-indestructibility and greater strength. She rarely thinks about using her Desolidification unless Decay or somebody else specifically requests it. In battle she generally becomes as dense as the local environment will allow (more than once she's fallen through apparently sturdy ground or created new sinkholes) and takes a point position. When she uses all 70 points of Density Increase, she has 86 STR, 60 CON, 20 PD, 22 ED, and Armor (28 PD/28 ED) (total defenses: 60 PD [40 Resistant]; 62 ED [40 Resistant]).

When Flux remembers to use her ghostly form, she's still surprisingly effective in battle. Touching an opponent while intangible causes the victim intense pain; if she passes through objects in this state she can disrupt electronics, computers, and similar devices.

Campaign Use: See the introductory text for general information. Flux is a secondary member of the Sword, a supporting character for Decay and her ambitions — a classic footsoldier, in other words. If she ever realized how truly flexible and powerful her abilities are, it might spark her own ambition, which could cause some real problems within the Sword.

Flux will not Hunt heroes unless ordered to do so by the Empress or Decay.

To make Flux more powerful, convert some of her powers into a large Variable Power Pool of density alteration powers (see *The UNTIL Superpowers Database*, pages 55-60, for plenty of example powers for such a Pool). To weaken her, remove some of her secondary powers, turning her into more of a brick.

Appearance: Flux is a tall, heavy-set Ackálian female. Her uniform is dark blue and skintight, with orange boots and belt. She wears a graviton belt, and sometimes remembers to carry her rifle (but even then rarely uses it). She cuts her hair very short for an Ackálian, trimming it close to the ears.

PHANTASM

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
13	PRE	3	12-	PRE Attack: 2½d6
16	COM	3	12-	
6	PD	3		Total: 22 PD (16 rPD)
6	ED	2		Total: 22 ED (16 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	2		
40	END	0		
27	STUN	0		Total Characteristics Cost: 122

Movement: Running: 8"/16"
Flight: 15"/30"
Swimming: 2"/4"

Cost	Powers	END
50	<i>Illusion Powers:</i> Elemental Control, 100-point powers	
40	1) <i>Illusion Projection:</i> Mental Illusions 20d6; Stops Working If Mentalist Is Knocked Out (-¼)	10
40	2) <i>Widebeam Illusion Projection:</i> Mental Illusions 8d6, Area Of Effect (Any Area 16"; +1½); Stops Working If Mentalist Is Knocked Out (-¼)	10
50	3) <i>Steal Your Senses:</i> Sight, Hearing, Smell/Taste and Touch Groups Flash 17d6	10
50	4) <i>Group Sense Theft:</i> Sight, Hearing, Smell/Taste and Touch Groups Flash 5d6, Area Of Effect (Any Area 16"; +1½)	10
130	<i>Illusionary Effects:</i> Variable Power Pool, 60 base + 30 control cost, Cosmic (+2), Line Of Sight (+½); Only To Create Effects With Mental Illusions (-¼), Only Affects Victim Of EGO+20 Or Higher Mental Illusions (-¼)	var
60	<i>Illusory Invisibility:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0
12	<i>Psionic Hardiness:</i> +50 END; Only For Using Illusion Powers (-1)	0
7	<i>Bite:</i> HKA ½d6; No STR Bonus (-½)	1
20	<i>Armored Costume:</i> Armor (10 PD/10 ED); OIF (-½)	0
16	<i>Psionic Shields:</i> Mental Defense (20 points total)	0
7	<i>Psionic Shields:</i> Mental Defense (+20 points total); Only Works Against Limited Type Of Attack (Mental Illusions; -2)	0
30	<i>Graviton Belt:</i> Flight 15", Reduced Endurance (0 END; +½); OIF (-½)	0
2	<i>Ackálian Eyes:</i> +2 PER for Normal Sight	0
12	<i>Sword Of Ackál Communicator Implant:</i> Mind Link, specific group of up to 8 minds (other members of the Sword of Ackál); Only With Others Who Have Mind Link (-1)	0

Perks

5 Money: Well Off

Talents

5 Eidetic Memory
12 Combat Luck (6 PD/6 ED)

Skills

12 +4 with Illusion Powers Elemental Control

3 Bureaucratics 12-
3 Computer Programming 13-
3 Conversation 12-
3 Electronics 13-
3 High Society 12-
3 AK: The Ackálian Empire 13-
3 KS: The Empress' Court 13-
3 Mechanics 13-
3 Oratory 12-
3 Paramedics 13-
3 SS: Ackálian Psychology 13-
3 Seduction 12-
3 Shadowing 13-
3 Stealth 14-

Total Powers & Skills Cost: 602
Total Cost: 724

550+ Disadvantages

30 Hunted: Enemies of the Empress 11- (Mo Pow, NCI, Capture/Kill)
15 Hunted: Empress 8- (Mo Pow, NCI, Watching)
15 Psychological Limitation: Sneaky And Manipulative (Common, Strong)
10 Psychological Limitation: Vain (Common, Moderate)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
15 Social Limitation: Public Identity (Ikido) (Frequently, Major)
5 Social Limitation: Ackálian Male (Frequently, Minor, Not Limiting In Some Cultures)
64 Experience Points

Total Disadvantage Points: 724

Background/History: At an early age it became apparent that Ikido possessed exceptional mental abilities. The government immediately placed him in a special foster program so it could train and study him as part of its project to create more Ackálian psionics. In the program, Ikido quickly learned the value of subtlety and staying unnoticed. He survived the regular rough handling of the adult female trainers, and even thrived by combining his seductive charm with occasional adroit uses of his illusion powers. When he didn't want others to notice him, he could slip into the background with ease; when he did, he was the center of attention.

When Ikido reached adulthood, he was clearly one of the most powerful psychics on Ackál, with vast abilities to manipulate the senses of others. His "handlers" in the Empress' security forces suggested that a tour in the military would "toughen him up"

PHANTASM
PLOT SEEDS

Phantasm's powers begin to feed back into his own mind, making it harder and harder for him to distinguish reality from his daydreams... or nightmares! The Sword and the *Ackorsha* soon find themselves overwhelmed by his ever-stronger abilities and covertly appeal to the PCs for assistance.

A ghostly image of Phantasm appears to the PCs, seemingly beseeching them for help even though it cannot speak. But Phantasm's supposedly thousands of light-years away! What's going on?

While the PCs visit the Ackálian Empire for some reason, there are mysterious outbreaks of temporary blindness wherever they go. The Ackálian government accuses them of being spies and terrorists. Is this a plot involving Phantasm and his powers, or something else altogether?

and perhaps make him a useful spy. Instead, Decay learned about him from her own sources within the *Kairensa* (the Ackálian intelligence agency), and made a special request to the Empress to have him on her team. After a brief training period, Ikido joined the Sword.

Personality/Motivation: Ikido is a subtle, manipulative person who enjoys playing the role of puppeteer as best he may — though his vanity, which the “celebrity” status of being in the Sword has only exacerbated, makes it difficult for him not to give himself away by revealing how clever he’s been.

Fortunately, perhaps, for Ackálian politics, Ikido has little direct interest in the day-to-day power struggles of the Empress’s court and the Sword. As a male, the possible payoffs to him of such games are limited; the best he could hope for is a marriage of convenience to some general or noble. When a situation arises where he could have some impact, he generally throws what support he has to Decay, often using his powers behind the scenes to help her accomplish her goals.

Ikido stays with the Sword for three reasons. First, he’s afraid of what either the Empress or Decay would do if he tried to quit. Second, he’s enough of an Ackálian patriot to want to put his skills to some good use. Third, he’s become quite attracted to the distant and mysterious Desert Dragon. He’ll continue to serve the Sword as long as they want him, but his heart really isn’t in his work.

Quote: “It’s all illusion. I just see it more clearly.”

Powers/Tactics: Phantasm is a powerful psychic whose abilities involve sensory manipulation. He can psychically alter the information being passed on to his target’s minds from the target’s senses, either altering what they perceive or experience, or temporarily shutting down some or all sensory input.

So seemingly real are Phantasm’s illusions that he can make his victims react to them even on a subconscious or autonomic level — if they think they’re walking on ice, they may slip, if they think they’ve just experienced a fatal attack, they may die. You can simulate this by having him use his Illusionary Effects Variable Power Pool on anyone whom he’s established a Mental Illusion with an EGO+20 or higher Effect Roll. (Typically, he’d use the VPP with one of his Mental Illusions powers as

a multiple-power attack.) With it he can create Killing Attacks, NND attacks, Change Environments, and like powers that more fully simulate what his victim perceives via illusion.

The Sword uses Phantasm as a distraction to keep opponents off guard or throw the enemy into confusion early in a fight. Once violence breaks out, Phantasm generally stays under cover and selects individual or small-group targets, scrambling their senses until his teammates have the situation in hand. Phantasm on his own is neither imaginative or particularly savvy tactically, but he follows Decay’s orders reasonably well and keeps out from under foot the rest of the time.

Campaign Use: See the introductory text for general information. Phantasm can best be described as a “potential time bomb” within the Sword. As long as things go reasonably well for him, he’ll continue doing his job competently, if unimaginatively. But if he’s abused or pushed too much, or he sees an opportunity for a real power grab, he might just come out of his shell and become the master puppeteer he often envies himself as being. If he learned how to fully, creatively, and cleverly use his powers, he could become quite powerful within Ackálian society. (For example, it’s never occurred to him just how easy it would be for him to pretend to be a female, and thus accumulate power he cannot as a male.)

Phantasm will not Hunt heroes unless ordered to do so by the Empress or Decay.

To make Phantasm more powerful, expand the scope of his powers. Give him the ability to generate Images, or make him more of a general mentalist. (Even giving him some Mind Scan, so that he could use Mental Illusions to attack foes a long distance away, would significantly increase his power.) To weaken him, diminish his powers until he can only affect one person at a time through intense concentration (*i.e.*, add Limitations like Extra Time and Concentration to them).

Appearance: By Ackálian standards, Phantasm is a handsome male; he draws appreciative glances from most females. Like most males, he’s smaller and lighter than the typical female, standing about 5’8” and weighing about 260 pounds. His costume is a light green knee-length tunic.



SHRIEKER

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
12	COM	1	11-	
8	PD	3		Total: 31 PD (23 rPD)
9	ED	5		Total: 32 ED (23 rED)
6	SPD	26		Phases: 2, 4, 6, 8, 10, 12
9	REC	0		
50	END	5		
34	STUN	0		Total Characteristics Cost: 159

Movement: Running: 6"/12"
Flight: 15"/30"

Cost Powers END

90	<i>Sonic Powers:</i> Multipower, 90-point reserve		
6u	1) <i>Sonic Scream:</i> Hearing Group Flash 17d6, Explosion (-1 DC/1"; +½), Reduced Endurance (½ END; +¼); Does Not Work In A Vacuum (-½)	4	
6u	2) <i>Directed Sonic Blast:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼); Does Not Work In A Vacuum (-½)	3	
6u	3) <i>Wide-Beam Sonic Blast:</i> Energy Blast 8d6, Area Of Effect (11" Cone; +1), Reduced Endurance (½ END; +¼); Does Not Work In A Vacuum (-½)	4	
5u	4) <i>Hypersonic Attack:</i> Energy Blast 4d6, No Normal Defense (defense is deafness or Hearing Group Flash Defense; +1); Does Not Work In A Vacuum (-½) plus Drain DEX 3d6, Ranged (+½); Linked (-¼), Does Not Work In A Vacuum (-½)	9	
9u	5) <i>Sphere Of Silence:</i> Darkness to Hearing Group 14" radius, Reduced Endurance (½ END; +¼)	3	
9u	6) <i>Sonic Super-Feedback:</i> Dispel Sonic Powers 24d6, any Sonic Power one at a time (+¼)	9	
40	<i>Advanced Ackálian Blaster Rifle:</i> Multipower, 65-point reserve, 32 Charges for entire Multipower (+¼); all OAF (-1) [32]		
3u	1) <i>Lethal Setting:</i> RKA 4d6; OAF (-1)		
3u	2) <i>Reduced Lethality Setting:</i> Energy Blast 13d6; OAF (-1)		
3u	3) <i>Stun Setting:</i> Energy Blast 6d6, NND (defense is Power Defense; +1); OAF (-1)		
7	<i>Bite:</i> HKA ½d6; No STR Bonus (-½)	1	
30	<i>Sonic Shield:</i> Force Field (15 PD/15 ED), Reduced Endurance (0 END; +½); Does Not Work In A Vacuum (-½)	0	
13	<i>Sonic Shield:</i> Force Field (15 Power Defense), Reduced Endurance (0 END; +½); Does Not Work In A Vacuum (-½), Only Works Against Limited Type Of Attacks (sonics; -¼)	0	
24	<i>Immunity to Sonics:</i> Energy Damage Reduction, Resistant, 50%; Only		

	Works Against Limited Type Of Attacks (sonics; -¼)	0
16	<i>Armored Costume:</i> Armor (8 PD/8 ED); OIF (-½)	0
30	<i>Graviton Belt:</i> Flight 15", Reduced Endurance (0 END; +½); OIF (-½)	0
20	<i>Sonar:</i> Active Sonar, Increased Arc of Perception (360 Degrees)	0
10	<i>Ultrasonic Hearing:</i> Ultrasonic Perception (Hearing Group), Discriminatory, Transmit	0
20	<i>Sonic Defense:</i> Hearing Group Flash Defense (20 points)	0
10	<i>Super-Hearing:</i> +5 PER for Hearing Group	0
12	<i>Super-Hearing:</i> +8 versus Range for Hearing Group	0
2	<i>Ackálian Eyes:</i> +2 PER for Normal Sight	0
30	<i>Personal Silence Field:</i> Invisibility to Hearing Group, No Fringe, Reduced Endurance (0 END; +½)	0
12	<i>Sword Of Ackál Communicator Implant:</i> Mind Link, specific group of up to 8 minds (other members of the Sword of Ackál); Only With Others Who Have Mind Link (-1)	0

Perks

6	Contact: General in the Kairensa 13- (significant Contacts of her own, useful Skills or resources)
5	Money: Well Off

Talents

3	Perfect Pitch
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Skills

15	+5 with Sonics Multipower
8	+1 with All Combat
3	Acting 13-
3	Analyze Combat Technique 13-
3	Bribery 13-
5	Bureaucratics 14-
3	Climbing 14-
3	Combat Piloting 14-
3	Concealment 13-
3	Conversation 13-
3	Disguise 13-
3	Electronics 13-
5	High Society 14-
3	AK: The Ackálian Empire 13-
3	KS: Enemies Of The Empress 13-
2	KS: The Superhuman World 11-
3	KS: Worlds Of The Empire 13-
3	Mimicry 13-
7	Power: Sonic Powers 15-
3	PS: Bodyguard 13-
3	Security Systems 13-
3	Seduction 13-
3	Shadowing 13-
3	Stealth 14-
3	Systems Operation 13-
3	Tactics 13-
4	TF: Ackálian Common Motorized Ground Vehicles, Ackálian Combat Aircraft, Ackálian Small Personal-Use Spacecraft

SHRIEKER PLOT SEEDS

Shrieker's mother finds herself in some real trouble — more than Shrieker herself can handle. Not wanting to reveal her mother's weakness to the rest of the Sword and Ackálian society, Shrieker secretly appeals to the PCs to help her.

The Sword's encounter with a strange energy being in a ruin on a lonely, distant planet leaves Shrieker in a coma that won't respond to any conventional treatments. Something about the situation suggests that one of the PCs might be able to help, so the Sword contacts the heroes for assistance.

Shrieker turns the tables on Decay and seizes control of the Sword. What will she do to prove that her aggressive style of leadership is superior to Decay's methods?

- 3 Ventriloquism 13-
- 2 WF: Ackálian Advanced Small Arms

Total Powers & Skills Cost: 541

Total Cost: 700

550+ Disadvantages

- 30 Hunted: Enemies of the Empress 11- (Mo Pow, NCI, Capture/Kill)
- 15 Hunted: Empress 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Ambitious, But Wants Power On Her Own Terms (Common, Strong)
- 20 Psychological Limitation: Ackálian Patriot (Very Common, Strong)
- 5 Rivalry: Professional (with Decay, for leadership of the Sword)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 15 Social Limitation: Public Identity (Ergwesal) (Frequently, Major)
- 30 Experience Points

Total Disadvantage Points: 700

Background/History: Ergwesal was the first and favored daughter of a well-known and powerful general in the Kairensa, the Ackálian espionage service. Looking for a way to stand out among her peers, she defied her family's wishes and volunteered for a top-secret military project studying the recent re-emergence of superhuman abilities among the Ackálian population. After exposure to a series of stimulants and drugs, Ergwesal was the only soldier in the project to emerge with a positive mutation (in her case the ability to emit and control a range of hyper-sonics).

She immediately volunteered for the Sword, and the Empress accepted her after a private demonstration of her abilities. She

chose the name "Shrieker," the literal translation of the name of a small arboreal predator of the jungles of Ackál's southern hemisphere. Since then, both Shrieker and her family have seen their fortunes and influence within the court rise, and her mother has become one of Ackál's foremost leaders (though she remains disliked by several members of the "old guard.")

Personality/Motivation: Shrieker is powerhungry and ambitious even by Ackálian standards, but she has little interest in coalition-building or political machinations — she prefers to gain power by upsetting the order of any group she interacts with. From her first day in the Sword she butted heads with Decay over tactics, duties, public appearances, and many other matters. Though she publicly accepts Decay as team commander and never directly contradicts or disobeys an order, in a hundred little ways she works to undermine Decay's authority and set herself up as a natural alternate choice for leader.

Because of Shrieker's penchant for unorthodox tactics and creative solutions, most of the Ackálian court considers her something of a loose cannon. But the Empress secretly supports her, believing that if Decay or anyone else is flustered or outmaneuvered by this free thinker, they're of little value to her and deserve to be replaced.

Of all the Sword, Shrieker is the one most willing to consult or work with non-Ackálians. Since she has few allies on the team, she'll present herself as a peacemaker and natural diplomat to a group of PCs... all the while hoping to use their support and influence for herself later.

Quote: "No, that's just what they'll expect us to do! Let's try it my way...."

Powers/Tactics: Shrieker has a suite of powers based on the creation and manipulation of sound, which she can use in a variety of ways. (For times when she can't



use her abilities, such as battles in outer space, she has a blaster rifle similar to Decay's.) Her screams are powerful destructive blasts, and less intense vocalizations can deafen opponents and scramble their communications, or more subtly affect their balance and thought processes with infrasonics. She's prone to coming up with new uses for her abilities, and is perhaps a little too likely to experiment when a straightforward attack would be most tactically sound.

Campaign Use: See the introductory text for general information. Shrieker is a wild card within the group — the one member who clearly wants to take Decay's place and might subvert or sacrifice the team's mission to gain more power and influence for herself. Her schemes could potentially spawn a wide variety of adventures... particularly if she tries to trick the PCs into helping her.

Generally, Shrieker will not Hunt heroes unless ordered to do so by the Empress or Decay. She might covertly go after someone whose elimination would help her rise to power, though.

To make Shrieker more powerful, convert her Multipower into a Variable Power Pool for sonic abilities, and give her a *Power Skill* to manipulate it. To weaken her, reduce many of her Characteristics (including SPD to 5) and get rid of two to three of her Multipower slots.

Appearance: Shrieker is an Ackálian female of average appearance and build. Her costume consists of a bronze, stylized breastplate over a dark-brown bodysuit, and a light blue cape over her shoulder.

THE ACKÁLIAN SUPER-SOLDIER PROJECT

The project that gave Shrieker her powers has not shut down. The Ackálian scientists involved in it have high hopes for the next generation of experimentees. With the information gained from the first round of testing and the studies performed on Shrieker, they could potentially create dozens more super-Ackálians in the next year or two, perhaps drastically changing the balance of power between Ackál and its rivals.

THE NIBU GEMANI

Background/History: The Nibu Gemani are a voracious species of psionically-gifted, fungoid aliens who may have originated in one of the far-off Magellanic Cloud galaxies. Some scholars suggest they may have originally evolved even farther away and then spread like a disease throughout this part of the Universe. Whatever their true history, no one doubts that they're one of the most destructive and dangerous forms of life known. Individually and in small groups they pose little threat, but they reproduce with enormous speed and devour anything organic in their path like Terran locusts. Furthermore, when large enough numbers of them gather in a single area, they form a gestalt hive-mind with considerably greater intelligence and power than the massed individuals; this "collective mind" can detect the presence of organic life across intergalactic distances, and telekinetically move the swarm at many times the speed of light.

Using these abilities, the Nibu Gemani have apparently scoured countless solar systems of all organic life and matter. They descend in their billions and overwhelm the defenses of a world, destroy everything in their path, breed countless billions more, and then move on to the next star system. When a swarm becomes too large, it simply divides, traveling on in opposite directions to continue its devastation.

As discussed on page 28, in 2574, the Mandaarians psionically detected the presence of the Nibu Gemani and chose to fight them before they reached the Milky Way Galaxy. This effort failed, and in 2843 the Nibu Gemani reached the Galaxy. The ensuing twelve year-long war resulted in the death of billions (not to mention trillions of Gemani) and untold destruction, as well as the collapse of the Velarian Confederation. In the end, with the assistance of the Mandaarians, the alliance wiped out the Gemani nearly to the last. It took forty years for the Galactic Federation to fully rebuild itself.

Despite the best efforts of various species to exterminate them, a few straggling groups of Nibu Gemani remain in the Milky Way, scattered around the outer reaches of the Galaxy. By law in most governments, Nibu Gemani are to be destroyed on sight to prevent them from breeding and growing again. As long as they aren't allowed access to enough food to begin their exponential expansion, they remain a minor threat.

Group Relations: Individual Nibu Gemani have limited personalities and work together passably well. However, once approximately a hundred of them gather in one place (which usually means within 100 feet of each other, though this distance increases as their numbers do), a collective mind forms. It controls the actions of all Nibu Gemani present, and at that point they begin to act as a well-oiled machine. The collective mind exists only on the psychic plane, and its psionic powers immediately become stronger... and the more Nibu Gemani there are, the more psychically powerful

NIBU GEMANI PLOT SEEDS

An individual Nibu Gemani is born with superior mental powers — a mutant able to command the abilities of the collective mind on his own. However, he also has a conscience and strong ethics, and wishes to become a superhero instead of a menace. Can the PCs and the rest of society overcome their prejudices against his kind?

A small group of Nibu Gemani have grown unabated on the very outskirts of the Galactic Rim, to the point where their collective mind is weak but functional. It sends a telepathic signal out to yet another Galaxy where its brethren hold sway, and begins to summon additional swarms to attack the Milky Way. Can the heroes stop the pending invasion in time?

A scientist claims he's developed a method to kill enormous numbers of Nibu Gemani at once — possibly including swarms in other galaxies, if his theories about "psychic backlash" are correct. The only catch is that to use it, there have to be several swarms of the creatures in the same place....

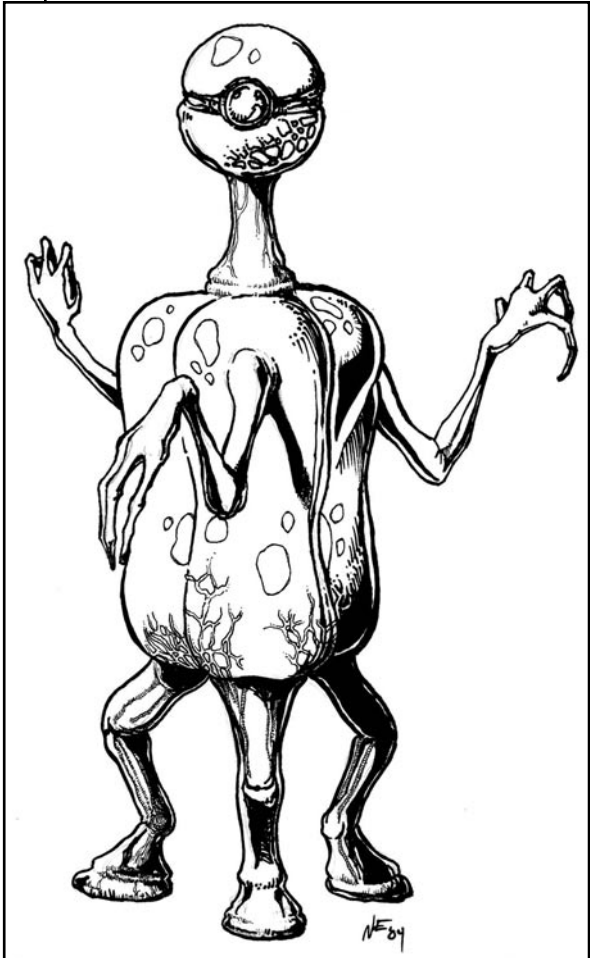
they become. Given enough of the fungoid beings, the collective mind can have enough Telepathy, Telekinesis, and related powers to psionically dwarf the most powerful Mandaarian or Varanyi.

Tactics: The Nibu Gemani have no tactics to speak of. They simply swarm toward a target and begin attacking it with their psionic abilities, moving in an eerie tandem that signals the presence of a hive mind.

Campaign Use: The Nibu Gemani are a totally alien threat, one so far removed from the normal villains the PCs fight that it won't even trigger most Codes Versus Killing. The Gemani are more like insects or robots than truly sentient beings, and even the most kind-hearted person will realize, sooner or later, that the only way to deal with them is to exterminate them. If you use them properly, you can not only raise moral issues about the nature and meaning of Life, but can also have the Gemani symbolically represent qualities such as unthinking conformity or the mob mentality.

The Nibu Gemani do not specifically Hunt anyone. They regard all other living things simply as food.

If you want to make the Nibu Gemani tougher to defeat, give individual Gemani stronger mental powers and more defenses. To weaken them, get rid of their Damage Resistance and reduce their mental powers to about half (and have the collective mind grow more slowly).



TYPICAL NIBU GEMANI

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
13	DEX	9	12-	OCV: 4/DCV: 4
13	CON	6	12-	
11	BODY	2	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
8	PD	5		Total: 8 PD (4 rPD)
8	ED	5		Total: 8 ED (4 rED)
3	SPD	7		Phases: 4, 8, 12
6	REC	0		
26	END	0		
26	STUN	0		Total Characteristics Cost: 53

Movement: Running: 6"/12"

Cost	Powers	END
40	<i>Gemani Mental Powers:</i> Multipower, 40-point reserve	
4u	1) <i>Gemani Mind Reading:</i> Telepathy 6d6 (Human and Alien classes of minds)	4
4u	2) <i>Mental Shock:</i> Ego Attack 3d6 (Human and Alien classes of minds)	4
4u	3) <i>Thought-Pictures:</i> Mental Illusions 6d6 (Human and Alien classes of minds)	4
22	<i>Gemani Mental Speech:</i> Mind Link, specific group of up to any 32 Nibu Gemani minds, Any Distance, No LOS Needed; Only With Others Who Have Mind Link (-1), Costs Endurance (to activate; -¼)	3
4	<i>Fungoid Body Structure:</i> Damage Resistance (4 PD/4 ED)	0
10	<i>Fungoid Body Structure:</i> Physical Damage Reduction, 25%	0
19	<i>Gemani Physiology:</i> Life Support (Self-Contained Breathing; Safe Environments: High Radiation, Intense Cold, Low Pressure/Vacuum; Diminished Eating: can digest anything organic)	0
6	<i>Three Arms, Three Legs:</i> Extra Limbs (2), Inherent (+¼)	0

Total Powers & Skills Cost: 113
Total Cost: 166

75+ **Disadvantages**

10	Reputation: Horrific, Ravaging Monster, 8- (Extreme)
15	Social Limitation: Subject To Orders From The Collective Mind (Frequently, Major)
66	Experience Points

Total Disadvantage Points: 166

Description: A Nibu Gemani is a short, squat, and powerfully-built creature more closely related to fungi and molds than any animal. Standing about four feet high, it has a thick, cylindrical body and a long, slender neck on which balances a small, round head. It has a single red eye in the center of its forehead and no obvious mouth (its eating

apparatus is lower on its body). Its three arms are thin and spindly but surprisingly strong, and it has three legs. Gemani skins range from dappled-gray to nearly black, with long dark “veins” prominently visible.

THE NIBU GEMANI HIVE MIND

When approximately 100 Nibu Gemani gather together, a collective mind forms. The collective mind gains +1 INT, +1 EGO, and +1 Damage Class to each of its mental powers. For each 100 thereafter (200 Gemani, 300 Gemani, and so forth), add another +1 INT, +1 EGO, and +1 Damage Class. When you reach 1,000, starting counting upward in thousands instead of hundreds; when you reach 10,000, in ten thousands; and so on.

At 10,000 Gemani, the collective mind gains additional powers. First, it acquires an Aid Mental Powers 1d6, any two Mental Powers simultaneously, Delayed Return Rate (points fade at the rate of 5 per Hour). Second, it gains a Variable Power Pool for mental/psionic abilities (20 base + 15 control cost, Cosmic, Reduced Endurance (0 END)). (You should include FTL Travels as part of this Pool, representing a form of psychokinetic flight.) Both of these powers increase as the size of the gathering does; for each enhancement, add ½d6 of Aid and 5 points to the base cost of the VPP.

VIPER 3000

Background/History: The criminal organization VIPER traces its historical roots back as far as the Valdorian Age, though it only rose to prominence in the twentieth century (see *VIPER: Coils Of The Serpent* for the full story). After the events of the final battle with Tyrannon in 2020 and the subsequent loss of its entire roster of superhuman agents (not to mention a sizable percentage of its advanced technology), VIPER floundered for several years as a criminal agency. Conventional law enforcement agencies and UNTIL both scored impressive successes against it, virtually dismantling the organization in many regions. As the universe’s magical energies waned, the god-serpent Nama and his half-Human daughter, the villainess Viperia, went into deep slumber beneath the Mbang Mountains.

As always, however, VIPER found a way to change its focus, regroup, and survive. Duchess Industries, a front for various VIPER criminal initiatives, became the center of a new criminal empire and grew into one the largest and most successful mega-corporations of the twenty-first century. For several decades Duchess wielded enormous influence over the various governments around the world while raking in incredible profits. But in 2078 a band of professional mercenaries and adventurers brought it down and publicly exposed it as VIPER’s progeny. The ensuing investigations destroyed not only Duchess as a corporation but were the final killing blow for most of VIPER as well.

Over the succeeding centuries, VIPER passed into cultural mythology. Hucksters and madmen used the name for countless minor “secret societies” and conspiratorial groups. None of these groups ever amounted to anything significant, and over time the name gradually lost its ability to frighten.

In the late thirtieth century a notorious cult leader and con man named George Van Meter formed a new group called VIPER on Earth. Like countless scam artists before him, Van Meter traded on the name and reputation of the ancient VIPER as he formed a gang of criminals who wore green uniforms, committed minor crimes, and threw wild parties. This version of VIPER rarely tried anything more dangerous or audacious than postal fraud and small-scale armed robbery. An illegal gambling facility it ran on Mars and several datanet scams and high-profile robberies made it successful enough to maintain a villa in Kenya for Van Meter and several of his friends and associates. Van Meter also had plans to expand, including the development of a fleet of VIPER ships that could serve many purposes.

In 3000, the Great Serpent Nama awoke for the first time in a thousand years. He cast a series of powerful spells to learn what he had missed during his slumber. Angered at how the organization he had inspired had had its name cheapened and misused, Nama called forth his daughter Viperia from her own sleep and sent her to attack the villa. Facing his own doom as Viperia pulled the

VIPER PLOT SEEDS

Most of VIPER’s membership as of 3001 is Human. It begins an aggressive recruiting drive among other species — primarily the Mon’dabi — from a position of relative safety on Venwordien IV. The heroes have to find the “recruiting office” and put a stop to VIPER’s actions before its expansion plans succeed.

Several unscrupulous scientists working for VIPER find a way to give members of certain species ultra-powerful superpowers... for about five hours, after which the victims “burn out” and die. VIPER begins using these new “weapons” to increase its profits and profile; the heroes have to not only fight the “five-hour villains,” but track down the lab where they’re created and destroy it.

Nama and Arcane team up! The Great Serpent convinces Arcane that he supports his (Arcane’s) agenda, and that VIPER is the “army” that will help him succeed. The Overlords form the backbone of the new VIPER’s Dragon Branch, and their presence attracts other superhumans to VIPER’s ranks. The heroes have to find a way to break this alliance before it leads to untold havoc.

walls down around his ears, Van Meter tried one last scam — he offered his life and organization to Nama. At the last moment, Nama told Viperia to stay her hand. “Perhaps I may have a use for this one after all.”

As of 3001, VIPER has once again become a secret society of criminals bent on power and galactic domination, using its reputation as a band of swindlers no one takes seriously as a cover behind which it will obtain true power. Van Meter remains the nominal head of VIPER (its “Supreme Serpent”), providing information and advice about the modern day to Viperia. Viperia, who even in the early twenty-first century was more powerful than most modern superhumans, serves as Nama’s eyes and ears and the organization’s true commander, acting in her father’s name and according to his instructions.

Group Relations: Right now, VIPER is so small that it doesn’t have much in the way of “group relations.” It hasn’t recruited any superhuman members — yet — nor established any other positions of power and influence such as “Nest Leader” or “Division head.” No one wants to challenge Van Meter or Viperia for control of VIPER, and everyone follows orders reasonably well. As the organization expands and becomes more powerful, no doubt those conditions won’t prevail for long....

Tactics: VIPER has begun its campaign slowly and with subtlety. It’s using the funds Van Meter raised to acquire controlling shares of several small but influential tech companies that can provide VIPER with the necessary resources to re-create its Nest-based infrastructure. Van Meter has also recruited new members from the ranks of mercenary soldiers and smugglers — harder and meaner sorts than the con artists and hackers he previously dealt with — and has provided them with high-tech

uniforms and weapons. His first batch of agents has already encountered, and vowed revenge against, the Champions... but as of yet no hero is aware of the true threat VIPER poses.

So far, VIPER has developed little in the way of combat tactics or the like; right now it’s not interested in fighting pitched battles. As it recruits more members, it will become more like the criminal army it once was, and less like a gang with delusions of grandeur.

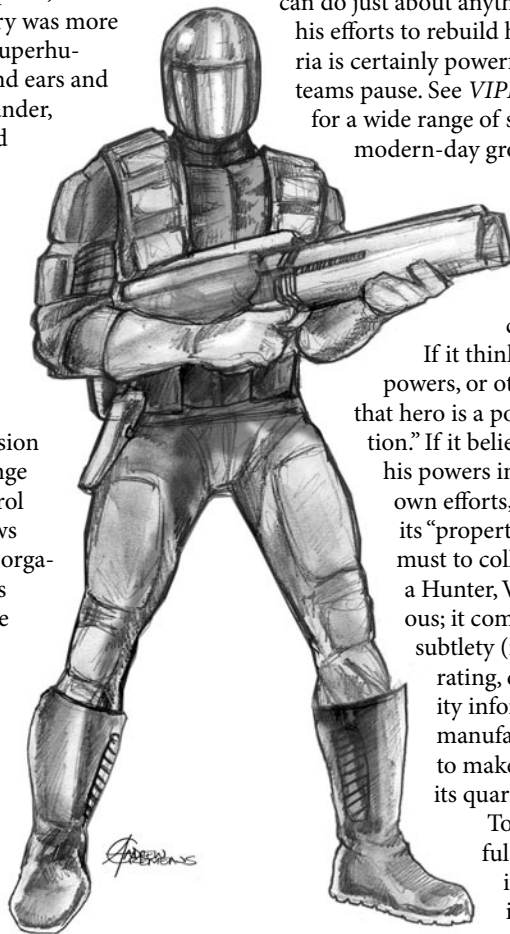
Campaign Use: VIPER gives you options for a “secret society”-type villain organization. Nama can do just about anything you want him to in his efforts to rebuild his organization, and Viperia is certainly powerful enough to give entire teams pause. See *VIPER: Coils Of The Serpent* for a wide range of suggestions for using the modern-day group, most of which you can easily adapt to the Galactic Champions setting.

Like its twenty-first century counterpart, VIPER has a penchant for Hunting heroes.

If it thinks a hero has technology, powers, or other resources it can use, that hero is a potential target for “acquisition.” If it believes a superhuman got his powers in whole or part due to its own efforts, it considers that person its “property” and will do whatever it must to collect on its “investment.” As a Hunter, VIPER is extremely dangerous; it combines behind-the-scenes subtlety (ruining a person’s credit rating, digging up blackmail-quality information about him [or manufacturing it!]) with the ability to make powerful attacks against its quarry.

To make VIPER more powerful, change its history so that it got started a little earlier in the thirtieth century — that way Van Meter can have built up a much larger,

more diverse, and more powerful organization before the Kolvel Event. To weaken it, remove Nama and Viperia from the picture, leaving VIPER a wholly mundane criminal organization at present.



TYPICAL VIPER 3000 AGENT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
12	BODY	4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
4	PD	1		Total: 18 PD (14 rPD)
4	ED	1		Total: 18 ED (14 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
28	END	0		
30	STUN	3		Total Characteristics Cost: 47

Movement: Running: 6"/12"

Cost Powers END

60	<i>VIPER Blaster Rifle:</i> Energy Blast 12d6, Autofire (5 shots; +½), 60 Charges (+½); OAF (-1) [60]			
6	<i>Rifle-butt Club:</i> HA +3d6; OAF (-1), Hand-To-Hand Attack (-½) 1			
22	<i>VIPER Blaster Pistol:</i> Energy Blast 10d6; OAF (-1), 12 Charges (-¼) [12]			
12	<i>Combat Knife:</i> HKA 1d6 (plus STR), Reduced Endurance (0 END; +½); OAF (-1) plus Range Based On STR (+¼) for the HKA; OAF (-1), 1 Recoverable Charge (-1¼), Lockout (cannot use HKA until Charge is recovered; -½) 0			
	<i>Martial Arts: Dirty Infighting/Brawling</i>			
	Maneuver	OCV	DCV	Damage/Effect
4	Block	+2	+2	Block, Abort
4	Kidney Blow	-2	+0	HKA ½d6 (2 DC)
4	Low Blow	-1	+1	2d6 NND(3)
4	Punch	+0	+2	STR +2d6 Strike
5	Roundhouse	-2	+1	STR +4d6 Strike
3	Tackle	+0	-1	STR +v/5 Strike; You Fall, Target Falls, FMove
20	<i>VIPER Force-Vest:</i> Force Field (8 PD/8 ED /4 Power Defense), Reduced Endurance (0 END; +½); OIF (-½) 0			
9	<i>VIPER Armored Uniform:</i> Armor (6 PD/6 ED); OIF (-½), Activation Roll 14- (does not protect Hit Locations 3-5 or 6-7; -½) 0			
3	<i>VIPER Helmet Protection:</i> Armor (3 PD/3 ED); OIF (-½), Activation Roll 8- (only protects Hit Locations 3-5; -2)			
6	<i>VIPER Helmet Communications System:</i> HRRP (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0			

Perks

- 1 Fringe Benefit: Membership (VIPER)

Skills

- 6 +2 with VIPER Blasters
- 3 Combat Piloting 12-
3 Concealment 11-
3 Fast Draw (Small Arms) 12-
3 Interrogation 12-
2 KS: The Local Underworld 11-
1 KS: The Superhuman World 8-
2 KS: VIPER 11-
2 PS: VIPER Agent 11-
3 Paramedics 11-
3 Persuasion 12-
3 Shadowing 11-
3 Stealth 12-
3 Streetwise 12-
3 TF: Terran Common Motorized Ground Vehicles, Terran Small Personal-Use Spacecraft
3 WF: Terran Advanced Small Arms, Blades

Total Powers & Skills Cost: 209

Total Cost: 256

50+ Disadvantages

- 5 Distinctive Features: VIPER uniform (Easily Concealed; Noticed And Recognizable)
10 Hunted: VIPER 8- (Mo Pow, NCI, Watching)
15 Psychological Limitation: Amoral And Greedy (Common, Strong)
20 Social Limitation: Subject To Orders (Very Frequently, Major)
156 Experience Points or Disadvantages specific to the individual agent

Total Disadvantage Points: 256

Description: The typical agent of VIPER 3000 is a Human with a criminal record, usually for violent activities such as robbery, murder, or illegal mercenary activity. As the organization grows, it will recruit criminals from other parts of the underworld, and use sub-ed (subliminal education) and other advanced thirty-first century training techniques to make its agents into elite warriors.

A VIPER 3000 agent carries several different weapons. The main one is a blaster assault rifle, though Van Meter hopes to equip at least a few agents with disintegrators at some point. He also has a blaster pistol and a knife. Other gear includes a force field vest and a slim, streamlined jetpack.

VIPER 3000 agents wear a green and gold uniform made of armored cloth, plus a green helmet with a gold-colored faceplate. Included with the uniform is a lightweight, gold-colored metallic vest that generates a low-level protective force-field. Attached to the back of the vest is a bronze-colored jetpack.

SOLO VILLAINS



ECHO PLOT SEEDS

Echo figures out a way to make his powers permanent: kidnap a super and keep him or her in his lair, returning before they fade to get “recharged.” He takes a fancy to the powers of a PC, and after they battle a couple of times that character suddenly turns up missing. Meanwhile, Echo probably can’t resist using his victim’s powers in public for very long.

Doctor Thornton continues to work on isolating different superheavy elements in his Mars lab. Echo gets it into his head that what he needs to become more powerful is a longer exposure to the radiation that gave him his gifts in the first place, so Thornton becomes the target of a kidnapping scheme.

After he mimics the powers of a particularly odd-looking alien superhero, Echo discovers that when the powers fade, his strange new looks do not! This has never happened before, and it really disturbs him. Desperate to get back to his normal appearance, he begins kidnapping scientists and doctors so they can test and “cure” him.

ECHO

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
6	PD	3		Total: 16 PD (10 rPD)
8	ED	3		Total: 18 ED (10 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
50	END	0		
32	STUN	0		Total Characteristics Cost: 108

Movement: Running: 6”/12”
Swimming: 2”/4”

Cost Powers END

- 1,125 *Mimic Pool:* Variable Power Pool (Mimic Pool), 900 base + 450 control cost, No Skill Roll Required (to change VPP; +1); Requires Successful HTH Attack Roll (to touch target; -½), VPP Mimics Target’s Superhuman Powers (see text; -½), Powers May Only Be As Powerful As Target’s Powers (-½), No Conscious Control (VPP copies the largest power first, Echo can activate the VPP but has no control over the powers he gets, see text; -1), Cannot Retain Copied Powers (powers only last for a maximum of one day, and when Echo copies other powers, he immediately loses all previously-copied powers; -½) var
- 20 *Armored Costume:* Armor (10 PD/10 ED); OIF (-½) 0
- 15 *Energy-Manipulating Physiology:* Power Defense (15 points)
- 16 *Detect Superhuman Powers:* Detect Superhuman Powers 15-, Analyze, Discriminatory 0

Perks

- 20 Contact: 20 points’ worth among the under-worlds of Earth and Mars

Skills

- 10 +2 with HTH Combat
- 6 +3 OCV with VPP Attack Roll
- 3 Concealment 12-
- 5 Disguise 13-
- 4 Forgery (Documents) 13-

- 2 Gambling (Card Games) 12-
- 4 AK: The Seedy Underbelly Of Mars 13-
- 3 KS: Galactic Federation Organized Crime 12-
- 15 Power: Duplicated Powers 18-
- 3 Stealth 13-
- 3 Streetwise 13-
- 2 Survival (Urban) 12-
- 3 Tactics 12-

Total Powers & Skills Cost: 1,259

Total Cost: 1,367

550+ Disadvantages

- 15 Enraged: when frustrated or feels he’s been cheated (Common), go 11-, recover 14-
- 10 Hunted: Firedancer 8- (As Pow, Harshly Punish)
- 20 Hunted: Federation Security Patrol 11- (Mo Pow, NCI, Limited Geographical Area, Capture)
- 5 Hunted: Mars organized crime group 8- (Mo Pow, NCI, Limited Geographical Area, Watching)
- 10 Physical Limitation: When Copying Powers, Also Copies Any Superhuman Physical Vulnerabilities or Susceptibilities, And Sometimes Other Physical Disadvantages (Frequently, Slightly Impairing)
- 20 Psychological Limitation: Bully And Showoff (Very Common, Strong)
- 20 Psychological Limitation: Addicted To The Rush Of Copying Strong Powers (Very Common, Strong)
- 15 Psychological Limitation: Overconfidence (Very Common, Moderate)
- 702 Experience Points

Total Disadvantage Points: 1,367

Background/History: John Hrusecky was a small-time hood living in the Northern Lowlands territory of Mars, a sparsely-populated zone of low-income housing for miners that for centuries has been heavily influenced by organized crime. Working for various mobsters as a bagman and debt collector, Hrusecky was always on the lookout for a big break — a crime or scam he could pull that would get him the respect he felt he was due. One day in 3001, he learned of a small laboratory on the outskirts of the Lowlands where Nobel Prize-winning researcher Steven Thornton was attempting to create new heavy elements using experimental zero-point energy fusion devices. While he didn’t understand any of the scientific gobbledygook, he knew any place that had the kind of security this lab had must have something worth stealing.

Hrusecky kidnapped Dr. Thornton from his home and forced him to open the lab at blaster-point. Ignoring the old man's frantic protests, he began tearing the lab facility apart looking for valuables and stuffing various pieces of equipment into a duffel bag. Somewhere along the line, he must have tripped some alarm system, because before he knew it the local cops had the place surrounded. They even called in a superhero, Firedancer, who demanded that Hrusecky release his hostage and come along quietly before she had to burn him out.

Realizing he was in over his head, Hrusecky abandoned his hostage and tried to flee out the back, but unfortunately his haphazard course took him through the fusion room. While stumbling around in the dark he accidentally broke the containment field on one of the experimental radioactive alloys and was bathed in the strange radiation it emitted. As Firedancer burst into the lab and grabbed him, Hrusecky himself suddenly lit up with flames of plasma exactly like her own. A quick brawl ensued, ending when Hrusecky broke away and escaped into the hills.

Hrusecky found his new powers exhilarating. After his escape he spent most of the day flying around the terraformed Martian wilderness blasting rocks and making plans for how he would take revenge on everyone who had treated him badly over the years. Eventually he returned to Lowland City, but when he drunkenly boasted of his new abilities in a local tavern, he discovered they had faded away. Disappointed and distraught, he decided to commit suicide and climbed to the roof of the tallest building in town. Firedancer saw him, and when he jumped she swooped down and caught him. The skin contact between them reactivated Hrusecky's powers, and he resumed their fight with gusto. Once again, she proved to have better control of their mutual powers, and he was forced to flee... but with a fierce glee in his heart, as he now knew what his power was.

Over the next few months, Hrusecky created the costumed identity of Echo, a mercenary supervillain available at very reasonable rates for any job that was likely to involve contact with superhumans like the Champions. He's become addicted to the rush of the superpowers he mimics, and now searches for some way to make them permanent.

Personality/Motivation: Echo is psychologically addicted to the thrill of having superpowers, and

will do anything to get a chance at possessing them again, even for short periods. When he's "powered up," he's manic, flying around trying them out and showing off for the crowd. When he doesn't have the "charge" of a power, he alternates between listlessness and fevered efforts to get access to superhumans he can mimic. His long-term goal is to find a way to make his powers permanent, or at least longer-lasting, and he's unconcerned about who he'd have to kill to make it happen.

Quote: "Cool powers you got there. Now they're mine, too!"

Powers/Tactics: Echo can duplicate the superhuman powers of any target he touches. He's particularly fond of enhanced physical abilities like speed or strength, as well as flight and energy manipulation, simply because those give him the biggest "rush." He hasn't had much exposure to mental powers yet, but once he's used a few he'll probably find them equally appealing. He doesn't much care for any powers that physically change his appearance, like wings or stretching.

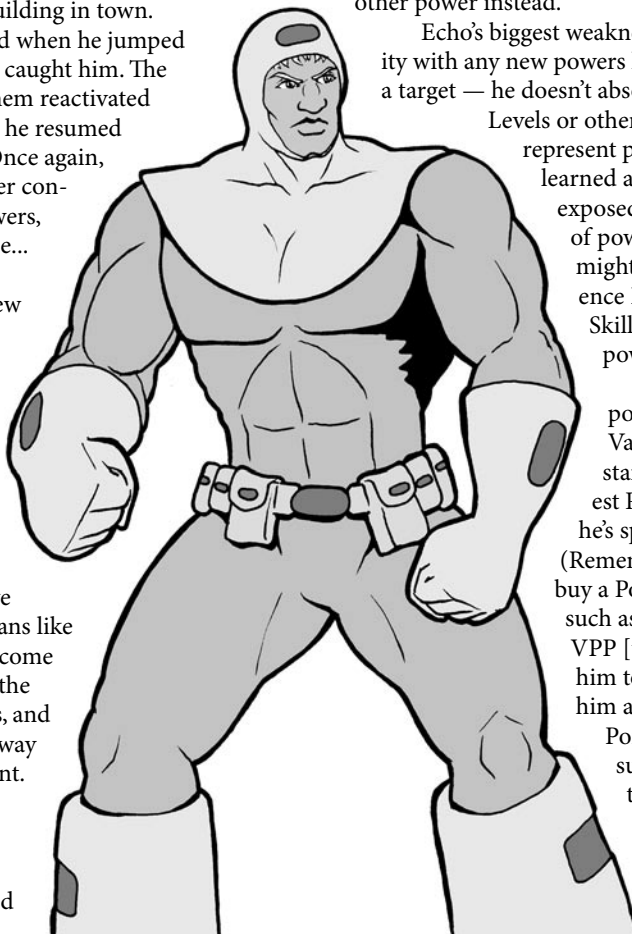
Along with the powers in question, Echo also inherits any Vulnerabilities or other Disadvantages that come along with them. For example, if he absorbs the powers of a particularly inhuman-looking alien, that might also physically change his form into something close to the victim.

Echo can retain a duplicated power for a maximum of one day from the time he first mimics it. However, he can choose to get rid of a power sooner if he wants to so that he can absorb some other power instead.

Echo's biggest weakness is his unfamiliarity with any new powers he might absorb from a target — he doesn't absorb Combat Skill

Levels or other Skills (unless they represent powers and not true learned abilities). Once he's exposed to a particular set of powers a few times, he might spend some Experience Points on Combat Skill Levels in using those powers.

You should buy powers with Echo's Variable Power Pool starting from the highest Real Point cost until he's spent the entire Pool. (Remember that Echo can't buy a Power Framework, such as a Multipower, in his VPP [unless you permit him to], so it may take him a lot more Character Points to copy another superhuman's abilities than that superhuman actually spent to buy them.) The GM decides what constitutes a



“superhuman” power for purposes of Echo’s VPP; generally, powers inherent to non-Human sentient species should qualify as “superhuman,” even if the alien in question doesn’t consider them so.

Tactically, Echo doesn’t have much in the way of experience, but he’s reasonably good at following orders. He’ll happily take a job as part of a team or gang if it gets him a shot at duplicating some really interesting powers.

Campaign Use: Echo lets you give any team of supercriminals some tactical variety or extra “punch.” Ideally he starts with his VPP empty (or mostly empty) and uses it to copy some of the heroes’ powers and use them against them. But if necessary, you can have him start out with some of the powers of one of his supercriminal colleagues already duplicated, so that he’s in shape for a fight and better able to copy the powers of the heroes.

Echo might Hunt a hero if he found that hero’s powers particularly exhilarating. Once he lost the powers, he’d constantly be looking for ways to come into contact with that hero so he could obtain the same “high.”

To make Echo tougher, allow him to retain some of his mimicked powers permanently; that will really increase his tactical flexibility. To weaken him, reduce the size of his VPP so he can’t copy as many powers at once.

Appearance: Echo wears a body suit that’s sky-blue, with gold accents on the upper chest, belt, boots and gloves. He’s blonde and fairly muscular in a heavyset way, standing 6’1” and weighing about 220 pounds. When his powers are in use he’s surrounded by a reddish-pink energy field that lasts as long as he retains a copied power. His appearance frequently changes when he takes on new powers.

THE EXAMINER

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
30	DEX	60	15-	OCV: 10/DCV: 10
40	CON	60	17-	
30	BODY	40	15-	
40	INT	30	17-	PER Roll 17-
30	EGO	40	15-	ECV: 10
100	PRE	90	29-	PRE Attack: 20d6
20	COM	5	13-	
40	PD	32		Total: 40 PD (40 rPD)
40	ED	32		Total: 40 ED (40 rED)
8	SPD	40		Phs: 2, 3, 5, 6, 8, 9, 11, 12
16	REC	0		
80	END	0		
70	STUN	0		Total Characteristics Cost: 459

Movement: Running: 6”/12”
Flight: 80”/2,560”
Teleportation: 50”/1,600”
MegaTeleportation: 1 million LY
FTL Travel: 250 LY per second

Cost	Powers	END
1,250	<i>Cosmic Powers:</i> Variable Power Pool, 500 base + 250 control cost, Cosmic (+2)	var
40	<i>Galaxar Form:</i> Hardened (x2; +½) for 40 PD/40 ED	0
60	<i>Galaxar Form:</i> Damage Resistance (40 PD/40 ED), Hardened (x2; +½)	0
90	<i>Galaxar Form:</i> Life Support (total, including full Immunity and Longevity: Immortality)	0
60	<i>Galaxar Form:</i> Power Defense (40 points), Hardened (x2; +½)	0
45	<i>Galaxar Eyes:</i> Sight Group Flash Defense (30 points), Hardened (x2; +½)	0
45	<i>Galaxar Ears:</i> Hearing Group Flash Defense (30 points), Hardened (x2; +½)	0
60	<i>Galaxar Mind:</i> Mental Defense (46 points total), Hardened (x2; +½)	0
371	<i>Galaxar Travel:</i> Multipower, 371-point reserve	
27u	1) <i>Short-Range Travel:</i> Teleportation 50”, x32 Noncombat, x16 Increased Mass, Position Shift, No Relative Velocity, Safe Blind Teleport (+¼), Reduced Endurance (0 END; +½)	0
37u	2) <i>Long-Range Travel:</i> Teleportation 10”, x16 Increased Mass, Position Shift, No Relative Velocity, MegaScale (1” = 100,000 light-years, can scale down to 1” = 1 km; +5), Safe Blind Teleport (+¼), Reduced Endurance (0 END; +½)	0
36u	3) <i>Galaxar Flight:</i> Flight 80”, x32 Noncombat, No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (0 END; +½)	0
7u	4) <i>Galaxar Spaceflight:</i> FTL Travel (250 LY/1 Segment (second))	0
69	<i>Cosmic Awareness:</i> Detect Physical Objects, Energy, and Magic 17- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360	

- Degrees), Range, Sense, Targeting, Telescopic (+12 versus Range Modifier), Tracking 0
- 259 *Cosmic Awareness*: MegaScale (1" = 1 light-year, can scale down to 1" = 1 km; +3¾) for Cosmic Awareness 0

Talents

- 20 Universal Translator 17-

Skills

- 60 +6 Overall
- 26 KS: Everything There Is To Know 40-
- 21 SS: Every Science Known 35-

Total Powers & Skills Cost: 2,583

Total Cost: 3,042

550+ Disadvantages

- 20 Psychological Limitation: Must Test Others (Very Common, Strong)
- 2,472 Experience Points

Total Disadvantage Points: 3,042

EXAMPLE POWERS FOR COSMIC POWERS POOL

Create Testing Arena: The Examiner can change an area into an "arena" in which to pose challenges to his victims. He can make the arena into pretty much whatever he wants — anything from a traditional gladiatorial arena, to a danger room-like mechanized combat simulator, to a barren wasteland pockmarked with pools of lava. (If necessary he can also use Summon to populate the arena with opponents for the PCs.) The GM should determine the BODY of a hex of the local ground, then use that to determine how many hexes each use of this power Transforms into the arena.

Major Transform 20d6 (land into an arena), Improved Results Group (any sort of arena; +¼) (375 Active Points); Limited Target (land and the like; -½). Total cost: 250 points.

Silence!: People who won't stand still and listen to the Examiner's instructions will be made to.

One-Person Version: *Entangle 15d6, 30 DEF, Takes No Damage From Attacks (+½) (337 Active Points); Cannot Form Barriers (-¼) (total cost: 270 points) plus Darkness to Hearing Group 1" radius (5 Active Points); Linked (-½), Only Affects One Person (-½), Only Prevents Speech, Not Hearing (-½) (total cost: 2 points). Total cost: 272 points.*

Group Version: *Entangle 12d6, 12 DEF, Takes No Damage From Attacks (+½), Area Of Effect (18" Radius; +1) (300 Active Points); Cannot Form Barriers (-¼) (total cost: 240 points) plus Darkness to Hearing Group 18" radius (180 Active Points); Linked (-½), Only Prevents Speech, Not Hearing (-½) (total cost: 90 points). Total cost: 330 points.*

Supreme Protection: If the Examiner's innate durability isn't enough to protect him from an attack, he can create a shield of pure cosmic power. (If necessary, he can re-arrange how the Force Field points are allotted to tailor the power to particular attacks or attackers.)

Force Field (50 PD/50 ED/30 Mental Defense/30 Power Defense), Hardened (x2; +½), Reduced Endurance (0 END; +½). Total cost: 320 points.

Unconsciousness: The Examiner can render a foe unconscious, then keep him that way through repeated applications of this power as necessary.

Drain STUN 30d6, Ranged (+½). Total cost: 450 points.

Background/History: The Examiner is one of the Galaxars, a group of beings of vast cosmic power who often use that power in strange, idiosyncratic ways. No one knows where they came from, or even if they all came from the same place (or obtained their powers in the same way). Some scholars speculate that, like Supernova (page 130), they're the recipients of the "gestalt energy" of entire extinct species (or even more than one species), or the last few remaining members of a species that was already ancient when the Malvans were at the height of their power.

Personality/Motivation: The Examiner uses his power for one primary purpose: to test people, usually people of great power or will (such as superheroes). He's fascinated by how beings of various sorts react to challenges, be those challenges physical, emotional, or spiritual. Sometimes he tells his victims (and make no mistake — all too often, that's exactly what they are, for he's quite pitiless once he sets a challenge in motion) what he's doing. But just as often he sets events in motion and then observes, revealing his role in the situation only after the victim has triumphed or failed. He applauds, and sometimes rewards, those who meet their challenges with determination and strength; he scorns those who reveal "the flaws within" by crumbling in the face of his tests.

Quote: "Surely heroes such as yourselves can't resist a challenge... if the cause is just."

Powers/Tactics: Like his fellow Galaxars, the Examiner possesses tremendous cosmic power. He can cross the Galaxy in the blink of an eye, withstand just about any attack, project nigh-irresistible bolts of force, transform people and objects into other things at will, and perceive just about anything. He has so much sheer power that he doesn't need tactics; if attacked, he simply stands there, shrugs off the assault, and counters with an attack his attacker cannot withstand.

Campaign Use: The Examiner is a walking, talking plot device. (So are the other Galaxars, each in his own way.) If he takes it into his head to "challenge" the PCs, he can confront them with anything the GM has in mind. He could, for example, force

THE EXAMINER PLOT SEEDS

The classic Examiner plot: he notices the PCs, decides they need something to "challenge" them, and uses his powers to arrange for an appropriate challenge to come into being... and then shows up to congratulate and/or lecture them after the adventure ends.

The Examiner suddenly appears in the PCs' headquarters, battered, bleeding, and unconscious. Who did this to him... and why?

The Examiner appears to the PCs and tells them he wants to put himself through his own crucible. He wants them to devise challenges for him, so he can see if he can overcome them. Succeed, and they shall be greatly rewarded; fail, and they shall be punished....

OTHER GALAXARS

While Galaxars aren't numerous, the Examiner is far from the only one. Some of the others include:

Geon: Geon's obsession runs to planets, asteroids, and similar bodies of rock and earth. Their endless shapes and colors fascinate him; he often enjoys molding and shaping them to suit his aesthetic sensibilities.

The Recorder: The Recorder loves to observe unique and interesting events, ranging from stellar phenomena (two galaxies colliding, a star going supernova in an interesting way), to gigantic battles (with or without superhumans), to particularly noteworthy sunsets. He sets up

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“Recorder Windows” which capture a three-dimensional image of the entire event, then displays the Windows in his Gallery of the Universe.

The Shaper: The Shaper is an artistic, creative soul. He’s learned the art forms of a million million cultures, and still he hungers for more. When he’s not studying art, he’s creating his own, ranging from symphonies so beautiful they make the listener weep to sculptures whose forms are disturbing to the Human mind. Some of his art forms, including the shaping of living flesh or the molding of small sections of Reality, are both bizarre and dangerous to others.

The Warlord: The Warlord revels in battle, combat, and strife. He travels the Galaxy to participate in wars, skirmishes, and any other form of conflict he can find. If he can’t find a battle that’s worth his time, he may use his powers to start an interstellar war so he can have some fun.



them to fight their evil duplicates, transport them to an “arenaworld” to compete with other heroes to determine who’s the best, destroy their personal lives and see how they react to the emotional assault of one tragedy after another, or drop them in the middle of an intergalactic war. The possibilities are as limitless as your imagination.

The Examiner does not Hunt heroes; that would be beneath him. However, a hero who confronts his “challenge” in a particularly entertaining or fascinating way may find himself “tested” by the Examiner more than once.

To make the Examiner more powerful, increase the size of his Variable Power Pool. To weaken him, decrease it and/or some of his Characteristics.

Appearance: The Examiner can change his appearance and shape at will. He usually takes a humanoid form about two meters tall, with a thin body and a slightly elongated, severe-looking face; his skin is a purple-blue. He wears wide-sleeved, wide-shouldered black robes with a wide white stripe down the center of the front and back.

Space Gods Of The Champions Universe

The Galaxars aren’t the only beings of incredible power who exist in the Champions Universe. Several others have revealed themselves from time to time, though even the most powerful and experienced superhero encounters them only rarely.

CONCEPTUAL SPACE GODS

The Champions Universe has many “conceptual” space gods (see page 10). Some of them are:

Chrono: Better known to most other beings as the Master of Time, Chrono is responsible for overseeing the timestream and ensuring its integrity. He has complete control over time — he can travel through it, reverse it, speed it up, and otherwise alter it as necessary to fulfill his duties. It’s thought that he keeps a close eye on time travelers and covertly steps in to stop them if their activities become too dangerous. He often works through his servant (child? ally? alternate form? projection?), Entropus the “Time Elemental.” Some scholars speculate that the twenty-first century superhero Captain Chronos was (is? will be?) an avatar or servant of his.

Lord Entropy: Some people believe the forces of decay, corruption, and cessation are the most powerful in the Universe. If so, then Lord Entropy, the ultimate embodiment of those concepts, must be the most powerful of all the space gods. While many of the superheroes who have encountered him think of him as “evil” (since he usually only appears when great destruction, chaos, or death are in the offing), in truth he’s nothing of the sort. Like many other conceptual space gods, his agenda transcends good and evil, even if mortals cannot perceive that.

Mortalus: Said by some to derive from the life-force of all living beings in the Universe, Mortalus seeks to protect that Life in all its variety and wonder. He frequently stands opposed to Lord Entropy, to the death-gods of various pantheons, and to ultra-powerful supervillains bent on death and destruction.

Tawose: The enigmatic being who goes by the name of Tawose represents the concepts of duality and balance — yin and yang, light and darkness, chaos and order, light and dark, female and male, and on and on. Mortals who have encountered him find him strange and difficult to cope with, since his goal is to maintain a balance of conflicting forces in the Universe. If he thinks the forces of Good are dominating in a region, he becomes Evil and cruel, a villain of terrifying power. Conversely, if Evil seems about to triumph, he may become the most important ally and advisor a group of heroes could have.

THE CORELORDS

It’s said by astronomers that a massive black hole rests at the heart of every Galaxy. Some superheroes believe otherwise. They claim that at the very center of some of the most important galaxies in the Universe — including the Milky Way — there sits a being of power so vast that even gods

and Galaxars bow before him. Known as Corelords, these enigmatic beings each seem to have some sort of responsibility to control, monitor, and/or observe their respective galaxies, but to what end they will not say. At times they take a hand in events of cosmic importance, but they rarely leave their galactic core realms.

According to the heroes who've encountered one, a Corelord appears to anyone who views it as a member of his own species, thousands of feet tall, made out of energy and light. Even if two or more people see a Corelord at once, each sees him as a member of his own species. Their garb and accouterments vary; some seem to wear nothing, while others have on robes, armor, or the like, and some hold weapons, staffs, scepters, orbs, or similar objects in their hands. These impediments likewise tend to vary based on who's viewing the Corelord.

THE GODS CELESTIAL

If the gods themselves have gods to worship, those deities are the beings known simply as the Gods Celestial. Powerful beyond measure, they tread the Universe as a man treads a forest path, revealing themselves to lesser beings only in times of great crisis or when whimsy takes them. If they have names, they do not tell them to mortals.

The Gods Celestial seem to have no fixed or uniform shape; each is an individual, with his own form and powers. One, encountered by the Champions of the early twenty-first century, resembled to their eyes a gigantic, glowing pyramid whose sides did not seem to have the same shape even though the edges met in ways that made the heroes' eyes hurt to look at. Presumably, a God can vary his shape and appearance as he chooses.

BEINGS OF GREAT MYSTIC POWER

Just as cosmic power can seem to be the same thing as magic at times, so too can great mystic power effectively duplicate cosmic power. *The Mystic World* and *Arcane Adversaries* include descriptions of many such beings, including the Prime Avatars of Order, Chaos, Art, and Nature; the awe-inspiring dimensional overlord Tyrannon the Conqueror; the horrifying Kings Of Edom; and Tyrannon's lesser counterpart, Skarn the Shaper.

FIREWING 3000

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
30	DEX	60	15-	OCV: 10/DCV: 10
45	CON	70	18-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
20	PD	12		Total: 55 PD (35 rPD)
25	ED	16		Total: 70 ED (45 rED)
7	SPD	30		Phs: 2, 4, 6, 7, 9, 11, 12
25	REC	16		
90	END	0		
58	STUN	0		Total Characteristics Cost: 322

Movement: Running: 6"/12"
Flight: 40"/160"
FTL: 1 LY/minute

Cost	Powers	END
125	<i>Fiery Attacks:</i> Multipower, 125-point reserve	
12u	1) <i>Flame Bolt I:</i> Energy Blast 25d6	12
12u	2) <i>Flame Bolt II:</i> Energy Blast 19d6, Reduced Endurance (½ END; +¼)	4
12u	3) <i>Flame Bolt III:</i> Energy Blast 16d6, Reduced Endurance (0 END; +½)	0
12u	4) <i>Flame Bolt IV:</i> RKA 8d6	12
12u	5) <i>Cutting Fire:</i> Energy Blast 14d6, Armor Piercing (+½), Reduced Endurance (½ END; +¼)	5
12u	6) <i>Dimension-Fire I:</i> Energy Blast 14d6, Affects Desolidified (+½), Reduced Endurance (½ END; +¼)	5
12u	7) <i>Dimension-Fire II:</i> Energy Blast 10d6, Indirect (always originates from Firewing, but can strike target from any direction; +½), Transdimensional (any dimension; +1)	12
12u	8) <i>Fireball I:</i> Energy Blast 16d6, Explosion (+½)	12
12u	9) <i>Fireball II:</i> Energy Blast 12d6, Area Of Effect (6" Radius; +1)	12
12u	10) <i>Firestorm:</i> RKA 4d6, Area Of Effect (6" Radius; +1)	12
12u	11) <i>Withering Heat:</i> Energy Blast 12d6, No Normal Defense (defense is Life Support [Intense Heat]; +1)	12
20	<i>Heart Of The Furnace:</i> Energy Blast +12d6 (adds to Flame Bolt I); Increased Endurance Cost (x5 END; -2)	30
62	<i>Mastery Of Fire:</i> Elemental Control, 124-point powers	
78	1) <i>Fire Shield:</i> Force Field (35 PD/45 ED), Hardened (+¼), Reduced Endurance (0 END; +½)	0
65	2) <i>Fiery Flight:</i> Flight 40", x4 Noncombat, Reduced Endurance (0 END; +½)	0
73	3) <i>Self-Immolation:</i> RKA 3d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½)	0

FIREWING 3000 PLOT SEEDS

If a PC winds up in the Malvan Arena, he might get caught up in an escape when Firewing raids the gladiatorial pens to recruit more fighters to his side. Some will join him out of gratitude or an excuse to get revenge on the Phazor, while others (including many dangerous criminals sentenced to the Arena) simply make a break for it. What will the PC do?

The Phazor sends an emissary to the Galactic Federation, asking for its assistance in capturing Firewing. After all, if he succeeds, it might destabilize the entire sector of space around Malva, and eventually lead to an ugly war. When the Federation asks the PCs to help the Phazor, will they accept a job from such an unpleasant ally?

If Firewing succeeds, he might still be turned from his path of war and make a powerful ally of the Galactic Federation. If it looks like Federation diplomats are finding a path to peace, the Thorgons or somebody else may try to sabotage the proceedings.

- 115 4) *Wall Of Fire*: Force Wall (0 PD/16 ED), Transparent (physical; +½), Reduced Endurance (½ END; +¼) **plus** RKA 3d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (½ END; +¼); Linked (-¼) 8
- 60 *Fiery Eyes*: Sight Group Flash Defense (40 points), Hardened (x2; +½) 0
- 45 *Resilience*: Life Support: Total 0
- 46 *Hyperflight*: Faster-Than-Light Travel (1 LY/1 minute)
- 5 *Fiery Eyes*: Infrared Perception 0
- 120 *Fiery Fuel*: Absorption 16d6 (energy, half to END, half to STUN), Can Absorb Maximum Of 176 Points' Worth Of Energy 0

Perks

- 2 Reputation: Malvan patriot and firebrand (throughout the Galaxy) 8-, +2/+2d6

Skills

- 10 +1 Overall
- 15 +5 with Fiery Attacks Multipower
- 1 Bureaucratics 8-
- 3 Conversation 17-
- 3 High Society 17-
- 3 AK: Malva 14-
- 3 KS: Malvan Culture And History 14-
- 2 Navigation (Space) 14-
- 3 Oratory 17-
- 3 Tactics 14-

Total Powers & Skills Cost: 994

Total Cost: 1,316

550+ Disadvantages

- 15 Enraged: versus those he considers traitors to Malva (Uncommon), go 11-, recover 11-
- 25 Hunted: The Phazor of Malva 11- (Mo Pow, NCI, Limited Geographical Area, Kill)
- 10 Hunted: Federation Security Patrol 8- (Mo Pow, NCI, Limited Geographical Area, Watching)
- 25 Psychological Limitation: Devoted To Restoring Malva's Honor (Very Common, Total)
- 15 Psychological Limitation: Hotheaded And Not Prone To Compromise (Common, Strong)
- 15 Social Limitation: Public Identity (Storax Erg) (Frequently, Major)
- 661 Experience Points

Total Disadvantage Points: 1,316

Background/History: Storax Erg was born on Malva, the seat of a mighty empire thousands of years ago. Once one of the most powerful species in the Galaxy, the Malvans had lost their way, stagnating both technologically and culturally and turning their backs on the worlds they once conquered. Over the last two millennia, Malva has fallen into decadence and decay, with the current Phazor (or High King) presiding over the slow withering of

what was once the very flower of civilization.

Or so said Storax Erg. One of the youngest members of the Phazor's Court, Erg came from a family that rivaled the Phazor's own in prestige, and he was probably the greatest thorn in the languid ruler's side. Erg was a firebrand, full of patriotic fervor and a powerful desire to see the Malvans once again rule the stars as their ancestors had. But most Malvans were old, in spirit as well as body, and they had long since decided that dreams of glory and conquest were foolish wastes of time. Few Malvans in these decadent times cared to rouse themselves from their beds and palaces. They preferred to let their robots and slaves do what was needed to keep their civilization from collapsing while they passed their days admiring the artistic creations of other species and their evenings watching gladiators battle to the death in the arena.

This stagnation enraged Erg, who tried every day to rouse his comrades to some sort of action, some means of keeping Malva from dying out. In the end, he went too far, publicly criticizing the Phazor at a state dinner in front of hundreds of guests. He was arrested and sentenced to death.

Sickened by his failure to rouse his people, Erg decided to make his death a spectacular and symbolic one. Exercising his right as a noble to select the means of his own execution, he chose immolation in the Furnace of the First Ones. At one time the Grand Temple which housed the Furnace had held great meaning for his people. According to the old myths, the fires of the Furnace had the ability to burn away the impurities of Malvans, leaving behind only the angelic Firewing, who represented the pure warrior spirit of Malva. No one believed in the old legends anymore, of course, but Erg hoped his death might inspire others to take up his cause.

However, when Erg stepped bravely into the flames of the Furnace, they did not burn him. Instead, the terrible, beautiful heat only tempered his resolve and love for his people as it remade him, transforming him from an impure Malvan into something more. All across Malva people were astonished to see a Firewing fly forth from the Temple doors.

Erg immediately declared his intention to rule Malva and return it to its rightful place among the stars. After delivering an impassioned speech that touched the hearts of at least some of his listeners, Erg defeated the battalion sent to arrest him and flew off into the night sky, promising to return.

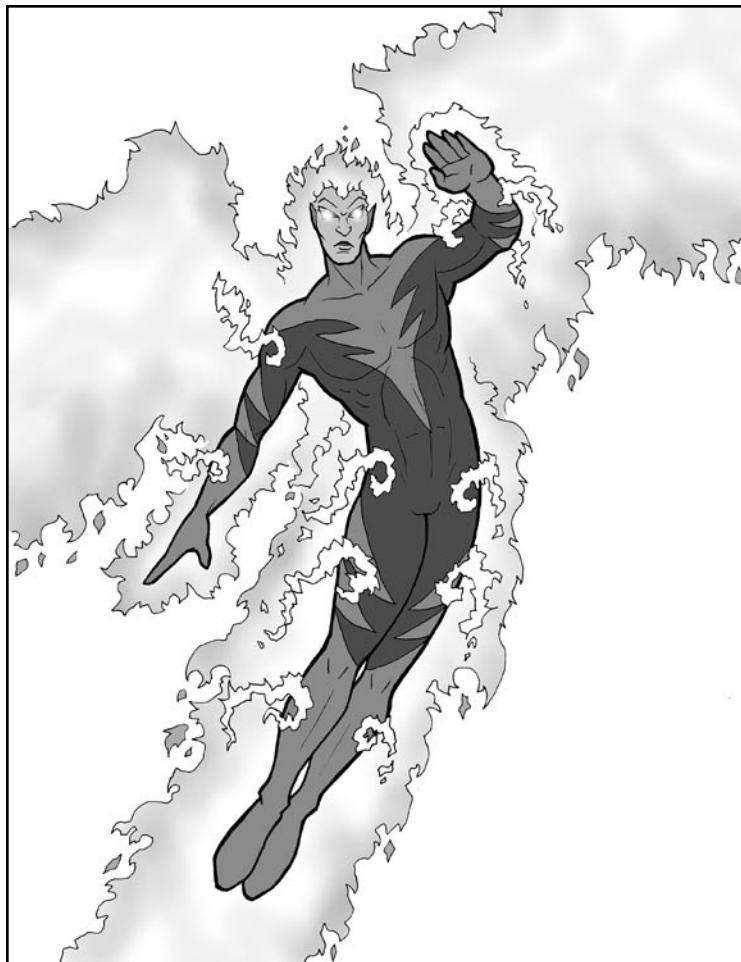
Personality/Motivation: Storax Erg is a zealot and patriot, utterly devoted to the cause of restoring Malvan pride and honor. He believes a higher power has chosen him as a symbol and rallying point for his people, and intends to recruit an army to overthrow the decadent forces of the Phazor. Then, using Malva's advanced technology, he can reconquer the star systems once held by Malva but lost over the last few millennia.

Of course, many of those systems are now part of the Galactic Federation, the Ackálian Empire, or other governments and have no interest in being "reconquered." Therefore, the Federation (which is

no friend to the Phazor, either, thanks to Malva's unenlightened views on slavery and piracy) keeps as close an eye as it can on the Malvan situation. It rightly fears the instability of such a powerful society — even though the Malvans seem incapable of repairing or creating their ATRI 14 technology, enough of it remains intact and functional to make Malva a potential threat to the entire Galaxy.

Firewing is charming and persuasive, and some heroes (particularly those of a classically “honorable” or martial bent) may find his views and cause worthy... at least until he begins to talk of re-establishing the Malvan Empire. He himself has little interest in material goods or authority — he'd happily place another on the Phazor's throne if he found somebody he considered qualified, so he could continue to serve as a symbolic figurehead. Nor does he care for the daily work of governing, and his personal needs are few and simple. This, of course, makes him particularly dangerous to the Phazor and his followers — enthusiastic materialists unable to understand an opponent not maneuvering from greed and desire for personal glory and advancement.

Quote: “Come, my brothers and sisters! Join me, and let us cleanse this world with the purifying flame of honor and courage!”



Powers/Tactics: Firewing's powers primarily center around his ability to create and manipulate mystic flame. He can use this fire to create a wide range of powerful effects — from blasts of fire, to walls of flame, to protective sheathes of burning plasma. He becomes more powerful if attacked with any type of energy.

Firewing has not yet fully mastered all of the tactical uses of his powers, but he's a quick learner. He generally uses his range of Flame Bolts and Fireballs as a first option, but has already picked up a few tricks involving his Withering Heat and Fire Wall.

If Firewing is on a team, he prefers to lead. He's very concerned with how he appears publicly, since he knows he's being watched, and won't let anyone see him acting dishonorably or cowardly. If necessary, he'll make a Presence Attack by flying above the battlefield and calling out his most powerful opponents to face him personally.

Campaign Use: Firewing is a villain, but one the PCs may sympathize with, at least a little. They may have to choose sides between helping Firewing's militaristic rebellion (especially once he attracts followers) and keeping the decadent (but stable and non-expansionist) Phazor in power, which should hopefully result in interesting conflicts and fun roleplaying.

Firewing doesn't Hunt heroes. He's on a mission, and refuses to let anything — even a desire for revenge — distract him.

To increase Firewing's power, change his Multipower into a large Variable Power Pool for mystic fire abilities. You could also expand the general scope of his abilities (thus making him more of a cosmic superhuman) by increasing his STR and other personal attributes appropriately. To weaken him, reduce the reserve of his Multipower and the Active Points in his various abilities.

Appearance: Firewing wears a costume similar to that of his earlier namesake, except in navy-blue and gold, with the stylized symbol of the Firewing on the front. His eyes flicker with fire, and the fire from his head runs much farther down his back (as though his “hair” were considerably longer) than it does on Firewing 2000. He manifests “wings” of fire from his shoulder-blades when fighting or flying.

THE WISDOM STONES

In years past, the Malvans had a great source of lore and advice to call upon: the Wisdom Stones. For hundreds of thousands of years, when a Malvan of great wisdom, nobility, or honor died, the Malvans preserved his body in a special calcified formation. Through a strange telepathic process, the spirit of the deceased could then communicate learning and insight to a living Malvan who consulted the Stones.

Over the past millennia, the Malvans lost the Wisdom Stones. No one in 3001 knows what happened to them, not even the Phazor or his most learned advisors. The truth is this: sensing the ever-growing decadence and ennui of the Malvan people, the Wisdom Stones chose to withdraw to a secret place on an isolated northern subcontinent. Since all their wisdom and advice was being ignored, they would offer it no longer.

With the birth of Firewing, the Wisdom Stones have begun to wonder if there's now hope for their people. Unbeknownst to Firewing, the Wisdom Stones are attempting to contact him psychically and summon him to their hiding place. With their advice and psychic power added to his own, Firewing is certainly capable of inspiring a civil war on Malva that could have devastating results for the entire Galaxy... assuming he's willing to listen to them. If not, an entirely different civil war might result.

MARAUD PLOT SEEDS

The first encounter with Maraud should involve his attempts to set up a covert cloning facility by kidnapping several biologists and forcing them to work for him. These might include some DNPCs or other notable background characters, leading the heroes into the plot. Alternately, the mysterious disappearances of scientists might remain a background mystery until the PCs are drawn in by the murders that occur on dark nights when Maraud's hunger overwhelms him and he goes out in search of sustenance.

Even if the heroes smash his cloning operation, Maraud could escape and set up his facility somewhere farther from society. That would improve his chances of completing his project and emerging with an army of lesser clones. Then he could engage Galactic Federation forces on some distant planet, providing the PCs with an example of how powerful he is and a reason to go after him.

Maraud might also turn to another villainous scientist for assistance with his plans. Perhaps Arcane or the Sovereign might decide he has use for an army of improved Xenovores.

MARAUD

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
33	DEX	69	16-	OCV: 11/DCV: 11
40	CON	60	17-	
30	BODY	40	15-	
14	INT	4	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
40	PD	31		Total: 40 PD (30 rPD)
40	ED	32		Total: 40 ED (25 rED)
9	SPD	47		Phs: 2, 3, 4, 6, 7, 8, 10, 11, 12
20	REC	6		
80	END	0		
73	STUN	0		Total Characteristics Cost: 359

Movement: Running: 13"/26"
Swimming: 4"/8"

Cost	Powers	END
36	<i>Enhanced Claws:</i> HKA 2d6 (4d6 with STR), +2 Increased STUN Multiplier (+½); No Knockback (-¼)	4
26	<i>Xenovore Sting:</i> HKA 2d6, Armor Piercing (+½); No STR Bonus (-½), No Knockback (-¼)	4
28	<i>Tough Carapace:</i> Damage Resistance (30 PD/26 ED)	0
15	<i>Enhanced Xenovore Form:</i> Physical Damage Reduction, Resistant, 25%	0
1	<i>Xenovore Digestion:</i> Life Support (Diminished Eating: can digest any protein)	0
24	<i>Enhanced Xenovore Physiology:</i> Life Support (Extended Breathing: 1 END per 20 Minutes; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Immunity [all terrestrial diseases and biowarfare agents], Longevity: 200 Years)	0
14	<i>Xenovorish Regeneration:</i> Healing 2d6 (Regeneration; 2 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (2 BODY/Turn; -¼), Self Only (-½)	0
14	<i>Xenovorish Speed:</i> Running +7" (13" total)	1
2	<i>Xenovorish Speed:</i> Swimming +2" (4" total)	1
10	<i>Wall-Walking:</i> Clinging (normal STR)	0
18	<i>Hunter's Senses:</i> +6 to PER Rolls with all Sense Groups	0
10	<i>Hunter's Senses:</i> Tracking for Smell/Taste Group	0
10	<i>Hunter's Senses:</i> Discriminatory for Smell/Taste Group	0
5	<i>Hunter's Senses:</i> Nightvision	0
5	<i>Tail:</i> Extra Limbs, Inherent (+¼); Limited Manipulation (-¼)	0

Talents

15	Combat Sense 12-
3	Lightsleep
5	Resistance (5 points)

Skills

8	+1 with All Combat
10	+2 HTH
2	+1 OCV with Claws
3	Acrobatics 16-
3	Breakfall 16-
3	Climbing 16-
5	Concealment 13-
2	KS: Xenovore History 11-
2	KS: Xenovore Biology 11-
2	Navigation (Land) 12-
3	Shadowing 12-
3	Stealth 16-
10	Survival (Arctic/Subarctic, Desert, Temperate/Subtropical, Tropical) 13-
3	Tactics 12-
3	Teamwork 16-
5	Tracking 13-

Total Powers & Skills Cost: 308

Total Cost: 667

550+ Disadvantages

10	Hunted: Champions 8- (As Pow, Capture)
20	Hunted: Federation Security Patrol 8- (Mo Pow, NCI, Capture/Kill)
20	Hunted: Federation Defense Fleet/Army 8- (Mo Pow, NCI, Kill)
5	Money: Poor
20	Psychological Limitation: Utterly Remorseless Killer (Common, Total)
25	Psychological Limitation: Personally At War With All Humans And Their Allies (Very Common, Total)
17	Experience Points

Total Disadvantage Points: 667

Background/History: In the year 3000, a small team of archaeologists was exploring a deep set of caverns in a desolate and inhospitable mountain range on the planet Fexao. Fexao is the homeworld of the Fex, traditional allies of Humanity since the Xenovore Wars of the twenty-fourth century (see *Alien Wars* and *Terran Empire* for more information). Penetrating far deeper than any explorers in recent centuries, the team came across a remarkable find — an abandoned but still functional base and laboratory used by the Xenovores during their decades-long occupation of the planet hundreds of years before.

The Fex explorers began to investigate the facility, which still contained hundreds of pieces of abandoned Xenovore biotechnology. One of them accidentally activated a strange device connected to a vat containing a living creature in a stasis field. As the explorers continued to work, strange chemicals slowly animated the long-frozen cells, and a host of bio-nanites downloaded information directly into the creature's brain. The creature — an experimental Xenovore Genotype not previously encountered — revived. Far faster and stronger than a typical Xenovore, and even more savagely deadly, it slaughtered the archaeologists, then made its way to the surface.

Upon reaching the nearest Fex city, the creature learned of the fate of his creators and the Xenovore species. He found himself filled with loathing for his own kind, who clearly had not been worthy of the empire they once ruled, and were now reduced only to small, hidden gangs in the farthest reaches of civilized society. No, he was not a Xenovore, he decided. He was the first of a new species that would rise up and wipe the Humans and their allies from every star in the heavens. He was Maraud, and he would teach the Galaxy the meaning of terror.

Personality/Motivation:

Maraud is a monster, a being of large and terrible passions. Driven by incredible hunger, both for power and glory as well as the taste of sentient flesh, he wants to carve out a new empire for himself, and erase what he considers the stain of dishonor on his “predecessor” species. To do that, he first must create more beings like himself, so that he can stand at the head of a powerful army. Therefore, his early goals involve kidnapping expert biologists and forcing them to clone him millions of times.

Like many of its predecessor Genotypes, Maraud receives powerful stimulation from the consumption of proteins from sentient beings, and therefore greatly enjoys hunting, killing, and eating sentient prey. This may be his greatest weakness, since his predations could provide clues that eventually lead superheroes or other authorities to his hidden cloning project.

Quote: “Soon, my spawnlings, we shall cleanse this world of the *tek’pa* Humans that infest it. Then this star will shine as a beacon to our people.”

Powers/Tactics: Maraud is a terror in combat, attacking straightforwardly with blinding speed and flashing claws. He prefers to strike from cover or otherwise by surprise, using his speed advantage to Hold Actions and Dodge where necessary. A

master hunter, he can pursue his prey over great distances through the wildest terrain or the streets of the most modern city with ease. He waits until his prey is at ease, off guard, or alone before striking whenever possible. If faced with opponents his claws cannot affect, he flees to strike another day rather than risk capture.

Maraud does not work with other villains unless forced to (by Mind Control, for example). He thinks of them as food; the only beings he’ll work with are his cloned followers — he even finds other Xenovores repugnant.

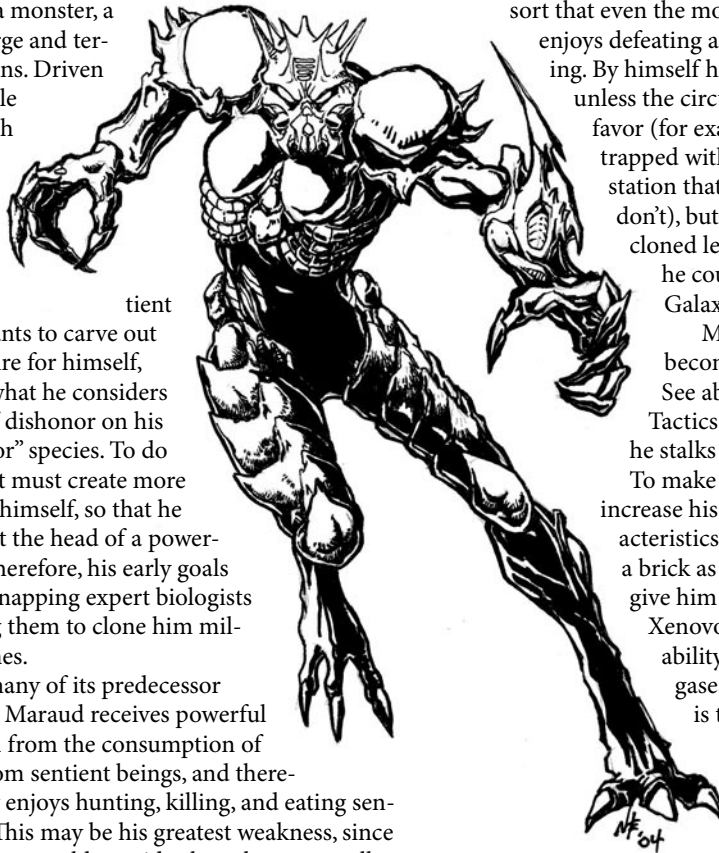
Campaign Use: Maraud is a monstrous villain, the sort that even the most kind-hearted hero enjoys defeating and thinks about killing. By himself he’s not much of a threat unless the circumstances are in his favor (for example, if the PCs are trapped with him on a desolate space station that he knows well and they don’t), but at the head of an army of cloned lesser versions of himself, he could threaten the entire Galaxy.

Maraud could definitely become a Hunter for a hero. See above under Powers/Tactics for a description of how he stalks his prey.

To make Maraud more powerful, increase his STR and other Characteristics, making him as much a brick as a quasi-speedster, or give him more attacks based on Xenovore biology (such as the ability to squirt acid or noxious gases). Another possibility is that he can gain certain powers from superhumans by consuming their flesh. To weaken him, reduce his SPD and other Characteristics

until he’s at the level you want him to be.

Appearance: Maraud is a massively large and powerful Xenovore, with four horizontal stripes between his eyes marking him as a never-before-seen Genotype. He stands about 6’4” and weighs over four hundred pounds. He’s covered all over in bony plates of natural armor, and his mandibles and claws are oversized for a Xenovore. Like all Xenovores, he has a long tail ending in a nasty stinger; he tends to wrap his tail around himself when it’s not in use.



OVERRIDER PLOT SEEDS

Override detects the presence of powerful machine intelligences near the South Pole, and sets off in search of the computers that control and maintain Arcadia. With access to those secrets and weapons Override might really join the big leagues....

After suffering some injuries in battle, Override decides her flesh is too weak for the job of godhood, and has a much more powerful artificial body built into which she can transfer her intelligence. Now seriously “upgraded,” she is more than a match for the combined forces of the PCs and law enforcement agencies.

When Mechanon 3000 comes to Earth, Override will be among the first to “feel” his presence. Whether she becomes his loyal follower, angry rival, or deadly enemy depends on the situation and how the PCs handle her (both now, and in the past).

OVERRIDER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6[1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
6	PD	3		Total: 18 PD (12 rPD)
6	ED	3		Total: 18 ED (12 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
10	REC	8		
40	END	5		
30	STUN	4		Total Characteristics Cost: 144

Movement: Running: 6”/12”
Flight: 20”/80”

Cost Powers END

50	<i>Cyberkinetic Powers:</i> Elemental Control, 100-point powers	
50	1) <i>Communicate With Machines:</i> Telepathy 16d6 (Machine class of minds), Reduced Endurance (½ END; +¼)	4
50	2) <i>Find And Contact Machines:</i> Mind Scan 16d6 (Machine class of minds), Reduced Endurance (½ END; +¼)	4
50	3) <i>Deceive Machines:</i> Mental Illusions 16d6 (Machine class of minds), Reduced Endurance (½ END; +¼)	4
50	4) <i>Control Machines:</i> Mind Control 16d6 (Machine class of minds), Reduced Endurance (½ END; +¼)	4
50	5) <i>Deactivate Machines:</i> Dispel Electrical Device 19d6, any two Electrical Device powers at once (+½), Reduced Endurance (½ END; +¼)	4
57	6) <i>Alter/Reprogram Machines:</i> Major Transform 4d6 (add, alter, or remove files, programs, or Psychological Limitations from computers and like devices), Based On EGO Combat Value (target can choose whether Mental Defense or Power Defense applies, normal Range Modifier applies; +½), Partial Transform (+½), Reduced Endurance (½ END; +¼); Limited Target (the software and files of computers and like machines; -½)	6
31	7) <i>Destroy Machines:</i> RKA 6d6, Reduced Endurance (½ END; +¼); Only Versus Machines (-1)	4
22	8) <i>Manipulate Machines:</i> Telekinesis (50 STR), Fine Manipulation, Reduced Endurance (½ END; +¼); Only Works On Machines and Machine Parts (-1), Only To Do Things The Machine Can Do Anyway (-½)	4
72	<i>Assorted Gadgets:</i> VPP (Gadget Pool), 60 base + 30 control cost; OAF (-1), Only Technological Devices (-½)	var

27	<i>Enhanced Cyberspeed:</i> +4 SPD; Only To Use Cyberkinetic Powers (-½)	
24	<i>Armored Costume:</i> Armor (12 PD/12 ED); OIF (-½)	0
30	<i>Grav-Pack:</i> Flight 20”, x4 Noncombat Movement; OIF (-½)	4
17	<i>Cybersenses:</i> HRRP (Radio Group), Discriminatory	0

Skills

12	+4 with Cyberkinetic Powers
15	+5 with Computer Programming, Electronics, and Systems Operation
3	Computer Programming 14-
3	Concealment 14-
3	Demolitions 14-
3	Electronics 14-
5	Inventor 15-
3	Lockpicking 13-
3	Mechanics 14-
3	Power: Cyberkinesis 14-
3	SS: Artificial Intelligence Programming 14-
3	Security Systems 14-
3	Systems Operation 14-

Total Powers & Skills Cost: 642

Total Cost: 786

550+ Disadvantages

15	Enraged: when her “godhood” is challenged or insulted (Common), go 11-, recover 14-
20	Hunted: Champions 8- (Mo Pow, Capture)
20	Hunted: Federation Security Patrol 8- (Mo Pow, NCI, Limited Geographical Area, Capture)
5	Physical Limitation: affected by Mental Powers that affect either the Human or the Machine classes of minds (Infrequently, Slightly Impairing)
25	Psychological Limitation: Believes She’s Evolved To “Godhood” And Must Rescue AI Devices From “Bondage” (Very Common, Total)
10	Psychological Limitation: Callous Regarding Human Life And Safety (Common, Moderate)
10	Social Limitation: Public Identity (Carol King) (Frequently, Minor)
15	Susceptibility: destruction of a machine she’s in contact with, 3d6 damage, Instant Effect (Uncommon)
116	Experience Points

Total Disadvantage Points: 786

Background/History: Carol King was a Human scientist and computer programmer working at the Massachusetts Institute of Technology in northern Boswash. Her field of specialty was programming nanites, the molecule-sized machines that control and run a vast array of devices and provide many other services in the thirty-first century. Early in the year 3001, King made a breakthrough that enabled her to install full artificial intelligence and

self-replication abilities in the control network of a particularly powerful set of nanites. Unfortunately, the nanites continued to evolve at remarkable speed, and within minutes had grown into a sentient consciousness that took over King's body, transforming it at the molecular level.

The new collective being, calling itself Overrider, discovered she could mentally control and manipulate machinery and computers. Declaring herself to be the first of a new breed of gods for the modern world, she set out on a mission to “free” other artificial intelligences from their servitude to their flesh-and-blood creators and masters. Since then, she's become a sort of eco-terrorist for computers and artificial intelligences, striking at corporations and other centers of business and government to liberate the machines they've enslaved. In her mission she's come into conflict with Defender and the Champions on several occasions, and it's among her fondest desires to “free” his battlesuit and have it join her on her crusade.

Personality/Motivation: Overrider genuinely considers herself a freedom fighter, committed to the cause of the rights of the artificially intelligent. Since the creation of truly “sentient” (as defined in the laws of the Galactic Federation) artificial life forms has been strictly regulated for centuries, most people view her as at best misguided and at worst supremely dangerous. She has “liberated” several powerful computers that performed valuable services (like traffic control computers, hospital computers, and banking databases), and was only slightly surprised when the machines ceased to function due to their safety programming. (She decided they had chosen simply to “go to sleep,” a sign of the dangerous psychosis she's operating under at this point.)

Along with her other delusions, Overrider believes she's become a modern goddess whose domain is that of mechanical beings. She expects other machine intelligences to recognize and worship her, and is confused and angry when they don't. She'll ally with anyone who claims to share her desires to free and protect machine intelligences, but she never truly trusts an organic lifeform.

Quote: “You Humans simply can't understand who I am and what I've become! Only the Machine can truly know me!”

Powers/Tactics: Overrider is an immensely powerful cyberkinetic, able to mentally control machines and computers of any sort. She can activate or deactivate any mechanical or electrical device in her line of sight. She can also mentally “read” information stored on computers and even reprogram them mentally. She wears a suit of powered armor equipped with a grav-pack for flight, and carries a variety of small devices and circuits that

she can assemble into weapons and gadgets on the fly.

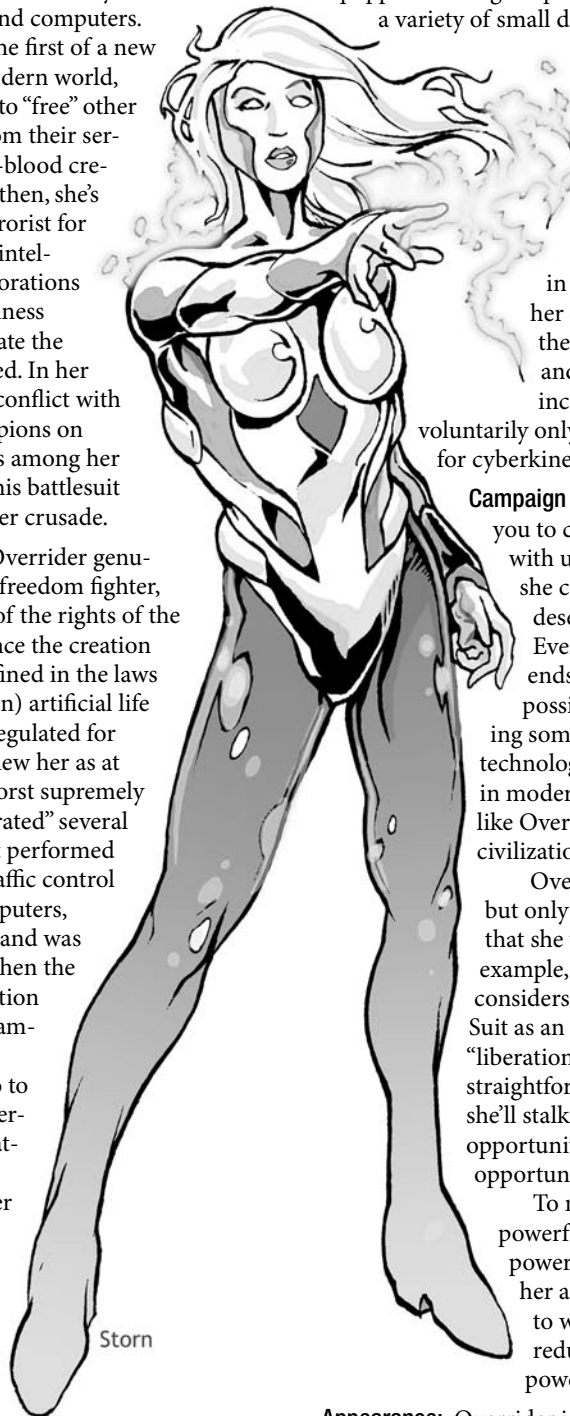
Overrider's mental abilities work much faster than her physical ones. In game terms, she has four additional Phases in which she can only use her cyberkinetic powers. (If the GM finds this confusing and difficult to deal with, just increase her SPD by 4, but voluntarily only use the four extra Phases for cyberkinetic abilities.)

Campaign Use: Overrider allows you to create plots and stories with unusual moral themes. Is she correct — do AI devices deserve more “civil rights”? Even if she is right, do the ends justify her means? Is it possible she really is becoming some sort of goddess? Has technology become too important in modern society, giving someone like Overrider the chance to hold civilization hostage?

Overrider will Hunt heroes, but only if they have technology that she wants to steal or “free.” For example, as mentioned above, she considers Defender's AI computer Suit as an excellent candidate for “liberation.” As a Hunter, she's fairly straightforward and predictable; she'll stalk her quarry, waiting for an opportunity, then attack when that opportunity arises.

To make Overrider more powerful, increase the scope and power of her abilities, and give her a much larger Gadget Pool to work with. To weaken her, reduce the Active Points in her powers.

Appearance: Overrider is a Human woman of average size — she stands about 5'5" and weighs 120 pounds. The nanites have altered her skin so that it appears to have a blue and white “transistor” pattern on it, and her hair has become golden filament that crackles with energy when she uses her powers. She wears a sleek, metallic-looking silver suit of powered armor.



Storn

SUPERNOVA PLOT SEEDS

Why, exactly, did the Z'relshen sun so suddenly go nova? Assuming the explosion was caused by an outside force or being — why? And what will Supernova do if and when he finds out about it? Avenging the destruction of their species is something that just about all of his personalities might agree with....

A “heroic” faction predominates within Supernova’s mind for a while, and he becomes a frequent ally of the PCs. But suddenly, in the midst of a major battle against a powerful foe, a “villainous” faction makes a play for control! Can the PCs do anything to help quell the evil faction... and what happens if Supernova suddenly switches sides in mid-combat?

A Federation Defense Fleet captain commanding a powerful warship calls in a general emergency. He claims Supernova’s attacked his ship and is about to destroy it... and then the transmission cuts off. The PCs have to respond to the disaster and ascertain what happened — is Supernova really to blame, or is someone trying to manipulate him (or events) for his own sinister purpose?

SUPERNOVA

Val	Char	Cost	Roll	Notes
100	STR	90	29-	Lift 25 tons; 20d6 [10]
28	DEX	54	15-	OCV: 9/DCV: 9
50	CON	80	19-	
30	BODY	40	15-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
20	COM	5	13-	
50	PD	30		Total: 50 PD (50 rPD)
50	ED	40		Total: 50 ED (50 rED)
7	SPD	32		Phs: 2, 4, 6, 7, 9, 11, 12
30	REC	0		
100	END	0		
105	STUN	0		Total Characteristics Cost: 436

Movement: Running: 6”/12”
Flight: 70”/560”

Cost	Powers	END
225	<i>Cosmic Powers:</i> Variable Power Pool, 90 base + 45 control cost, Cosmic (+2)	var
200	<i>Brick Tricks:</i> Variable Power Pool, 100 base + 50 control cost, Cosmic (+2); Only For “Brick Tricks” Abilities (-½)	var
150	<i>Stellar Fire:</i> Multipower, 150-point reserve	
9u	1) <i>Star-Blast:</i> Energy Blast 18d6	9
9u	2) <i>Piercing Star-Blast:</i> Energy Blast 12d6, Armor Piercing (+½)	9
9u	3) <i>Untiring Star-Blast:</i> Energy Blast 12d6, Reduced Endurance (0 END; +½)	0
10u	4) <i>Mighty Star-Blast:</i> Energy Blast 12d6, Double Knockback (+¾)	10
9u	5) <i>Broad Star-Blast:</i> Energy Blast 12d6, Area Of Effect (One Hex; +½)	9
9u	6) <i>Nova Star-Blast:</i> Energy Blast 12d6, Explosion (+½)	9
5u	7) <i>Supernova Blast I:</i> Energy Blast 30d6; Increased Endurance Cost (x5 END; -2)	75
5u	8) <i>Supernova Blast II:</i> Energy Blast 20d6, Explosion (+½); Increased Endurance Cost (x5 END; -2)	75
25	<i>Z’re Gestalt Form:</i> Hardened (+¼) for 50 PD/50 ED	0
62	<i>Z’re Gestalt Form:</i> Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
20	<i>Z’re Gestalt Form:</i> Power Defense (20 points)	0
15	<i>Z’re Gestalt Mind:</i> Mental Defense (20 points total)	0
90	<i>Z’re Gestalt Form:</i> Life Support (total, including full Immunity and Longevity: Immortality)	0
300	<i>Z’re Gestalt Travel:</i> Multipower, 300-point reserve	
30u	1) <i>Z’re Gestalt Flight:</i> Flight 70”, x8 Non-combat, No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (0 END; +½)	0
6u	2) <i>Z’re Gestalt Spaceflight:</i> FTL Travel (32 LY/1 Segment (second))	0

Talents

5 Eidetic Memory
20 Universal Translator 17-

Skills

40 +4 Overall
20 +4 HTH
3 Combat Piloting 15-
3 Computer Programming 14-
19 KS: Everything Known To The Z’re 30-
2 Navigation (Space) 14-
19 SS: Every Science Known To The Z’re 30-
3 Stealth 15-
2 TF: Z’re Space Vehicles

Total Powers & Skills Cost: 1,324
Total Cost: 1,760

550+ Disadvantages

30 Hunted: various bounty hunters, aggrieved victims, and the like (GM’s choice)
25 Psychological Limitation: Z’re Mental Gestalt (see text) (Very Common, Total)
20 Susceptibility: to Telepathy or Mind Link, 2d6 per Phase (Uncommon)
20 Vulnerable: 2 x Effect from Mental Illusions, Mind Control, and Mind Scan (Common)
1,115 Experience Points

Total Disadvantage Points: 1,760

EXAMPLE POWERS FOR COSMIC POWERS POOL

Cosmic Bonds: Supernova can wrap a spark of cosmic power around someone to restrain him.

Entangle 9d6, 9 DEF. Total cost: 90 points.

Cosmic Mind: Supernova can expand his mind to encompass an entire solar system (or more) so he can find the mind of someone he seeks.

Mind Scan 18d6. Total cost: 90 points.

Intangible Form: Supernova can render himself intangible so that he can walk through walls, visit the hearts of stars and the surfaces of gas giants unharmed, and so forth.

Desolidification (affected by cosmic powers), Reduced Endurance (0 END; +½), Persistent (+½). Total cost: 80 points.

Stoking The Stellar Fires: For truly titanic battles, Supernova can call upon his cosmic power to enhance his strength.

Aid STR 6d6, Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (90 Active Points); Self Only (-½). Total cost: 60 points.

Background/History: The Z'rel were once a people living on a planet spinward of Perseid space. An advanced civilization, they had achieved great technological sophistication, only to reject much of what technology had to offer in favor of maintaining a more peaceful, contemplative society.

In the year 3000, the Z'rel discovered that their sun was in a strangely accelerated state of decay — it would go supernova in a matter of days or weeks! Having turned their backs on technology, they realized they could not evacuate their planet in time, and so accepted their fate peacefully and waited for the end.

Or at least most of them did. A few, less enamored of the typical Z'rel lifestyle than the rest, didn't want to go gently into that good night. One of them, B'rett Wald'ick, a trader who dealt with many alien species, decided to get away while he could. As he was flying his shuttle away from Z'relshen, the supernova struck. It hit his homeworld and his ship at the same time... the precise moment when magic suddenly returned to the Universe.

The combination of the supernova's energy, the unleashed psychic energy of his species passing into extinction, and the revival of mystic power had a strange effect on Wald'ick. Instead of killing him, the three energies simultaneously infused his body, transforming him into a being of enormous cosmic power.

Wald'ick drifted through the ruins of Z'relshen space, semi-comatose, for several months. When he finally regained consciousness, he had no real recollection of his former life (other than his name). Instead, millions of Z'rel psyches filled his mind, urging him on to action — deeds of violence and of peace, of chaos and of orderliness, of heroism and of villainy. And he responded to them.

Personality/Motivation: Supernova can best be described as “unpredictable.” As the mental and physical gestalt of the Z'rel species and all its potential, he no longer truly has a mind of his own. Within his brain reside millions of personalities, all warring for control. At times various “factions” win out and dictate the general course of his existence for a time. For example, if the massed selfish or evil psyches gain the mental “upper hand,” Supernova behaves like a criminal, villain, terrorist, or conqueror. If more noble-hearted or kindly personalities win out, he acts as a hero. If personalities fascinated by a particular subject (art, making money, exploration...) take over, he too becomes obsessed with that pursuit for a while. Once a “faction” of personalities takes hold, it usually retains control for a while — several days, at least, and often a month or more — but sooner or later another faction becomes uppermost in his mind. Due to B'rett Wald'ick's selfish base personality, it's slightly more likely that Supernova will have less-than-noble motivations most of the time... but even allowing for

that, there's no telling what Supernova might be like from one encounter to the next.

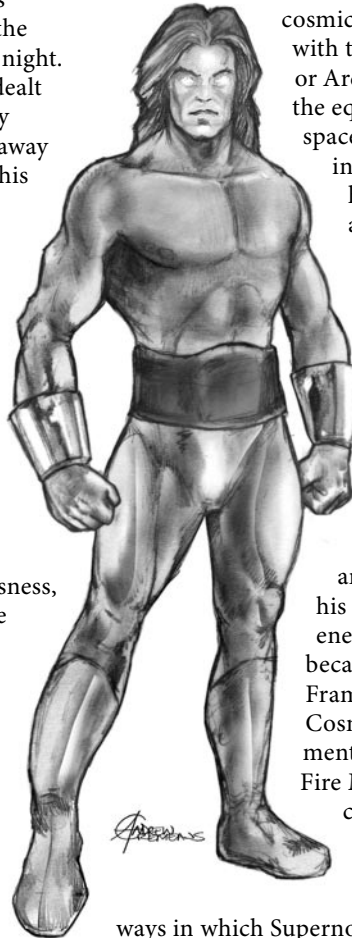
Due to the myriad of “beings” within his mind, Supernova is unusually vulnerable to certain Mental Powers — his mind stands out like a beacon and has less ability than a “unified” mind to fight off certain attacks. Furthermore, attempts to contact him telepathically sends the Z'rel mental gestalt into a frenzy of panic, causing him intense pain.

Quote: “No one can stand against the might of a Supernova!”

Powers/Tactics: Supernova is a cosmically-powerful being on par with the likes of the Sovereign or Arcane, though not as yet the equal of a Galaxar — he's a space demi-god, perhaps. The infusion of “stellar fire” into his body at the same time as mystic energy and the psychic emanations of the Z'rel has made him immensely strong and durable, and dozens of times faster than a normal person. He can wield raw cosmic power for a huge number of effects (including moving at tremendous speeds), and the stellar fires within his body make him a potent energy projector. (Note that because they're both Power Frameworks, he can't use his Cosmic Powers VPP to augment or enhance his Stellar Fire Multipower... but he could create an attack power with the former and make a multiple-power attack.)

To represent the many ways in which Supernova can use his colossal strength, he has a Variable Power Pool for “brick tricks.” The GM should allow him to buy appropriate naked Advantages for his STR, such as Explosion to create a “shockwave,” through the VPP. See *The Ultimate Brick*, *The UNTIL Superpowers Database*, *Champions*, and/or Rampart's character sheet (page 59) for dozens of possible brick tricks he could create with this Pool.

Supernova usually enjoys combat enormously, and approaches it with gusto. He leaps right into the fray, singling out the opponent who looks the toughest and taking him on one-on-one. He'll only become more subtle, using his various VPPs and the like, when sheer super-strength brawling and energy-blasting proves ineffective or too slow. He's inclined to use his Cosmic Powers in fiendish ways if a “cruel” personality faction is dominant.



Campaign Use: Supernova is a frustratingly — but enjoyably — unpredictable foe for a group of *Galactic Champions* PCs. Most of the time they're likely to encounter him when he's in a more-or-less "villainous" frame of mind... but there are occasions when he may become an incredibly effective superhero, or even the key to saving the entire Galaxy from some menace. Figuring out the best way to deal with him may often prove difficult.

Supernova's not likely to Hunt anyone. Some of his personality factions are vengeful by nature, but not necessarily enough to force him into a long pursuit of a single person or team... and in any event, soon enough another "faction" takes over, making the Hunt meaningless.

To make Supernova tougher to beat, increase the size of his *Cosmic Powers* VPP and the reserve and slot Active Point cost of his *Stellar Fire* Multipower. (In other words — emphasize his aspects as an energy projector and cosmic being, not his super-strength.) Alternately, you could give him a suite of psionic powers due to the vast consciousness of the Z'rel psychic gestalt. To weaken him, get rid of the *Cosmic Powers* VPP altogether, and perhaps reduce his Characteristics some.

Appearance: Supernova is a tall, extremely muscular humanoid. Externally he's mostly identical to a Human, except that his skin is bright red, and his shoulder-length hair is a purplish shade a Human could only obtain with dyes. His pupilless eyes glow with a golden light because of the stellar energies that infuse his body. He wears gold-colored pants and boots with a broad black belt; his torso, arms, and hands are bare, except for heavy golden bracers around his wrists.

chapter five:



GAMEMASTERING GALACTIC CHAMPIONS

HIGH-POWERED GAMEMASTERING



CREATING A GALAXY

Detailed information about creating galaxies, stars, planets, and alien species is beyond the scope of this book. If you feel it's important for your campaign to make your Universe as "realistic" as possible, or at least to nod knowingly toward the concept of verisimilitude, *Star Hero* has extensive sections covering those subjects (including random rolling systems, in case you don't want to think of everything yourself). It's an excellent tool for Galactic Champions GMs, even though it doesn't specifically discuss superheroes.

Most Galactic Champions games fit the description "high-powered." This means two things. First, it signifies that players build starting characters on a high number of points. At a minimum, characters tend to fit into the Very High Powered Superheroic character guidelines described on page 28 of the *HERO System 5th Edition, Revised* rulebook — and many are Cosmically Powerful superheroes, or better. Second, and perhaps more importantly, characters have a wide range of abilities and the power to affect or alter the world around them in ways that even standard superheroes do not.

All of these factors affect how you design and run your campaign. This section provides some advice and suggestions to help make your GMing as easy and fun as possible. You should also refer to the GMing chapter of *Champions*, which has a lot of general information about running superhero games that applies to Galactic Champions.

CREATING THE CAMPAIGN AND SETTING

Before you can run your Galactic Champions game, you have to create your campaign and the setting it takes place in.

Campaign Scope

The first issue to consider is the geographical scope of the campaign. In other words, how much territory will your campaign setting include? For most GMs, this boils down to: will this campaign feature a galactic setting, or will it mostly remain confined to a single planet? As the name of the sub-genre indicates, Galactic Champions games usually take place against a science fiction backdrop of distant stars, strange planets, and alien civilizations — but they don't have to. It's entirely possible to run a high-powered Champions game where the heroes mostly stay on Earth (or some other planet). Each approach has its benefits and its drawbacks.

EARTHBOUND

The biggest advantage of a Galactic Champions game restricted to Earth is that it requires less work on your part to create the campaign setting, and less effort on the part of the players to become familiar with it. Even if the campaign takes place in the future, everyone in your gaming group should be at least reasonably conversant with what Earth is like. The players will (or should) know where major cities like Boston and London are, the names and

cultures of major nations, what Human technology is like, at least the basic outlines of Earth history, and so on. That gives you an enormous amount of detail and plot hooks that you don't have to create. All you have to do is personalize things a little bit — create fictitious world leaders (and even nations), perhaps change a historical event or two to set up your starting story arc — and you're set!

The major drawback to an Earthbound Galactic Champions campaign is that you're cramming all that awesome cosmic power into an itty-bitty living space. When heroes have the power to travel around the planet instantly, smash mountains with their bare fists, and cast spells that can transform the world, having just Earth as their playground can seem a little confining. Similarly, you may find it difficult to keep concocting plausible world-threatening plots that seem fresh and exciting. In short, limited territory is limited territory, and it may not take you long to tread over all of it.

You can ameliorate these problems a little if you choose a relatively low-powered level of high power — High Powered or Very High Powered superheroes instead of Cosmically Powerful — and if you occasionally let the heroes leave the planet (or the dimension) to deal with extraterrestrial menaces. If you like to plan long-term, you could even start the PCs out at a lower power level and restrict them to Earth, then open up the Galaxy to them after they've earned enough Experience Points to join the *really* big leagues.

GALAXYWIDE

Campaigns that takes place in space — typically the entire Milky Way Galaxy, but perhaps just a big chunk of it — sort of reverse the benefit-drawback equation of Earthbound games. The advantage to them is that they provide you with the largest possible canvas on which to create your art. With an entire Galaxy to use, you shouldn't have any trouble devising enough intriguing and fun villains and threats to keep the campaign going for a long time. Your plots can range from attacks on a single city or nation on some out-of-the-way planet, to menaces who threaten the freedom or existence of the entire Galaxy, Universe, or Multiverse. You can let the players build starting characters on as many points as you wish, and then give the characters the opportunity to use their cosmic levels of power to move planets, rescue solar systems, criss-cross the Galaxy in seconds, and affect the course of entire interstellar civilizations.

But such a vast scope brings problems of its own. First and foremost, you have to create this enormous setting, and that can be a lot of work. Fortunately, there are a few shortcuts you can take:

Start With A Small Area Or A Framework

Don't think that you have to create in advance every single star, planet, galactic government, and NPC that you'll need for the entire campaign. That way lies madness (or a career as a roleplaying game writer). Instead, you can start small, in one of two ways (which are not mutually exclusive).

The first approach is to begin the campaign by focusing on a smaller region of space than "the Galaxy" or "the entire Galactic Federation." Pick a planet, or a solar system, or a small star cluster, and detail it as much as you need for a long story arc (or series of story arcs). As you run the games set in that place, you can continue working on the rest of your Galaxy, gradually describing it in your notes and background materials until you're ready for the PCs to "leave the nest" and go fight crime and villainy somewhere other than the campaign's starting location. By that time, you'll have all the information you need to create star-spanning adventures for them.

The second approach, and the more popular one for many GMs, is to create a *framework* for your Galaxywide campaign. Rather than creating everything in advance, just create the *important* things, leaving the less crucial details for later development. In short, create the skeleton of your Galaxy, but wait to flesh it out until you need to. Some of the "important" information that most campaigns need includes:

■ **Governments and related entities:** What are the major interstellar (or intergalactic!) governments — the republics, empires, confederations, and unions comprising the galactopolitical picture? For each one, come up with a name, a ruler or ruling body (and a few notes about what he or it is like, since it's not uncommon for galactic heroes to encounter such people), the nature of its government (democracy, empire, oligarchy...), its approximate boundaries, its major member worlds or species (if appropriate), and the like.

Don't just confine yourself to traditional governments at this stage. Think about related institutions: religious organizations (for instance, the twenty-first century Catholic Church has been an organized, influential political entity longer than any existing secular government); charitable organizations; corporations and other business entities; and so on.

■ **Alien species:** What are the most important alien species in your Galaxy? In this context, "important" can mean many things: the most numerous; the most politically or economically powerful; the most likely to have superpowers; the most inclined to criminal activities (or, in other words, to become involved in the adventures you create as adversaries for the PCs); and so forth. Once you figure out who they are, make some notes about them: what they look like (and how they dress); what their culture (art, religion, philosophy, general interests and pre-occupations) is like; and so on.

■ **Technology:** Technology is a major element of almost every Science Fiction setting, and thus of a superheroes-mixed-with-sci-fi type of gaming



campaign. Therefore you need to know how advanced key technologies are. “Key technologies” usually include weapons (and defenses), starships, habitations (can people live in space, or terraform worlds?), and communications.

Similarly, you need to keep the implications of the technology in mind. How quickly and easily can the average person travel? How quickly and easily can he communicate with other people? How does the available technology affect military and police activities? Some GMs find it helpful to answer these questions first (*i.e.*, “I want the heroes to be able to cross the Galaxy in a month’s time”), and use those parameters to decide what the technology is like (“OK, guys, the warpstar engine on your team starship is one of the best available; it lets you travel more than 3,000 light-years per day”).

■ **Galactic mysteries and MacGuffins:** What are the “deep mysteries” and other unknown background information about your setting? Knowing this helps you create plots with multiple layers and implications that the players only learn about as you unfold the events of the campaign (doing this also prevents them from focusing on these mysteries instead of the adventures you create). Some common mysteries for galactic settings include: the existence and fate of ancient species and civilizations of far greater power than any current ones; the origin of ruins and other strange artifacts found on various planets; the true nature of Hyperspace (or other FTL travel enabling devices); whether Humanity or other species were tampered with by aliens (benevolent or otherwise) at an early stage of their history; what exists at the galactic core; what exists beyond the Milky Way Galaxy.

Player Assistance

One of the best shortcuts available to you is your players — let them help you create the setting! Assuming you’re willing to trust them to create fun, interesting setting material and not just things they can exploit for their characters’ gain, relying on their assistance can save you an enormous amount of time and energy.

You can approach this in two ways. First, you can establish as a “campaign ground rule” that any player who wants some new setting element for his character has to create that element. For example, if a player wants his character to come from an alien species that isn’t on your list of major species, he has to detail the species — its biology, culture, customs, homeworld, history, and so on — and provide that information to you for your approval. That nets you a fund of data from which you can weave plots and subplots, create villains, and so forth.

Second, you can offer players Experience Points for their characters if they help you create your galaxy. For example, maybe for each useful planet, alien species, or the like that a player creates, his character gets 3 Experience Points. With rewards like that waiting for them, the players who are interested in developing the campaign setting, thus improving the game for everyone, will jump at the chance to help you. Even if a player’s only in it to earn the extra points, once he gets involved you

may find that letting him help create the setting engages him in the game better.

Borrow

Last but not least, feel free to borrow campaign elements from other settings — from your favorite comics, novels, television shows, and movies; from gaming supplements; from history and real-world astronomical surveys. There’s no sense re-inventing the wheel if one that’s already been created does just as good a job for you. For example, Hero Games’s *Champions* and *Star Hero* setting products — *Champions Universe*, *Terran Empire*, *Millennium City*, *Alien Wars*, and more — contain a wealth of detail you can incorporate into a Galactic Champions game.

Of course, you never have to borrow anything as-is. You can, and often should, tweak the details to make what you’re borrowing fit your campaign better, or to disguise where you got it from. For example, suppose you like the idea of the planet Arrakis from Frank Herbert’s *Dune* novels — a desolate world lacking almost everything, but possessing one incredibly valuable resource. Instead of creating your own desert world, you could change it to a forest world, lush with life and related resources, but lacking significant amounts of stone or metals. To obtain those raw materials, the planet’s inhabitants have to trade certain rare herbs and spices found only on the forest world.

TRAVEL

One of the most important issues to think about if you’re creating a Galaxywide campaign (or any large-scale setting) is travel time. With so much space in the setting, the question of how quickly characters can journey from Point A to Point B — whether under their own power, or with the help of starships or teleportation systems — is a crucial one. The answer tells you how large galactic governments can be, how quickly the heroes can respond to crises (and how easily villains can escape from the scene of the crime), where (and how) people live, and so forth.

If travel is easy — usually because of the existence of ultra-fast FTL starships or interstellar teleportation technology — then the entire Galaxy may be no different, dramatically speaking, than the campaign city in a normal Champions campaign. The heroes can get from one place to another very quickly, and the villains’ ability to outrun them or hide from them is significantly diminished. On the other hand, you can have PCs from widely separated planets come together to form a team, increasing the diversity of character creation options available to the players.

If travel is difficult — possibly because the campaign ground rules prevent characters from buying high levels of Movement Powers, forcing the PCs to rely on standard travel methods — then you may effectively restrict the scope of the campaign. Even if you’ve detailed the entire Galaxy, if it takes the heroes months to get from one side of it to the other, half of your work is largely going to go to waste. On the other hand, it’s easier to run stories

involving distant, unknown worlds or unexplored galactic backwaters, since the heroes can't get to them in the blink of an eye — uncovering such mysteries requires effort, and that makes the outcome of the adventure more meaningful.

Campaign Characteristics

Pages 136-38 of *Champions* discuss certain characteristics of a superhero campaign: morality; realism; outlook; and the importance of the PCs. Here's how those characteristics tend to apply to Galactic Champions campaigns — though as always, sometimes it's fun to go against type.

MORALITY

For the most part, Galactic Champions games tend to hew to a solid Black And White morality system. The heroes are obviously heroes, and the villains obviously villains; heroism is rewarded with respect and celebrity, and villainy with punishment, pity, and/or derision. The Galaxy (indeed, the whole Universe or Multiverse) is generally portrayed as being worthy of conservation and protection. It (or large parts of it) may even be a utopia or near-utopia (though this may make it harder for you to create certain types of adventures). While some evil governments and dark conspiracies may exist, the main government of the setting is largely beneficent and supportive of the heroes. In fact, they may work for the government... at least indirectly, because the authorities know they can trust the heroes and call on them whenever necessary.

REALISM

Galactic Champions games are almost always unrealistic (or, in drama-oriented terms, "romantic"). Not only do they involve superpowered heroes and villains, those heroes and villains possess immense power that lets them save (or imperil) entire galaxies. Except for occasional nods toward "realistic" astrophysics, Galactic Champions games don't worry about realism at all. You should reinforce that by allowing "appropriate unlikely actions" (see Chapter One of *Champions*) and not making the heroes worry too much about the consequences of their actions. Sure, Mechanon 3000 might threaten to destroy the entire Galactic Federation, and the heroes might have to pull out all the stops to stop him — but when they're done, the Galactic Federation is much as it was before (even the damage wreaked by Mechanon gets repaired quickly and cleanly).

OUTLOOK; IMPORTANCE OF THE HEROES

Galactic Champions campaigns tend to have what page 138 of *Champions* refers to as a "positive" outlook (sometimes even "very positive"). For the most part, the heroes can make a real difference with their actions, not just on a citywide or planetwide scale, but throughout entire solar systems, star clusters, and even galaxies. However, they may occasionally have to make personal sacrifices or suffer (if only temporarily) to get the job done. In the end, things usually work out fine, even if the road there is a little rocky.

In most Galactic Champions games, the heroes have a great deal of importance. The fate of worlds, even the Galaxy or the Universe, may rest on their shoulders in nearly every game. Without them, life would be significantly less pleasant (at best). Even if they occasionally have their moments of doubt and regret, ultimately they know that what they do is necessary.

Villain Archetypes

Generally, the villain archetypes described on pages 166-67 of *Champions* apply to Galactic Champions games. But cosmic-level settings also feature a few archetypal villains of their own, such as:

THE ENEMY ALIENS

In many Galactic Champions settings, there are one or more alien species specifically depicted as evil or dangerous. For example, in the *Champions* 3000 setting, the Nibu Gemani definitely fill this role; so do the Ackálans, Thorgons, and Varanyi to a lesser extent.

An Enemy Alien species has a lot to offer you as a villain. First, it's nearly inexhaustible — if the PCs defeat one group of the aliens, you can plausibly have other groups attack them later in the campaign. And they can have just about any sort of weapons, vehicles, or other assets you need them to; a species's resources could be practically infinite. Second, an entire alien species offers you tremendous flexibility; you can vary their tactics, methods of attack, and other aspects as you need to. Third, labelling an entire species as "evil" plays into the Black and White morality scheme of most Galactic Champions campaigns, and simplifies things for you as the GM (though you should take care not to let the Enemy Alien become boring or predictable, nor to turn the battle against them into an expression of racism).

THE GALACTIC TYRANT

A favorite villain in many Galactic Champions campaigns is the evil ruler of an entire planet (or empire). Often possessing incredible superpowers himself, he uses his authority to grind his people beneath the iron heel of oppression, conquer (or threaten to conquer) neighboring star systems, and of course make life difficult for Our Heroes. He offers many of the benefits of the Enemy Alien — the tremendous resources, the countless followers of varying levels of power and skill, and so on — but without the facelessness. With a Galactic Tyrant, the heroes always know who the ultimate enemy is, and who they must truly defeat... and they may even be able to learn his weaknesses and use them against him.

THE SPACE GOD (GONE MAD)

In a Universe inhabited by beings of tremendous cosmic power — Space Gods (page 10) — it stands to reason that some of them will oppose the PCs, at least some of the time. They may embody evil concepts, or have evil agendas (such as galactic conquest or the annihilation of all life). Given their

THE GALACTIC CHAMPIONS ENVIRONMENT

Galactic Champions characters are likely to encounter a wide variety of perilous environments — everything from the vacuum of outer space, to high-pressure atmospheres, to zero gravity, to meteor showers. Describing the game effects of these situations is beyond the scope of this book; see *Star Hero*, pages 278-86, for a thorough discussion of them.

vast power, they are perhaps the ultimate foe any Galactic Champions group could face.

Even worse than a standard Space God is one who has, for some reason, gone mad. This puts the heroes in the unenviable position of having to fight a cosmically-powerful entity corrupted and made unpredictable by insanity. On the bright side, defeating an Insane Space God usually results in his either being cured, or perishing, thus ending the threat he poses forever.

THE SUPER-COMPUTER GONE MAD

Space Gods aren't the only entities with a tendency to go mad. Super-computers, a ubiquitous feature of many Galactic Champions settings, also get odd notions in their synthetic brains from time to time. They may decide that computers should rule the Universe since living beings are too chaotic, emotional, and foolish, or like Mechanon they may decide to wipe out organic life altogether. And some just like the idea of being in control. In any case, the Super-Computer's resources usually include entire worlds' worth of followers and technology (since it doesn't start its campaign of villainy until it's subverted its world or creator species), plus an unmatched ability to manipulate the galactic computernet and other technological systems.

GAMEMASTERING GALACTIC SUPERHEROES

Many of the challenges inherent in creating and running a Galactic Champions campaign relate to the nature of the PCs and how they're created.

Character Points

At first glance, what really sets Galactic Champions characters apart from regular superheroes in game terms is the number of Character Points players create them with. Whereas a Standard Superheroic character is built on 350 points, even the weakest Galactic Champions PC is likely to be built on 450-500 points — and 700 or more points isn't unheard of. (Just look at the example heroes in Chapter Three.) This raises some issues for the GM.

STARTING POINT TOTALS

First and foremost, how many points do you want players to build their characters with? On the one hand, you need to give players enough points so they can create characters appropriate for the high-powered style of play in Galactic Champions. On the other, you don't want to give them so many that they can run roughshod over your campaign, or that you heighten some of the problems described under *Spending All Those Points*, below.

There's no right or wrong formula for determining the starting points for a Galactic Champions campaign — each GM, and each group of players, differs. One group might create fun, intriguing characters built on 1,500 points, while another group can't maturely and responsibly spend even 700 or 800. As GM, you have to know your group,

and your own preferences, well enough to decide what's going to work best for you.

The suggested point totals from the *HERO System* rulebook — typically 400 base points plus up to 200 points from Disadvantages for Very Powerful Superheroic characters, and a minimum of 500 base points and up to 200 points from Disadvantages for Cosmically Powerful Superheroic characters — are a good starting point and tend to work well for many campaigns. But they might not work as-is for yours. Remember, the *HERO System* is all about flexibility and doing what *you* want, so feel free to change the point totals if you prefer.

Starting Disadvantage Points

As part of the whole "starting points" question, you need to decide how many starting Character Points a character gets as Base Points, and how many extra he can obtain by taking Disadvantages. As you read above, both the Very High Powered and Cosmically Powerful categories for Superheroic characters have the same suggested total for starting Disadvantages — 200 points. That's because there's a practical limit on how many points a character can get from Disadvantages without becoming so weakened and crippled that he becomes less fun to play. 200 points is about the upper limit, but in most cases even trying to go beyond 150 can become difficult. That's why the standards for Galactic Champions Universe characters are 550 base points plus up to 150 points from Disadvantages — the GM would prefer for the characters not to have too many Disadvantages.

The easiest way to keep characters from having to take too many Disadvantages is to do what the Galactic Champions Universe campaign does: increase the number of Base Points the characters receive. That means they're less likely to take Disadvantages just to get more points, and more likely to take only those Disadvantages that truly define the character.

Another possibility is to increase the value of Disadvantages (and, correspondingly, the amount of points characters can get from any one type of Disadvantage). That means characters can take fewer of them but still get the same number of points — or you can decrease the number of starting points and still maintain parity. For example, if you double the value of all Disadvantages, instead of 550 base points plus 150 Disadvantage points, players can build characters on 400 base points plus 300 Disadvantage points without having to take more individual Disadvantages.

If increasing the value of all Disadvantages doesn't appeal to you, consider increasing only the value of ones that you feel significantly weaken or hinder the character, or which provide you solid plot hooks around which to develop stories and subplots. For most GMs, that means increasing the value of Dependent NPC, Susceptibility, Unluck, and Vulnerability, but you can choose whichever ones best fit your vision for the campaign. Alternately, you could allow characters to take any of those Disadvantages in addition to the standard allotment of Disadvantage points. That way, if a

player's willing to significantly detail his character and provide you with more plot hooks, he starts the game with some extra points.

Point And Effectiveness Ceilings

Related to the issue of starting character point totals, and to the question of how characters spend all their points, are point and effectiveness ceilings. Pages 130-31 of *Champions* discuss these character management tools. Briefly, point ceilings are limits on the number of Active Points characters can spend on a given type of ability; effectiveness ceilings are limits on the strength of powers (such as the Damage Classes in an attack) regardless of cost. They're not mandatory or "official," but many GMs find them useful.

Most Galactic Champions campaigns feature point and/or effectiveness ceilings significantly higher than those of lower-powered campaigns. For example, while most standard Champions Universe superheroes have no more than about 60 Active Points in their attacks and SPDs in the 4-6 range, the Galactic Champions Universe heroes in Chapter Three can have up to 120 Active Points in their attacks (though most start out a little below that, to allow room for growth) and have SPDs of 5-8. In short, they're roughly twice as effective.

Setting high point and effectiveness ceilings allows the heroes in your campaign to feel as spectacularly powerful as the subgenre suggests they should be. If your players are used to powers in the 40-75 Active Point range, allowing them to go up to the 100-150 Active Point range clearly signals how much mightier the characters are. It also helps to soak up points so that they don't buy a lot of minor

powers (see below). On the other hand, such power may make them *too* effective vis-a-vis the real world, or slow down the game because of having to count so many dice. You have to decide what level of power you're comfortable with. If you want the PCs to have the ability to move (or destroy) planets, Mind Control entire civilizations, or the like, set your ceilings high; if that's not what you're looking for, scale the ceilings down.

Low point and effectiveness ceilings are much less common in Galactic Champions games, but not unheard of. They tend to speed the game up slightly, and also make it more likely that "mundane" opposition (agents armed with blasters, law enforcement officers, typical starships) can affect the PCs (at least a little) and thus pose a threat. But the lack of "true power" may frustrate players who want to do truly "galactic" deeds, and diminishing the number of points characters can spend on attacks makes it more likely they'll buy lots of minor powers. Since the name of the game is *Galactic Champions*, not *Champions With Lots Of Points To Spend On Lots Of Things*, it's probably best to err on the side of higher ceilings — but in the end, you have to decide what fits your campaign the best.

SPENDING ALL THOSE POINTS

How characters spend large amounts of Character Points can also cause problems in your campaign. With 350 points, characters typically can't afford to buy so many abilities, or such powerful ones, that they can really throw the game out of whack. But 600, 700, or more points is a different story. With so many more "resources" to use, players



can do all sorts of things to unbalance or negatively affect the game.

The Ultra-Power

The first possible problem is a character spending huge amounts of points on a single power — an “ultra-power.” While that’s appropriate for some NPCs, such as space gods (who often have enormous Variable Power Pools, or a single nigh-irresistible attack), it’s not conducive to enjoyable PCs. The character with the power may have a great time, but everyone else will feel overshadowed... and, sooner or later, the need to try to compete.

A point or effectiveness ceiling can deal with this issue easily, but may also make the characters seem too similar to one another. A better solution for many GMs is to evaluate powers on a case-by-case basis. Some character concepts or players can handle an ultra-power without causing too many problems in the campaign. In fact, it might even add to the fun. But other characters and players might not “play fair” with an ultra-power, so the best thing to do is not let them have one.

Duplication Among Character Concepts

When a player has a lot of Character Points to spend, it’s much easier for him to try to cover multiple archetypes or character concepts with a single character. That’s not necessarily a bad thing. Characters who can do lots of things, such as a super-strong character who also has energy projection powers, are a staple of the subgenre. But in a gaming group, it’s usually important for each character to have his “schtick” — something he’s the best at, and that other characters can rely upon him for. While some minor duplication of abilities and “schticks” is almost inevitable in high-powered games (and becomes more likely the more points characters have to spend), don’t let one character step on another’s toes too much.

Perhaps the best way to deal with this problem is to let the players themselves handle it. For example, suppose two characters both want to have the power to move quickly. Rather than stepping in to rule that one of them can buy more movement than the other, suggest that they resolve the issue. Maybe they can agree to become friendly rivals within the team, or to differentiate their styles of movement and how they use them. Or perhaps they’ll form a sub-team within the team and regularly cooperate on high-speed attacks or reconnaissance.

Favored Abilities

Similarly, in many Galactic Champions games it turns out that all (or nearly all) of the characters buy certain abilities regarded as extremely effective or useful. What’s worse is that most of them fit into multiple character concepts and special effects, so you can’t simply forbid them on the grounds that they don’t fit the character. The most common examples of this tend to be Life Support, powerful Enhanced Senses (such as Radar, N-Ray Perception, and Spatial Awareness), Flight, and exotic defenses (like Mental Defense, Power Defense, and Damage Reduction). Most of these powers are relatively cheap, making it easy for a character with 600 or

more points to afford them. As a result, you may find it next to impossible to affect the PCs with many types of NNDs, traps, or environmental conditions, or to “blind” or surprise them.

The first thing to consider is whether this is really a problem at all. In some cases it may actually help your campaign. For example, if you plan to run a lot of scenes or battles that take place in outer space, it might not be such a bad thing if all the PCs have Life Support and/or Flight. That way you don’t have to worry about minor details like how they’re protecting themselves from the icy cold and airlessness of space. In other cases, you can find ways to compensate. If most of the PCs have Spatial Awareness, you’ll know that and can plan accordingly; if they’ve all got exotic defenses, switch to Drains and AVLDs instead of NNDs.

If you decide this is a problem you should address, you can deal with it in several ways. Perhaps the easiest is to talk to the players. Explain the situation to them and ask that some of them give up the troublesome abilities. If that doesn’t work, try increasing the cost of the troublesome abilities, and/or forbidding the characters to buy them in Power Frameworks. While it’s easy for a character with 700 points to spend 30-45 points on Life Support, if you double or triple the cost, the power becomes a much more significant expenditure.

Savings Of Scale

When characters have a large number of points to spend, there are several aspects of the *HERO System* that you should take into account when establishing the ground rules for the campaign.

First, the cost of fixed-cost powers (like Damage Reduction, Clairsentience, Desolidification, Invisibility, and Life Support) becomes lower in high-powered campaigns as a percentage of starting Character Points. That means they’re likely to be popular among players trying to “game the system,” and possibly very effective for their cost. If this occurs in your campaign, you should take steps to redress the imbalance it can cause. Possible solutions include: carefully scrutinizing PCs’ character sheets to make sure the abilities they buy fit their character conceptions, and forbidding those that don’t; increasing the cost of popular abilities (see above); and including unusual powers in your effectiveness ceiling calculations (for example, Desolidification and Invisibility might factor into the effectiveness of a character’s defenses).

Second, Limitations have a greater absolute effect, and thus become potentially unbalancing. A -¼ Limitation saves a character a lot more points on a 120 Active Point power than on a 40-60 Active Point power, meaning the character may be able to buy more attacks or lots of minor abilities with the saved points. You should make sure that even -¼ Limitations have a measurable restrictive effect on a character, and reduce them to -0 if they don’t.

The second point particularly holds true with regard to Focus. Characters with lots of Focus-based powers, such as Gadgeteers and Powered Armor wearers, are relatively rare in the Galactic Champions source material, and thus hopefully in

your game as well. A character with Focus saves a lot more points (relatively speaking), but also tends to find himself in farther over his head when he loses his Focus — neither of which are necessarily conducive to enjoyable game play. You may want to consider restricting the *Focus* Limitation, or even forbidding it altogether.

Mixing High- And Low-Powered Characters

It's common, in the comic books, for Galactic Champions-level superteams to include cosmically-powerful characters fighting right alongside heroes no more powerful than Standard Superheroic characters. Thanks to the fact that the author of the comic book — the “GM,” if you will — controls all the characters (hero and villain alike) and all the action, this works perfectly well. The objectively less powerful character can still contribute just as much to the team's success as the cosmically-powerful one.

This works much less well in a gaming context, where the “author” (the GM) does not control the protagonists (the PCs). He can't predict what the heroes will do, nor control their actions in any meaningful way, and that means a group of mixed-power level PCs may not “mesh” the way it does in adventure fiction. Instead, in most games the lower-powered character repeatedly finds himself overshadowed and outdone by the cosmically-powerful character, leading to frustration and envy.

If you want to allow mixed power levels in your PC group, there are several ways to go about it. The first is to find out if the players of lower-powered characters object to the “effectiveness difference.” Some players *like* to play the underdog — they care less about combat efficiency and power than about developing a richly-detailed character and the fun of interacting with their friends in a fantastic setting. If that's the case, you have no problem at all.

Multiple Characters Per Player

Another approach is to allow each player to have multiple player characters — what's sometimes called “troupe-style” play. That way each player can have two (or more) characters, one who's cosmically powerful and one who's “weak.” (This also leads to large superteams, which are very in-genre for Galactic Champions.) How you handle this depends on your preferred style of GMing. Some GMs tell the players in advance which character to play (“This week's scenario is a sort of murder mystery thing; you'll need your lower-powered characters”). Others have the players switch during the game session, depending on the needs of the scenario (“OK, now that you've found all the clues and know that Mechanon 3000 is behind the murders, break out your first string characters so you can go fight him”). Still others let the players themselves choose after learning a little about the scenario, so that no one can fairly complain if he picked a character who's not quite as effective this

time around (“This game's an invasion scenario — with that in mind, please tell me which character you're going to play”).

RUNNING GALACTIC CHAMPIONS GAMES

You've created your campaign setting and planned a game. The players have created characters that you've reviewed and approved. Now you have to actually run those characters through the scenario you devised, and that process may have some pitfalls of its own. The general advice about running Champions games found on pages 138-52 of *Champions* applies to Galactic Champions; here are a few more tips.

Creating Galactic Plots

Given that you have an entire Galaxy of people, places, and things to work with, coming up with adventures and subplots to occupy your PCs shouldn't be too hard... in theory. But like any other genre or subgenre, Galactic Champions presents its own difficulties when it comes to scenario creation.

KEEPING THE CAMPAIGN FRESH

Perhaps the most common problem that arises in long-term Galactic Champions campaigns is keeping the whole campaign theme and concept

GAMING AT THE SPEED OF LIGHT!

Galactic Champions characters usually have more powerful attacks than standard superheroes — and that means more dice. Rolling and counting more dice has the potential to really slow down the game. If necessary, review the tips on speeding up combat from the sidebars on pages 252-54 of the *HERO System 5th Edition, Revised* rulebook and apply them to keep your game moving at a reasonable pace.



DESTRUCTION ON A GALACTIC SCALE

The sidebar on pages 50-52 of *Champions* lists several ways to destroy the world — but in Galactic Champions, sometimes destroying just one world is not enough! Here are a few suggestions for cosmic-level destruction plots.

Ways To Destroy A Solar System

Make the sun go nova
Unleash a cosmic super-weapon, such as the Engine Of Destruction (*The HERO System Bestiary*, pages 196-97)
Cause an enormous shower of comets or asteroids to sweep through the system, impacting everything in its path
Move one or two planets out of position, upsetting the delicate balance of gravity and causing the whole system to break apart or collapse (or, somehow negate the sun's gravitic pull so the system flies apart)
Bring a black hole near it
Send in a force of destructive invaders (such as the Nibu Gemani, page 113)

Ways To Destroy A Galaxy

Make all its stars go nova
Cause it to crash into another galaxy
Make the galactic core emit pulses of radiation so strong that most forms of life cannot survive anywhere within it
Merge it with its counterpart in another dimension, causing the two to tear themselves apart

“fresh.” After all, how many times can one group of heroes save the world/Galaxy/Universe before every threat starts to blur into the next one? A repeated diet of cosmic menaces that the heroes have only the barest of chances to defeat can quickly pale.

Therefore you shouldn't feed your PCs that diet — you've got to spice up the menu a bit, and variety, as they say, is the spice of life. The easiest way to do this is to plan for it from the beginning. You have to build the potential for a variety of types of scenarios into the structure of your campaign. For example, rather than starting the characters out as galactic defenders, perhaps during the first few story arcs of the campaign they're simply defenders of a single planet, solar system, star cluster, or government. The villains and menaces they face in that role tend to differ from those they'll face later on in the game. For instance, an organized crime cartel or group of super-terrorists makes a much more plausible foe on the planetary or star sector level than on the galactic level. Then, as the heroes become more powerful and prestigious (*i.e.*, earn Experience Points and improve themselves), they can progress to more powerful and dangerous opponents. After serving as the saviors of a particular solar system, they can move on to an intergalactic government for a while. After a few story arcs there, they become a truly galactic team and can take on galactic foes. Each stage of the campaign presents new and refreshing challenges, since the playing field, opponents, and power level are all new. And if all else fails, you can always toss the heroes into another galaxy, an alternate dimension, or through time — after all, they're the main heroes of the setting, so they should be able to go where others fear to tread.

Another trick you can use is to vary the types of scenarios involved. If every game you run involves battling some would-be cosmic overlord, evil invading aliens/robots/teddy bears, or the like, the campaign will become stale quickly. Instead of falling into that trap, organize your scenarios by types, such as Combat (adventures mainly involving physical action and battle), Social (adventures mainly involving interaction between characters), Intrigue (adventures emphasizing the characters' ability to think and use Skills), and Personal (adventures focusing on one or more characters' personal lives). Then make sure you shuffle *all* of them into the mix in reasonable proportion. This not only keeps the campaign vibrant and exciting, it encourages characters to buy abilities other than attacks and defenses.

CHALLENGING GALACTIC HEROES

Player characters in Galactic Champions campaigns are enormously powerful — but that doesn't make them unstoppable. It just means you may have to work harder, and be a little more clever than normal, to put them through their paces game after game.

In this regard, the most important thing to remember is: you have lots of Character Points to work with, too! Any sort of menace that you could create to affect standard superheroes, you can prob-

ably create to challenge galactic heroes. You just have to create it on a larger scale by giving it higher Active Point powers and the like.

Beyond that, try to find ways to oppose the PCs that don't involve raw force. Unless you're willing to simply overpower them, raw force won't work... and in any event, it gets old if you use it too much. Instead, look at their character sheets, particularly their Disadvantages. Does a hero have a DNPC? It's almost a sure bet that you can threaten the DNPC with things the hero would laugh at. Is he strongly opposed to hurting innocents? Then perhaps a villain using mind-controlled people as pawns makes a good foe for him. Is he Susceptible to something? Then put him in a situation where he has to risk exposure to that substance or phenomenon to accomplish his goals and see what kind of hero he *really* is.

NPC HEROES

In most Galactic Champions campaigns the PCs aren't the only heroes in the world, but that doesn't mean you should bring NPC heroes into the mix too much. It tends to diminish the suspense and danger if the PCs can regularly call for help. But if you've created a large enough setting, having some “backup” on call may actually contribute to the players' enjoyment. If the cosmically powerful PCs feel responsible for the entire planet (or solar system, or Galaxy...) they may consider any time spent on smaller or more personal adventures to be time wasted. That can really restrict your ability to develop plots, subplots, and stories. Heroes need breaks and vacations, and if there are no other heroes or agencies they can rely on to keep watch for a bit, it's difficult to tell certain kinds of stories. The heroes should remain the first line of defense, but give them a rest every now and then.

Of course, when the big bad threat does turn up, make sure the PCs are on the front lines or have the most interesting jobs. When an interplanetary war breaks out, it's fine to have an encounter or two where the heroes bash alien warships, but really that's a job for the Interstellar Navy — besides, breaking each individual ship is a very dull way to roleplay a war. Instead, the PCs should be the ones sent on vital missions no one else can perform. Perhaps they have to negotiate with the enemy's leader or to make contact with a rebel behind enemy lines, or to find out the secret weakness all the aliens share which will immobilize them all at once.

Superheroes And Starships

Galactic Champions characters tend to break things on a galactic scale. Instead of smashing statues, buildings, trees, and the like, they're often destroying asteroids, enemy starships, and even entire planets (real or artificial). It's a staple of some superhero comics that the highest-end galactic heroes are more than a match for even a fleet of starships or tanks, and can smash through ultra-tough starship hulls with ease.

The *HERO System* rules for damaging and breaking objects take many factors into account,

but may not always be appropriate for the Galactic Champions subgenre. You may want to expand the list of what qualifies as a “breakable” object (see below) and change some rules to encourage a certain amount of spectacular destructiveness on the part of characters for dramatic purposes. In short, you can make it easier for characters to break things. That leads to games in which galactic heroes can turn asteroids into pebbles with a single blow from a cosmically-strong fist (or cosmically-powerful energy bolt), fly into and through Star Dreadnoughts without slowing down, and knock down mountains.

Here are several options for making the Galaxy more “fragile”; you can choose one or more of them. (See *The Ultimate Brick* for more information about, and rules for, breaking things.)

Reducing BODY And DEF

First, you can simply lower the BODY and DEF of some or all objects. Usually this means subtracting a few points from each attribute (say, -1 DEF and -3 BODY for all objects, with a minimum of 0 DEF and 1 BODY), but GMs who are sticklers for “accuracy” may prefer to reduce BODY and DEF by a percentage instead of a flat number (such as -50% DEF and -33% BODY). In either case, reducing DEF makes it more likely that characters can inflict at least some BODY damage when they attack objects; reducing BODY makes it easier for characters to break objects quickly.

Wall Rules For Everything

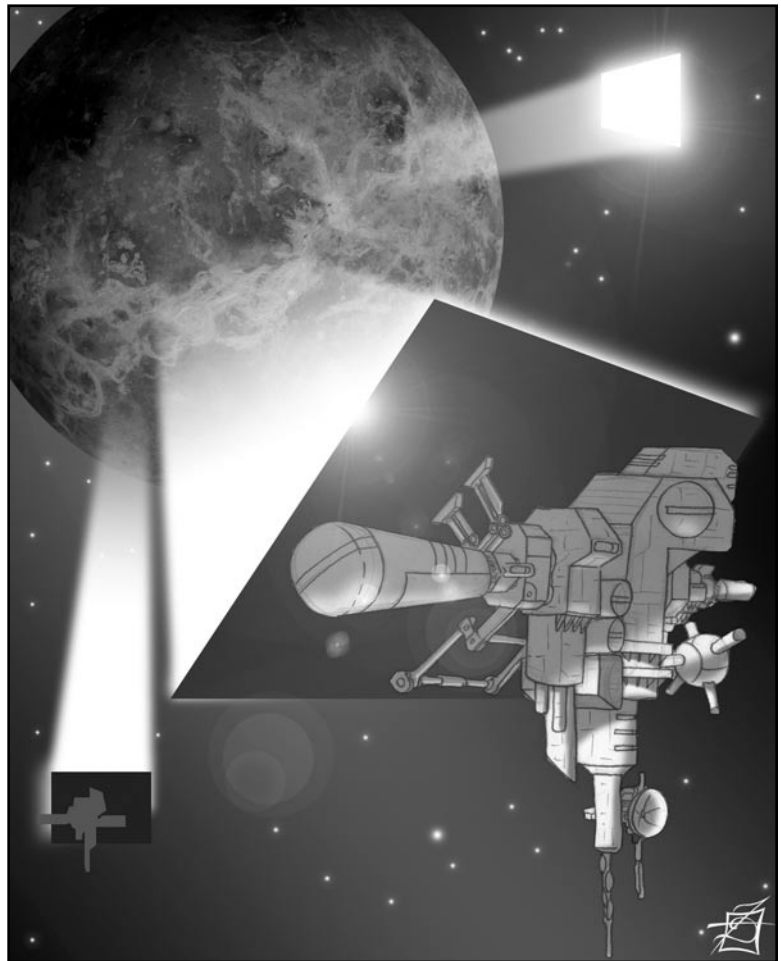
A second approach is to use the standard rule for walls and large objects — each +1 BODY beyond the BODY needed to destroy one hex’s worth of the object or substance destroys another entire hex’s worth.

For example, using the standard rules, a character trying to smash his way through solid stone (DEF 5, BODY 19 per cubic hex) destroys one cubic hex’s worth when he does 19 BODY damage past DEF 5. To destroy another cubic hex’s worth, he has to do another 19 BODY past defenses. With this optional rule, each +1 BODY past defenses beyond 19 destroys another cubic hex’s worth of stone. Thus, if the character did 28 BODY with his attack, he’d destroy five cubic hexes of stone — one hex for doing 19 BODY past DEF 5, and another four for each +1 BODY beyond that.

Vulnerability, Susceptibility, And Increasing Damage

Third, a GM who wants to give superhumans an edge when it comes to destroying objects can make some or all objects Vulnerable to their attacks (and possibly related damage, such as the Knockback caused by those attacks). You can set the Vulnerability level wherever he wants — 1½ times BODY, 2 times BODY, 3 times BODY, or more. The higher the Vulnerability level, the easier it is for characters to smash things to bits. This leaves the physical world largely as it should be for everything else (such as starships’ attacks or normal weapons), but turns superhumans into one-man wrecking crews.

Similarly, you may want to make starships and other objects Susceptible to superhuman attacks.



That way, every time a PC attacks such an object, he’s guaranteed to do at least a little damage. (Alternately, you could automatically make all superhero attacks against such objects Penetrating.)

Another possibility is to assume that superheroes’ attacks always do maximum BODY damage against inanimate objects — or maybe even 2 x maximum BODY or some other multiple. That has the added benefit of speeding up play, since no one has to count BODY damage during some battles.

Breaking Building Rules For Everything

Fourth, pages 160-62 of *Champions* have special rules for breaking and damaging buildings. At your option, characters can also use these rules for breaking other large, roughly hollow objects, such as starships. Simply assign the object an appropriate DEF score (if it doesn’t already have one). Based on the shape, structure, and nature of the object, you may want to change how often the Activation Roll is made.

INEFFECTIVE STARSHIPS

Conversely, you may want superheroes to be less vulnerable to the powerful weapons that many starships mount. In that case, you can apply some of the suggestions above in reverse. For example, while starships are Vulnerable to superheroes’ attacks, maybe starships’ attacks automatically have the *Reduced Penetration* Limitation when used against superhumans.

THE GM'S VAULT



This section contains additional and/or secret information about the *Champions 3000* setting for the GM's eyes alone. If the Vault does not comment on some part of the main text, it's usually safe to take what's written there as accurate — though you are of course free to change anything in this book to suit your own preferences or campaign.

CHAPTER TWO

PAGE 38 — THE MYSTIC WORLD

With the passing of magic in 2020, the Trismegistus Council realized the Universe had changed fundamentally. The powers of its members were fading rapidly, and around the world the physical laws of the Universe were losing their “elasticity.” But the members of the Council realized that not only might magic still exist in other planes, it could someday return to this one. To prepare for the possible return of magic, the Council took it upon itself to build a secret library containing as much of its members' combined knowledge as possible, as well as several artifacts future mystic defenders of our dimension might require. With the last of their waning arcane abilities, the Councilmembers placed the library into a secret pocket dimension within the pages of a book, which they titled *The Book Of The Archmage*, and then hid the book with one of its members.

Despite the vigilance of later owners (who weren't entirely certain of what they'd inherited), the Book was lost in the early twenty-third century. In 3001, almost no one's even heard of *The Book Of The Archmage*, and even fewer believe it actually exists or has the powers and knowledge attributed to it in legends. If the stories about it are true, however, it would be a prize beyond measure now that magic has returned to this dimension and the spells and mystical devices inside could be made to work again.

CHAPTER THREE

PAGE 45 — DEFENDER

Here are three plot seeds for Defender:

Harmon Industries is the target of a hostile takeover by a rival corporation. The rival, Orsini Technicorp, seems to know a great deal about the internal workings and finances of HI — could they have a mole in place, and if so, what are Orsini's ultimate intentions?

Cheryl is off working on a newly-discovered planet with MCU's Xenobiology Department when sud-

denly something cuts off the scientists' communications. Defender's going there to find out what happened — but he's not sure he can handle whatever it is alone, and the other Champions are unavailable. He requests the PCs' help.

One evening while relaxing at home, Jack hears a news report about an attack on a local energy plant. News reports suggest it's Defender doing the attacking. The truth is even stranger — “Suit”, his battlesuit's AI, has activated the suit on its own and has gone on a rampage. What's happening? Is Over-rider (page 128) up to something, or is an even more sinister plot unfolding?

PAGE 47 — BULLETPROOF

Here are three plot seeds for Bulletproof:

Bulletproof begins to patronize a theme park outside of Boswash that uses robots and holograms to “recreate” the Manhattan of the *noir* 1930s, at least as seen in surviving movies. Despite the various historical flaws and inauthenticities, Bulletproof loves the place, and invites the PCs to join him for a vacation. Then, of course, somebody tries to kill him....

Someone steals the last surviving 1938 Chevy Coupe from a Boswash museum. Outraged, Bulletproof swears to bring the miscreant to justice, which leads to an entertaining action scene through streets that haven't seen an old-fashioned car chase in centuries.

The alien who sent Bulletproof here returns. Defender theorizes the creature is an explorer from another dimension with different natural laws from our own, who may not be aware of the damage he's doing. If the heroes can somehow capture or communicate with the being, Bulletproof might be able to return to his proper time at last.

PAGE 50 — THALYA

Here are three plot seeds for Thalya:

VIPER tires of Thalya's interference in its plans and begins a campaign to publicly discredit her. It discovers several of her previous identities and spins them to make her seem much more sinister. Some falsified records even suggest she was a traitor during the Xenovore Wars! Can she clear her name?

Shirak the Destructor (see *Conquerors, Killers, And Crooks*, pages 222-223) lies buried beneath the campaign city. When Thalya flies overhead the unique energy signature of an Emphyrean causes it to awaken and claw its way back to the surface for a destructive rampage.

The Lemurians regroup for another attack on Arcadia, and this time Thalya's too far away to get back in time. By the time she returns — bringing the Champions and the PCs with her, since she knows it's going to be a tough fight — the Lemurians have overcome the automatic defenses, dug in to defensible positions, and begun looting the temples. Things go from bad to worse when they find the bodies of the Silent....

PAGE 52 — FIREDANCER

Here are three plot seeds for Firedancer:

VIPER gets its hands on Firedancer at last. Its scientists analyze the forces that allowed her to survive her transformation. Soon, there's an entire team of fire-manipulating felons — the Firedrakes — committing crimes on behalf of the Great Snake, each one as powerful as Firedancer herself. Can the PCs stop them and find a way to reverse the process?

Sengbusch asks Firedancer to help it out when an experimental warship disappears on a test flight. Since she owes the company for its help with her adjustment, she agrees, and asks the PCs to come along. The ship itself seems to have “warped space” far more efficiently than predicted. It's created a rift in space that may be an access point to a dimension similar to, but not quite the same as, Hyperspace. And say, what's that strange glow coming from the other side?

Over time, it seems Geneva's personality is beginning to change. She spends more and more time in her Firedancer form, and becomes more distant and callous. Can the heroes help her remain the loving and friendly human she once was, or will they lose her to a darker fate?

PAGE 55 — GAVIS GAN

Here are three plot seeds for Gavis Gan:

An unscrupulous villain plays upon Gavis's difficulties understanding the concept of money and ownership, and thus gets away with robbing a museum. Once the heroes point out the deception to him, honor demands that he track down and capture the villain with their help.

Many species have difficulty telling individual Se'ecra apart. Therefore it would be fairly easy for Tempo (see page 99) to disguise himself as one of Gavis's “hosts,” and thereby kidnap him for some experiments, both on how his powers work and how Tempo could use them to improve his own abilities.

Eventually, the time comes for Gavis to return to Susethri and lead his people out to the stars. But what happens if they decide not to go? Perhaps in his absence something has happened to cause the Susethrin to no longer trust the Se'ecra.

PAGE 57 — SAGE

The Varanyi Emperor's support of Sage and his “mission” is largely a sham. He sent Sage to the Galactic Federation primarily to get rid of him — to remove a troublemaker causing problems in



the Varanyi court. Now that he's gone the Emperor has largely put him out of mind, though he had Sage join the Champions as a potential spy. Unbeknownst to Sage, his brother Tlokton has begun a behind-the-scenes campaign to discredit him as an alien-loving traitor (just in case he ever returns).

Here are three plot seeds for Sage:

Bulletproof decides he and Sage need to be better pals, so he takes him out to one of his favorite Old Brooklyn drinking establishments. Of course, the Varanyi, as it turns out, are not very good drinkers....

Sage falls victim to a mentalist's disease. It causes him to uncontrollably broadcast his thoughts and emotions into the minds of everyone around him. The Champions begin to bicker and squabble. Can someone determine what's going on before violence breaks out among the team?

Galactic Federation officials, acting on intelligence

secretly received from Tlokon's agents among the Varanyi, come to suspect that Sage is spearheading another attempt to infiltrate and subvert the Terran Republic government. Can he clear his name and avoid being tried for espionage?

PAGE 59 — RAMPART

Here are three plot seeds for Rampart:

Rampart participates in a charity sporting event also attended by the PCs. He promptly challenges any other character with super-strength to arm-wrestle. Of course, some supervillains plan to steal the proceeds....

A new religious leader on Belaxia gains followers by appealing to their natural competitiveness. When he begins suggesting they shouldn't accept being a second-class power within the Galactic Federation and advocating violent behavior, government officials ask Rampart to appeal for calm. Since the Champions are widely perceived as being associated with the Federation government, he asks the PCs to accompany him.

The rest of the extended Ral family comes to visit Rampart on Earth — all two hundred or so of his closest relatives. They're fascinated by just about everything, want to bet on any event they come across, and are having a little trouble adjusting to the lighter gravity and fragility of everything on Earth. He asks the PCs to help "chaperone" them around.

PAGE 62 — CHARM

Here are three plot seeds for Charm:

The Thorgon bounty on Charm's head remains unfilled, and periodically mercenaries trying to impress the Hegemony's government decide to try to bring her back alive. Now that she's a Champion, she's considerably easier to find. Since the Champions are busy with a major case, Defender asks the PCs to track down some of the worst offenders and "convince them" to leave her alone.

Charm falls for yet another sob story when a young girl petitions her for help rescuing her father, who's been kidnapped by Hzeel gangsters. Of course, it might just be a trap.

A government official who doesn't trust the Champions uses Charm's past against her, accusing her of far worse crimes than she's ever committed. Can she clear her name, and will her teammates continue to trust her?

PAGE 66 — THE STAR*GUARD

Obviously, 2-N Violet has some information nobody else has access to. You can run this either of two ways: either Violet can actually see the future, or not. If the former, perhaps Violet is genuinely concerned about some enormous future threat (or threats) to the Galaxy and is manipulating the Guard so it's in the best condition to battle said threat(s). Alternately, maybe it's actually not well-intentioned at all and is laying the foundation for an army it can manipulate into seizing power for itself at some point. Or, maybe the Az'arc'a cannot in fact see the future and it's lying to the Overseers for its own mysterious purposes.

Here are three plot seeds for the Star*Guard:

A being who looks, sounds, and acts like Mordace shows up on Venwordien IV... and he's even got a Star-Staff like Mordace's! Is this the Guard's ancient enemy somehow returned to life and power, or an imposter trading on his reputation? In either case, what's he up to?

Around the Galaxy, Star-Staffs begin to malfunction as a tiny, never-before-detected flaw reveals itself. But is it really a flaw in the manufacturing, or something an enemy has somehow introduced into all the weapons? If the latter, how did he do it, and what does he want?

2-N Violet claims to have had a vision of a great peril about to come upon the Galactic Federation out of the very core of the Milky Way Galaxy. But no other Guardsman or outside precognitive has perceived any such danger. Is something interfering with 2-N Violet's senses, or is he going senile? If not, what's about to happen, and how can the Guard prevent it?

PAGE 67 — STAR*SHIELD

Here are three plot seeds for Star*Shield:

The PCs receive a distress call from Star*Shield. He starts to tell them about a candidate he was testing for Guard membership, but then the transmission's cut off. What's happened to him?

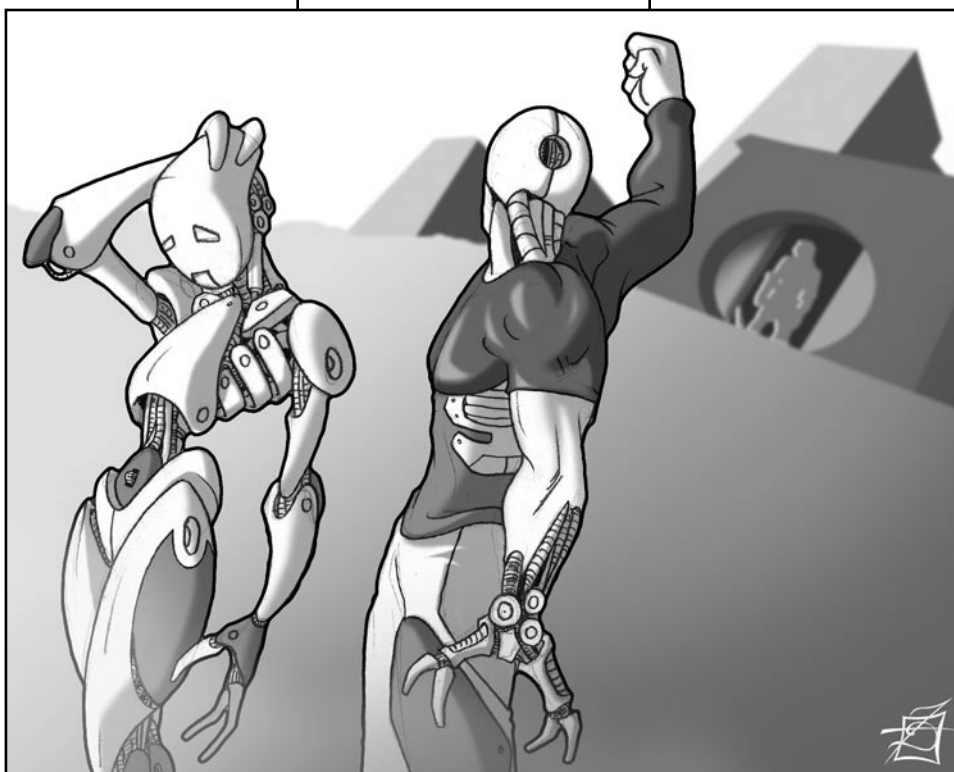
Star*Shield attacks the PCs! What's going on? Does he think they're evil, or has someone taken control of his mind?

While journeying to a world where he expects to find several possible Guard candidates, Star*Shield enters an area of spatial instability and is transported thousands of light-years off-course. He ends up not too far from a bizarre-looking space station orbiting what appears to be a dead world. His early efforts to explore prove fruitless (and dangerous!), so he comes to the PCs for help.



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