

CHAMPIONS

WORLDWIDE



Darren Watts & Steven S. Long

CHAMPIONS WORLDWIDE

A Sourcebook for *Champions*

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8 February 2005

To: Chief Administrator Anitra Stein, DCA
 From: Director Bryan Wallace, UBSS

Per your request, enclosed please find the memoranda summarizing the latest draft of Section VI of the 2005-2006 Edition of the International Survey of Superhuman Activity (ISSA), prepared biannually by the Bureau of Superhuman Statistics. As usual, this edition includes flag-level briefing summaries, report precises, and relevant background material regarding the recent noteworthy activities of superhuman beings (both “heroes” and “villains”) in the parts of the world not covered by the other five sections; the summary memoranda present the highlights of this information in an easily-reviewed format. ISSA Sections I-III (the United States), Section IV (Canada), and Section V (United Kingdom) are large and detailed enough to warrant separate consideration.

Each chapter of Section VI addresses a particular region of the world, and is divided into subsections that focus on known threats in the region, UNTIL affiliates or liaison supers, and independent superhumans whose purposes and intentions are unclear. The report provides links to HUGIN’s databases in case you want more information on a particular subject; if you read the electronic form of the report these are hyperlinks.

Bryan Wallace
 Director, UBSS

INTRODUCTION

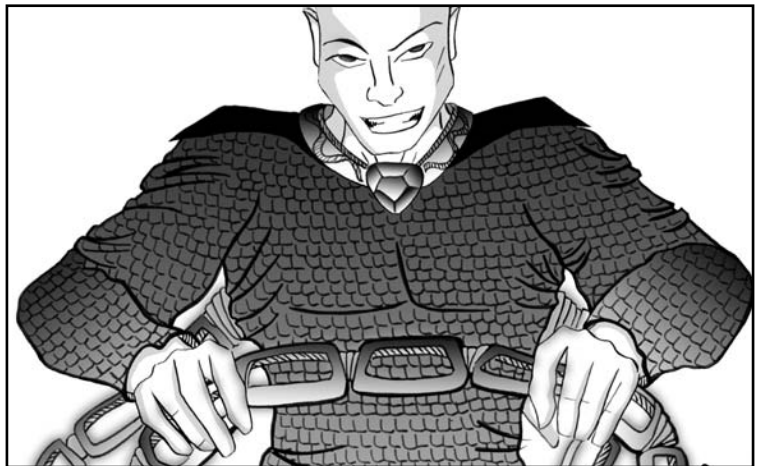
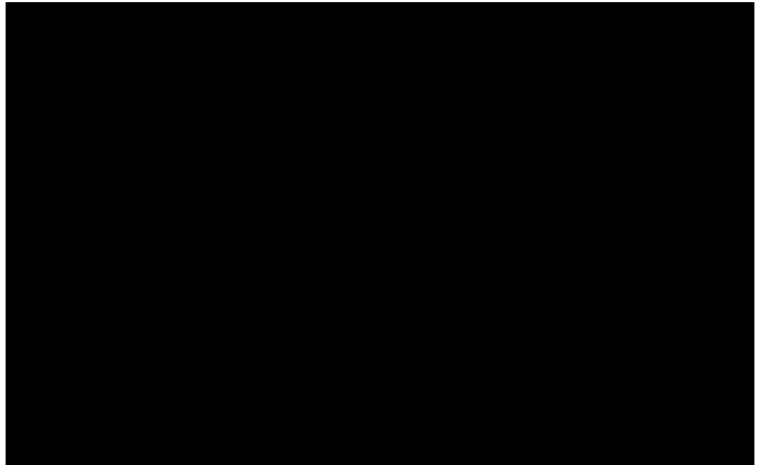
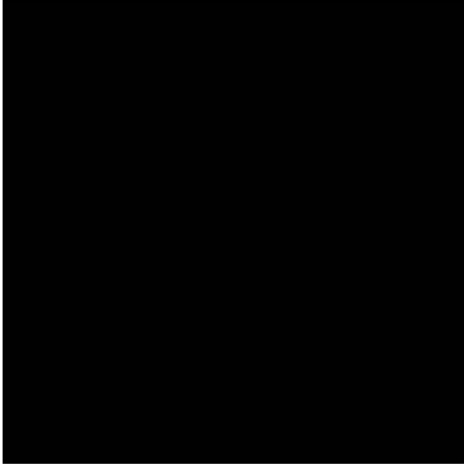
While most Champions campaigns take place in the United States, some are set elsewhere in the world... and of course heroes and villains from the US could easily visit other countries and regions to fight supercrime or alien invasions there. Champions Worldwide is your guide to some of the heroes and villains your characters might encounter when they set foot outside America.

The first eight chapters of Champions Worldwide are organized by continent or region: Europe, Russia, the Middle East, Africa, India and West Asia, East Asia, Australia and Oceania, and South and Central America, respectively. Each describes some of the prominent villains and heroes in that region. It also discusses interesting or noteworthy events through mid-2005, though its coverage isn’t comprehensive — the GM can certainly change, add, or remove events to suit the nature and course of his own cam-

paign. The intent is to provide a context for the setting that makes the characters more enjoyable, not to establish an unalterable chain of events that a gaming group has to follow or use.

While the main section of the book includes character sheets for NPC heroes your characters might encounter, it only has textual descriptions of some villains and events based on information known to UNTIL — after all, GMs probably don’t want their players reading villains’ character sheets, or knowing information that’s not publicly available. That sort of thing can be found in Chapter Nine, The GM’s Vault, which is for the Gamemaster’s eyes only. Players in a Champions Universe campaign, or whose GM intends to use characters from this book, should not read that chapter unless they have the GM’s permission to do so.

chapter one:



EUROPE



For purposes of the ISSA, “Europe” consists of the nations of continental Europe west of the former Soviet Union. The former Soviet Republics are included along with Russia in Chapter Two, and Ireland and the United Kingdom are the subject of Section V of the ISSA. According to UNTIL estimates, Europe includes approximately 500-600 superhumans, with Germany, France, and Italy each being home to between eighty and one hundred.

The European Union and Superhuman Registration

The primary issues facing both UNTIL and independent superhumans in Europe for the past several years have revolved around the European Union and the extent to which laws and regulations on the continent become unified — or at least consistent. Discussions of superhuman affairs in the EU, such as standardizing policies on superhuman registration or treaties that classify and regulate the use of superhumans in military or police forces, remain contentious at best and have contributed to slowing the pace of political, financial, and legal unification.

Most nations in Europe require some type of official registration for superhumans, though the strictness, onerousness, and enforcement of such laws vary widely. France maintains the strictest registration laws in Europe: superhumans must fully reveal their identities and powers and register with the Bureau of Superhuman Activity. Failure to register within a month of manifestation of superhuman abilities (the definition of which itself remains the subject of much debate within French jurisprudence) is a major felony with mandatory fines and prison sentences, though in practice France usually only prosecutes this crime in full alongside other crimes — most violators can get any charges dismissed simply by complying with the law. France’s policies have led to a small but significant number of superhumans leaving the country, most notably the hero *Incendie* (“Blaze”), who moved to Quebec in 2002 rather than reveal his identity.

Other European countries with similarly harsh registration laws include Bulgaria, Croatia, Greece, Romania, and San Marino. Italy throughout the Eighties and Nineties had strict but rarely-enforced registration laws on the books. Its Parliament overturned many of those laws after the last two rounds of elections, so the situation there remains in flux;

most superhumans have not registered. Cyprus has mandatory military conscription for all of its superhumans, though Greek Cypriot and Turkish Cypriot supers disagree over which army to join; both groups routinely flout the law.

Most other nations have some form of superhuman registration, but follow the leads of Great Britain and Germany in using the carrot instead of the stick. Registration isn’t mandatory in either nation, but without it a superhuman cannot receive any sort of government sanction for his activities and will be prosecuted for any laws he may break (as well as being fully financially responsible for any property damage or other liability he creates). In Great Britain, the Ministry of Superhuman Affairs oversees the registration and sanctioning of superhumans, controls the activities of the New Knights of the Round Table (the official government team), and coordinates with the efforts of private teams like the London Watch when appropriate. Germany has a similar program, but rarely grants official government sanction even for the most popular and respected local superhumans (and what sanction it does grant is temporary). Nations with similar programs include Albania, Austria, Denmark, Finland, Iceland, Liechtenstein, Malta, Monaco, the Netherlands, Norway, Poland, Portugal, Serbia and Montenegro, Slovakia, Slovenia, Spain, and Sweden.

A third group of countries has no particular laws requiring registration, usually (but not always) because there’s little superhuman activity within their borders. These nations include Armenia, Belgium, the Czech Republic, Hungary, Ireland, Luxembourg, and Switzerland. Bosnia and Herzegovina has no official laws regarding superhuman registration, but rumors persist of military officials simply seizing young superhumans for covert military units.

UNTIL Activity In Europe

UNTIL remains on excellent terms with most of the governments of Europe, and can expect cooperation with local military and police forces just about everywhere on the continent. In particular, UNTIL gets along well with Germany, Spain, Poland, and the Scandinavian countries, where UNTIL agents have worked extensively alongside local superhuman defenders and agencies. Relations with France (and, increasingly, Italy) are weaker. The right wing of the French government continues to express concerns about the Third

World's influence over UNTIL spending and priorities, while some Italians see UNTIL as part of a too-rapid push for European unification (which popular sentiment believes will lead to a reduced role for Italy in world affairs).

MORE UNITY?

There have been several proposals within UNTIL to create a second UNITY team specifically for activities in Europe, as the New York-based team is considered too distant and too concerned with American supercrime. The plan that currently has the most support involves renaming the current UNITY as "UNITY America" and creating a new team, UNITY Europe, with the same organization and regulations. Other suggestions include moving UNITY from New York to Europe, expanding Project Carolingian with a squad of superheroes (since Eurostar remains the primary threat in this region), and establishing a "UNITY Network" of independent heroes willing to respond to periodic UNTIL requests for assistance.

Commander Oedekoven supports the first proposal, and has approved a task force to suggest possible members for the team. The task force's preliminary reports have indicated an interest in having either Autour (if the team were Paris-based, or he could be persuaded to leave there) or Previsione agree to join and lead the team; other heroes mentioned as possible members include the Hungarian cold-manipulator Fazfa Tel, the German archer Der Bogenschütze, the Portuguese warrior Corrente, and the Romanian strongman *Domn Bronz* ("Mr. Bronze").

Most of the proposals would place a new UNITY either in Geneva or Paris. Putting it in Geneva, the site of UNTIL's European headquarters, would ease administrative and logistical matters, but Paris has far more supercrime than all of Switzerland... and basing the team there might mollify the French.

Other European Superteams

Aside from the possibility of a second UNITY team in Europe, there have been several proposals for a trans-European superteam under the command of the European Union, perhaps made up of "donated" superhumans from member countries interested in participating. So far none of these proposals has gone beyond the talking stage. Some officials have expressed concern that the superhumans representing those countries would be less powerful (since a nation wouldn't want to give up its best supers), which would make it too likely the team would fail or suffer disaster when facing powerful opponents like Eurostar. On the other hand, a nation might send an exceptionally powerful hero who'd end up dominating the team. Furthermore, no one has yet suggested a satisfactory agency within the EU to administer such a team. The most plausible candidate is the European Defense Agency, created in August 2004 to "promote cooperative defense initiatives."

Several European superheroes have worked together on an informal basis in the past and remain on good terms in case of emergency. Chevalier of France has traveled to several other countries, and has worked with Germany's *Geschwindigkeit* ("Velocity," a speedster) as a surprisingly effective team. Similarly, Mondfeuer (an elemental mystic from Germany) and Fortuna (a luck-manipulating mystic from Italy) have been seen together dealing with occasional mystical threats, and have sometimes worked with the mysterious Nightwatch of the UK; some speculate the two heroes are romantically involved.

THREATS IN EUROPE

While Europe may not have as many superhero teams as the United States, it definitely has plenty of superhuman threats to contend with.

DEMON

DEMON has been relatively quiet in Europe in recent years: it's there, but it keeps a low profile most of the time, using its more subtle recruitment methods and less overt rituals. But the exceptions — such as the Bavarian fire-demon incident — prove the rule. On Walpurgisnacht (April 30) 2003, the Widdershins Man, a Morbane in command of a Bavarian Demonhame, began a powerful conjuration ritual. In an isolated alpine valley he and his followers lit a bonfire in the shape of an enormous magic circle, using humans kidnapped from the streets of Munich as the fuel for the main fires at each of the five points of the pentagram inside the circle. As the ritual continued, in response to the Widdershins Man's chants an enormous fire-demon began to form inside the circle. But before the twisted Morbane could complete his summoning, two UNTIL field teams, responding to information provided by the superhero Mondfeuer, burst onto the scene and disrupted the ritual. While the Widdershins Man himself escaped during the resulting battle, the fire-demon vanished and two dozen DEMON Brothers were killed or captured. The Widdershins Man has remained in hiding ever since.

Dr. Destroyer

The not-so-good Doctor has appeared in Europe just a few times since his return to the global stage, though he has made his presence known through various intermediaries. His former associate Menton, whose current relationship with Destroyer is unclear, has been active around the continent, most notably in 2004 when he apparently attempted to take control of the Spanish government and was barely thwarted by the Justice Squadron. Destroyer also established a secret laboratory in Austria, whose activities were revealed and shut down by Quasar of UNITY and the Austrian superheroine Transistor (a gadgeteer) in 2004

THE VANGUARD

France's national super-team, which calls itself "the Vanguard," is more formally referred to as the "Sixteenth Bureau." Its members include Tricolor (a male duplicator able to produce two additional "copies" of himself), Volt (an electricity-manipulating superheroine), Muskeeter (a male acrobat and weaponmaster), *Valere Noyer* (a government agent, possibly the result of a "superhuman-soldier" program of some sort), and *Siffleur* ("Whistler," a speedster).

Formed in 1986, the Vanguard has experienced several tragedies (including the death of Skydragon; see *Champions Universe*, page 98) and difficulties finding qualified members. It's had a dozen members total in its history; only Tricolor has been with the team for its entire existence. The team's first effort to replace Skydragon, a fire-manipulator named Fulgueros, was a crashing failure due to personality conflicts (Fulguros quit the team and now operates as a solo hero in Belgium). The Vanguard then tried to recruit Chevalier, who turned down the offer several times. Seine was considered, but since her powers duplicated her father's she was in the end rejected as a candidate. Most recently the French government turned to the powered-armor hero Bastille, who retired in 2003 after a fifteen-year career. He's begun training a replacement, and the team hopes that after a suitable breaking-in period the young hero will make a quality member of the team.



before he could launch what appears to have been a plot to conquer all of central Europe.

The news that Destroyer had returned was met with much trepidation by Europeans who remembered his near-devastation of Berlin in 1982. Though his swath of destruction there was minor in comparison to his later activities in Java and Detroit, he still caused the deaths of thousands. The city maintains a memorial garden to those victims near Potsdamer Platz.

Eurostar

As has been the case since the release of its notorious Manifesto in 1988, Eurostar remains the primary threat to life and limb in Europe. UNTIL has increased its efforts to stop and capture Eurostar, most recently by authorizing the establishment of Project Carolingian, a multidisciplinary task force focused solely on opposing Fiacho and his followers. Major Andrew Cermak, an American, leads Carolingian from UNTIL's Rome base.

Eurostar is particularly feared for its hideous effectiveness as a superhuman terrorist organization, and its recent efforts at recruitment and expansion have only fueled that concern. After protracted “negotiations,” the German strongman Westgote formally joined the team in late 2004. Fiacho has reportedly turned his attention to several other European supervillains. Rumor has it that those under consideration include Dinamo, *Bestiario* (“Bestiary,” a Spanish mystic metamorph), Der

Schwarze Tod, and *Czarny Anielica* (“Black Angel,” a Polish mystic). However, among European supervillains interest from Eurostar is considered a badge of honor, so nearly any costumed felon will claim he’s been “interviewed.” Therefore these rumors may be based on nothing more than braggadocio.

Despite the ongoing progress toward actual European unity (Fiacho’s stated goal, at least twenty years ago), Eurostar hasn’t abandoned its terroristic efforts. Researchers working for Project Carolingian believe the group has abandoned its previous goals in favor of personal power, profit, and conquest.

Ultrasonique suffered serious injuries in 2004 in battle with the New Knights at the Portsmouth Naval Base. Though Eurostar escaped with him, he remained “out of sight” for several months, and was presumably undergoing medical treatment. He recently returned to “active duty,” though he’s reportedly now somewhat more cautious in his approach and uses considerably more advanced personal armor. UNTIL agents captured Scorpia in the late fall of the same year, but Eurostar freed her during her transfer to the Guardhouse.

In early 2005, PSI made an ill-advised trip to Spain in an effort to recruit Mentalla. This went badly and led to a couple of running battles, since Fiacho didn’t care for the intrusion. PSI escaped — after all, its members are nothing if not good at running and hiding — but Eurostar responded by stepping up its acquisition of anti-psionic technology.

TOP FIVE LOCATIONS FOR A FIGHT SCENE IN EUROPE

1) Karlův Most (“Charles Bridge”), Prague, Czech Republic. Crossing the Vltava (or Moldau) River and linking the two sides of the city, the Charles Bridge is a pedestrian-only walkway 516 meters (258”) long and 10 meters (5”) wide. It rests on sixteen arches protected by ice guards. The sandstone bridge is lined with buskers’ stalls and baroque statues of various saints, and is usually mobbed with tourists, street musicians, and assorted sellers of every stripe. Massive towers on each end overlook it, and the views it offers of Prague Castle and the Old Town are unrivaled.

2) The Acropolis, Athens, Greece. Originally a fortress because of the steep cliffs that protect it on three sides, the Acropolis became the center of worship for Athenians around the tenth century BC. Partially-restored temples and gates still sit on top of the hill overlooking the modern city, including the Parthenon with its astonishing friezes and inscribed columns (though many of the best pieces are now on display in the British Museum), the outdoor theater of Dionysus, and the temples of Zeus and Athena Nike.

3) The Eiffel Tower, Paris, France. Characters visiting Paris for some reason will expect to see this giant metal structure on the Champs de Mars. Built in 1889 for the Exposition Universelle, it stands 300 meters (150”) tall (not including the 24 meter [12”] television antenna and four high-powered searchlights on top), weighs 10,100 tons, and includes two restaurants on its lower levels. Heroes who can’t fly have to climb 1,665 steps to reach the summit.

4) The Colosseum, Rome, Italy. This massive amphitheater, which seated 50,000 spectators at a time, was built around 80 AD and was the site of countless gladiatorial battles. According to some estimates, over 500,000 people died in various games here during its history. The elliptical arena floor is 86 meters (43”) long by 54 meters (27”) wide; when in regular use it had a wooden floor covered by sand. Underneath the arena floor (and now clearly visible in the ruins) was a network of tunnels and cages (for gladiators, slaves, and animals) called the hypogeum.

5) The Canals of Venice, Italy. The city of Venice sits on a series of islands in a marshy lagoon that’s an offshoot of the Adriatic Sea. In many places saltwater canals replace streets; to travel them, one rides in a waterbus, or perhaps a gondola. Pedestrian bridges help people get around. No cars are allowed in most of the old city, making it the only major city in the twenty-first century without them. The canals range from 4-20 meters (2-10”) deep.

VIPER

VIPER’s activities in Europe aren’t as extensive as they were before the 1998 truce with Eurostar, but Project Snakecharmer remains busy on the continent. Intelligence Corps analyses suggest that VIPER’s devoting its resources and efforts to quietly building up its power, in part by infiltrating agents into the espionage and administrative agencies of various national governments. VIPER also continues to dominate organized crime in France, Germany, Switzerland, and Spain, and works hand-in-hand with the Mafia families of Italy and various Russian organized crime groups. Smuggling, arms sales, theft, and drug dealing remain its major European operations.

Other Major Threats In Europe

France remains the primary home of Gravitator, though she’s made appearances all over the world. After its humiliating loss to her in 2001, Eurostar has made defeating her publicly one of its top priorities. The team’s engaged her twice since then (December 2003 and August 2004), with the first encounter ending indecisively and the latter as a *de facto* loss. But the Mistress of Gravity’s most recent exploits have taken her to the United States; she isn’t known to have been in Europe since the August 2004 battle. France is also home to the terrifying monster Obelisque, a hideous monster with enormous strength and jet-black skin who was captured by Chevalier in June 2003 after a destructive rampage through the streets of Lyons. What touched off the attack is unknown; the Intelligence Corps suspects DEMON’s involvement, and has asked Project Hermes to investigate Obelisque (who’s currently held in “hot sleep” at the Guard-house) more fully.

Italy’s most notorious superhuman menace is Dinamo, a powerful flying energy-manipulator. In the summer of 2004 she spearheaded a series of robberies committed in Rome by a motley group of Italian villains; they were opposed, and ultimately defeated by, several Italian heroes including Fortuna and the strongman *Indomabile* (“Indomitable”). Additionally, UNTIL has reports of an entire family of Satan-worshipping mystics who live in Italy (as well as some other countries) and regularly engage in battle against other mystical clans. The authorities know little about them beyond that, but recent efforts by Project Hermes (plus Drs. White and Black and several other UNTIL-friendly heroes) to create a database of known mystics have opened up some intriguing new avenues of investigation. Some Hermes researchers believe that several occult menaces of the past two decades have ties to this ancient Italian family line, which descends from a Count Giacomo Sylvestri, a sorcerer of some note in the eighteenth century whose final fate is uncertain.

SUPERHEROES OF EUROPE

AUTOUR

	Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]	
20	DEX	30	13-	OCV: 7/DCV: 7	
18	CON	16	13-		
10	BODY	0	11-		
20	INT	10	13-	PER Roll 13-	
13	EGO	6	12-	ECV: 4	
13	PRE	3	12-	PRE Attack: 2½d6	
16	COM	3	12-		
6	PD	3		Total: 16 PD (10 rPD)	
6	ED	2		Total: 16 ED (10 rED)	
5	SPD	20		Phases: 3, 5, 8, 10, 12	
7	REC	0			
36	END	0			
28	STUN	2		Total Characteristics Cost: 98	

Movement: Running: 6"/12"
Flight: 20"/80"

Cost Powers END

43	<i>Electro-Net:</i>	Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½); OIF (-½), Cannot Form Barriers (-¼), Limited Range (-¼), 2 Recoverable Charges (-1) plus Energy Blast 4d6, Area Of Effect (One Hex; +½), No Normal Defense (defense is insulated rED; +1), Continuous (uses 1 Charge per Phase until turned off or exhausted; +1); OIF (-½), Linked (-¼), Limited Range (10"; -¼), 4 Charges (-1) [4]	
64	<i>Assorted Gadgets:</i>	Variable Power Pool (Gadget Pool), 50 base + 25 control cost; Focus (all slots must have at least -½ worth of this Limitation; -½), High-Tech Powers Only (-¼) var	
	<i>Martial Arts: Flying Maneuvers</i>		
	Maneuver	OCV	DCV
5	Flying Dodge	—	+4
			Dodge All Attacks, Abort; FMove
5	Flying Grab	-2	-1
			Grab Two Limbs, 23 STR for holding on; FMove
3	Flying Tackle	+0	-1
			2½d6 +v/5 Strike; You Fall, Target Falls; FMove
5	Passing Disarm	-1	-1
			Disarm, 23 STR to Disarm; FMove
5	Passing Strike	+1	+0
			2½d6 +v/5; FMove
4	Punch	+0	+2
			4½d6 Strike
20	<i>Wingsuit:</i>	Armor (10 PD/10 ED); OIF (-½)	
3	<i>Goggles:</i>	Sight Group Flash Defense (5 points); OIF (-½)	0

6	<i>Wingsuit Internal Oxygen Supply:</i>	Life Support (Self-Contained Breathing); OIF (-½), Extra Time (Full Phase, Only to Activate, -¼), 1 Continuing Fuel Charge lasting 1 Hour (+0)	
28	<i>Wingsuit:</i>	Flight 20", x4 Noncombat, Reduced Endurance (½ END; +¼); OIF (-½), Restrained (-½) 2	
6	<i>Wingsuit Comm System:</i>	High Range Radio Perception (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½) 0	
7	<i>Goggles:</i>	Multipower, 10-point reserve; all slots OIF (-½)	
1u	1) <i>Goggles (Telescope Mode):</i>	+6 versus Range Modifier for Sight Group; OIF (-½) 0	
1u	2) <i>Goggles (Microscope Mode):</i>	Microscopic (x100) with Sight Group; OIF (-½) 0	
1u	3) <i>Goggles (IR Mode):</i>	Infrared Perception (Sight Group); OIF (-½) 0	

Perks

5	Contact:	Commissaire de Police of Paris (Contact has access to major institutions, Contact has useful Skills or resources, Good relationship with Contact) 11-
5	Money:	Well Off
2	Reputation:	Well-Liked By Most Parisians 11-, +2/+2d6

Skills

16	+2 with All Combat
4	+2 with Flight
3	Acrobatics 13-
3	Breakfall 13-
3	Bugging 13-
3	Climbing 13-
3	Computer Programming 13-
3	Concealment 13-
3	Criminology 13-
5	Electronics 14-
7	Inventor 15-
3	CK: Paris 13-
3	KS: Criminals Of Paris 13-
2	KS: The Superhuman World Of Europe 11-
1	Language: English (basic conversation; French is Native)
3	Lipreading 13-
3	Mechanics 13-
2	Navigation (Air) 13-
3	Shadowing 13-
3	Streetwise 12-

Total Powers & Skills Cost: 295

Total Cost: 393

200+ Disadvantages

- 15 DNPC: Amelie (wife) 11- (Normal)
- 10 Hunted: Bouc 8- (As Pow, Harshly Punish)
- 5 Hunted: Parisian Organized Crime Family 8- (Less Pow, Harshly Punish)
- 10 Physical Limitation: Strong Magnetics Can Disrupt Wingsuit's Functions (Infrequently, Greatly Impairing)
- 15 Psychological Limitation: Code Versus Killing (Common, Strong)
- 15 Psychological Limitation: Curious; Can't Resist A Mystery (Common, Strong)
- 15 Psychological Limitation: Protective Of The Weak And Helpless (Common, Strong)
- 5 Rivalry: Professional (with other gadgeteer heroes)
- 15 Social Limitation: Secret Identity (Silvain Baudet) (Frequently, Major)
- 88 Experience Points

Total Disadvantage Points: 393

Background/History: Silvain Baudet was born in Paris in 1971, the only son of a successful businessman and his third, much younger wife. Silvain's father had made his fortune in stereo components, and Silvain inherited his gift with gadgetry, graduating near the top of his class from the College de France in Paris. During his senior year his parents died in a boating accident while vacationing in the Mediterranean, leaving the company to him.

Though Silvain was quite intelligent and perfectly capable of running his family's business, he had little inclination to sit behind a desk. All his life he'd read about the adventures of others, and now he wanted to have a few of his own! He sold the business and bought a brownstone apartment building near the Place des Vosges. He set up his living accommodations on the top floor and converted the lower floors into a garage and laboratory for his own experiments. For the next two years he worked on his own designs for a powered, flying exoskeleton. At first he drew inspiration from the designs of others, but eventually he focused on his own ideas. The result was a remarkably light but sturdy frame that flew by manipulating tiny, powerful hypermagnetic fields; the wearer used a set of "wings" to maneuver. With the suit, plus a small arsenal of other gadgets, Silvain began his crimefighting career as *Autour* ("Goshawk") in the spring of 1996.

Then as now, Autour mostly concentrated his crimefighting efforts on street-level crime, though he occasionally mixed it up with Paris's lively roster of superhuman thieves and scoundrels. (He's never encountered a major supervillain, such as Eurostar or Mechanon, but certainly wouldn't shrink from fighting them if he did.) When his efforts during a massive department store fire in the autumn of 1997 saved over a dozen lives, the Paris press picked up on his exploits and brought him much greater public awareness.

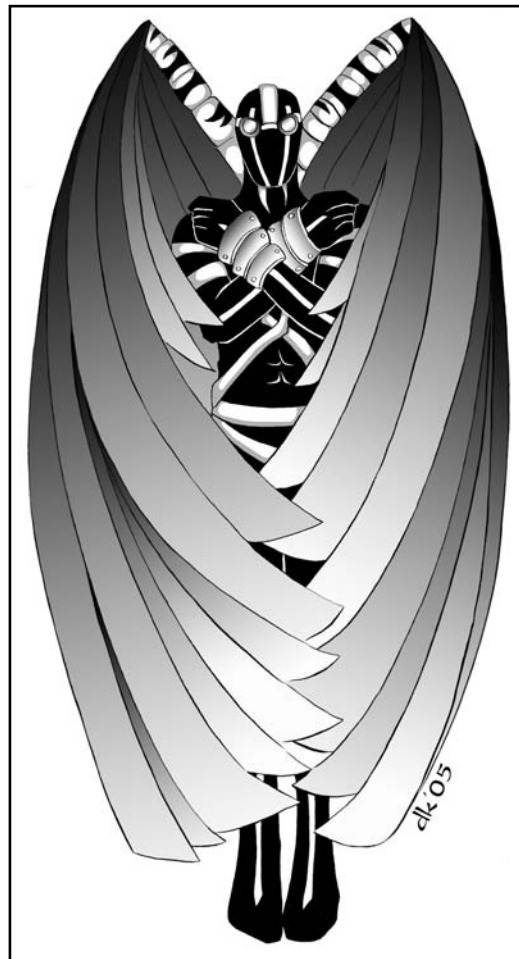
Over the last several years Autour has become one of Paris's favorite superhumans, despite (or perhaps partially because of) his limited powers. Though the French government has

had a mixed history with its superheroes, Autour's popularity and the obvious external nature of his powers have largely spared him from much interference. He also has a strong relationship with the Paris police force, and often meets with the Commissaire de Police after hours to have a drink and discuss the activities of local mobsters. Despite his prominence, he's never been seriously considered for the Vanguard; perhaps he's just too well-identified with the city of Paris for anyone, himself included, to think of him leaving.

Personality/Motivation: Autour's motivations are simple and pure: he loves every part of being a superhero — the adventure, the risk, the rush of combat, the challenge of solving mysteries. He also enjoys the contact with people; his lonely childhood left him a bit shy, despite his intelligence and decent looks, and out of costume he remains withdrawn. As Autour he's suave, friendly, and charming — everything he thinks a superhero should be.

Autour's charming and friendly public persona is the real deal most of the time. However, he's susceptible to a sob story; tales of innocents being mistreated or harmed anger him quickly. Usually these storms blow over pretty quickly, especially if he's been able to save the day or bring the miscreants in to face justice, but more than once an enemy's lured him into a trap by playing on his heroic sympathies.

Quote: "No need to rush me all at once, boys. There's plenty of beating to go around."



Powers/Tactics: Autour wears a light battlesuit (“wingsuit”) of his own design. Though it provides some protection (about as much as heavy body armor), it’s primarily built for flight by hypermagnetic manipulation, with wings on the back for maneuverability. Autour’s become quite proficient in its use over the last few years, and often performs dangerous-looking aerobatic maneuvers (like as powerdives and rolls) to get Surprise Move bonuses against earthbound foes or make himself harder to hit. The wingsuit has no other inherent offensive capabilities, though it does contain a radio and modular goggles.

Autour regularly carries several other devices in the field. His favorite is his “Electro-Net,” a net woven from high-tension conductive alloy strands lined with micro-batteries that deliver a powerful but non-lethal jolt to anyone caught in it. He regularly invents new devices for use in his crimefighting career, so he might be armed with just about any sort of pacifying weapon when encountered. He favors ranged weapons, since he’s comparatively swift and lightly defended. If he’s looking for a particular target he’ll make sure to have a couple of useful items just for him; if he expects serious trouble he’ll often whip up a Force Field to augment his wingsuit’s protectiveness. Though few (if any) of his inventions rival those of, say, Electron, Defender, or Tetsuronin in power, he’s extremely creative and wide-ranging in his uses of technology.

Because Autour’s wingsuit (and much of his other technology) depends on “hypermagnetic” technology, anything that disrupts or affects magnetism, or other strong magnetic fields, can temporarily disrupt some or all of the suit’s abilities. The GM should determine the exact effects, but at a minimum, any exposure to strong magnetic fields (including the powers of villains like Lodestone) has an 11- chance of causing his Flight, and perhaps other powers, to fail to work for 1d6+1 Segments.

Campaign Use: Autour is a good example of a low-powered “local hero” your PCs might meet when they travel to a foreign city like Paris. He has a good relationship with the locals and the law, and is tough enough that the heroes probably won’t feel they need to “cover for him” but not so powerful that they’ll be overshadowed. If the PCs behave suspiciously or otherwise find themselves in opposition to Autour, they may underestimate him at first. Once he brings not only his technology but his knowledge of the city and good relations with the police to bear, they should learn to take him more seriously.

To make Autour more powerful, increase the size of his Gadget Pool, or give him a few more permanent devices and weapons he can use outside of it, and increase the effectiveness of his wingsuit so that it augments his physical Characteristics. If he’s too powerful for your game, remove some of his Levels and decrease the size of his VPP to 30-40 points; you could also reduce his Characteristics a little.

Autour wouldn’t Hunt a hero unless there was some deception involved, though he’d certainly Hunt a villain who committed major crimes in his beloved Paris. As a Hunter he typically patrols locations where he thinks he might find the target; once he locates him, he’ll call in an alert to the police and then dive to the attack.

Appearance: Silvain Baudet is 5’8” tall and has a medium build, brown hair and eyes, and a charming smile. As Autour he wears a silver battlesuit with bands of blue across the chest, arms, and legs. The suit is clearly built for speed and maneuverability rather than protection; it’s sleek and streamlined. From the suit’s back sprout silver “feathered” wings that can fold down but are still bulky even when not in use. His helmet covers his whole head, and has large, bulbous, blue-tinted goggles.

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DER BOGENSHÜTZE

Val	Char	Cost	Roll	Notes
16	STR	6	12-	Lift 230 kg; 3d6 [2]
22	DEX	36	13-	OCV: 7/DCV: 7
16	CON	12	12-	
13	BODY	6	12-	
14	INT	4	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
14	PRE	4	12-	PRE Attack: 2½d6
14	COM	2	12-	
8	PD	5		Total: 13 PD (5 rPD)
7	ED	4		Total: 12 ED (5 rED)
5	SPD	18		Phases: 3, 5, 8, 10, 12
6	REC	0		
32	END	0		
30	STUN	1		Total Characteristics Cost: 108

Movement: Running: 7"/14"

Cost Powers **END**

56	<i>Bow and Trick Arrows:</i> Multipower, 75-point reserve, 64 Charges for entire reserve (+½); all slots OAF (-1) [64]		
3u	1) <i>Acid Arrow:</i> RKA 1½d6, Continuous (+1), Penetrating (+½), Uncontrolled (+½); OAF (-1), Beam (-¼)		
1u	2) <i>Blunt Arrow:</i> Energy Blast 6d6; OAF (-1), Beam (-¼)		
2u	3) <i>Bolo Arrow:</i> Entangle 5d6, 5 DEF, Entangle And Character Both Take Damage (+¼); OAF (-1), Beam (-¼), Cannot Form Barriers (-¼)		
1u	4) <i>Broadhead Arrow:</i> RKA 2d6; OAF (-1), Beam (-¼)		
2u	5) <i>Chisel-Point Arrow:</i> RKA 2d6, Armor Piercing (+½); OAF (-1), Beam (-¼)		
2u	6) <i>Electro-Discharge Arrow:</i> Energy Blast 10d6; OAF (-1), Beam (-¼)		
3u	7) <i>EMP Arrow:</i> Dispel Electronic Device Powers 8d6, all Electronic Device powers simultaneously (+2); OAF (-1), Beam (-¼)		
4u	8) <i>Exploding Arrow:</i> Energy Blast 10d6, Explosion (+½); OAF (-1)		
3u	9) <i>Fire Extinguisher Arrow:</i> Dispel Fire Powers 8d6, all Fire powers simultaneously (+2); OAF (-1), Beam (-¼)		
3u	10) <i>Flare Arrow:</i> Sight Group Flash 12d6; OAF (-1), Beam (-¼)		
3u	11) <i>Glue Arrow:</i> Entangle 5d6, 5 DEF, Area Of Effect (One Hex; +½); OAF (-1), Cannot Form Barriers (-¼)		
1u	12) <i>Line Arrow:</i> Swinging 20"; OAF (-1)		
3u	13) <i>Net Arrow:</i> Entangle 4d6, 4 DEF, Area Of Effect (One Hex; +½), Entangle And Character Both Take Damage (+¼); OAF (-1), Cannot Form Barriers (-¼)		
1u	14) <i>Oil Slick Arrow:</i> Change Environment 8" radius, -6 to all DEX-based Rolls to move on/through; OAF (-1), Only Affects Characters Moving On The Ground (-¼)		
3u	15) <i>Sonic Arrow:</i> Energy Blast 5d6, Area Of Effect (3" Radius; +1); OAF (-1) plus Hearing Group Flash 3d6, Area Of Effect		

(3" Radius; +1½); OAF (-1), Linked (-½)

2u 16) *Smoke Arrow:* Darkness to Sight Group 4" radius; OAF (-1), 6 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -¼)

4u 17) *Taser Arrow:* Energy Blast 6d6, NND (defense is insulated rED covering entire body; +1), Area Of Effect (One Hex; +½); OAF (-1)

Martial Arts: Basic Martial Arts

Maneuver	OCV	DCV	Notes
4 Martial Block	+2	+2	Block, Abort
4 Martial Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Martial Strike	+0	+2	5d6 Strike
4 Nerve Strike	-1	+1	2d6 NND

10 *Costume:* Armor (5 PD/5 ED); OIF (-½) 0

3 *Incredible Vision:* +2 versus Range Modifier for Sight Group 0

6 *Perceptive:* +2 PER with all Sense Groups 0

Perks

5 Money: Well Off
70 Vehicle: Der Pfielflugzeug (The Arrow-Plane)
50 Base: Der Pfielhohle (The Arrow-Cave)

Talents

3 Absolute Range Sense
6 Ambidexterity (only suffers a -1 Off Hand penalty)
6 Combat Luck (3 PD/3 ED)
15 Combat Sense 12-
4 Lightning Reflexes: +4 DEX to act first with Shooting Arrow

Skills

21 +7 with *Bow and Trick Arrows* Multipower
6 Targeting Skill Levels: +3 versus Hit Location modifiers with Bows
3 Acrobatics 13-
3 Breakfall 13-
3 Climbing 13-
3 Combat Piloting 13-
3 Concealment 12-
3 Electronics 12-
9 Fast Draw 16-
4 KS: Archery 13-
4 CK: Berlin 13-
2 Navigation (Air) 12-
3 PS: Business Manager 12-
3 Security Systems 12-
3 Shadowing 12-
3 Sleight Of Hand 13-
3 Stealth 13-
3 Streetwise 12-
3 Tactics 12-
4 TF: Hanggliding, Basic Parachuting, Small Planes, Snowmobiles
5 WF: Common Melee Weapons, Common Missile Weapons, Sling
12 Weaponsmith (Muscle-Powered Ranged) 17-

Total Powers & Skills Cost: 397

Total Cost: 505

200+ Disadvantages

- 15 DNPC: Georg (adopted son) 8- (Incompetent)
- 10 Hunted: various German street criminals and low-powered supervillains 11- (As Pow, Limited Geographical Area, Harshly Punish)
- 10 Hunted: Der Westgote 8- (As Pow, Harshly Punish)
- 15 Psychological Limitation: Issues With Authority; Blunt And Outspoken (Common, Strong)
- 20 Psychological Limitation: Showoff (Very Common, Strong)
- 5 Rivalry: Professional (with other archers)
- 15 Social Limitation: Secret Identity (Ivo Baldner) (Frequently, Major)
- 5 Unluck: 1d6
- 210 Experience Points

Total Disadvantage Points: 505

Background/History: Ivo Baldner was born in Bonn in 1967, the heir to a wealthy family that made its money designing and manufacturing high-end sportscars, planes, and other vehicles. He attended the finest colleges, where he got a solid background in electronics and engineering despite not working very hard. Easily bored and having little motivation to do anything with his life, Baldner lived as a carefree bachelor, squiring lovely ladies to meaningless parties and carousing until dawn. His only consuming interest was archery, a skill he mastered at the hands of several coaches who thought he could be Olympic material if he'd only commit himself to training. But Baldner had

no interest in competition, preferring to practice alone in the large woods on his family's estate.

When his father died in 1988 Baldner inherited the company, but hired skilled managers to run it for him while he continued his carefree ways. Eventually he fell in love with a pretty young woman named Charlotte. When he proposed she rejected him, telling him he'd wasted the gifts he'd been given and squandered the opportunity to do good in the world. Bitter and angry, Baldner went on a drunken bender that finally ended when he realized she was right... but that it wasn't too late for him to change.

He threw himself into managing his now-ailing company and began to concentrate even more on his skills with the bow. He remembered his grandfather telling him stories of the famous World War II-era British superhero the Scarlet Archer, who'd fought the Nazis and liberated Baldner's grandfather from Dachau in 1945. Taking that as his inspiration, he created a costumed identity for himself: *der Bogenschütze* ("the Archer"). Armed with a few trick arrows he'd designed after hours in his company's workshop, he took to the streets for the first time in 1992. His first few adventures were unqualified successes — he captured several bank robbers and muggers, and even stopped a low-powered German villain called *der Käfer* ("the Beetle"). Feeling quite proud of himself, he tracked down Charlotte to show her he'd become worthy of her love.

Unfortunately, Charlotte's own life had taken a turn for the worse: she'd become entangled in a relationship with the notorious supervillain *der Fallensteller* ("the Trapper"). Soon *der Bogenschütze* found himself in a running battle with a criminal who seemed to match him in every way. Over the course of their conflict, *Fallensteller* discovered Charlotte was secretly assisting *Bogenschütze* and killed her. *Der Bogenschütze* eventually defeated *Fallensteller* — in fact, he thought he'd killed him, but the wily crook survived their encounter and has returned twice to plague the hero further. *Der Bogenschütze* discovered Charlotte had an infant son, Georg, and adopted him.

Realizing he'd become a hero for perhaps not the noblest of reasons, *der Bogenschütze* reaffirmed his commitment to being a force for good in the world. He has since used his family fortune (which isn't what it once was, thanks to the massive expenses he's incurred designing his personal weapons, jet, and fully-outfitted secret base inside a wooded hill north of Berlin) and his remarkable skills to become one of Germany's foremost crimefighters.

Personality/Motivation: *Der Bogenschütze* fights crime and protects the innocent with the fervor of the recently converted — he feels he wasted so much of his life as a useless party animal that he can't afford to waste any more. He maintains his secret identity as the head of Baldnerco AG, but most of the actual work is handled by his staff and advisors. He patrols the streets of Berlin at night, stopping robberies and muggings and occasionally tangling with costumed supervillains as well. After winning a battle, he always takes time to toss off a quip or two before swinging away across the skyline.



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Despite der Bogenshütze's wise-guy exterior, he's a sentimentalist. He's easily swayed by tales of woe and gets personally attached to orphans, grannies who've had their pensions stolen, and lost puppies. On the other hand, he can't stand bullies or those who throw around their authority, and so even though he's a committed good guy his relationship with the Berlin police usually isn't good — he sees them more as brutish and overbearing than helpful.

Quote: "Let the girl go, and maybe I won't put your eye out with this."

Powers/Tactics: Der Bogenshütze is one of the world's most accomplished archers. He's armed with an impressive arsenal of both normal and trick arrows; the latter range from exploding grenade-head arrows to far more unusual creations like his Oil Slick Arrow. In most battles, der Bogenshütze keeps moving and often rapidly switches arrows or tactics; he always tries to maintain a certain distance between himself and his foes (he relies on his remarkable accuracy to compensate for the Range Modifier and other penalties). If he clearly outclasses his opponents (which frequently happens when he takes on ordinary mobsters and thugs), he's prone to showing off, which occasionally leads to carelessness; more than one encounter has become much more dangerous than necessary because he failed to keep track of all of his opponents, for example.

Der Bogenshütze maintains his arsenal at the Arrow-Cave, a base he created beneath a hillside on some property he owns north of Berlin. That's also where he stores his Arrow-Plane, a variable-wing fighter prototype designed by Baldnerco AG that can seat four.

Campaign Use: Der Bogenshütze would be an excellent candidate for a pan-European superteam — he has a useful range of skills and weapons, plus a flashy motif. He can also get involved with international organized crime adventures, since he could easily develop a grudge against a villain he feels has mistreated someone he cares about and would thus pursue his foe just about anywhere the story required.

Der Bogenshütze should fit into most campaigns as is, but if he's too powerful for your game you should reduce his Multipower reserve and slots to about 60 Active Points, and reduce his Combat Skill Levels. To make him more powerful, give him things he can rely on outside of archery: better HTH Combat abilities, more Armor, some gadgets, and the like.

As a Hunter, der Bogenshütze proceeds with caution. He stalks his target as a real archer would his prey, waiting until he's in position for just the right shot. Then he takes it.

Appearance: Der Bogenshütze is 6'3" tall with a slim but muscular build, black hair, and piercing grey eyes. He wears a dark-gray bodystocking beneath a looser brown tabard with red piping, and a brown hood and domino mask. He carries a large rectangular quiver on his back, and uses a double-recurved longbow.

CHEVALIER

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
18	COM	4	13-	
20	PD	12		Total: 20 PD (20 rPD)
30	ED	25		Total: 30 ED (30 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
13	REC	0		
50	END	0		
48	STUN	0		Total Characteristics Cost: 201

Movement: Running: 6"/12"
Flight: 25"/50"/180 km

Cost	Powers	END
75	<i>Kinetic Plasma Blasts:</i> Multipower, 75-point reserve	
7u	1) <i>Direct Blast:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼)	3
7u	2) <i>All-Out Blast:</i> Energy Blast 15d6	7
7u	3) <i>Wide-Beam Blast:</i> Energy Blast 7d6, Area Of Effect (8" Cone; +1)	7
7u	4) <i>Burst Blast:</i> Energy Blast 10d6, Autofire (5 shots; +½)	7
7u	5) <i>Phased Blast:</i> Energy Blast 10d6, Armor Piercing (+½)	7
25	<i>Plasma-Infused Body:</i> Damage Resistance (20 PD/30 ED)	0
47	<i>Plasma-Infused Body:</i> Life Support: Total (including Longevity: lifespan of 400 years)	0
13	<i>Plasma-Infused Body:</i> Healing BODY 2d6; Self Only (-½)	2
63	<i>Kinetic Flight:</i> Multipower, 63-point reserve	
6u	1) <i>Controlled Flight:</i> Flight 25", Reduced Endurance (½ END; +¼)	2
6u	2) <i>Rocket Flight:</i> Flight 18", MegaScale (1" = 10 km, can be scaled down to 1" = 1 km; +¾)	6

Perks

6	Reputation: one of France's premier heroes (among the French) 11-, +3/+3d6
9	Contacts: various former assemblymen and politicians 8- (Contact has access to major institutions, Contact has useful Skills or resources, Organization)
10	Money: Wealthy
3	Perk: Security Clearance

Skills

9	+3 with <i>Kinetic Plasma</i> Multipower
2	Animal Handler (Equines) 14-
3	Bureaucratics 14-
3	High Society 14-
4	AK: France 13-
3	AK: Europe 12-
3	KS: French Politics 12-
2	KS: French Law 11-
2	Language: English (fluent conversation;

- French is Native)
 1 Language: Russian (basic conversation)
 3 Oratory 14-
 3 Power: Kinetic Plasma Power Tricks 14-
 3 PS: Politician 12-
 3 Seduction 14-
 3 Tactics 12-

Total Powers & Skills Cost: 345

Total Cost: 546

200+ Disadvantages

- 25 DNPC: his support staff 11- (Normal; Group DNPC)
 25 Hunted: Eurostar 8- (Mo Pow, NCI, Kill)
 10 Hunted: Venin Vert 8- (Less Pow, Kill)
 20 Psychological Limitation: Considers Himself The Primary Protector Of France (Common, Total)
 20 Psychological Limitation: Overconfidence (Very Common, Strong)
 10 Psychological Limitation: Has An Eye For The Ladies (Common, Moderate)
 15 Social Limitation: Public Identity (Jean-Louis Fleury) (Frequently, Major)
 221 Experience Points

Total Disadvantage Points: 546



Background/History: Jean-Louis Fleury was a member of the Assemblée Nationale, the French legislature, representing one of the districts of the city of Marseille. An up-and-coming young politician with an eye on the highest offices in the land, he'd built his career on hard work and unflagging development of personal contacts within his district. In 1997, he and several other Assemblymen were the victims of a terrorist attack eventually linked to a Syrian splinter cell — a bomb was detonated during a “photo-op” inspection of a Marseille fish-processing factory. Six people were killed, including two of the Assemblymen, and several dozen more were wounded... but miraculously Jean-Louis was unharmed despite being closest to the bomb. Rather than killing him, the explosion apparently activated a previously-unknown genetic mutation in Jean-Louis, reshaping his body and infusing him with a strange, plasma-like energy.

Since the transformative event was so public, Jean-Louis became an international celebrity overnight. Scientists around the world clamored to study him and learn what they could about his new condition, and he tried to be as cooperative as possible (but of course he gave first priority to French scientists). As it became clear that he now wielded immense superhuman powers, he resigned his seat in the Assembly and offered his services directly to the French government as a superhero.

At first government officials were hesitant — they wanted Fleury to join the Sixteenth Bureau for training and eventual membership, but he had no intention of giving up his autonomy and public spotlight to join a team. He expertly manipulated public sentiment, taking the name *Chevalier* (“the Knight”) and setting up a private corporation complete with a small base and support staff to manage his “career.” Eventually the government gave in, offering him a limited security clearance and the assistance of the DGSE in tracking down the Syrian bombers (who were soon found in Belgium, and were brought to justice by Chevalier and several intelligence agencies working together in the spring of 1998).

Since then, Chevalier has expanded and stabilized his own political power base while battling against menaces like Eurostar, VIPER, and Venin Vert. He maintains good relations with the Sixteenth Bureau despite continually refusing to join the team. His own staff of advisors from his Assembly days has morphed into a complete support team for an active hero, including not only researchers and technicians but his own lawyer, doctor, and public relations director. While he has no immediate plans to return to office, he's now considering pressuring the President for an official position in the Council of Ministers as an advisor on superhuman affairs. Rumors claim he's never given up his ambition for the presidency himself, and perhaps plans to become the first truly superhuman head of state of a major country.

Personality/Motivation: As one of France's premier superheroes and celebrities, Chevalier lives his life almost entirely in the public eye. He always pay attention to his image, and remains active in politics by supporting the campaigns of fellow politicians who share his views (which are moderately conservative — he's a member of the Union For French Democracy, and supports the eventual evolution of the European Community into a true federalist union, sort of a United States of Europe as a major world power with France at its head). He also recognizes the increasing influence of superhumans on the stage of world affairs and sees himself as a logical choice to lead that disparate community.

Though his concerns about his own political status and future are perhaps less than admirable in the eyes of fellow supers, Chevalier is genuinely heroic in most other ways. He's brave, as honest as a celebrity can be, deeply concerned about the welfare of others, and a diehard French patriot. He has no qualms about risking his own life for others — he just makes sure that if he does and survives, there's a reporter around to record it.

Quote: "I think you've bitten off more than you can chew, *n'est pas?*"

Powers/Tactics: Chevalier has been completely altered on the molecular level by his mutation. His body now seems to be maintained entirely by the strange "kinetic plasma" that infuses his cells; though he still has internal organs and some sort of circulatory system, their exact functions remain a mystery to the scientists who've studied him. His "improved" body now seems to be impervious to disease, poisons, aging, and many forms of trauma; furthermore, he ages at one-fourth the rate of normal humans and doesn't have to eat, sleep, or breathe.

Beyond those fundamental changes, Chevalier's kinetic plasma provides him with a broad range of superpowers. It's made him superhumanly strong, fast, and tough. He can direct the plasma behind him to fly, and project bolts and blasts of energy for various attacks. Some of the scientists who've studied him believe his powers are still evolving; in time he may have even greater control over his personal energy (and perhaps other types of energy as well).

In combat, Chevalier always takes the lead and engages the enemy head-on at first, though he'll consider more subtle tactics if the direct approach fails. He's careful to avoid too much property damage, since it annoys the public... but once it's clear collateral damage is unavoidable, he opens up with larger attacks on the principle that it looks better to stand victorious in a pile of rubble than lie defeated next to an intact building.

Campaign Use: Chevalier can serve as a foil for selfless characters likely to be annoyed by his concern with his own image, especially if they automatically assume he's likely to be villainous (or at least sleazy) just because he's a politician. He's neither, but questions of trust can continue to surface whenever he gets involved in a scenario until he finds a way to prove himself. Alternately, GMs can use him in the background of a politically-oriented campaign, where he actively seeks political office again and emphasizes the rights and responsibilities of superhumans as a plank in his campaign platform.

Chevalier might be interested in one of the proposed European Union teams (especially to ensure that France played a prominent role in its creation and management). However, he'd be unlikely to remain a member for long, since he has little interest in being away from France for extended lengths of time.

If Chevalier is too powerful for your campaign, reduce his Multipower reserve and slots to 60 points, and/or reduce his superhuman Primary Characteristics to the 15-25 level. To increase his power, expand the scope of what he can do with his kinetic energy attacks (add a Flash, Entangle, Drain, and/or RKA).

Chevalier would Hunt a major villain who's causing significant problems in France, and/or who's attracted enough attention that stopping or capturing him would be a public relations coup. In most cases he won't pursue enemies beyond the boundaries of France, but in particularly egregious cases he will.

Appearance: Chevalier stands 7'3", and is handsome and well-proportioned for his size. His hair is silver (from mutation, not age) and cut fashionably, and his eyes glow with orange energy when his powers are active. His costume is a red bodysuit with white piping, dark highlights, and a long red cape, with a stylized axe-head (similar to the one from the French coat of arms) emblazoned on his chest. He wears no mask.

CORRENTE				
Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 51.2 tons; 11d6 [5]
17	DEX	21	12-	OCV: 6/DCV: 6
28	CON	36	15-	
20	BODY	20	13-	
11	INT	1	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
18	PD	7		Total: 30 PD (27 rPD)
12	ED	6		Total: 24 ED (22 rED)
4	SPD	13		Phases: 3, 6, 9, 12
20	REC	6		
56	END	0		
62	STUN	0		Total Characteristics Cost: 166
Movement: Running: 9"/18"				
Leaping: 11"/22"				
Swimming: 3"/6"				
Cost	Powers	END		
35	<i>War Chain:</i> Multipower, 52-point reserve; all OIF (-½)			
1u	1) <i>Strike:</i> HA +4d6; OIF (-½), Hand-To-Hand Attack (-½)		2	
1u	2) <i>Snare:</i> +20 STR, Reduced Endurance (0 END; +½); OIF (-½), Only For Grabs (-½)		2	
1u	3) <i>Reach:</i> Stretching 3", Reduced Endurance (0 END; +½); OIF (-½), Always Direct (-¼), No Noncombat Stretching (-¼), Limited Manipulation (see text; -¼)		0	
5	<i>Mystical Chains:</i> Extra Limbs (up to 4); Can't Use War Chain (-0)		0	
10	<i>Mystic Chains:</i> Stretching 3", Reduced Endurance (0 END; +½); OIF (-½), Always Direct (-¼), No Noncombat Stretching (-¼), Limited Manipulation (see text; -¼)		0	
12	<i>Tough Body:</i> Damage Resistance (15 PD/10 ED)		0	
22	<i>Mystical Chainmail:</i> Armor (12 PD/12 ED), Hardened (+¼); OIF (-½), Activation Roll 14- (-½)		0	
7	<i>Mystical Chainmail:</i> Knockback Resistance -5"; OIF (-½)		0	
9	<i>Transformed Physiology:</i> Life Support (Safe Environments: all)		0	
7	<i>Rapid Recovery:</i> Healing BODY 1d6, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn [Post-Segment 12]; -1¼), Self Only (-½)		0	
6	<i>Swift:</i> Running +3" (9" total)		1	
1	<i>Good Swimmer:</i> Swimming +1" (3" total)		1	
14	<i>Mystical Amulet:</i> Detect Supernatural Evil 15- (Sight Group), Discriminatory, Telescopic (+8 versus Range Modifier); IIF (-¼)		0	

Perks

- 2 Reputation: hero of the Portuguese working class (small to medium sized group) 11-, +2/+2d6
- 12 Contact: Lisbon's UNTIL Office 8- (Contact has very useful Skills or resources, Good relationship with Contact, Organization)

Skills

- 20 +4 with HTH Combat
- 3 Concealment 11-
- 2 AK: Barreiro 11-
- 2 AK: Portugal 11-
- 2 KS: UNTIL Activities And Procedures 11-
- 2 KS: Portuguese And Spanish Superhumans 11-
- 1 Language: German (basic conversation; Portuguese is Native)
- 3 Mechanics 11-
- 2 Navigation (Marine) 11-
- 7 Power: Brick Tricks 14-
- 2 PS: Cannery Worker 11-
- 5 Streetwise 13-
- 2 Survival (Marine) 11-
- 2 TF: Large Motorized Boats, Small Motorized Boats

Total Powers & Skills Cost: 200**Total Cost: 366****200+ Disadvantages**

- 20 Hunted: Der Westgote 8- (Mo Pow, Harshly Punish)
- 15 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 5 Physical Limitation: Inconveniently Heavy (300 kg) (Infrequently, Slightly Impairing)
- 15 Psychological Limitation: Protects The Weak, Hates Bullies (Common, Strong)
- 10 Psychological Limitation: Tends To Assume The Wealthy Are Untrustworthy Unless Demonstrated Otherwise (Common, Moderate)
- 5 Rivalry: Professional (other super-strong-men)
- 15 Social Limitation: Public Identity (Hipolito Elias) (Frequently, Major)
- 81 Experience Points

Total Disadvantage Points: 366

Background/History: While working on a small fishing boat off the coast of Lisbon in 2002, Hipolito Elias pulled up something unusual. At first he thought it was scrap metal and cursed the damage it had done to his nets, but then he saw it was something else — a suit of chainmail and a length of heavy chain, both of fine workmanship and miraculously unruined. Elated at the thought of selling it to a museum (since he had a wife and family to feed), he spread it out on the deck to dry. That was when he saw the small amulet affixed at the neck of the mailcoat. Suddenly the amulet began to glow with a soft orange light, transfixing Elias in a beam. Then, as if the amulet had made up its own mind, the armor began to come apart into its component links, which reached out with remarkable speed and wrapped themselves around Elias. As the chain links

reformed themselves into mail, Elias's body was itself transformed, becoming larger and more heavily muscled.

Somehow, Elias understood that the amulet had selected him as the armor's next owner, and that it was a weapon he could use for good or ill as he chose. Despite his rough circumstances, Elias was a fundamentally good man — after he returned to shore, he went to the UNTIL office in Lisbon for help. The agents there could only tell him the armor and chain were magical and therefore beyond the range of their science, but they did give him plenty of advice about using his newfound abilities as a superhero. With their assistance he created the identity of *Corrente* (literally “Chain,” but translated as “Chainmail”) and joined UNTIL's Affiliate Program.

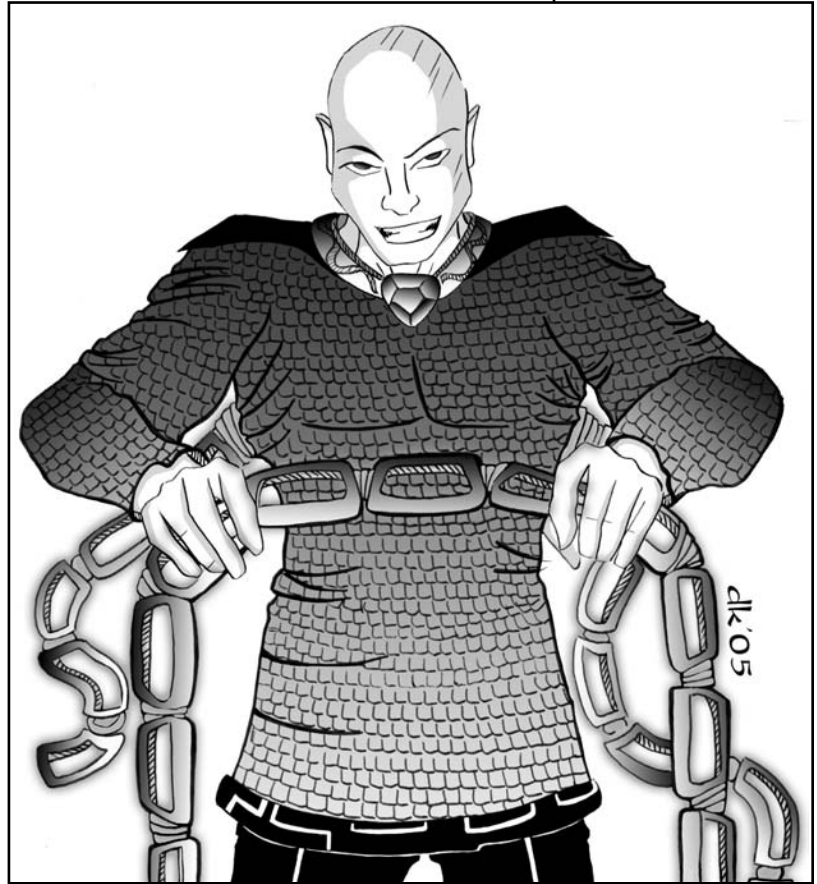
Since his debut, Corrente's mostly rescued people from shipping accidents and the odd natural disaster, since Portugal has little in the way of superhuman crime and Corrente isn't much of a detective. However, he has crossed paths a couple of times with the German villain Westgote (who has escaped him on both occasions), and they actively dislike each other. He's also joined UNTIL operations in other countries like Spain and Italy, and occasionally has traveled farther abroad when his amulet has let him know about the presence of supernatural evils (such as the werewolf he pursued from Lisbon to Morocco in 2003).

Personality/Motivation: Corrente has become Portugal's foremost superhuman defender — though since Portugal has only about a dozen known superhumans, his role primarily consists of helping out with accidents and natural disasters (primarily along the coasts of Barreiro, where he still lives). He sees himself as a hero of the working class, and tends to distrust the rich and powerful at first blush. Despite his incredible strength, he's a fairly ordinary man who simply tries to use his powers to help others whenever possible. If he can get a good brawl in occasionally, so much the better.

Portugal does not have compulsory superhuman registration, but Corrente maintains close ties with government officials and local law-enforcement anyway, since it makes his job easier.

Quote: “Listen, friend, if you keep this up we'll have to get rough. And I do rough very well.”

Powers/Tactics: The magical armor Corrente wears transformed him into a massive powerhouse, with superhuman strength and resistance to pain. (These changes are permanent; they don't depend on wearing or possessing the armor.) Furthermore, the suit itself can manifest four additional 3” lengths of chain that Corrente can use as extra limbs to carry things, strike foes, hold an opponent motionless so he can punch him with his fists (a tactic that's allowed him to get some good licks in on Westgote), trip attackers, and so on. However, the chains lack the manipulatory capacity of hands; Corrente can Grab, punch, flip most switches, and so forth, but he can't use them to, for example, type or write.



In addition to the armor, Corrente found a piece of 3” long mystic chain intended for use as a weapon. It's mystically bonded to him, making it difficult to take away — if snatched from his grasp, it “teleports” right back to his hand unless he's unconscious (*i.e.*, in game terms, it's an Inaccessible Focus). The chain lets him strike harder than normal and hold people in an even more unbreakable grasp; with it he can attack foes up to 3” away (but he can only wield it in his own hands, not the chains from the armor). In game terms, the chain is a Multipower with two attack slots, a Stretching slot, and a reserve large enough to allow him to use the Stretching and one attack at once.

Last but not least, Corrente possesses a magical amulet that allows him to see “supernaturally evil” beings. These include demons, the undead, evil wizards, most mystically-powered supervillains, and the like. Ordinary criminals don't qualify, but beings of particular darkness or those with mystical backgrounds might at the GM's discretion.

In combat Corrente charges straight ahead and knocks down anything in his path. He prefers to use his own two arms and the War Chain, but unleashes the Mystic Chains if he needs them. Aside from his battles with Westgote, he hasn't had many fights against anyone above his own “weight class” as a brick, so he hasn't developed much in the way of tactical sense yet. However,

he’s recently spoken with some of UNTIL’s combat trainers about studying HTH combat more seriously; if he takes those lessons seriously he could become a much more dangerous opponent.

Campaign Use: Corrente might well become bored with the limited opportunities for a superhuman in Portugal and work with UNTIL to set up a second UNITY team based in Europe. Powerful mystical villains may decide they can put his armor to better use, or perhaps his amulet leads him to the burial site of a terrible creature that has lain undisturbed since the Atlantean Age.

The easiest way to increase Corrente’s power level would be to make him a more effective hand-to-hand combatant, either by giving him some Martial Arts or more Combat Skill Levels, giving him a Multipower of “Brick Tricks,” or by simply increasing his STR. To weaken him, reduce his STR to 40-45 and his defenses proportionately, thus forcing him to rely more on his War Chain; you could also make the War Chain an OAF.

Corrente has yet to Hunt anyone. That’s not really his style.

Appearance: Corrente is a large Mediterranean man with a shaved head, muscular build, and dark but friendly eyes. He wears a suit of fantastic silver chain mail that covers him from neck to knees over plain workman’s pants and thick leather boots. At his throat is an amber amulet in an ornate iron setting. From under each of his arms emerge two thick silver chains that he can use like extra limbs. In his hands he holds his War Chain, a 20 foot-long length of heavy chain for use as a weapon.

FAZFA TEL				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
6	PD	4		Total: 14 PD (8 rPD)
8	ED	4		Total: 16 ED (8 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	4		
36	END	0		
27	STUN	0	Total Characteristics Cost: 115	
Movement:		Running: 6"/12" Flight: 15"/30"		
Cost	Powers			END
72	Cold And Snow Control: Multipower, 72-point reserve			
14m	1) Snowstorm: Change Environment 64" radius, -3 to Sight Group PER Rolls, -4 Temperature Levels, Multiple Combat Effects, Reduced Endurance (½ END; +¼)			3
12m	2) Freezing Winds: Energy Blast 4d6, Area Of Effect (4" Radius; +1), No Normal Defense (defense is Life Support [Safe Environment: Intense Cold]; +1)			6
13m	3) Concentrated Freezing Winds: Energy Blast 6d6, No Normal Defense (defense is Life Support [Safe Environment: Intense Cold]; +1), Reduced Endurance (½ END; +¼)			3
14m	4) Hailstorm: Energy Blast 5d6, Indirect (always from above; +¼), Area Of Effect (12" Radius; +1½)			7
12m	5) Freeze The Joints: Drain DEX 4d6, Area Of Effect (One Hex; +½)			6
14m	6) Deep Freeze: Change Environment 8" radius, -6 Temperature Levels, Long-Lasting (1 Day), Reduced Endurance (½ END; +¼)			2
14m	7) Snowblindness: Darkness to Sight, Hearing, and Touch Groups, Radar, and Normal Smell 5" radius			7
37	Riding The North Wind: Flight 15", Reduced Endurance (½ END; +¼)			1
4	Weatherproof: Life Support (Safe Environments: Intense Cold, Intense Heat)			0
20	Fire Resistant: Energy Damage Reduction, Resistant, 50%; Only Works Against Limited Type Of Attack (heat/fire; -½)			0
10	Padded Costume: Armor (5 PD/5 ED); OIF (-½)			0
Perks				
5	Contact: Orvos Spila ("Dr. Speed," grandfather) 11- (Contact has useful Skills or resources, Very Good relationship with Contact)			
5	Money: Well Off			

Talents

- 6 Combat Luck (3 PD/3 ED)
- 2 Icewalking: Environmental Movement (no penalties on ice and snow)

Skills

- 6 +2 with Cold And Snow Control
- 3 Acrobatics 13-
- 3 Breakfall 13-
- 3 Conversation 13-
- 1 High Society 8-
- 2 KS: Criminals Of Europe 11-
- 1 Language: English (basic conversation; Hungarian is Native)
- 1 Language: German (basic conversation)
- 2 Navigation (Air) 13-
- 3 Paramedics 13-
- 3 Power: Wind And Cold Manipulation 13-
- 3 Stealth 13-

Total Powers & Skills Cost: 285

Total Cost: 400

200+ Disadvantages

- 20 DNPCs: her grandfather and his friends 8- (Incompetent; Group DNPC)
- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 5 Hunted: her grandfather's old enemies 8- (Less Pow, Harshly Punish)
- 10 Hunted: Beek 8- (As Pow, Harshly Punish)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Harshly Punish)
- 15 Psychological Limitation: Devoted To Doing Good Deeds (Common, Strong)
- 10 Psychological Limitation: Naive And Trusting (Common, Moderate)
- 15 Social Limitation: Secret Identity (Mariska Donat) (Frequently, Major)
- 10 Vulnerability: 2 x STUN from Water attacks (Uncommon)
- 85 Experience Points

Total Disadvantage Points: 400

Background/History: Mariska Donat was born in a small town in Hungary in 1984, the granddaughter of the famous Hungarian "supervillain" Ignac Bartal, better known as *Orvos Spila* ("Dr. Speed"). Doctor Speed was a notorious Communist super-agent in the Fifties and Sixties, working on behalf of the Hungarian government (and through it, the KGB); he supported the Soviet troops during the attempted revolt in 1956. During that uprising, Dr. Speed was ordered to use his powers against local insurgents, many of whom he knew personally. Though he followed orders like a good soldier, he eventually regretted his actions. The Kadar regime treated him as a hero after the Revolution failed, but his heart was no longer in his activities, and he retired his costumed identity in 1965, opening a small medical practice in Gyor.

Bartal and his wife had three children, of which only his oldest daughter Rebeka manifested superhuman mutant powers (and her ability, to reduce her apparent weight to only a few pounds,



wasn't impressive). By the time of Rebeka's daughter Mariska's birth, Hungary had become a multi-party democracy and revoked its laws mandating registration and conscription of superhumans.

Mariska's mutant powers manifested in 1997, when she discovered that with a thought she could create freezing cold winds and snow even on the warmest summer day. Her parents tried to convince her not to tell anyone of her powers. Desperate for some training, she turned to her beloved grandfather, who was now living in a Budapest nursing home. He saw Mariska's request as an opportunity to redeem himself for his crimes, so he agreed (though of course they had to keep their activities secret from her parents and the nosy nursing home staff).

Since she completed her training in 1999, *Fazfa Tel* ("Winter Willow") has been one of Budapest's most impressive young superheroes. She's battled mobsters and some supervillains, and even helped the police smash a VIPER Nest. She continues to go her grandfather and his friends (including a former cop and an ex-UNTIL agent) for training and advice, but it won't be long before she's outgrown them entirely and taken a place on the larger stage of world events.

Personality/Motivation: Fazfa Tel is a good kid who's in a bit over her head. She loves her grandfather dearly, and has been influenced by him as part of his own efforts to make up for all the bad things he

did during his own career. She's paying for somebody else's sins, and that's putting her under a great deal of stress as a young hero.

That said, so far she's done a very good job disrupting the activities of bad guys like VIPER and Beek. She's basically a good person, concerned about the welfare of others and happy to use her powers to society's benefit. The collective wisdom of her informal "council" hasn't steered her far wrong yet, though all too frequently they bicker among themselves about what she should be doing as a hero, and how.

Quote: "Stop what you're doing and put down your guns, or... ummm, I'll freeze you solid!"

Powers/Tactics: Fazfa Tel is a mutant with the innate ability to generate cold and wind. At her command, icy winds whip across the battlefield, freezing her opponents and even bringing blinding snow and hail regardless of what the local weather's like. She has sufficiently fine control over the winds to use them to fly, and is resistant to extremes of temperature. She wears an armored costume made from one of her grandfather's old outfits.

Campaign Use: Fazfa Tel works well as a symbol of a young and struggling post-Communist nation finding its way, or she might appear as a heroine in over her head when a major European villain or group like VIPER brings serious resources to bear in Hungary. She'd make a good recruit for a European UNITY team, which would give her more formal training and a broader outlook on the world. Also, any hero either active in Europe fifty years ago (or with ties to someone who was) might have a connection to or grudge against Dr. Speed that would bring him into contact with Fazfa Tel.

To make Fazfa Tel more powerful, increase the size of her Multipower and add a few slots, like Telekinesis and a Double Knockback Wind Blast to reflect her increased control over her wind powers. To weaken her, decrease the Active Points in her Multipower reserve and slots to 60, and/or reduce her SPD to 4.

Fazfa Tel doesn't Hunt anyone (yet). She's too young, trusting, and optimistic for that sort of vengeance-driven activity.

Appearance: Fazfa Tel is a pretty young woman 5'5" tall who weighs 110 pounds and has black eyes and long, straight black hair. She wears a dark beige costume with a full-face mask; the costume's trimmed in white fur at the wrists (she doesn't wear gloves), the boot-tops, and around the neck to create a sort of "collar." Just below this "collar" on her left breast she wears a silver brooch in the shape of a willow tree.

ZMIERZCH

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
14	BODY	8	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
6	PD	3		Total: 9 PD (3 rPD)
10	ED	6		Total: 13 ED (3 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
9	REC	4		
66	END	15		
31	STUN	0		Total Characteristics Cost: 147

Movement: Running: 6"/12"

Cost	Powers	END
37	<i>Darkness Control:</i> Elemental Control, 75-point powers	
42	1) <i>Fall Of Night:</i> Darkness to Sight Group and Mental Awareness 6" radius, Personal Immunity (+¼)	8
38	2) <i>The Terrifying Cold Of Night:</i> Drain PRE 5d6, Ranged (+½)	7
38	3) <i>Shadowblast:</i> Energy Blast 10d6, Armor Piercing (+½)	7
38	4) <i>Plunged Into Darkness:</i> Sight Group Flash 15d6	7
44	5) <i>Wall Of Shadows:</i> Force Wall (6 PD/10 ED/10 Power Defense; 3" long and 2" tall), Opaque (Sight Group)	8
50	<i>Shadow Form:</i> Desolidification (affected by Light and Darkness Powers), Reduced Endurance (½ END; +¼)	2
16	<i>Meld Into Shadow:</i> Invisibility to Sight Group; Only Works In Darkness/Shadow (-¼)	2
5	<i>Strong Will:</i> Mental Defense (8 points total)	0
5	<i>Shadowy Nature:</i> Power Defense (5 points)	0
5	<i>Night Sight:</i> Ultraviolet Perception (Sight Group)	0

Perks

6	Contact: L'Institut Thoth 8- (Contact has useful Skills or resources, Organization)
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Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 13-

Skills

15	+3 with Ranged Combat
3	Acting 13-
3	Animal Handler (Birds, Reptiles & Amphibians) 13-
3	Breakfall 14-
3	Concealment 13-
3	Conversation 13-
3	Disguise 13-
3	KS: The Polish Music Scene 13-
2	Language: English (fluent conversation; Polish is Native)

- 3 Oratory 13-
- 3 Power: Darkness Manipulation 13-
- 2 PS: Music Reviewer 11-
- 5 Shadowing 14-
- 3 Stealth 14-
- 3 Streetwise 13-
- 3 Ventriloquism 13-

Total Powers & Skills Cost: 405

Total Cost: 552

200+ Disadvantages

- 10 Distinctive Features: aura of spookiness (Concealable With Difficulty; Noticed and Recognizable)
- 20 Hunted: Circle Of The Scarlet Moon 8- (Mo Pow, Capture)
- 20 Hunted: Black Paladin 8- (Mo Pow, Capture)
- 20 Psychological Limitation: Protects The Innocents Of Poland (Very Common, Strong)
- 15 Social Limitation: Public Identity (Urszula Domachowska) (Frequently, Major)
- 15 Susceptibility: to direct sunlight, 1d6 damage per Minute (Very Common)
- 5 Vulnerability: 1½ x STUN from Light attacks (Uncommon)
- 247 Experience Points

Total Disadvantage Points: 552

Background/History: Urszula Domachowska was born under strange circumstances in a small town near Katowice, Poland in 1979. Her father, a bookstore owner, had a dalliance with a mysterious, dark-haired woman that lasted only a week... and a month later, a baby with equally dark hair was left on his doorstep. He was never able to track down the woman, so he raised the child as his own.

From early childhood it was clear that Urszula was different from other kids. She was extremely smart but always a little distant, a loner who was occasionally prone to disappearing for a day or more. She fell in with the “metal crowd” at school, a group of kids who played in bands with names like “Coffin” and “Black Axe,” and wore stark makeup that accentuated her already pale, elfin features. At fifteen she manifested superhuman powers when she was frightened by a large dog. As it approached her, snarling, her skin suddenly became pitch-black and she seemed to fade partially from view. When the dog witnessed this transformation, it turned tail and ran, whimpering loudly. Urszula let out her breath loudly and suddenly changed back to her normal appearance. Only then did she notice that the other people on the block were staring at her and pointing.

Terrified by her public transformation, Urszula and her father turned first to L’Institut Thoth’s Paris facility, which agreed to help train her in exchange for the opportunity to study and document her mysterious powers. For three years she lived at the Thoth facility, taught by tutors in the morning and working with a special team of psychiatrists, physicists, and psychics in the evenings to explore her remarkable abilities.

In 1997 Poland was the site of an invasion by strange, fiery demons from another dimension. Urszula found herself caught up in the battle when the local superhero *Tecza* (“Rainbow”, a colorful light-manipulator) crashed to the ground near her while pursued by several of the demons. Both Urszula and *Tecza* were extremely surprised when they discovered the creatures greatly feared the darkness powers she manifested. *Tecza* brought his new young friend along when he and the local UNTIL squad made their next sortie against the demons. Urszula was codenamed *Zmierzch* (“Twilight”) by the agents after she helped drive the hell-fiends back to their own world. Since then both the Circle Of The Scarlet Moon and the Black Paladin have expressed an unhealthy interest in her, as her powers and mysterious heritage suggest she may be a prophesied half-breed between demon and human who could bring them great power.

Poland requires its superhumans to register with the government to operate legally (though supers who don’t register and avoid using their powers in public aren’t pursued in any way), and *Zmierzch* has done so. Poland has no formal superhero team, but the government can and has called on her and the half a dozen other active “superheroes” during emergencies. She’s on decent terms with several of the other heroes (including *Tecza*), but isn’t particularly close to any of them. She doesn’t really “patrol” as such, but if she’s not making some sort of public appearance she can usually be found at the Thoth branch office in Warsaw.

Personality/Motivation: *Zmierzch* has become a celebrity in her own country thanks to several successful and highly public adventures as well as having a public identity. She’s a particular heroine of the Polish music scene, of which she remains a devoted fan. Her “Goth”-style outfits inspire fashion trends among moody teenagers across the country.

Despite her “spooky” temperament and appearance (which makes most people, even those who like her, uncomfortable enough to suffer a -1 or greater penalty on Interaction Skill rolls and the like), *Zmierzch* is actually relatively easygoing, even friendly, once she’s gotten to know someone. Unfortunately, few people make the effort to get past her cold exterior to find that out. She has a morbid sense of humor and rarely shows her emotions publicly (but that just endears her to her fans even more).

Zmierzch remains in regular contact with L’Institut Thoth, which has several theories about her background but little definite information. Her most frequent colleague in the organization is Dr. James Guerin, who heads up the Paris office and is generally regarded as one of Yvette Ste. Germain’s likely replacements. She passes her spare time not spent as a TV celebrity and occasional record reviewer searching for information about her mother and some explanation of her powers and heritage.



Quote: “I know you didn’t realize that it was a real demon-summoning ritual you used on your last album, but still, this isn’t stuff you can just mess around with!”

Powers/Tactics: Zmierzch can generate a strange, dark substance that apparently can manifest as either energy or matter. She can create powerful bolts of energy to strike foes, or a more diffuse form of darkness that simply fills an area to block out visible light. By surrounding a specific victim with shadow, she can create an unnatural sensation of dread in him. She can also cause her “dark energy” to become solid and form simple shapes or barriers (*i.e.*, Force Walls). She can even transform her body into the same mysterious substance, becoming intangible and/or invisible (though the latter effect only applies when she’s in darkness or shadows).

Doctor Guerin has theorized about the similarity between Zmierzch’s powers to those of Black Rose of the Sentinels. The latter’s powers come from her own partial heritage; one of her parents is an extradimensional being from a plane where these abilities are apparently common. Guerin has suggested that perhaps Zmierzch’s mother was also from that dimension, though Black Rose has never heard of anyone matching her mother’s description. The two women haven’t yet met face to face.

Zmierzch is extremely sensitive to sunlight and avoids it whenever possible. If she remains in the shade or beneath the clouds sunlight merely makes her uncomfortable; if she’s exposed to sunlight directly it causes her physical pain.

In combat, Zmierzch uses her Darkness, Invisibility, and Desolidification to protect herself most of the time — her low defenses are her biggest weakness. She can raise a Force Wall for protection, but then she risks running out of END.

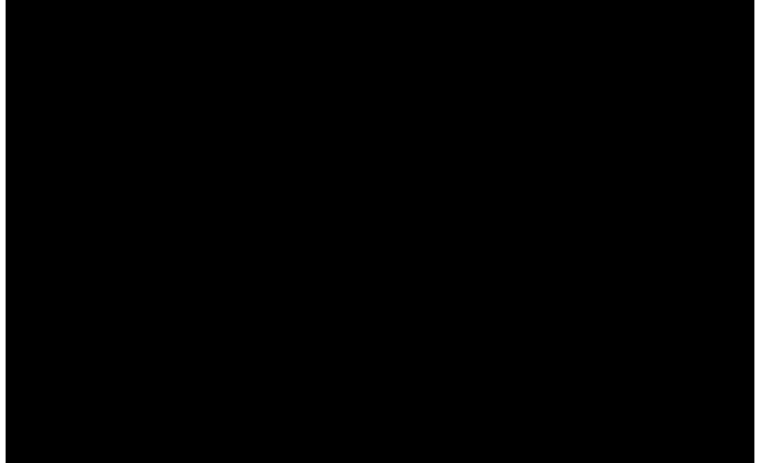
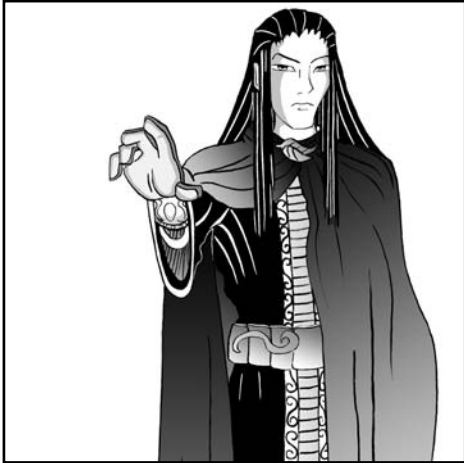
Campaign Use: Zmierzch is a surprisingly powerful superhero who’s easy to underestimate because of her less-than-professional approach to crimefighting. The GM can also bring her into stories through her fan base of rowdy music fans (she has a certain cult following even in the US) or through her formidable enemies and the possibility of her being the prophesied “darkling child” the Circle is searching for.

If you need Zmierzch to be even more powerful than she is, make some or all of her offensive powers usable while she’s in Shadowform. Reducing the END cost of several (or all) of her powers would also make her more effective by allowing her to use multiple powers at the same time for many Phases. To weaken her, scale back her EC powers to about 50-60 Active Points each, or remove a few powers.

Zmierzch is unlikely to Hunt anyone unless for some reason she believes her quarry can help her find out the answers to her personal mysteries and heritage.

Appearance: Zmierzch is a small woman, 5’3” and a mere 95 pounds, with distinctive long, black hair and skin so pale it seems almost bleached. She wears ordinary but functional black T-shirts and trousers, usually festooned with the names of “death metal” bands and silver jewelry, a black cloak that falls to mid-calf, and fishnet gloves.

chapter two:



RUSSIA

RUSSIA



For purposes of the ISSA, “Russia” covers the entire Commonwealth of Independent States — in other words, both the country now known by the name “Russia” and most of the former Soviet Republics, such as Ukraine and Belarus. It’s a large region of great cultural and linguistic diversity. As if that didn’t cause enough law enforcement problems, organized crime has become so ingrained that it effectively runs the country in many ways. Gangsters may not command the army or the police, but they wield more influence and power in Russian society than any official institution.

According to UNTIL’s sources and other researchers, Russia has a relatively sparse superhuman population — the highest estimates indicate 150 superpowered individuals, and some estimates range as low as 70. Over half of these are in Russia itself, and 15-20% in Ukraine; the rest are scattered among the various other nations in the CIS.

Registration

Russia has harsh laws regarding superhumans. Registration of superpowers with the authorities is required, and failure to obey this law can constitute a capital offense. Despite this, most superhumans flout the law, and no authority seems to actively enforce it. Superhumans from other lands entering Russia are required to report to the authorities, register temporarily, and obtain permits to use their powers. However, given the nature of the sorts of superhuman crises that attract heroes to the area, there’s rarely time to follow the official procedure.

Russian law also requires superheroes to report their “activities,” including any use of a superhuman power (even for mundane purposes, or clearly unobjectionable ones like telekinetically pulling an old woman out of the path of a speeding bus). Superhumans obey this law even less frequently than the registration law.

HERO TEAMS

The Soviet Union had a large official superhero team, the People’s Legion, that periodically fought American superteams in battles caused by misunderstandings or political manipulation rather than any legitimate cause of conflict. Legionnaires enjoyed a cushy life, with residences in state buildings or compounds, staff, security, plenty of good food to eat, and many other amenities ordinary Russians lacked.

When the USSR fell apart, so did the People’s Legion. Many members retired, some moved away, and a brave and determined few continued to fight crime on their own. In time other, younger, heroes rose up to aid them... though far more members of the next generation of superhumans put their abilities to work for personal gain as part of one of the countless organized crime gangs bleeding Russia dry.

Since the year 2000, a group of several heroes has banded together periodically to fight Russian crime, mostly in and around Moscow. Informally known as *Russkiye Zashchitniki* (“The Russian Defenders”), its members include Stalnoy Volk, Zemletpyasenee, a telekinetic named *Syeryebro* (“Silver” or “Miss Argent,” so called because her powers manifest a silvery-colored light-like energy), the superhumanly-strong *Mamont* (“Mammoth”), and a former Spetznaz soldier who calls himself *Kapitan Ukrayina* (“Captain Ukraine”), who has superhuman reflexes and intelligence to complement his military training and special weapons. Sadly, another superhero associated with the group, the shapeshifter Taiga, was killed in battle with Eurostar in 2004.

UNTIL IN RUSSIA

In the just over a decade since Russia and the former Soviet Republics signed the Tribunal Treaty, UNTIL has taken slow but firm steps to establish a presence in the region and perform its mission there. Many Russian officials remain dubious about the organization, but there’s no denying that UNTIL’s done some real good helping the crime-plagued nation stem its tide of supervillainy... at least a little.

UNTIL’s main office in the CIS is in Moscow, with satellite offices in Kiev, St. Petersburg, Tashkent, and Irkutsk. The latter two offices aren’t exactly hotbeds of UNTIL activity, and assignment to them is often regarded as a “punishment” for some failure or infraction on an agent’s part.



SUPERHUMAN THREATS IN RUSSIA

There are a number of known superhuman menaces active within the CIS, ranging from dangerous teams and organizations to powerful “solo” villains. Perhaps the most dangerous of the latter is *Molnya* (“Lightning”), whose activities throughout the Cold War made him one of the Soviet Union’s most feared operatives. He’s been reported dead on multiple occasions, including in 2003 after a clash with Gyeroy Vedun, but has always re-appeared; the latest UNTIL intelligence suggests he (or someone with very similar powers) remains active behind the scenes. Several other former Soviet super-agents, such as *Beek* (“Ox”) and *Technyik* (“The Technician”), have also turned to supercrime since the dissolution of the KGB.

In the past several years, several mystically-powerful villains or criminal organizations, including *DEMON*, the Crowns of Krim, and reportedly even the dreaded Arch-Lich Takofanes, have been active deep in Siberia around Tunguska, the site of a devastating explosion in 1908. Why so many arcane adversaries are interested in a site where a large meteor collided with Earth remains a mystery, but Russian mystic heroes like Gyeroy Vedun are keeping an eye on the situation.

ARGENT

According to the latest UNTIL intelligence reports, the isolated city of Larisagrad, formerly the home of many cutting-edge Soviet research projects, and since then a suspected source of illegal super-technology and black market weaponry, has fallen firmly under the control of ARGENT. Over

the course of several years of close dealings, the evil technocrats of ARGENT have so wormed themselves into the heart of Larisagrad, and learned so many of Larisagrad’s secrets, that the city is now little more than an ARGENT “subsidiary.”

MECHANON

Not all UNTIL agents accept the theory that Larisagrad has become an ARGENT “subdivision.” The members of Project Clockwork, among others, instead think the evil robot Mechanon has infiltrated and taken control of Larisagrad. According to them, he’s implanted mental control devices in most of the city’s residents, and is exploiting them until such time as he can replace them with robots. Other agents scoff at this theory, refusing to believe that Mechanon would use organics, no matter how valuable or well-trained, for any length of time.

SLUN

Organized crime in the city of St. Petersburg is reportedly under the control of a dangerous, sadistic telepath known as *Slun* (“The Bishop”). Some FBI officials believe his organization has tendrils reaching into several Western cities.

THE WARLORD

Eastern Siberia is one of the Warlord’s areas of activity. Sparsely settled and offering easy access to hotspots throughout Asia, it’s the ideal place for him to maintain secret supply depots, proving grounds, and training camps for his Shadow Army. Several attempts by local governments to ferret out his secrets and drive him away have failed. UNTIL’s analysts are becoming increasingly concerned about his presence in the region.

TOP 5 LOCATIONS FOR A FIGHT SCENE IN RUSSIA

- 1) **Red Square, Moscow.** No visit to Moscow is complete without a stop by Red Square. Lenin's Tomb, the Kremlin, St. Basil's Cathedral, the Historical Museum, and even the GUM department store are all there, waiting for your heroes. Extra bonus points if a fight occurs during one of the many military parades and processions.
- 2) **The Bolshoi Theater, Moscow.** Nearly 200 years old, this fine building has seen the premieres of many beloved ballets and musical compositions, including Tchaikovsky's *Swan Lake*. An evening at the ballet makes a fine way to relax... and an excellent scene for a rampaging supervillain to disrupt! Handsome heroes can earn the gratitude of beautiful ballerinas and wealthy patrons of the arts by rescuing them from disaster.
- 3) **The Kamchatka Peninsula.** Home to nineteen active volcanoes and a vast offshore spawning ground for salmon and blue whales, this desolate area was also used as the target for dozens of Cold War missile tests. Who knows what sort of supervillainy or monstrosities a place like that could create?
- 4) **Samarkand, Uzbekistan.** One of the oldest continually-inhabited cities in the world and a major stop along the Silk Road that connected Europe to China. Samarkand was the capital of Tamerlane's projected world empire in the fourteenth century. It's dotted with ancient tombs and mausoleums that may still hold wondrous artifacts.
- 5) **The Peter and Paul Cathedral, St. Petersburg.** Built in 1703 as part of the Peter and Paul Fortress, the Peter and Paul Cathedral has a 404-foot (62") tall spire with an angel holding a cross at the top. It's the traditional resting place of the bodies of the Russian emperors and empresses; Tsar Nicholas II and his family, who were murdered by the Bolsheviks in 1918, were finally interred there in 1998.

SUPERHEROES OF RUSSIA

GYEROY VEDUN

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
23	CON	26	14-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
7	PD	3		Total: 17 PD (10 rPD)
6	ED	1		Total: 16 ED (10 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
9	REC	0		
66	END	10		
33	STUN	2		Total Characteristics Cost: 156

Movement: Running: 6"/12"
Flight: 20"/80"

Cost	Powers	END
140	<i>Mastery Of Spirits:</i> Multipower, 175-point reserve; all slots Incantations (-¼)	
14m	1) <i>Banish Spirits:</i> Dispel Summon 30d6; Incantations (-¼)	9
12m	2) <i>Bend Spirit's Will:</i> Mind Control 15d6 (Mystical/Spirit class of minds); Incantations (-¼)	7
23m	3) <i>Call On Elemental Forces:</i> Summon Elemental built on up to 500 Character Points (see <i>The HERO System Bestiary</i>), Friendly (+¼), Expanded Class (elementals; +½); Extra Time (Delayed Phase; -¼), Incantations (-¼)	17
13m	4) <i>Call On Minor Spirits Of Mischief:</i> Telekinesis (20 STR), Fine Manipulation, Area Of Effect (4" Radius; +1); Incantations (-¼)	8
8m	5) <i>Call On The Spirits Of Animals:</i> Summon Animal built on up to 300 Character Points, Expanded Class (animals; +½); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½), Incantations (-¼)	9
9m	6) <i>Call On The Spirits Of Weather:</i> Change Environment 4" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); Incantations (-¼), No Range (-½), Can Only Alter Existing Weather, Not Create Weather (-¼), Extra Time (time required depends on the severity of the change in the weather the character wants to create, but minimum of 1 Minute; -1½)	0
11m	7) <i>Carried By The Spirits Of The Wind:</i> Flight 20", x4 Noncombat, Reduced Endurance (0 END; +½); Incantations (-¼)	0

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8m	8) <i>Journey To The Land Of Spirits:</i> Extra-Dimensional Movement (any location in a related group of dimensions), x8 Increased Mass; Incantations (-¼)	5
14m	9) <i>Men Into Animals:</i> Major Transform 7d6 (humans into animals, heals back through another application of this or a similar spell), Improved Target Group (any animal; +¼), Reduced Endurance (½ END; +¼), Extra Time (Full Phase; -½), Limited Target (humans; -½), Incantations (-¼)	8
72	<i>Minor Thaumaturgy:</i> Variable Power Pool (Magic Pool), 40 base + 20 control cost, No Skill Roll Required (+1); Incantations (-¼) var	
25	<i>Cloak Of Protection:</i> Armor (10 PD/10 ED), Hardened (+¼); OIF (-½)	0
37	<i>Permanent Protective Wards:</i> Life Support (Immunity: all terrestrial diseases, biowarfare agents, terrestrial poisons, and chemical warfare agents; Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing)	0
10	<i>Permanent Protective Wards:</i> Mental Defense (15 points total)	0
10	<i>Permanent Protective Wards:</i> Power Defense (10 points)	0
13	<i>Know Magic:</i> Detect Magic 16- (Sight Group), Discriminatory	0
20	<i>Protective Spirits:</i> Luck 4d6	0

Perks

24	Contacts: 24 points' worth among nature spirits and related beings
9	Contact: Trismegistus Council 8- (Contact has very useful Skills or resources, Organization)
5	Money: Well Off
40	Base (see text)

Skills

10	+2 with Magical Attacks
3	Acrobatics 13-
3	Analyze: Magic 13-
5	Animal Handler (Bovines, Canines, Equines, Ursines) 14-
3	Breakfall 13-
3	Concealment 13-
5	Cramming
3	AK: Russia 13-
3	Navigation (Dimensional, Land) 13-
3	Oratory 14-
9	Power: Thaumaturgy 17-
3	Shadowing 13-
3	Stealth 13-
3	Survival (Arctic/Subarctic Forests, Mountains) 13-
3	Tactics 13-
4	WF: Common Melee Weapons, Common Missile Weapons
3	Linguist
1	1) Language: English (fluent conversation; Russian is Native)
1	2) Language: German (fluent conversation)

1	3) Language: Hebrew (fluent conversation)
1	4) Language: Latin (fluent conversation)
1	5) Language: Romany (fluent conversation)
3	Scholar
3	1) KS: Animal Spirits 14-
3	2) KS: Arcane And Occult Lore 14-
3	3) KS: The Mystic World 14-
2	4) KS: Occult History 13-
2	5) KS: Russian Superhumans 13-

Total Powers & Skills Cost: 607

Total Cost: 763

200+ Disadvantages

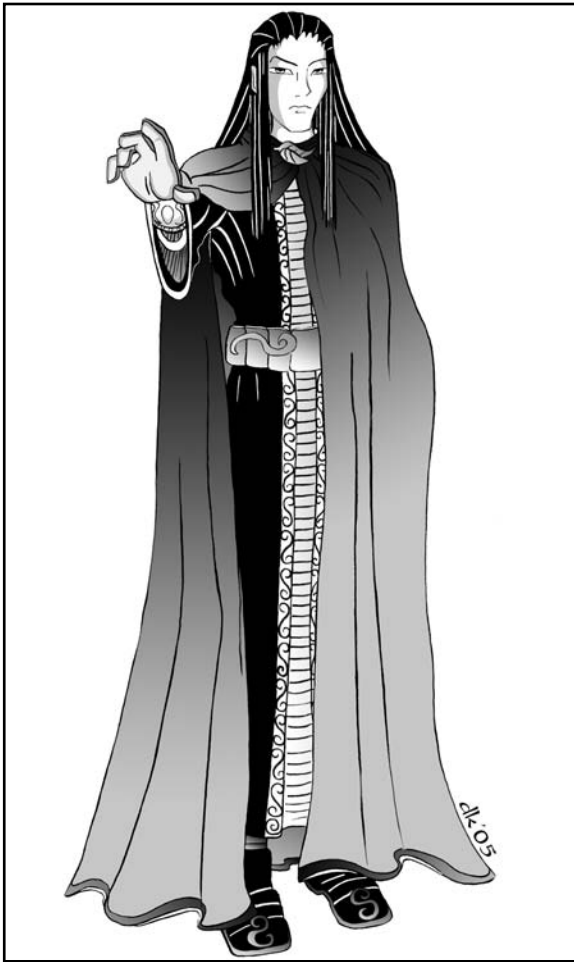
10	Distinctive Features: Mystic Aura (Not Concealable; Always Noticed; Detectable Only With Unusual Senses)
10	Hunted: Trismegistus Council 11- (Less Pow, NCI, Watching)
25	Hunted: VIPER 8- (Mo Pow, NCI, Capture/Kill)
20	Hunted: Various Vandaleurs 8- (As Pow, NCI, Capture/Kill)
15	Psychological Limitation: Feels Responsible For Mystical Well-Being Of Russia And Her People (Common, Strong)
15	Social Limitation: Public Identity (Nazar Zhuravlev) (Frequently, Major)
30	Vulnerability: 2 x STUN from Iron Weapons (Very Common)
438	Experience Points

Total Disadvantage Points: 763

Background/History: Nazar Zhuravlev was born in Volgograd in 1963. The Zhuravlev family has always been a minor clan of mystics; some of them have been members of or worked with the Trismegistus Council. Nazar's grandmother is said to have been a lover of Bohdan Stanislavski, the last Archmage. From an early age, it was clear Nazar had far more potential as a mystic than any of his forebears. By the age of nine he had mastered several complicated rituals for summoning minor spirits and elementals, and at the tender age of fourteen he slew a monster that was bedeviling the citizens of Chelyabinsk.

In 1979 Nazar crossed paths with several members of the People's Legion, the premier super-heroes of the Soviet Union. When they saw what he was capable of they recruited the young man into their team, calling him *Gyeroy Vedun* ("Hero Wizard"). He served with distinction on the team for many years, growing into the role of a mystical hero while taking advantage of the opportunities for travel the Legion provided. During his career he became quite popular with the Russian people, as he was handsome, charming, and willing to be a bit of a performer for the cheap seats.

By the late 1980s, Gyeroy Vedun had grown increasingly disenchanted with the Legion and its government masters. The USSR couldn't afford to properly fund the team anymore, and he thought several of its more recent members were lacking in character. He began to operate solo more frequently, and by the time the Legion collapsed in 1991, he'd largely stopped working with the team.



at all. Instead he devoted most of efforts to defending Russia and the rest of the world from mystical monsters, evil extradimensional sorcerers, and similar menaces.

Gyeroy Vedun now operates out of a small castle on the Volga River not far from his hometown. The Russian government fears and mistrusts his mystic powers, but since he responds when needed, it continues to give him wide latitude. Most of the former Legionnaires still active remain in contact with him; they call on him if they encounter occult threats. He's also made common cause with some of the newer heroes of Russia, such as Zemletpyasenee.

Personality/Motivation: Gyeroy Vedun has become increasingly distant from the "common folk" as he's matured over the years. He's been in a lot of battles with beings of pure evil and pure power, and it's made him increasingly impatient with those who "can't see beyond their own noses or wallets." He still believes in the ideals that have made him such an effective superhero, but he's no longer willing to play the games required to get along with Russian bureaucracy. He actively supports the new generation of heroes who operate undercover and outside the law; in fact, when he's in the right mood, he can enjoy the adulation of the crowds as he once did. He remains one of Russia's most effective defenders, even against mundane threats (like VIPER, whose efforts to establish a stronger foothold in the former Soviet bloc he's taken great pleasure in thwarting).

Gyeroy Vedun is aware that some members of the Trismegistus Council see him as a possible candidate for Archmage, but it's not a role that particularly interests him. He considers himself a Russian first and foremost, and has little enough time for his own studies as it is without taking on responsibility for the entire world. Nor does his range of expertise generally extend to planes other than Faerie and the Elemental Realms.

Quote: "No further, foul creature. This land is mine to defend, and you have made a grave error coming here."

Powers/Tactics: Gyeroy Vedun is a powerful mystic, but he lacks the sort of bludgeoning arcane power many other super-mages can call upon. Instead, he's a master summoner of spirits and elementals, whom he calls upon for favors and to do battle for him. He frequently conjures elemental beings of fire or earth in combat, using his minor Thaumaturgical spells to protect or cloak himself while the spirits handle the front-line attacks. (See the *The HERO System Bestiary*, pages 70-75, for basic Elementals; note that Gyeroy Vedun can usually call upon elementals with improved Characteristics and powers.) If necessary, he draws directly on mystical forces for attack; his favorite spell in that case is to transform opponents into harmless small animals. (See *The Mystic World* for dozens of Thaumaturgy spells he might cast with his Power Pool.)

Campaign Use: Gyeroy Vedun is a handy fellow to know if PCs are having difficulty with malign spirits or other mystical beasts. Though he's obviously quite powerful, his personal defenses are low, so it's easy to justify taking him out of the battle with a sneak attack if you want a villain to get hold of some artifact or plot device in his care (or you just don't want him to overshadow the PCs). If the GM wants to put together a new People's Legion (especially one operating outside of government influence), he'd probably be an enthusiastic if occasional member.

If Gyeroy Vedun is too powerful for your campaign, scale down his Multipower, remove his VPP altogether, and/or reduce his SPD to 4. To increase his power, make his VPP larger, and possibly Cosmic as well.

Gyeroy Vedun would be a particularly unpleasant Hunter if the PCs wound up on his bad side. His abilities and Contacts allow him to gather a lot of information on his enemies, making it easy for him to tailor his attacks for maximum effect. On the other hand, he probably wouldn't leave Russia to Hunt anyone who wasn't a major mystical threat.

Appearance: Gyeroy Vedun stands 5'10" tall and weighs a trim but athletic 160 pounds. He still looks youthful, despite being in his early forties as of 2005 — his hair is long, thick, and brown, his build youthful. He wears loose-fitting robes of purple and gold cinched at the waist with an oversized golden belt and at the sleeves with large golden bracers. In combat he usually wears a golden Cloak of Protection clasped at his throat with an amulet resembling a leaf.

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STALNOY VOLK

Val	Char	Cost	Roll	Notes
15+45	STR	5+22*\$	12- /21-	Lift 200 kg/100 tons; 3d6/12d6 [1/6]
15+5	DEX	15+7*\$	12-/13-	OCV: 5/7/DCV: 5/7
17+5	CON	14+5*\$	12-/13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15+10	PRE	5+7*	12-/14-	PRE Attack: 3d6/5d6
10	COM	0	11-	
7	PD	4		Total: 30 PD (23 rPD)
6	ED	2		Total: 29 ED (23 rED)
3+2	SPD	5+13*		Phases: 3, 5, 8, 10, 12
7	REC	2		
34	END	0		
30	STUN	0		Total Characteristics Cost: 121

*: OIF (Powered Armor Suit; -½)

\$: No Figured Characteristics (-½)

Movement: Running: 6"/12"
Flight: 35"/70"

Cost	Powers	END
30	<i>Warsuit Batteries:</i> Endurance Reserve (250 END, 20 REC); OIF (-½)	0
80	<i>Warsuit Pulson Blasters:</i> Energy Blast 12d6, Variable Advantage (+½ Advantage; +1); OIF (-½)	12
27	<i>Warsuit Claws:</i> HKA 1d6+1 (2½d6 with STR), Armor Piercing (+½), Reduced Endurance (0 END; +½); OIF (-½)	0
46	<i>Steel Wolf Warsuit:</i> Armor (23 PD/23 ED); OIF (-½)	0
3	<i>Enhanced Armor Plating:</i> Lack Of Weakness (-5) for Resistant Defenses; OIF (-½)	0
7	<i>Warsuit Polarized Lenses:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
7	<i>Warsuit Internal Oxygen Supply:</i> Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 6 Hours (Easily recharged; +0); OIF (-½)	[1cc]
26	<i>Warsuit Environmental Systems:</i> Life Support (Immunity: all terrestrial diseases, biowarfare agents, terrestrial poisons, and chemical warfare agents; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); OIF (-½)	0
47	<i>Warsuit Jet-Boots:</i> Flight 35"; OIF (-½)	7
7	<i>Warsuit Communications Suite:</i> High Range Radio Perception (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	0
3	<i>Thermal Vision:</i> Infrared Perception (Sight Group); OIF (-½)	0
13	<i>Warsuit Radar Tracking:</i> Radar (Radio Group), Increased Arc Of Perception (240 Degrees), Telescopic (+4 versus Range Modifier); OIF (-½)	0

3 *Ambulation:* Extra Limbs (armor functions as two legs, allowing him to overcome his paralysis); OIF (-½), Limited Manipulation (-¼) 0

Perks

3 Contact: FSB Security Officer 11- (Contact has useful Skills or resources, Contact limited by identity, Good relationship with Contact)
5 Money: Well Off
4 Reputation: well-known and trusted Russian hero (among Russians) 11-, +2/+2d6

Skills

24 +3 with All Combat
5 Accurate Sprayfire
3 Bugging 12-
5 Computer Programming 13-
5 Cramming
9 Electronics 15-
9 Inventor 15-
3 AK: Former Soviet Union 12-
4 KS: Russian Superhumans 13-
1 Language: English (basic conversation; Russian is Native)
3 Mechanics 12-
3 Navigation (Air, Land) 12-
3 Paramedics 12-
3 Power: Armor Tricks 12-
7 SS: Battlesuit Technology 16-
4 SS: Neurobiology 13-
3 Systems Operation 12-
3 Tactics 12-
3 Teamwork 13-
4 TF: Combat Aircraft, Helicopters, Large Planes, Small Planes
2 WF: Small Arms
3 Weaponsmith (Energy Weapons, Firearms) 12-

Total Powers & Skills Cost: 420**Total Cost: 541****200+ Disadvantages**

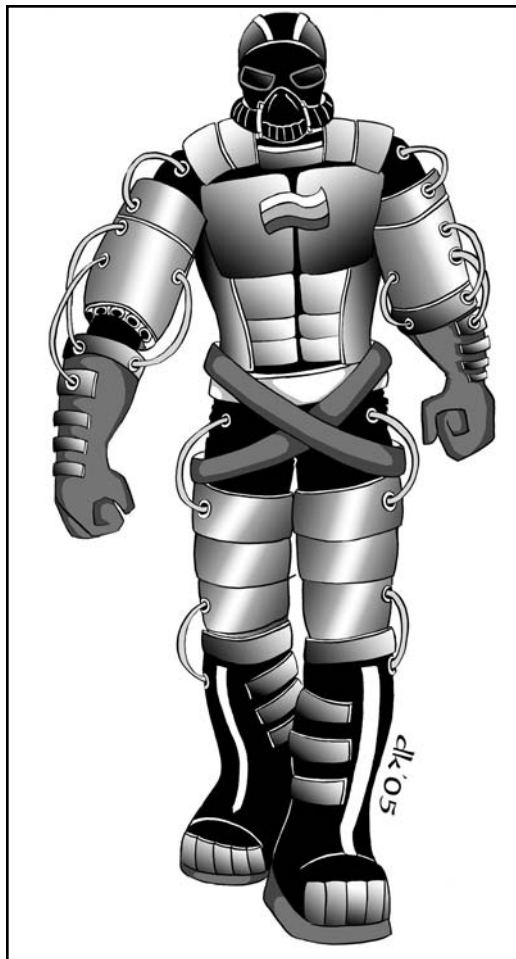
15 Hunted: Russian Army 11- (Mo Pow, NCI, Watching)
10 Hunted: Technyk 8- (As Pow, Capture/Kill)
10 Physical Limitation: Paralyzed From Waist Down (Infrequently, Greatly Impairing)
10 Psychological Limitation: Fears Loss Of Armor (Uncommon, Strong)
15 Psychological Limitation: Protects The Weak (Very Common, Moderate)
15 Social Limitation: Secret Identity (Grigoriy Mitvol) (Frequently, Major)
5 Unluck: 1d6
261 Experience Points

Total Disadvantage Points: 541

Background/History: After a mid-air collision and a faulty parachute deployment left him paralyzed from the waist down, a despondent Grigoriy Mitvol volunteered for a top-secret Directorate Black-12 project run out of Larisagrad. The project's scientists created a neural interface path using nanocables to link his damaged nervous system to an experimental battlesuit. This not only restored his mobility but made him into a fearsome combat machine.

The government assigned Mitvol to the People's Legion with the code name *Stalnoy Volk* ("Steel Wolf"). He soon became one of the team's field leaders thanks to his military discipline and solid sense of tactics. For several years he was one of the Soviet Union's most prominent and visible super-heroes. He encountered many of the West's major heroes and villains, including the Sentinels and the New Knights. Happy in his new role and thrilled to be able to fly once more, Stalnoy Volk largely ignored the obvious signs of decay in his team and country until just before they both came crashing down around him.

When the People's Legion collapsed into chaos, Stalnoy Volk was one of the very last to abandon its mission. He struggled to keep the team together, but interpersonal skills were never his strong suit and eventually he acknowledged that the team was finished. He volunteered his services directly to the Russian Army, and has worked as a superhuman agent for it since 1994. He's expressed interest several times in reforming the Legion with new members, but as yet none of his ideas have interested his commanders. He sometimes works with a few of his old teammates, and has formed an unofficial partnership with the new Zemletpyasenee, the daughter of his old teammate; they're frequently dispatched as the "first response" from the government when it receives reports of supervillain activity or paranormal events.



Personality/Motivation: Stalnoy Volk is a born soldier. He prefers the regimens and esprit de corps of military life to the much more complicated civilian world. He affects a standoffish attitude most of the time and has a strong fatalistic streak. He tends to assume the worst-case scenario, believing this keeps him from having to deal with unpleasant surprises; if anything good or lucky happens around him, he's likely to sigh and mutter that it won't last. While this can annoy his compatriots, it's usually outweighed by his obvious bravery and commitment to saving innocent lives. He will kill, if necessary, as a soldier does, but he doesn't enjoy it and will exhaust nonlethal options first.

Without his armor, Stalnoy Volk is confined to a wheelchair. He revels in the freedom the suit gives him, and keeps it on most of the time. He fears that at some point the suit will break down (the government maintains it, but no longer devotes the resources to it that it once did). If that happened and he were faced with the prospect of never flying again, he might consider turning to outside sources for help. He's too much of a patriot to defect, but he has sufficient contacts in the outside world that he might try to swing some assistance from Western technologists... or, failing that, less savory sources.

Quote: "Keep moving, you idiots! I'll draw the creature's fire and meet you on the other side!"

Powers/Tactics: Stalnoy Volk wears a well-designed suit of powered armor, one produced by the cream of Russian science nearly two decades ago and maintained and upgraded several times since then. Apart from restoring his mobility, Stalnoy Volk's warsuit enhances his strength and agility, is impressively well-armored, and provides rocket-based flight.

The Stalnoy Volk suit lacks the combat versatility of many modern battle armors — its only weapons are a set of gauntlet claws, and a powerful pulson blasters in the arm housings that fire through the gauntlets. He can configure the blasters for various effects (*i.e.*, it has +½ Variable Advantage); his favorite is Autofire.

Stalnoy Volk's primary assets in most crisis situations are his discipline, common sense, and experience. He works well in a team and knows how to utilize his tactical resources to best advantage. If he gets the opportunity, he reads up in his extensive files about any target he expects to encounter (hence his Cramming). Whenever possible, he stakes out the high ground in a battle, deploying himself and any other fliers to corral and pin down opponents with fire from above.

Campaign Use: Stalnoy Volk's concerns about his armor wearing out can lead to a number of possible plot seeds, especially if he decides to turn to shady sources instead of relying on the assistance of foreigners. As a wily veteran hero, he'd be a good core member to build a new People's Legion around. When you roleplay him, be sure to have him offer some sage if gruff advice and training to other heroes, particularly younger ones.

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To weaken Stalnoy Volk for your campaign, reduce or remove the Primary Characteristic bonuses his armor provides, and change his pulson blaster from Variable Advantage to just Autofire. Adding Activation Rolls to many of his powers (to reflect the degradation and age of many of his armor's systems) would also be appropriate. To increase his power (or to reflect a newer, more modern suit), boost his Variable Advantage to +1 Advantages and perhaps put that power in a Multi-power with slots for other attacks (including RKA and Entangle). You could also install other devices in the armor; *Gadgets And Gear* lists a wide range of possibilities.

In general Stalnoy Volk won't Hunt characters; he doesn't regard that sort of activity as profitable. But a villain who really got on his bad side would find him quite capable of holding a nasty grudge. For example, anyone who took advantage of his desire to upgrade his armor and didn't come through would find himself pursued to the ends of the Earth.

Appearance: Stalnoy Volk's powered armor is large, bulky, and painted a utilitarian battleship-grey. The large red hammer-and-sickle that once graced its chest has been replaced with the Russian white-blue-red flag. The suit's forearms are particularly large, and clearly house some of the most complicated technology in the suit (small armored cables connect from the arms to the back of the suit, though they allow plenty of play and don't restrict his motion). His helmet resembles that of a fighter pilot, with tinted goggles and a breathing mask all integrated into the design.

VULNAPYEZDKA					
Val	Char	Cost	Roll	Notes	
25	STR	15	14-	Lift 800 kg; 5d6 [2]	
18	DEX	24	13-	OCV: 6/DCV: 6	
18	CON	16	13-		
13	BODY	6	12-		
13	INT	3	12-	PER Roll 12-	
10	EGO	0	11-	ECV: 3	
15	PRE	5	12-	PRE Attack: 3d6	
10	COM	0	11-		
9	PD	4		Total: 15 PD (6 rPD)	
8	ED	4		Total: 14 ED (6 rED)	
5	SPD	22		Phases: 3, 5, 8, 10, 12	
9	REC	0			
46	END	5			
35	STUN	0		Total Characteristics Cost: 104	

Movement: Running: 6"/12"
Swimming: 17"/34"

Cost	Powers	END
15	<i>Watery Form Powers:</i> Elemental Control, 30-point powers	
15	1) <i>Body And Limbs Of Water:</i> Stretching 6"	3
23	2) <i>Lose Cohesiveness:</i> Desolidification (affected by Cold and Electricity powers), Costs Endurance (only to activate; +¼); Cannot Pass Through Solid Objects (-½)	4
10	3) <i>Giant Wave:</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); OIF (proportional additional amounts of water to draw on; -½)	3
36	4) <i>Change Form:</i> Shape Shift (Sight, Touch, and Radio Groups, any shape), Instant Change, Costs Endurance (only to activate; +¼)	4
30	5) <i>Drowning Grasp:</i> Energy Blast 4d6, No Normal Defense (defense is Life Support [Expanded Breathing: Breathe Underwater or Self-Contained Breathing]; +1), Continuous (+1); No Range (-½)	6
22	6) <i>Fire Dousing:</i> Dispel Fire Powers 8d6, any Fire power one at a time (+¼), Cumulative (+½); Limited Range (12"; -¼)	4
20	7) <i>Splash In The Face:</i> Sight and Hearing Group Flash 6d6	3
46	8) <i>Firehose Attack:</i> Energy Blast 7d6, Double Knockback (+¾)	6
12	<i>Body Of Water:</i> Armor (6 PD/6 ED); Costs Endurance (only to activate; -¼), Visible (-¼)	2
40	<i>Body Of Water:</i> Physical Damage Reduction, Resistant, 75%; Costs Endurance (only to activate; -¼), Visible (-¼)	6
20	<i>Body Of Water:</i> Energy Damage Reduction, Resistant, 50%; Costs Endurance (only to activate; -¼), Visible (-¼)	3
13	<i>Inhuman Physiology:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold)	0

15	<i>Swift Swimming</i> : Swimming +15" (17" total)	1
5	<i>Dark Vision</i> : Nightvision	0
Talents		
3	Aquatic Adaptation: Environmental Movement (no penalties underwater)	
Skills		
6	+2 with <i>Watery Form</i> Powers EC	
10	+2 with HTH Combat	
1	Bureaucratics 8-	
3	Cryptography 12-	
3	Electronics 12-	
5	AK: Polar Seas 14-	
5	KS: Ballistic Missile Submarine Reactors 14-	
3	Mechanics 12-	
2	Navigation (Marine) 12-	
1	Paramedics 8-	
3	Power: Water Powers Tricks 12-	
5	PS: Nuclear Submarine Engineer 14-	
3	Systems Operation 12-	
3	Tactics 12-	
2	WF: Small Arms	

Total Powers & Skills Cost: 380

Total Cost: 484

200+ Disadvantages

20	Hunted: Russian Military 8- (Mo Pow, NCI, Capture)
10	Hunted: Beek 8- (As Pow, Capture/Kill)
5	Money: Poor
10	Physical Limitation: -3 to all DEX Rolls and CV in temperatures of -10o C (14o F) (Infrequently, Greatly Impairing)
15	Psychological Limitation: Considers Himself A Freak And Avoids Personal Contact (Common, Strong)
15	Psychological Limitation: Self-Sacrificing (Common, Strong)
10	Unluck: 2d6
10	Vulnerability: 2 x STUN from Cold attacks (Uncommon)
189	Experience Points

Total Disadvantage Points: 484

Background/History: The second son of a poor northwest Russia family whose fisherman father worked long hours to care for his children, Vadim Mirtov made his parents proud when he finished his training with the Russian Navy and joined the crew of the K-137 *Anadyr*, a *Grushcha*-class nuclear submarine. By early 2002, Mirtov had served several tours on the *Anadyr* and was considered a reliable, levelheaded young officer. While on a training mission in polar waters, the ship was crippled by the accidental detonation of one of its torpedoes. Though the submarine remained intact and seaworthy, the shielding on its nuclear engine was damaged, and Mirtov and the other crewmen were exposed to massive doses of radiation. Mirtov tried without success to repair the shielding, and collapsed into a coma after working on the engine for several hours. The *Anadyr* limped back to port, where most of the crew was hospitalized with varying

degrees of radiation poisoning. Of the crew of 114, 23 died over the next several months.

Mirtov was among the survivors, but the radiation exposure caused a mutagenic reaction. Over the several weeks he remained comatose in the hospital as his body transformed internally. He awoke from what seemed to him to be only several hours of fevered dreams of drowning. The doctors were amazed that he was alive and in excellent health. But when one of the orderlies attempted to give him a shot, Mirtov jerked back his arm, coughed once, and melted into a puddle of water. The horrified staff of the hospital could only watch as the puddle reformed itself into a mockery of human form, moving slowly as it “grew” limbs made of water that flowed and stretched. The creature formed a head, and its eyes stared down at the rest of its body in puzzlement and growing terror. With a sudden scream, the watery creature dove out the window and disappeared into the nearby forest.

Officially Vadim Mirtov has been listed among the casualties of the unfortunate accident aboard the *Anadyr*. But within a few weeks of his abrupt departure from the hospital, Arkhangel'sk fishermen and sailors began to report being rescued from storms or accidents at sea by a strange man who seemed to be made of water and never waited around to be thanked. They call the man *Vulnapyezdka*, the Wave Rider, and his reputation as a defender of the common workers of the hardy northern city grew with each new incident.

Most of the doctors who treated Mirtov kept their mouths shut about what they saw, but word of his transformation made it back to certain members of the Russian government. They'd be very interested in capturing him for study. Another time he inadvertently angered the criminal “mastermind” Beek when he rescued a ship carrying smuggled Japanese electronics that Beek's agents were trying to rob. Sooner or later someone who has plans for Vulnapyezdka is bound to find him....

Personality/Motivation: Vulnapyezdka remains horrified by his transformation — he considers himself a freak and misfit who can no longer be part of Russian society (this, on top of his natural shyness, often means a -2 or greater penalty on Interaction Skill rolls). But he has a strong desire to do good, so he secretly uses his powers to rescue accident victims at sea. He tries not to be noticed, but he's not very stealthy and has been spotted several times. He occasionally travels incognito to small fishing villages just to experience basic human contact. He hasn't yet worked up the courage to see his own family — he knows they've been told he died, and he'd rather they remembered him as a heroic sailor than the freak he's become.

Quote: “Sshhh! Come on, I'll get you out of here. But promise you won't tell anyone about me, okay?”

Powers/Tactics: Exposure to the powerful radiation of the sub's nuclear engines gave Vulnapyezdka the power to transform his body into coherent water, which he can reshape at will. In this form, he's extremely resistant to damage and can draw on nearby water sources to temporarily

increase his own size and strength. He can relax his control over his molecular cohesion, becoming a puddle or stream so he can pass through tiny cracks and openings. He can also “spray” part of his bodily mass at high pressure, much like turning a fire hose on someone. He can resume his normal physical form at will.

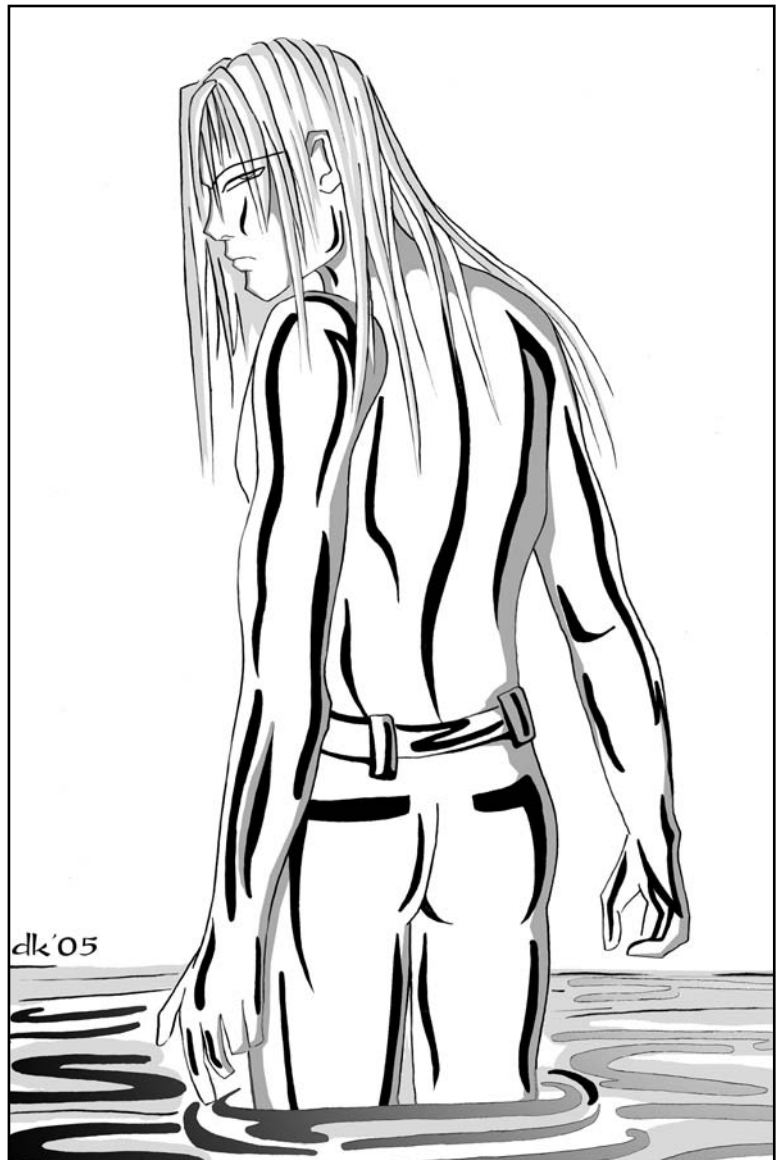
In combat Vulnapyezdka draws on nearby water sources to become enormous, then crashes down on his opponents like a tidal wave. He’s not yet very imaginative in other uses of his powers in combat, though he has mastered grabbing targets and holding them in his watery grip until they lose consciousness from lack of air. Since he’s received some military training, he follows orders well — he’d be an asset to any well-run superteam, and more human contact would probably bring him out of his shell (at least a little).

Campaign Use: Vulnapyezdka’s self-hatred and desire to hide from the rest of the world lend themselves to several possible plots. He might be the object of a search by various interested parties, or might flee the unwelcome attentions of government “black ops” researchers and wind up almost anywhere, perhaps in America where he can blend in with the horde of superhumans. If he’s brought in by a more heroic figure, like Gyeroy Vedun, he might become an effective member of a new People’s Legion. Or he could be recruited by darker forces: Beek or Slun might uncover his identity and use threats to his family to coerce him into working for them.

If Vulnapyezdka is too powerful for your campaign, removing his Growth should lessen his effectiveness; you could also reduce his SPD to 4. Making him more powerful is easier: give him the power to control bodies of water other than his own via Telekinesis.

Vulnapyezdka doesn’t Hunt anyone.

Appearance: In his human form, Vulnapyezdka is an ordinary Russian male in his early thirties, thin, with blonde hair and blue eyes. He dresses casually, favoring jeans and dark sweaters. As Vulnapyezdka he resembles a man “sculpted” from greenish water, translucent and with vague features that constantly shift when he moves. In his water-form he rarely maintains exact human proportions, frequently stretching out his limbs and torso.



ZEMLETPYASENEE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
16	COM	3	12-	
7	PD	4		Total: 27 PD (20 rPD)
6	ED	3		Total: 26 ED (20 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
6	REC	0		
40	END	5		
25	STUN	0		Total Characteristics Cost: 82

Movement: Running: 6"/12"
Flight: 30"/60"
Tunneling: 8"/16"

Cost	Powers	END
60	<i>The Earth Rises Up:</i> Multipower, 60-point powers	
4u	1) <i>Earthmoving:</i> Telekinesis (40 STR); Only Works On Earth/Rock (-½)	6
5u	2) <i>Grasping Hands of Stone:</i> Entangle 5d6, 7 DEF; Only Affects Targets On The Ground (-¼)	6
4u	3) <i>Dirt And Sand Blast:</i> Sight Group Flash 4d6, Area Of Effect (14" Cone; +1¼), No Normal Defense (defense is solid coverings over the eyes; +½); No Range (-½)	5
4u	4) <i>Sandblast:</i> RKA 2d6, Area Of Effect (7" Cone; +1); No Range (-½)	6
30	<i>Earth Powers:</i> Elemental Control, 60-point powers	
32	1) <i>Opening Tunnels:</i> Tunneling 8" through 12 DEF material, Fill In	6
36	2) <i>Boulder Riding:</i> Flight 30", Reduced Endurance (½ END; +¼); Physical Manifestation (-¼)	3
30	3) <i>Stony Shield:</i> Force Field (20 PD/20 ED), Reduced Endurance (0 END; +½)	0
29	4) <i>Mini-Quake:</i> Energy Blast 8d6, Explosion (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½), Only Affects Targets On The Ground (-¼)	6
7	<i>Penetrating Vision:</i> N-Ray Perception (Sight Group); Only To See Through Earth/Stone (-½)	0
6	<i>Costume Radio:</i> High Range Radio Perception (Radio Group); IAF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

4 Reputation: daughter of popular national hero (among Russians) 11-, +2/+2d6

Skills

3	Climbing 13-
3	AK: Russia 12-
2	KS: Russian Government And Politics 11-
1	KS: World Superheroes 8-
1	Language: English (basic conversation; Russian is Native)
3	Power: Earth And Stone Powers 12-
1	Streetwise 8-
3	Trading 12

Total Powers & Skills Cost: 268

Total Cost: 350

200+ Disadvantages

5	Distinctive Features: Mutant (Not Concealable; Noticed and Recognizable; Detectable Only By Unusual Senses)
25	Hunted: Russian Government 14- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Russian Patriot (Common, Strong)
15	Psychological Limitation: Heroine Of The Common Man; Prefers To Prevent Disasters Rather Than Fight Crime (Common, Strong)
15	Social Limitation: Public Identity (Anastasiya Rykov) (Frequently, Major)
75	Experience Points

Total Disadvantage Points: 350

Background/History: Anastasiya Rykov's father Laurentiy, the first *Zemletpyasenee* ("Earthquake," or, more colloquially, "Quake"), was one of Soviet Russia's leading superheroes in the Seventies and Eighties and a leading member of the renowned People's Legion. With his vast earth-moving powers and quick wit, Zemletpyasenee defended the Motherland and regularly interacted with other heroes from around the world. He and his wife had six children between 1985 and 1992, when he was tragically killed in combat against the Dark Seraph in Siberia (one of the last missions the by-then demoralized People's Legion undertook). The oldest of these was Anastasiya, who spent most of her childhood growing up around the families of other superhumans. Her mutant powers, which duplicated those of her father, manifested when she was only six years old — she accidentally destroyed several government-issued automobiles by mentally digging up the driveway in front of her home. The government "handlers" assigned to the Legion quickly set up a developmental program for her (along with other children who developed mutations, including several of her siblings).

Anastasiya was originally groomed to join the Legion, but after it broke up she worked briefly for various government agencies before becoming an "independent" heroine (albeit one who frequently responds to government "requests" for assistance). As the second Zemletpyasenee, she benefits from her father's good reputation; she wears a costume similar to his and is a celebrity despite her natural shyness.

Personality/Motivation: Zemletpyasenee grew up in a hurry after her father's untimely death. She has a highly-developed sense of responsibility, not only to her family but to her country and her father's good name. There aren't many former Soviet superheroes who retain the respect and even adoration her father still has a decade after his death, and she feels the weight of living up to his example every day. So far, the government hasn't asked her to do anything ethically questionable — she's far too valuable as a symbol to waste on "dirty tricks," and her powers lend themselves to rescue missions and disaster relief rather than espionage. Thus, she frequently winds up in the newspapers as the kindly face of the new Russian superhero generation. She's completely aware of this (she's far from naive, despite her age), but doesn't let it tarnish her basic patriotism.

Zemletpyasenee would greatly prefer it if none of her siblings (most of whom have at best minor superhuman mutations) had to follow her in her father's footsteps, but realizes their own powers make them just as valuable to the government as she is. Since she sees no alternatives, she's determined to remain helpful to the government in the hope it will let them stay together and watch out for each other.

Quote: "Okay, but I'm warning you — it's going to make a big mess...."

Powers/Tactics: Zemletpyasenee has remarkable superhuman potential she's only begun to tap. Her powers seem to duplicate her father's, but his were considerably stronger in scope and effect. Most doctors and scientists who've examined her believe her powers will continue to grow as she ages (since as of 2005 she's only twenty years old). She can manipulate earth and stone with her mind, telekinetically moving and reshaping up to several tons of material with a thought. She can create bonds of earth to imprison foes, or fly by standing on a chunk of earth that she moves telekinetically. Her most fearsome power is to create small, localized earthquakes, an ability her father used sparingly but to devastating effect.

Zemletpyasenee prefers to stay on the outskirts of the battlefield and use her Telekinesis or Entangle attacks. She's learning to employ her powers tactically — while her Flight is the fastest way to get around, it exposes her to ranged attacks, so she often prefers to move by Tunneling so she can take advantage of the natural protection the earth provides.

Campaign Use: The generational aspect of Zemletpyasenee's background lends itself to a number of different plots, from the efforts to create a new Legion to returning menaces from the days of the old team, to dying villains making one last attempt to satisfy a grudge against her father. The other natural storyline is the continuing maturation of her super-powered siblings — now that there's no longer a Legion in place to train them, how will they adjust to life with powers?



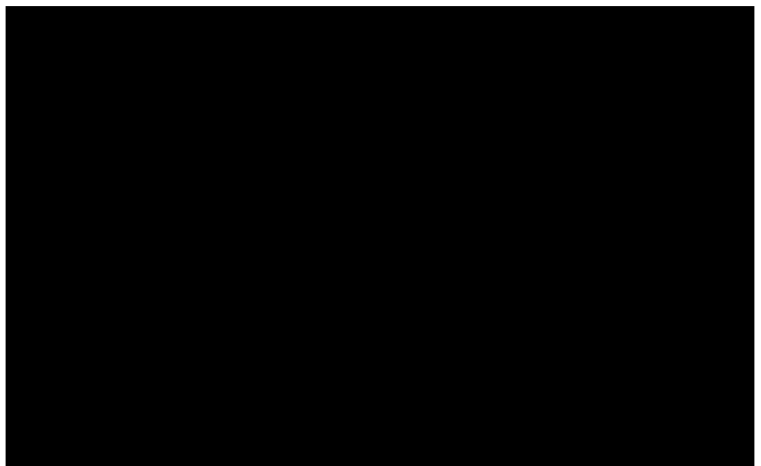
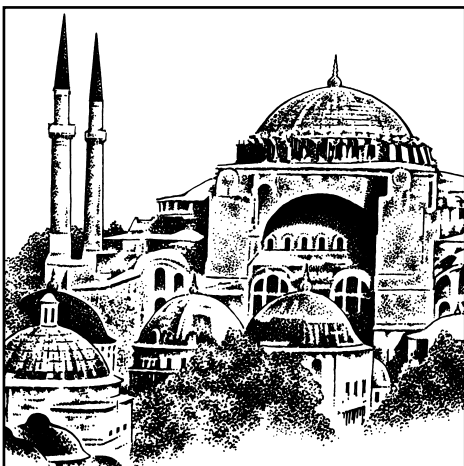
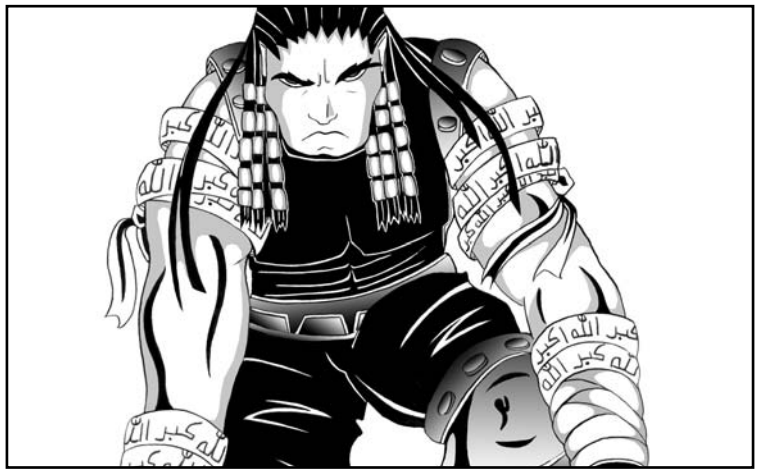
If Zemletpyasenee is too powerful for your campaign, simply reduce the powers in her Power Frameworks to fit (40 Active Points would be a good reduction). To make her more powerful (or to create the power set of her father), add several new slots to both, perhaps including Indirect effects allowing her to attack from underground, Force Walls of stone to replace or augment her current Entangle and Force Field, or even the ability to Summon elementals of stone or earth.

Zemletpyasenee has yet to Hunt any villains. She might do it if the government ordered her to, but in that case she'd expect detailed instructions about procedure.

Appearance: Zemletpyasenee is an attractive young 20 year-old woman with long brown hair and a slight but athletic build. Her costume consists of an emerald bodysuit with darker green highlights, complete with a full-face mask that covers the top of her head and face but is cut to allow her hair to flow out the back. On her chest is a stylized Cyrillic letter "Zeh," which looks like a backwards "3." When using her "Stony Shield" protective power, she's surrounded by an field of chunks of rock that "orbit" her body and deflect incoming attacks.



chapter three:



THE MIDDLE EAST

THE MIDDLE EAST



The ISSA defines “the Middle East” as including Turkey, Syria, Iraq, Iran, Lebanon, Israel, Jordan, the nations of the Arabian Peninsula, and Afghanistan. It’s an often chaotic, even lawless region where conflicting religions and tribes can make life dangerous for even the most innocent people.

The number of superhumans in the Middle East has never been high. It’s estimated that the superhuman population of the entire area consists of no more than 30-40 people. Turkey has seven identified native superhumans, the most in the region; Israel has five; and Iraq, Iran, Saudi Arabia, and Syria each are believed to have three or four. However, the difficulty of obtaining information from some parts of the Middle East may mean that these estimates are inaccurate.

Registration

Most Middle Eastern countries have strict laws regarding superhumans — ones roughly akin to those of Russia (see Chapter Two), and just about as frequently obeyed. Under some regimes in the area, such as the Taliban of Afghanistan, just being superhuman was illegal and punishable by death. Turkey has the most liberal registration law in the region, akin to America’s.

The Iraq War

For the past several years the presence of the United States military in Afghanistan and Iraq has added another element to the Middle Eastern mix... and created more opportunities than ever for superhuman battles.

The invasion of Iraq mainly involved ordinary troops, but included five superhumans working for the Department of Defense: the All-American (*Champions Universe*, page 37); Bulwark, a nigh-invulnerable brick; Fusillade, a powered armor hero; Victory (*Champions Universe*, page 41); and the Janissary, a strong, swift superhuman soldier. After victory was declared, Victory and Fusillade returned home, while the other three stayed in-country to assist with peacekeeping and transitional matters.

Rebels and insurgents soon began to strike back at US soldiers and Iraqi civilians alike, motivated in part by the fact that Saddam Hussein remained at large (though in hiding). Thanks partly to the presence of the three heroes and partly to a new, lightweight yet strong form of vehicle armor-plating donated to the US government by Dr. Sil-

verback, the casualties caused by these attacks were minimized, but over time began to accumulate. To help stem the tide, the Department of Defense surprised the world by unveiling a new Ameriforce One. Although named after the ill-fated squad of enhanced Navy SEALs from the late Seventies and early Eighties, the new Ameriforce was a team of actual superhumans, not augmented soldiers. Its five members — Stonewall, a brick and team leader; Proteus, a shapeshifter; Mercuria, a speedster; the Visionary, a mentalist; and Gryffon, a mystic energy projector — set to work tracking down Iraqi insurgents. Within two weeks of the team’s arrival, casualties due to insurgent attacks had fallen 75%, thanks in large part to the Visionary’s ability to locate the enemy psionically. As of mid-2005, the team remains in Iraq, primarily to assist with various building, humanitarian aid, and civil engineering projects, but also to help the soldiers as needed. It’s thought that thanks to their efforts, the US will be able to accomplish its mission in Iraq months, if not years, ahead of schedule.

But America’s superhumans have also suffered their share of tragedies in Iraq. Shortly after capturing Saddam Hussein in December 2003, US forces got a tip regarding one of his most-wanted accomplices: his cruel superpowered bodyguard, *Turs al-Shab* (“Shield Of The People”). The All-American, Janissary, Gryffon, and Bulwark were sent to bring him in. As they approached the objective, the hot-headed Janissary charged forward, hoping to capture *Turs* singlehandedly... but he was outmatched. Before the other heroes could get there, the Iraqi strongman snapped the Janissary’s neck, then used his corpse as a missile to knock out Gryffon. A lucky blow felled the All-American, and then *Turs* fled before Bulwark could capture him. The Shield Of The People remains at large, hiding somewhere in the region; it’s feared he may soon sell his services to the likes of VIPER.

Heroes And Hero Teams

According to most experts (including the Department of Defense’s Superhuman Survey), the most powerful superhero group in the Middle East is the Children of Atatürk, a team sanctioned, but not directly employed, by Turkey. Its members — team leader *Güneşpalev* (“Sunfire,” an extremely versatile energy projector), *Çekiç* (“Hammer,” a brick), *Gizli* (“Occult,” a mystic and mentalist), and *Yörünge* (“Orbit,” a speedster and skilled detective) — are truly dedicated heroes who’ve put their lives and souls on the line more than once to



save innocents from supervillains, alien invaders, extradimensional horrors, and other threats to the Turkish people and state. Immensely popular at home, and well-regarded elsewhere in Europe and Asia, their unwavering support for maintaining the secular nature of the Turkish government is widely perceived as significantly weakening the Islam fundamentalist elements in that nation.

Sayeret-19 (“Reconnaissance Unit 19”) is Israel’s main force of government superhumans, though it’s not a “team” in the usual sense of the word — the agents go where their commanders order, and do what they’re told; some of them have never worked together. As of mid-2005, the Unit has approximately half a dozen members, including Ballistic (a weapon-master so adept at gunplay that he can, literally, shoot the wings off a fly), the Adept (a kabbalistic mystic), and Ambush (a former UNTIL agent who gained strength, resiliency, and shape-shifting powers when captured by Teleios and subjected to DNA-manipulating experiments). A large staff of well-trained soldiers armed with the latest in high-tech gear and weaponry supports the Unit’s operations.

UNTIL IN THE MIDDLE EAST

The Middle East falls within UNTIL’s “Western Asia” division; its main regional bases are in Istanbul and Riyadh, with smaller bases in a few other major cities, such as Tel Aviv. It hasn’t gotten involved in the fighting in Afghanistan or Iraq. Most of the governments in the Middle East don’t trust UNTIL, viewing it as being too pro-Israel and pro-West, and so give the organization little support. Protests involving flag-burning and rock-throwing have taken place outside both the Riyadh and Istanbul facilities, but so far UNTIL’s avoided any major incidents.

THREATS IN THE MIDDLE EAST

VIPER has become increasingly active in the Middle East in recent years, perhaps thinking to use the cover of the war to test new weapons or advance its own schemes. Some evidence suggests that VIPER provided support to Iraq in the earliest stages of the Iraq War, only to quickly withdraw its assistance when it became apparent Iraq was going to lose (which might expose VIPER). During the chaos of the fighting, VIPER probably stole numerous Iraqi relics and art treasures, then slipped away before the American forces could obtain any firm evidence of its involvement.

As of 2005, VIPER’s main base of operations in the Middle East is in Istanbul, where it has several Nests and controls a large segment of the underworld. Some authorities also suspect the snakes may have established special Nests in the Arabian desert, where they can conduct training exercises and experiments without risk of being detected.

Awad

The tiny nation of Awad, between Yemen and Oman on the Indian Ocean, is becoming an increasing world security problem. The sultans of Awad, most of whom are closely related to its iron-fisted ruler Tamar el-Hiri, are incredibly wealthy thanks to their country’s vast oil deposits, and care little for how their actions affect others if they can increase their own power and bank accounts. Harsh Muslim fundamentalists, they intensely dislike Western culture in general and the United States in particular, and have for years funded numerous terrorist organizations. Awad supported Iraq during the Gulf War and Iraq War.

Awad is in effect a dictatorship, with Sultan Thamar el-Hiri controlling all aspects of public (and, as much as possible, private) life. The *shari'ah* (Islamic law) is strictly enforced, and stringent efforts are made to stamp out all Western influences. Maiming and the death penalty are common punishments, even for infractions that would be considered relatively minor in the West. Visitors are usually watched, even followed, wherever they go. Despite these policies, most Awadis are relatively happy, since the government uses petroleum income to guarantee every citizen a minimum level of earnings, meaning no one has to work much unless he wants to.

In recent decades Awad has also poured extensive investment into technology, ranging from computers to bio-engineering. As a result, today it's considered one of the centers of world technological development, though many high-tech firms deal with it reluctantly (if at all) due to its repressive

political climate. Some Western officials fear that the Awadis use their high-tech expertise to equip terrorists with weapons and devices that would otherwise be well beyond the reach of most such groups. They also suspect strong ties between Awad and ARGENT and VIPER.

Taqiristan

Another "trouble spot" in the region that particularly worries UNTIL and other law enforcement agencies is Taqiristan, a tiny country wedged in between Iran, Afghanistan, and Turkmenistan. Once part of the USSR, it declared its independence in 1992. Since the mid-Eighties it's been led by Bodrush Meklani, formerly a high-ranking Soviet official in control of the area but since 1992 "President for Life." He rules his tiny country like a cross between a medieval baron and a gang boss: he controls everything; and takes a cut of every business transaction, large or small, that occurs in Taqiristan.

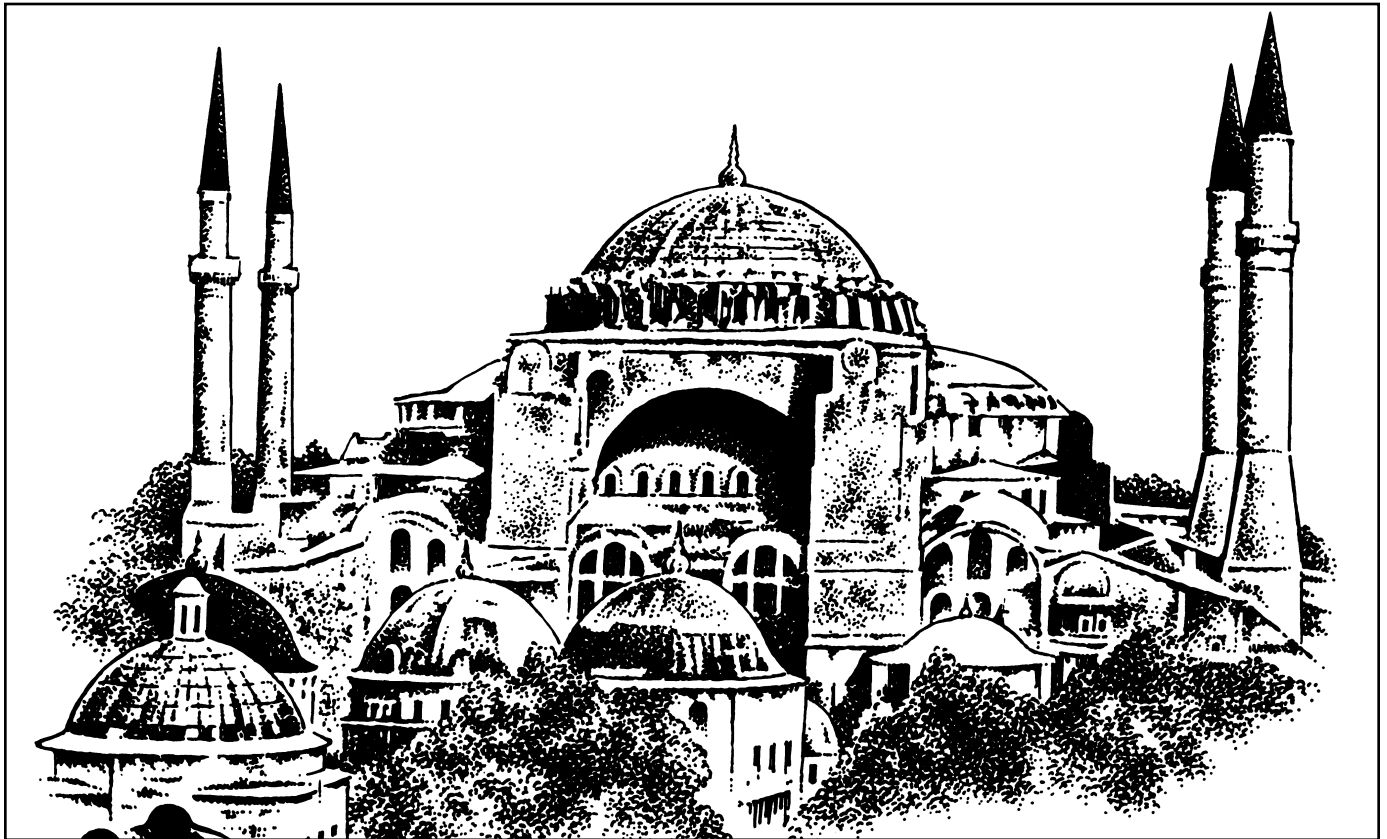
Since Meklani has no scruples about where his money comes from, Taqiristan has become a major transshipment point for heroin and other drugs, a popular place to launder money, and a haven for criminals with nowhere else to go. As long as a "business partner's" money is good and he doesn't threaten Meklani's rule, the President for Life doesn't care who he lets into his country.

As far as Western observers can tell, Meklani has no designs on other countries in the region; he's content with his own piece of the pie, as long as no one threatens him. He doesn't seem to have any superhuman soldiers or agents, though he could certainly afford to hire some if necessary.

Other Threats

The Middle East rarely experiences any major superhuman threats like Eurostar or Eclipsar (though it's rumored that a powerful elemental being of some sort inhabits the most desolate parts of the Arabian desert and may pose a danger to humans). Instead it suffers from having superhumans get involved in the ongoing political and religious conflicts that beset the region. For example, it's bad enough to have Israeli soldiers and Palestinian street warriors shooting and throwing rocks at one another, but it gets even worse when Palestinian supervillains use their powers to hurt or kill Israeli soldiers and civilians.





TOP FIVE LOCATIONS FOR A FIGHT SCENE IN THE MIDDLE EAST

1) Dome of the Rock, Jerusalem, Israel; also the nearby Western Wall and the rest of the Temple Mount. This golden-domed structure, built in 691 by Abd el-Malek, the ninth Caliph, surrounds the Sacred Rock, from which Mohammed ascended into heaven. It's also the site where Abraham was prepared to sacrifice his son, and according to Jewish tradition the location of the first stone laid when God built the world. The Knights Templar used it as their headquarters during the Crusades. A holy site to all three major religions in Jerusalem, the Dome sits in the middle of a large plaza next door to the famous Al-Aqsa mosque. It's surrounded by stone walls and has remained essentially unchanged for thirteen centuries. The walls are decorated with verses from the Koran.

2) Hezekiah's Tunnels, Jerusalem, Israel. In approximately 700 BC, King Hezekiah of Judah rebelled against the control of the Assyrian king Sennacherib by refusing to pay his tribute. An Assyrian army besieged the city of Jerusalem, setting up camp outside the city walls near a well-known spring. Hezekiah had his men build tunnels within the city limits to find the source of the spring, and when he found it cut off its flow of water, thus breaking the siege. The tunnels still exist today, most of them filled with water up to four feet deep; they're between ten and thirty feet below ground, with low, cramped ceilings and no light. Tour guides lead tours by flashlight regularly, showing off the impressiveness of the feat both strategically and logistically (since the workers had to do most of the digging with hand chisels).

3) El Alamut, near Qazvin, Iran. The legendary stronghold of the Hashishim, or Assassins, this castle is built on a 46 meter (150 foot, or 23") high sheer cliffside in the Alborz Mountains northwest of Tehran. Nothing now remains of it but ruins, but in the Champions Universe there might be a second, secret castle deep in the mountainside where the sect still exists, mystic trace energy, or all sorts of other threats.

4) Mecca, Saudi Arabia. The holiest city of Islam, Mecca is the location of the Ka'bah, or "House of God," which Muslims believe Abraham and Ishmael built. The Black Stone, or cornerstone of the Ka'bah, is kissed by Muslim pilgrims, tens of thousands of whom visit Mecca every year during the hajj, or pilgrimage. Pilgrims also circle the Ka'bah seven times and often drink from the well of Zamzam, whose waters supposedly have special powers. Any fight taking place in Mecca could easily damage a holy site, creating extreme repercussions for the superhumans involved.

5) Oil Fields of Kuwait. Kuwait's rich oil fields were the targets of a "scorched earth" retreat by invading Iraqi forces in 1991 — they set them on fire as the American-led opposition forces advanced. It took nine months and over \$5 billion to put the fires out and repair the damaged oil infrastructure. A fight here could easily touch off new fires... or perhaps the 1991 blazes created some new superhumans.

SUPERHEROES OF THE MIDDLE EAST

CARACAL				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
7	PD	3		Total: 18 PD (11 rPD)
8	ED	4		Total: 19 ED (11 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
36	END	0		
34	STUN	0		Total Characteristics Cost: 133

Movement: Running: 7"/14"

Cost	Powers	END	
10	“Cat’s Claw” Knife: HKA 1d6+1 (2d6+1 w/STR); OAF (-1)	2	
34	Pepper-Spray Wrist-Launcher (Right Wrist): Sight Group Flash 3d6, NND (defense is solid eye covering; +1), Delayed Recovery (each Segment of effect becomes 1 Turn, see <i>Dark Champions</i> , page 94; +2); OIF (-½), No Range (-½), 8 Charges (-½) plus Energy Blast 3d6, NND (defense is solid eye covering; +1); OIF (-½), No Range (-½), Linked (-½), 8 Charges (-½)	[8]	
5	Pepper-Spray Wrist-Launcher (Left Wrist): Another Launcher (total of 2)	[8]	
Martial Arts: Commando Training			
	Maneuver	OCV DCV Notes	
4	Choke Hold	-2 +0 Grab One Limb; 3d6 NND	
4	Disarm	-1 +1 Disarm; 40 STR to Disarm	
4	Escape	+0 +0 45 STR versus Grabs	
4	Punch	+0 +2 8d6 Strike	
3	Throw	+0 +1 6d6 +v/5, Target Falls	
8	+2 Damage Classes (already added in)		
1	Use Art with Blades		
7	Light Body Armor: Armor (5 PD/5 ED); Activation Roll 14- (-½), OIF (-½)		0
6	Cat’s Eyes And Ears: +2 PER with all Sense Groups		0
Perks			
6	Contact: Riyadh Police 11- (Organization)		
2	Reputation: Islamic Hero of the Saudi People (a medium-sized group) 11-, +2/+2d6		

Talents	
12	Combat Luck (6 PD/6 ED)
Skills	
20	+4 HTH
6	+2 with Acrobatics, Breakfall, and Climbing
3	Acrobatics 13-
3	Acting 13-
3	Breakfall 13-
3	Climbing 13-
3	Combat Driving 13-
3	Concealment 13-
3	Deduction 13-
3	Disguise 13-
4	Forgery (Documents, Money) 13-
1	High Society 8-
3	Interrogation 13-
2	AK: The Middle East 11-
4	AK: Saudi Arabia 14-
2	CK: Riyadh 11-
2	KS: The Religious World Of Saudi Arabia 11-
3	KS: The Criminal And Intelligence Under-grounds Of Saudi Arabia 13-
1	Language: English (basic conversation; Arabic is Native)
1	Language: Hebrew (basic conversation)
1	Language: Russian (basic conversation)
3	Lockpicking 13-
1	Mechanics 8-
3	Paramedics 13-
3	Persuasion 13-
3	Security Systems 13-
5	Shadowing 14-
3	Stealth 13-
3	Streetwise 13-
2	Survival (Desert) 13-
3	Tactics 13-
4	TF: Common Motorized Ground Vehicles, Riding Animals

Total Powers & Skills Cost: 217
Total Cost: 350

200+ Disadvantages	
10	Hunted: Saudi Royal Family 8- (Mo Pow, NCI, Watching)
10	Hunted: Israeli Intelligence Agencies 8- (Mo Pow, NCI, Watching)
5	Money: Poor
20	Psychological Limitation: Devout Muslim, But Dislikes Extremists (Very Common, Strong)
15	Psychological Limitation: Protects The "Common Saudi" (Common, Strong)
10	Psychological Limitation: Swashbuckler And Showoff (Common, Moderate)
15	Social Limitation: Secret Identity (Yousef Abdulaziz El-Khareiji) (Frequently, Major)
65	Experience Points

Total Disadvantage Points: 350



Background/History: Yousef Abdulaziz El-Khareiji was born in Riyadh, Saudi Arabia in 1971. His family was fairly well-to-do and liberal (though devout), and had several relatives who lived in Europe, so he was brought up with much greater exposure to Western culture than the average Saudi child. From an early age Yousef was inspired by tales of daring heroes that he read about in comic books and novels. As he grew he trained both his body and his mind, hoping to one day become a hero who could inspire others the way those before him had inspired him. He joined the Saudi Arabian National Guard in 1988 and served for three years as a military policeman, then left the army and became a policeman on the streets of Riyadh.

It wasn't long before Yousef became dissatisfied with his life as a lawman. As Saudi Arabia grew more religiously conservative throughout the 1990s, it seemed to Yousef that enforcement of *shari'ah* (Islamic law), particularly for crimes like violations of dress code, was becoming more of a concern for the police than the capture of actual criminals. He believed strongly in *shari'ah*, but there had to be priorities — victims of real crimes needed help more than the public needed "protection" from Western clothes.

In 1996 Yousef quit the police department. He and his brother Adel bought a streetcorner coffee shop. Leaving the store for Adel to run, Yousef created the costumed identity of Caracal, a desert cat native to the area. Taking his inspiration from

the American crimefighters whose adventures he'd devoured as a youth, Caracal has spent the last several years battling crime and corruption in the Saudi capital.

In his short career, Caracal has encountered relatively few superhumans, criminal or otherwise, and doesn't really think of himself part of that "community" even though most other people would. He's become increasingly dissatisfied with the royal family, to whose policies he traces a lot of the corruption he's seen, but he's uncertain what to do about it. Officially, he's an outlaw, but the Caracal has become far too popular with the average Saudi for the police to put much effort into pursuing him... at least for now.

Personality/Motivation:

Caracal (or sometimes just "Desert Cat") tries to act like one of the Western heroes who inspired him in his youth, while holding on to the traditions of his own people. He's devoutly Muslim, and agrees with Arabic views

and teachings on issues like the traditional role of women in society and the giving of charity to the poor. He has no particular prejudices against Westerners or Western religion, though he dislikes the Israeli government's treatment of Palestinians and thinks Western culture is too concerned with material goods and flash over substance.

Caracal believes that as a crimefighter (not "superhero") he's providing service to the people of Riyadh that the police cannot, even though most of them are good people doing the best they can at a difficult job. He realizes that officially the government can't accept his activities, but unofficially he's worked with a few of the open-minded police and government officers on some cases. He takes great satisfaction in protecting the poor and helpless, but admits to himself that he also likes the attention and respect he receives, as well as the thrill of danger and the adrenaline rush of fighting crime.

Quote: "Don't worry, my friend. Go home now, and leave capturing these foul men to me."

Powers/Tactics: Caracal has no superhuman powers, but he's a skilled fighter and infiltrator. He excels in hand-to-hand combat and is an expert with small blades — his favorite is a nasty-looking *jambiya* (curve-bladed Arabic knife) with a stylized bronze cat on the hilt; he calls it his "Cat's Claw." His other primary weapon are two small wrist-mounted sprayguns that fire a cloud of pepper spray at a target; this usually distracts or disables an

opponent long enough for Caracal to finish him off with a well-placed blow.

Campaign Use: The contrast between Caracal’s Westernized theatrical heroics and the traditional setting of Saudi Arabia offers the GM a way to get PCs to examine the life of a crimefighter from a different perspective. Criminals with American or European connections attempting to get involved in the Arabian underworld might lead Caracal abroad for the first time in a decade, or the PCs may travel to Saudi Arabia and find themselves working either alongside or at cross purposes to Riyadh’s hometown hero. While Caracal usually doesn’t concern himself much with superhuman adventurers, if his beloved city were in danger he’d do anything in his power to help.

If you want to make Caracal tougher, you could give him some minor superhuman abilities (like a little resilience, extra SPD or movement, or Leaping), Find Weakness with his Cat’s Claw, or another gadget or three. To weaken him, trim down his Skill list a bit, or reduce his SPD to 4.

Caracal would only Hunt characters he believed were in some way related to criminal activity in Riyadh (or perhaps elsewhere in Saudi Arabia). When pursuing someone, he’s thoughtful and methodical. He goes to great lengths to learn as much as he can about a target, and also to choose the time and place for a confrontation so he has as much advantage as possible. (For example, he’s quite fond of dropping down on top of criminals from lofty hiding places; even experienced crooks often fail to look upward when entering a room.) However, in the heat of battle, he’ll become much more daring and likely to take risks as the excitement of combat overwhelms his good sense.

Appearance: Yousef Abdulaziz El-Khareiji is a Saudi Arabian male who’s 5’8” tall and carries 160 pounds on his muscular, well-developed body; he has dark eyes, black hair, and a well-trimmed short black beard and moustache. He spends a lot of time undercover, and in those situations wears whatever is necessary to blend in. When going into action in his costumed identity of Caracal, he wears a black bodystocking, gloves, and boots with a “utility belt” of lockpicks, other tools, and his knife “Cat’s Claw” (a nasty-looking *jambiya*, or curve-bladed Arabic knife, with a stylized bronze cat on the hilt). He wears specially-designed pepper-spray launchers on his wrists, and conceals his identity with a cat-like black mask that covers most of his face.

FIST OF ALLAH

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [7]
17	DEX	21	12-	OCV: 6/DCV: 6
35	CON	50	16-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
24	PD	10		Total: 24 PD (24 rPD)
24	ED	17		Total: 24 ED (24 rED)
5	SPD	23		Phases: 3, 5, 8, 10, 12
21	REC	0		
70	END	0		
68	STUN	0		Total Characteristics Cost: 220

Movement: Running: 6”/12”
Leaping: 14”/28”
Flight: 20”/40”

Cost	Powers	END
12	<i>Mighty In The Eyes of Allah:</i> Hardened (+¼) for 24 PD/24 ED	0
30	<i>Mighty In The Eyes of Allah:</i> Damage Resistance (24 PD/24 ED), Hardened (+¼)	0
24	<i>Immune To The Cares of Man:</i> Life Support (Immunity: all terrestrial diseases, biowarfare agents, poisons, chemical warfare agents; Safe Environments: High Radiation, Intense Heat)	0
40	<i>Flight:</i> Flight 20”	4
10	<i>Nothing Hidden From His Eyes:</i> N-Ray Perception (Sight Group; stopped by lead, tungsten, or super-dense materials)	0

Skills	
10	+2 HTH
3	Conversation 13-
1	Electronics 8-
3	KS: Islam 12-
3	CuK: Iranian Culture 12-
2	AK: Iran 11-
1	Language: English (basic conversation; Persian is Native)
1	Language: Turkish (basic conversation)
3	Mechanics 12-
2	PS: Petrochemical Factory Technician 11-
2	PS: Soldier 11-
1	SS: Chemistry 8-
5	TF: Common Motorized Ground Vehicles, Riding Animals, Wheeled Military Vehicles
2	WF: Small Arms

Total Powers & Skills Cost: 155
Total Cost: 375

200+ Disadvantages

- 10 Hunted: Kurdish Rebel Groups 8- (Less Pow, Harshly Punish)
- 25 Hunted: Iranian Government 14- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Protective Of The Weak And Unfortunate (Common, Total)
- 10 Psychological Limitation: Enjoys A Good Brawl (Common, Moderate)
- 15 Social Limitation: Public Identity (Mehdi Navari) (Frequently, Major)
- 95 Experience Points

Total Disadvantage Points: 375

Background/History: Mehdi Navari was born in Ahvaz, Iran in 1978. A faithful Shi'a Muslim, he had an uninspired school career and upon graduation went to work as a low-level technician in a petrochemical plant. A terrible factory accident in 1999 exposed him to a combination of various ethylenes that apparently activated dormant superhuman genes. Overnight he became larger, immensely stronger, and superhumanly durable, and his skin turned a strange, dark shade of slate grey. He also gained the abilities to fly and see through walls.

Navari never questioned what happened to him: Allah had chosen him for great service and outfitted him for the job by giving him remarkable powers. Navari left the hospital and flew to Baharestan Square. He asked politely if he could please speak to the Supreme Leader, Ayatollah Ali Khamenei. At first the guards at the Iranian Parliament tried to shoo the crazy grey-skinned man away, but when he bent down and picked up a car parked on the nearby sidewalk, smiling pleasantly all the while, they scrambled to bring him inside. Navari told the Ayatollah and his Council of Ministers that Allah had given him great power, and he wished to use it in Allah's service. However, he was clearly no wise man, and so he came to them, asking what they thought Allah's will was for him. The Council requested that he wait while it considered the matter.

After two days of intense discussion, the Ayatollah and his Council returned to Navari. After debating and praying to Allah for guidance, they determined that Allah had given them a gift, to protect the Ayatollah and the people of Iran in their righteous struggle against unbelievers. Thenceforth Navari would be called *Bahzoo-e Khodah*, the Fist of Allah, and he would serve the Ayatollah and the Shi'a Muslim church directly. Navari nodded, accepting his new role with satisfaction.

The Fist of Allah made his first public appearance in early 2000, when Iran was struck with a massive earthquake. Navari's incredible strength and ability to see surviving victims through the massive piles of rubble helped save hundreds of lives. The Fist of Allah became a national hero, and his fame spread to other countries as well. Since then he's served as Khamenei's personal bodyguard as well as occasionally performing other missions on behalf of the Iranian government. He takes great satisfaction in his work.



Personality/Motivation: The Fist of Allah is a friendly giant who believes he was selected by Allah to do good works and protect Iran. Though he's quite bright, he thinks governing and policy are best left to others, who can debate such matters and eventually arrive at an understanding of the will of Allah. Therefore, despite his great personal loyalty to Khamenei himself, he's stayed carefully neutral in the various disputes between the moderately reformist elements of the Iranian government and the far more conservative clergy, who wield great power in the Parliament. He has no question that Iran is in the hands of an ultimately benevolent God, and therefore everything that happens, every conflict or natural disaster, will eventually work out for the best.

The Fist's cheerfulness and general good nature are infectious, and he's quite well-liked by most of the government officials who direct his activities. He enjoys using his vast strength to impress the crowds, especially if he can partake in a good brawl, but he never holds a grudge — in fact, if an opponent is at all honorable he's likely to invite him out for coffee afterwards. Though he accepts Iran's official stance that Western culture is depraved and sinful, he enjoys the parts of it he's been exposed to — after all, they invented jazz and basketball, so they must be good if misguided people! Hopefully Allah will grant them wisdom before too long.

Quote: “Ho! You think that’s something? Watch what Allah has given me the strength to do!”

Powers/Tactics: The Fist of Allah is a straightforward brick, one of the most powerful in Asia. Apart from his vast strength and enhanced physiology, he can also fly at a maximum speed of about 70 miles an hour. His most unusual ability is to see through solid objects at will; his vision penetrates any substance less dense than lead or tungsten with ease.

The Fist of Allah is a good HTH combatant, but he gets little opportunity to practice with anybody close to his own strength level; most Iranians surrender immediately rather than risk fighting him. Therefore, he’s gotten a little rusty tactically — he’s used to flying down and performing some feat of strength as part of a Presence Attack; that usually ends most conflicts before they begin. Against opponents made of sterner stuff, he may make critical tactical errors, especially if they have unusual powers. On the other hand, he may get wrapped up in a good fight and not want it to end too soon.

Campaign Use: The Fist of Allah may frequently find himself at odds with Western heroes due to the strained relations Iran has with the non-Muslim world. But he’s the kind of opponent PCs will find tough to dislike, since he’s a decent man with a great *joie de vivre*. His convictions and faith are unshakeable, so the GM can use him in any kind of scenario to underscore the tragedy of political conflicts that force heroes to be on opposite sides of intractable issues.

If the Fist of Allah is insufficiently powerful for your campaign, give him some “brick tricks” to make him more versatile in combat. If he’s too powerful, reduce his STR until he fits your campaign’s guidelines.

The Fist of Allah is unlikely to Hunt anyone on his own, and the Iranian government probably won’t utilize him too far from home even if they have reason to Hunt a PC. If he were ordered to Hunt someone, he’d just fly out, find them, beat them in a fight, and haul them in.

Appearance: The Fist of Allah is an enormous man with long black hair and slate-grey skin. His dark blue, high-collared costume is designed to show off his impressive physique by leaving his immensely-musclcd arms bare (though he wears blue bands on his biceps and forearms). The collar, bands, and belt of his costume have *Allahu Akbar* written on them in white Arabic script repeated eleven times around. His eyes glow red, increasing in intensity when he exerts his tremendous strength.

HA’PELE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
20	CON	20	13-	
11	BODY	2	11-	
20	INT	10	13-	PER Roll 13-
29	EGO	38	15-	ECV: 10
18	PRE	8	13-	PRE Attack: 3½d6
16	COM	3	12-	
8	PD	6		Total: 16 PD (8 rPD)
8	ED	4		Total: 16 ED (8 rED)
5	SPD	24		Phases: 3, 5, 8, 10, 12
8	REC	4		
48	END	4		
26	STUN	0		Total Characteristics Cost: 141

Movement: Running: 6”/12”

Cost	Powers	END
112	<i>Mental Powers:</i> Multipower, 112-point reserve	
11u	1) <i>Break The Will:</i> Drain EGO 4d6, BOECV (Mental Defense applies; +1), Ranged (+½), Reduced Endurance (½ END; +¼)	5
11u	2) <i>Mental Domination:</i> Mind Control 13d6 (Human and Animal classes of minds), Telepathic (+¼), Reduced Endurance (½ END; +¼)	4
11u	3) <i>Mental Illusions:</i> Mental Illusions 16d6 (Human and Animal classes of minds), Reduced Endurance (½ END; +¼)	4
11u	4) <i>Group Illusions:</i> Mental Illusions 8d6 (Human and Animal classes of minds), Reduced Endurance (½ END; +¼), Area Of Effect (6” Radius; +1)	5
11u	5) <i>Mind Finding:</i> Mind Scan 16d6 (Human and Animal classes of minds), Reduced Endurance (½ END; +¼)	4
11u	6) <i>Mind Reading:</i> Telepathy 16d6 (Human and Animal classes of minds), Reduced Endurance (½ END; +¼)	4
11u	7) <i>Psionic Assault:</i> Ego Attack 8d6 (Human and Animal classes of minds), Reduced Endurance (½ END; +¼)	4
7u	8) <i>Psionic Surgery:</i> Major Transform 3d6+1 (alter target’s memories, Psychological Limitations, and/or other mental Disadvantages; heals back through another application of the same or similar power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼); Limited Target (humans; -½)	11
4u	9) <i>See Through The Eyes Of Others:</i> Clairsentience (Sight And Hearing Groups), x16 Range (2,800”, or 3.5 miles), Mobile Perception Point (can move up to 6” per Phase); Only Through The Senses Of Others (-½)	5
11u	10) <i>Sensory Blocking:</i> Sight, Hearing, Mental, Smell/Taste and Touch Group Flash 6d6, BOECV (Mental Defense applies, +1), Reduced Endurance (½ END; +¼)	5

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11u	11) <i>Synaptic Overload I</i> : Drain DEX 4d6, BOECV (Mental Defense applies; +1), Ranged (+½), Reduced Endurance (½ END; +¼)	5
6u	12) <i>Synaptic Overload II</i> : Entangle 4d6, 4 DEF, Takes No Damage From Physical Attacks (+¼), BOECV (Mental Defense applies; +1), Works Against EGO, Not STR (+¼), Reduced Endurance (½ END; +¼); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼)	5
20	<i>Mental Shields</i> : Mental Defense (26 points total)	0
10	<i>Mental Shields</i> : Power Defense (10 points)	0
5	<i>Mental Shields</i> : Mental Group Flash Defense (5 points)	0
10	<i>Armored Fatigues</i> : Armor (5 PD/5 ED); OIF (-½)	
37	<i>Detect Minds</i> : Detect Minds 16- (Mental Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Sense, Targeting, Telescopic (+4 versus Range Modifier)	
45	<i>Mental Switchboard</i> : Mind Link, up to any 16 minds, No LOS Needed	0

Perks

18	Contact: Israeli Intelligence 11- (Contact has access to major institutions, Contact has very useful Skills or resources, Good relationship with Contact, Organization)	
7	Fringe Benefits: Military Rank (Captain in Sayeret-19); Security Clearance	
5	Money: Well Off	

Talents

32	Danger Sense (immediate vicinity, out of combat, Discriminatory, sense) 13-	
6	Combat Luck (3 PD/3 ED)	
5	Eidetic Memory	
3	Lightsleep	
4	Speed Reading (x10)	

Skills

12	+4 with <i>Mental Powers</i> Multipower	
3	Conversation 13-	
5	Cramming	
3	High Society 13-	
3	AK: Israel 13-	
2	AK: The Middle East 11-	
3	Language: English (completely fluent; Hebrew is Native)	
1	Language: Russian (basic conversation)	
3	Stealth 12-	
3	Tactics 13-	
2	TF: Common Motorized Ground Vehicles	
1	WF: Handguns	

Total Powers & Skills Cost: 476**Total Cost: 617****200+ Disadvantages**

5	Distinctive Features: radiates psionic power (Concealable With Effort; Causes Major Reaction; Detectable Only By Unusual Senses)	
25	Hunted: Menton 8- (Mo Pow, NCI, Capture/Kill)	
20	Hunted: Eurostar 8- (Mo Pow, Capture/Kill)	
30	Hunted: Various Arab Villains And Intelligence Agencies 11- (Mo Pow, NCI, Capture/Kill)	
20	Psychological Limitation: Israeli Patriot (Common, Total)	
15	Social Limitation: Public Identity (Aida Lerner) (Frequently, Major)	
302	Experience Points	

Total Disadvantage Points: 617

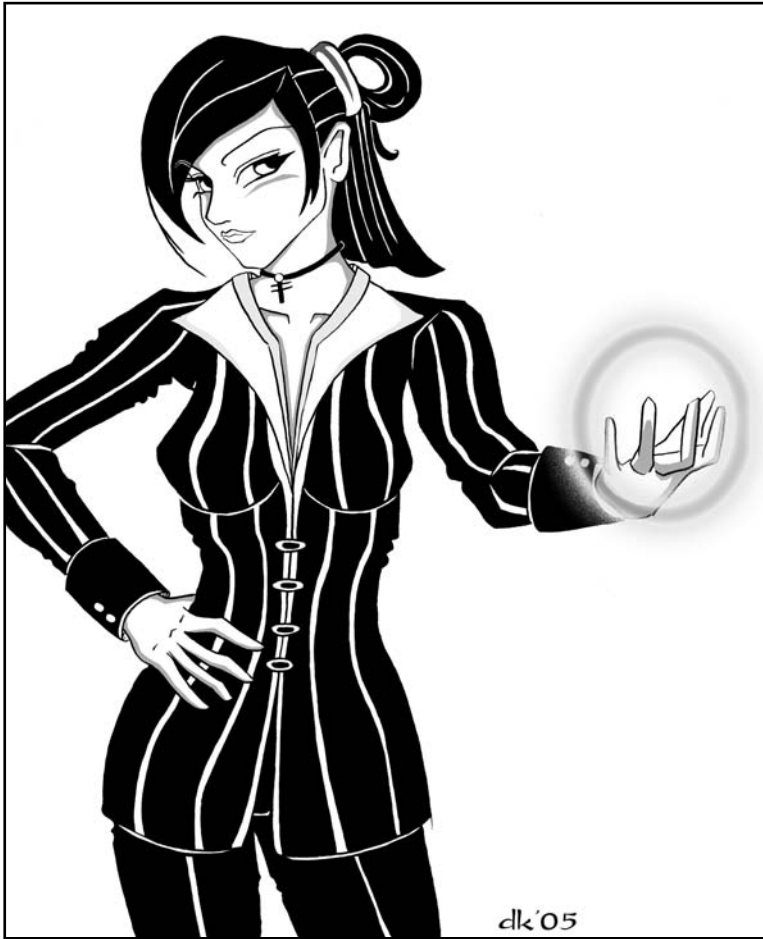
Background/History: Aida Lerner was born in Israel in 1968, the daughter of Russian immigrants. As a child she suffered from vivid nightmares until it was finally determined by an Institut Thoth-trained specialist that she was in fact a powerful psychic — her telepathy became active when she slept, leading to massive sensory overload and exhaustion. The Mossad (Israel's primary intelligence agency) quickly offered to pay for Aida's therapy and training, plus a healthy salary for her parents, in exchange for her joining the secret Israeli superhuman intelligence unit Sayeret-19 (see above).

Aida completed her psionic and military training in 1985. By the time she undertook her first field mission, it was already clear she was one of the most powerful mentalists in the world. Code-named *Ha'Pele* ("The Wonder"), Aida has worked for the Israeli government in various capacities ever since, helping to defend Israel against terrorists and supervillains. She's crossed swords with some of the most notorious and infamous names of the last two decades, including Eurostar and Menton, and made them regret tangling with Israel.

In recent years Aida's daughter Kara (born in 1992, and currently in the custody of her ex-husband Neil Sher), has begun to manifest superhuman psychic abilities including telepathy and pyrokinesis. The Israeli government has made a deal with Sher for Kara's training similar to the one it made with Aida's parents, and Aida is uncertain how she feels about it. It would be nice to work alongside her daughter, and without the government's help both women would have had great difficulty mastering their abilities. But the work is dangerous, occasionally violent, and ultimately lonely. Aida doesn't necessarily want such a life for Kara.

Personality/Motivation: Ha'Pele is an Israeli patriot who works for the government both out of gratitude for its help and to protect her family, friends, and countrymen from the many threats Israel exists under. Ha'Pele has plenty of work to keep her busy, which allows her to focus on something other than how empty and lonely her life has become.

Though she's a highly-decorated military officer with an excellent reputation, Ha'Pele prefers to stay out of the public eye as much as possible. Even



the best efforts of Israel's military public relations staff can't keep people from being concerned about the government having such a powerful psychic on call. She doesn't abuse her powers for domestic intelligence-gathering or recreational mind-reading, but the "trust issues" that come with having psionic powers have affected every relationship she's ever had, so she's learned to avoid too much close contact with anyone outside her own insulated program.

Quote: "All right, I'm picking up his thoughts. Scramble Team Gimel and cut him off at French Hill."

Powers/Tactics: Ha'Pele is a formidable psychic with an impressively wide array of abilities. Her telepathic abilities are strong enough to allow her to read memories and subconscious thoughts (usually without the target even being aware of her activities). She can alter sensory input, overwhelm a target with waves of psionic energy, or affect someone physically by manipulating his sense of balance or blocking the signals from his brain to his muscles. Given sufficient time, she can even make fundamental changes to a person's memories

or personality, in effect "brainwashing" him. In fact, her mental abilities are so powerful she subconsciously radiates a field of "psionic power" around herself that other mentalists can easily perceive (unless she makes a specific effort to hide it; this costs her 1 END per Phase).

Ha'Pele usually works as a "telepathic scout" and interrogator alongside Sayeret-19's squads of elite military agents, but sometimes the organization sends her into the field, especially if unknown superhumans or similar dangers threaten Israel. She rarely works alone — the Israeli Defense Forces considers her one of its most valuable assets, and won't put her at risk unless there's no other way to handle a situation. Typically she has at least one superpowered "bodyguard" and several well-armed normal ones.

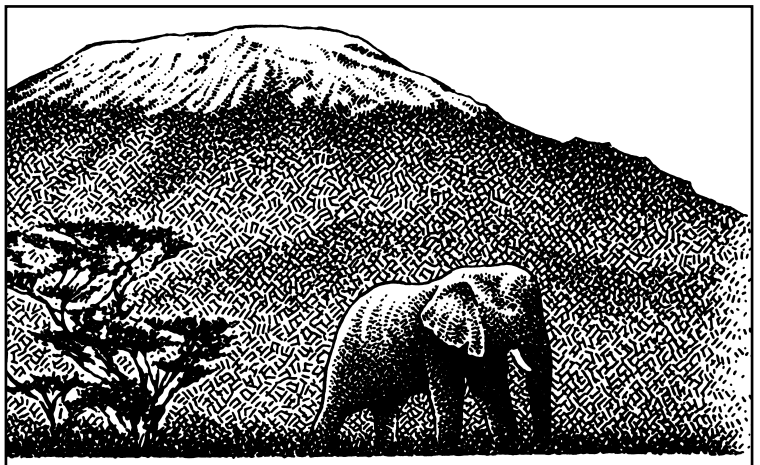
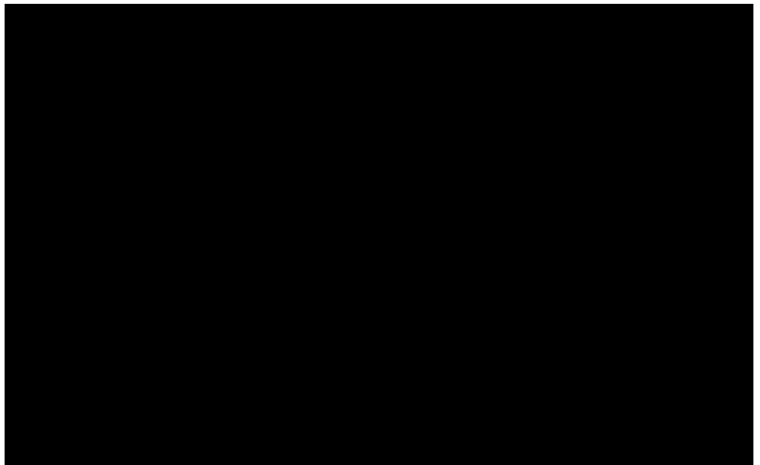
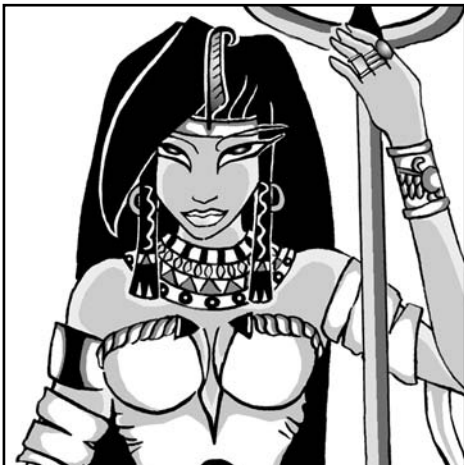
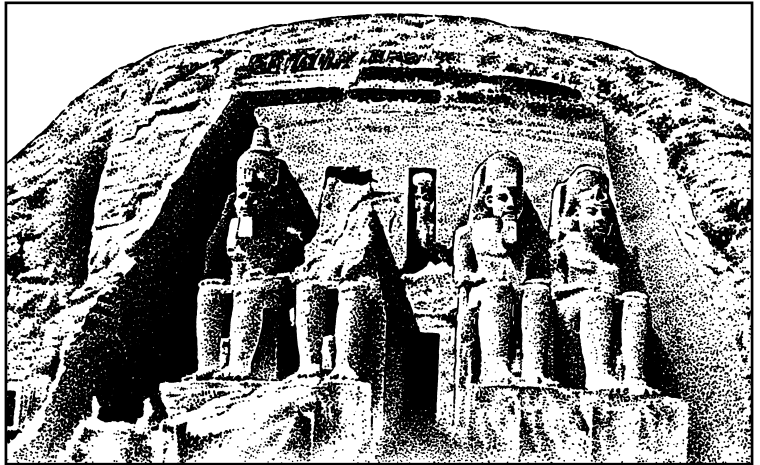
Campaign Use: Ha'Pele gives Israel a fighting chance against Arab forces with access to superhuman abilities in the Champions Universe, similar to the effectiveness of the Mossad in the real world. Characters who somehow become involved in the ongoing conflicts between Israel and its enemies will find her to be one of the nation's most effective weapons, though she's usually held in reserve to avoid exposing her as a target. Ha'Pele is also one of the most powerful psychics in the Champions Universe, and might get caught up in a scenario involving PSI, Menton, or some other mastermind that has nothing to do with Israel at all.

If Ha'Pele is too powerful for your campaign, it's fairly easy to eliminate or tone down some of her abilities by reducing the Active Points in her Multipower reserve and slots to 80-90 (or less). But don't forget that she's supposed to be one of the most effective intelligence tools in the world — keep her powers at necessary levels for that. If she's not powerful enough or you wish to make her more of a frontline fighter, give her an Elemental Control of 60 Active Point psychokinetic abilities (Energy Blast, Telekinesis, Force Field, maybe even Flight). You could also give her extra SPD only to use her psionic powers.

Ha'Pele Hunts any character the Israeli government orders her to, typically alongside the combined forces of Israel's various defense and intelligence agencies.

Appearance: Ha'Pele is an attractive woman in her late thirties, with short brown hair kept in a fashionable but practical bob. She's lean and thin, with a runner's body. She has no particular costume — in the field she wears a military-style khaki button-down jumpsuit with padding and armored inserts for protection, and a dark blue beret identifying her as an officer. When she uses her mental powers her eyes become a pupilless blue.

chapter four:



AFRICA

AFRICA



Africa has the fewest superhumans (both in raw numbers and per capita) and the least superhuman activity of any inhabited continent on Earth. African supers have traditionally clustered in Egypt and South Africa, but in recent years they've spread out a little. Kenya has seen an upsurge in supercrime, as have Nigeria (and that part of West Africa in general) and Morocco.

Perhaps the most noteworthy (and troubling) aspect of the increase in superhuman activity in Africa has been the participation of supervillains and super-mercenaries in the civil wars, rebellions, and genocidal conflicts that continue to beset the continent. Both Mechassassin and Lazer, among others, are known to have hired out their services here, and violence against Tutsis in the Rwanda region has been abetted on several occasions by a super-strong, plant-manipulating Hutu supervillain calling himself Baobab. UNTIL and some other authorities have alleged that supervillains have involved themselves in the "conflict diamonds" trade and other aspects of diamond smuggling and illegal gold and diamond mining.

Registration

Most African countries have too few superhumans in their population to have developed detailed policies or laws regarding the Superhuman World, so registration laws tend to vary and are poorly enforced. Egypt and South Africa both have laws similar to those of Great Britain, and other African nations will no doubt use theirs as models if necessary. Most African militaries covet superhuman soldiers or spies and would offer great rewards to any they could find (and equivalent punishments to those working against them).

Heroes And Hero Teams

Africa has no established superteams. On occasion groups of southern African or Egyptian heroes have worked together to fend off a particularly dangerous villain or other threat, but these team-ups are only temporary.

UNTIL IN AFRICA

UNTIL maintains its African Regional Headquarters in Nairobi, Kenya, and Regional Bases in Cairo, Capetown, Casablanca, and Lagos (see page 48 of the *UNTIL* sourcebook for further information). In general the organization maintains good relations with African nations, though not extensive ones since there's not much supercrime. Officials

in some African governments resent "UN interference" in local conflicts and activities, and therefore give UNTIL the cold shoulder.

THREATS IN AFRICA

In the eyes of most experts on supervillains and other paranormal threats, the biggest dangers Africa poses to the world are (a) as a source of mystic energy or mystic sites to exploit, or (b) as the potential incubator for diseases that are bad enough on their own, but would be even worse if bio-engineered by the likes of Teleios. As far as UNTIL or anyone else knows, no mastermind supervillain has ever come from, or established significant ties to, Africa.

ANUBIS

Unsurprisingly, Anubis is often active in Egypt, where the heroine Ma'at (see below) often opposes him. In 2004 he attacked the city of Cairo by using an ancient Egyptian ritual to animate all the mummies in the Egyptian Museum and some corpses from the ancient Cairo necropolis. Had it not been for the timely intervention of Ma'at and the Champions, he would likely have conquered Egypt, at least temporarily. UNTIL officials privately worry about a possible "team-up" between Anubis and the Living Sphinx, a force even an entire team of super-heroes would have trouble opposing.

DEMON

DEMON has tried on several occasions to gain a permanent foothold in Africa, but has always been thwarted. Every time a Morbane sets up a major Demonhome and begins scheming and committing crimes, some superhero or group of heroes finds out what he's up to and puts a stop to it. But since the continent has great mystic potential, and many sites of arcane significance, Morbanes keep trying. Favored places for DEMON activities and missions include Egypt, Nigeria (and West Africa generally), and the region around Great Zimbabwe.

VIPER

VIPER has wormed its way into Africa just like it has every other continent. It has three major Nests there — New Karnak in Cairo; the Black Tower in Lagos; and the Compound in Johannesburg — and minor Nests in many other cities. In addition to VIPER's mundane criminal activities (such as robbery and smuggling), UNTIL suspects the snakes of having been involved in various civil wars and ethnic conflicts as a way of stirring up a "smokescreen" to hide other activities.



JOSEPH OTANGA

If VIPER has any competition in Africa, it's Joseph Otanga, the strongman currently ruling the West African nation of Lugendu as President-For-Life. Lugendu has suffered several violent revolutions over the forty years since it achieved independence from France. In 1995, another such rebellion brought Joseph Otanga, then a general of the army, to power. He's ruled ever since, in part thanks to the support of several major international oil companies (Lugendu's blessed with large offshore petroleum deposits). In the inland jungles several tribes remain opposed to his rule.

Otanga controls Lugendu with an iron fist, and persistent rumors claim that he wields dark powers of voodoo-like sorcery against his enemies. The fact that many people who speak out against or oppose him simply "disappear" without leaving a single clue as to what happened to them only fuels these whispers. Some Lugendans even claim Otanga has superhuman powers. Most of Otanga's subjects are deathly afraid of him and wouldn't think of turning against him.

From his capital at Nahambane, Otanga has worked for the past several years to extend his power. According to Interpol and UNTIL, he's established networks of criminal gangs and spies throughout western Africa. He uses them to funnel drugs, conflict diamonds, slaves, and anything else of value through Lugendu. Between this and his methodical looting of the Lugendan treasury, Otanga is thought to be a billionaire already, and his fortune is still growing.

THE WARLORD

So war-torn a region as Africa exerts a strong attraction on the Warlord, for whom combat and victory are the very stuff that make life worth living. As usual for him, his goal is not just to fight in wars but to extend and expand them. UNTIL believes he's been responsible for starting several civil wars and working behind the scenes to prevent peace talks from succeeding in others.

TOP FIVE LOCATIONS FOR A FIGHT SCENE IN AFRICA

1) The Great Pyramids and the Great Sphinx; Giza, Egypt.

The best-known of Egypt's many ruins and Sites Of Potential Mystical Importance. The Great Pyramids were built by Khufu (Cheops), Khafre (Kephren), and Menkaure (Mykerinus) during the twenty-sixth century BC. The Great Sphinx was probably built at about the same time and is thought by some to depict the face of Khafre. Any of these structures could have secret chambers and passages perfect for evil mystic rituals and the like.

2) Victoria Falls, on the border between Zambia and Zimbabwe.

This spectacular waterfall on the Zambezi river is more than a mile (850") broad and the vertical drop is 420 feet (65") high (two and a half times as tall as Niagara Falls). The natives call it *Mosi-oa-Tunya*, "the Smoke that Thunders." The roar of the falling water can be heard 10 miles away, and the mists created by the Falls rise a mile into the air and can be seen 40 miles away. Discovered by David Livingstone and named for Queen Victoria, the falls are part of two national parks that are home to wild elephants, rhinos, and giraffes.

3) The Serengeti Plains, Kenya and Tanzania.

Massive herds of grazing animals (zebra, elephants, wildebeests, gazelles, and more) move across these plains in an annual pattern, following seasonal rains. They in turn are preyed upon by lions, jackals, and other carnivores.

4) The Djamaa el Fna, the main marketplace in Marrakesh, Morocco.

It's the definitive *souq*, or public bazaar, with tented stalls along crowded alleyways selling rugs, leather goods, fruits and vegetables, and pretty much anything else one could ask for. Roaming musicians, acrobats, and other entertainers compete for coins. The Casbah of Algiers is similarly picturesque and dramatic.

5) Mount Kilimanjaro, Tanzania.

The tallest peak in Africa (19,340 feet [2,975"] above sea level) is an active volcano, and scientists believe that the interior is largely molten lava beginning only about 1,300 feet (200") below the summit's crater. There's no recorded history of eruptions, but local legends suggest there may have been one as recently as the early nineteenth century.

SUPERHEROES OF AFRICA

MA'AT

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 [3]
23	DEX	39	14-	OCV: 8/DCV: 8
20	CON	20	13-	
15	BODY	10	12-	
23	INT	13	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
22	COM	6	13-	
12	PD	6		Total: 27 PD (15 rPD)
12	ED	8		Total: 27 ED (15 rED)
6	SPD	27		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
40	END	0		
40	STUN	0		Total Characteristics Cost: 194

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

Cost	Powers	END
87	<i>Ma'at's Staff Of Judgment:</i> Multipower, 87-point reserve	
9u	1) <i>Burning Light Of Justice:</i> Energy Blast 14d6, Reduced Endurance (½ END; +¼)	3
9u	2) <i>The Freezing Light Of Truth:</i> Entangle 7d6, 7 DEF, Reduced Endurance (½ END; +¼)	3
9u	3) <i>The Blinding Light Of Order:</i> Sight Group Flash 14d6, Reduced Endurance (½ END; +¼)	3
37	<i>The Gaze Of Ma'at:</i> Mind Control 15d6 (Human class of minds); Only To Compel Truthful Answers (-1)	7
50	<i>Wings Of The Gods:</i> Flight 20", Reduced Endurance (½ END; +¼)	2
75	<i>The Protection Of Truth:</i> Force Field (15 PD/15 ED/10 Mental Defense/10 Power Defense), Reduced Endurance (0 END; +½)	0
45	<i>Divine Form:</i> Life Support: Total	0
32	<i>Natural Harmony:</i> Detect Disruptions Of The Natural Order Of The Universe 14- (no Sense Group), Discriminatory, Range, Sense, Targeting	0
35	<i>The Doors To Ma'at:</i> Extra-Dimensional Movement (any location in a single dimension), x4 Increased Mass	3
15	<i>In Harmony With The Universe:</i> Luck 3d6	0

Perks

12	Contact: other Egyptian gods 11- (Contact has very useful Skills or resources, Organization)
3	Reputation: Goddess of Truth and Justice (among Egyptians and mythology buffs) 11-, +3/+3d6

Talents

23	Universal Translator 17-
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Skills

9	+3 with <i>Ma'at's Staff Of Judgment</i> Multipower
3	Concealment 14-
3	Conversation 14-
3	AK: Egypt 14-
3	CuK: The Gods Of Ma'at 14-
7	KS: Egyptian History, Civilization, And Mythology 18-
3	KS: Ancient History 14-
3	Oratory 14-

Total Powers & Skills Cost: 475

Total Cost: 669

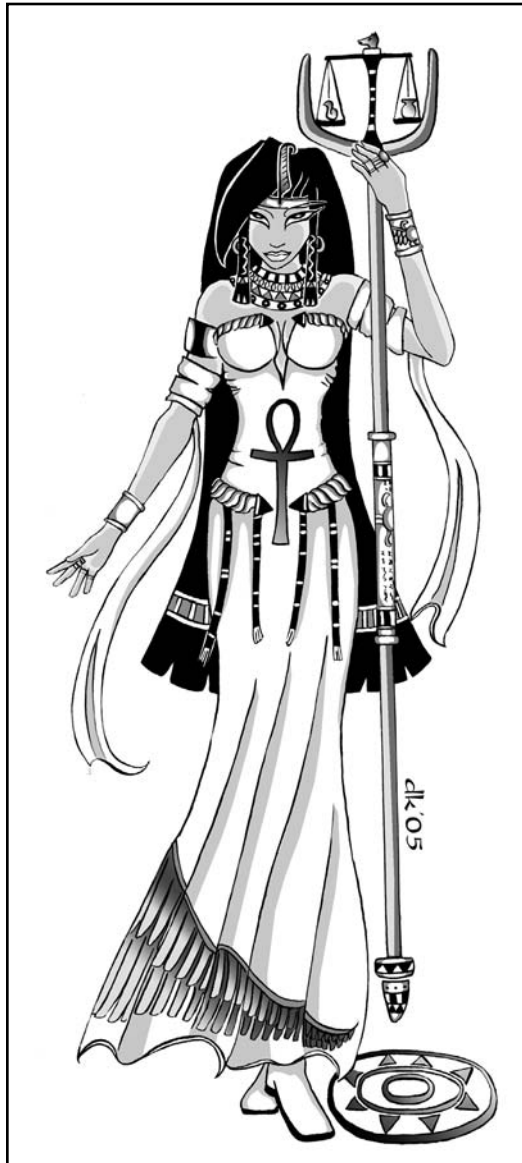
200+ Disadvantages

10	Distinctive Features: Aura Of Mystical Power (Not Concealable; Always Noticed and Causes Major Reaction; Detectable Only By Unusual Senses)
25	Hunted: Set 11- (Mo Pow, NCI, Harshly Punish)
10	Hunted: Anubis 8- (As Pow, Harshly Punish)
10	Physical Limitation: Cannot Lie Under Any Circumstances (Infrequently, Greatly Impairing)
25	Psychological Limitation: Devoted To Maintaining The Natural Order (Very Common, Total)
15	Psychological Limitation: Protects The Weak And Helpless (Common, Strong)
15	Psychological Limitation: Confused By Strong Emotions And "Disorderly Thoughts" (Common, Strong)
10	Social Limitation: Subject To Orders (of Ra or other ranking gods from the Egyptian pantheon) (Occasionally, Major)
10	Vulnerability: 2 x STUN from Unholy Magics (Uncommon)
10	Vulnerability: 2 x BODY from Unholy Magics (Uncommon)
329	Experience Points

Total Disadvantage Points: 669

Background/History: No one can claim with any certainty to know the true origin of the gods. Each pantheon that was once worshipped on Earth, and many no human ever worshipped or even imagined, now resides in the various realms within the dimension of Faerie. One of these demesnes is Ma'at, the home of the gods once revered by the people of ancient Egypt. Over the last century, the Egyptian gods have had much more direct contact with humans than most pantheons. They've created heroes like Dr. Twilight and notorious villains like Anubis and Serpentine; Set, the serpent lord of darkness and evil, has had his schemes narrowly thwarted time and again by mortal champions.

In 1994 Dr. Ka (see *Vibora Bay*) criticized the gods of Ma'at, denouncing them for meddling in the lives of humans and treating them like pawns and playthings in their own eternal games. Osiris, who received the brunt of his anger, was unmoved, but the minor goddess Ma'at, who represented the natural, truthful order of the universe (and therefore shared a name with the dimension), was intrigued by his words. Was it possible the gods themselves were in



error? Did Humanity deserve the chance to set its own destiny separate from the machinations of the divine? Preferring to learn the answers through personal experience, she created a mortal avatar of herself and sent it to live in Vibora Bay.

Her arrival was sabotaged by Set and his own champion on Earth, Anubis. An attempt to capture the avatar and steal its divine power went awry, and she wound up on the streets of Vibora Bay as a terrified amnesiac, pursued by Anubis and various followers of Set. The Black Mask rescued her on a stormy February night and brought her to Dr. Ka to help restore her memories. Eventually, after a major battle against Set and his minions, they learned truth of the matter, and Ma'at's memories of her purpose as an avatar were restored along with her remarkable powers (which are but a fraction of those of she possesses on her own plane).

Ma'at was inspired and intrigued by the activities of the mortals who had helped her, and fascinated in particular by the concept of the superhero. She decided that acting as a superhero herself would be an excellent way to learn about humanity and determine the truth about the role the gods

should play among them. Since Vibora Bay was already crowded with heroes, she chose to move to Cairo and live among the descendants of her early worshippers. She's been active as a superheroine there ever since; as an immortal, she sees no need to rush her experiment.

Personality/Motivation: Ma'at is an avatar of the Egyptian goddess of the same name, who continues to exist in the subdimension of Faerie that's home to her entire pantheon. While she's a separate physical being, with much greater limitations than the goddess herself, the avatar Ma'at is directly connected to her divine creator, and shares her personality and opinions. The goddess Ma'at personifies truth, justice, and order; she represents the way the universe should be rather than how mortals or even other gods might see it or wish it to be. According to ancient Egyptian theological principles, the universe has had a defined order, a way things were meant to be, since its creation. Beings with free will, whether god or mortal, can deviate (intentionally or accidentally) from that order, which causes suffering. When one acts in harmony with the universe's wishes, one is considered the "Blessed of Ma'at," a title taken by several of Egypt's ancient pharaohs.

Ma'at has spent most of the last decade traveling around the world, studying humans while periodically opposing supernatural forces of evil like Anubis, the Living Sphinx, and DEMON. Every few months she returns to Egypt, where she has a hidden vault in the desert as a temporary fastness. There she keeps the volumes of notes she's inscribed about her activities. Eventually she'll return to Ma'at, and on that day make her case as to whether the gods should strengthen the Ban (see *The Mystic World*) and shut themselves away from mortal affairs forever, or resume greater direct influence over Humanity. No one knows how she will choose, or even when — least of all Ma'at herself.

Quote: "Do not waste your time lying to me, mortal. My patience is not without limits."

Powers/Tactics: Ma'at wields the Staff Of Judgment, a powerful weapon that allows her to create various light effects (such as burning or blinding rays, or the "Light of Truth" that causes a target to freeze in place). The Staff returns to her hands whenever she wills it, so it cannot be taken away and receives no *Focus* Limitation. Due to her own divine energies, she's stronger and faster than a normal human and can fly. Furthermore, beings caught in her gaze are compelled to tell the truth, and she can mystically detect disturbances in the universe's "natural order." As a mortal avatar, however, she's subject to many of the weaknesses of humanity — she ages, can be injured or killed, and doesn't have access to the wide range of mystical powers she's accustomed to as a goddess.

Campaign Use: Ma'at is a powerful heroine and force for good, but there remains some question about how much she's actually on Humanity's side. Heroes who interact with her should remember

As a mortal avatar, however, she's subject to many of the weaknesses of humanity — she ages, can be injured or killed, and doesn't have access to the wide range of mystical powers she's accustomed to as a goddess.

Campaign Use: Ma'at is a powerful heroine and force for good, but there remains some question about how much she's actually on Humanity's side. Heroes who interact with her should remember she's yet to make up her mind about how much free will mortals should have, and their own actions might influence her decision one way or the other. Of course, encounters with Ma'at might also lead to interactions with the rest of the wild and colorful Egyptian pantheon.

If she's too powerful for your campaign (keeping in mind that she's the semi-divine avatar of an actual goddess and should be considered relatively powerful), reduce her Characteristics or remove the *Reduced Endurance* Advantage from some of her powers. It's more likely you'll need to increase her powers, especially if you plan to use Ma'at the goddess herself instead of this limited avatar. At a bare minimum, that would involve increasing all of her Characteristics and the Active Points in all her powers by 50% or more and giving her an enormous Cosmic Power Pool.

Ma'at would only Hunt supernatural forces that threatened to disrupt the "order" of the natural universe, but once on the trail of one she's unlikely to stop for anything. She has little subtlety in this regard — she tracks the threat down and attacks to destroy.

Appearance: Ma'at's mortal form is a lovely, dark-skinned brunette, 6'4" tall with an athletic build. She wears white robes, with a torc-like golden ornament around her neck and chest. The gold band around her forehead is topped with a large ostrich feather. She wears a number of golden rings on her fingers, and carries a large staff with a small set of scales at the top.

GAZELLE

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
25	CON	30	14-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
16	PRE	6	12-	PRE Attack: 3d6
11	COM	1	11-	
13	PD	6		Total: 13 PD (6 rPD)
12	ED	7		Total: 12 ED (6 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
12	REC	0		
50	END	0		
46	STUN	0		Total Characteristics Cost: 161

Movement: Running: 12"/24"
Leaping: 14"/28"

Cost Powers END

Martial Arts: Acrobatic Brawling				
	Maneuver	OCV	DCV	Notes
4	Martial Block	+2	+2	Block, Abort
4	Martial Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Passing Disarm	-1	-1	Disarm, 50 STR to Disarm; FMove
5	Passing Strike	+1	+0	8d6 +v/5; FMove
4	Martial Strike	+0	+2	10d6 Strike
4	+1 Damage Class (already added in)			
6	Tough: Damage Resistance (6 PD/6 ED)			
15	Amazingly Swift: Running +6" (12" total), Reduced Endurance (½ END; +¼)			
7	Bounding Strides: Leaping +7" (14" forward, 7" upward)			
6	Animalistic Senses: +2 PER with all Sense Groups			

Perks

3	Fringe Benefit: National Police Powers
1	Fringe Benefit: Weapon Permit

Talents

3	Ambidexterity (only suffers a -2 Off Hand penalty)
15	Danger Sense (self only, out of combat, Intuition) 13-

Skills

10	+2 HTH
3	Acrobatics 14-
2	Animal Handler (Gazelles & Antelopes) 12-
3	Breakfall 14-
5	Climbing 15-
3	Concealment 13-
3	Criminology 13-
3	Deduction 13-
1	Forensic Medicine 8-
3	AK: South Africa 13-
3	CK: Johannesburg 13-
3	KS: African Smuggling 13-

- 2 Language: English (fluent conversation; Swazi is Native)
- 2 Language: Afrikaans (fluent conversation)
- 2 Navigation (Land) 13-
- 3 Paramedics 13-
- 3 PS: Drug Interdiction Agent 13-
- 3 Shadowing 13-
- 3 Stealth 14-
- 3 Streetwise 12-
- 2 Survival (Desert) 13-
- 2 TF: Common Motorized Ground Vehicles
- 3 WF: Small Arms, Blades

Total Powers & Skills Cost: 152

Total Cost: 313

200+ Disadvantages

- 20 DNPC: Joyce (his wife) 8- (Incompetent; Unaware of character's adventuring career/ Secret ID)
- 15 Hunted: local underworld smugglers and drug dealers 11- (As Pow, Harshly Punish)
- 15 Psychological Limitation: Has Personal Grudge Against Criminals (Common, Strong)
- 10 Psychological Limitation: Overconfidence (Common, Moderate)
- 10 Psychological Limitation: Plays To The Crowd (Common, Moderate)
- 15 Social Limitation: Secret Identity (Richard Mapanga) (Frequently, Major)
- 28 Experience Points

Total Disadvantage Points: 313

Background/History: Richard Mapanga is a Swazi native of South Africa, born in 1981. His family was part of the small but burgeoning black middle class that helped overcome apartheid. Educated in Johannesburg, he joined the South African Police Service as it became racially integrated in the late 1990s and was soon working for the Drug Interdiction Service. This work held a special significance for Richard; his older cousin Ray, whom he'd idolized growing up, had become a heroin addict in the early 1990s, joined a gang, and had been shot in a convenience-store holdup.

While he was traveling home from testifying in a court case in De Aar in the fall of 2001, Richard's car broke down in a bleak stretch of desert north of Kimberley. He called for a coworker to come pick him up and settled down for a long wait. As the sun went down, he watched the stars emerge and a small herd of gazelle leap across the plains. He felt something hard in the soft desert sand he was sitting on, and dug it up out of idle curiosity. It was a small crystal that seemed to glow with a soft internal fire. As he turned it over in his hands, admiring the way the colors of the sunset reflected in its facets, the stone warmed in his hand, rapidly becoming uncomfortable to hold. He dropped it, swearing, and as it hit the ground beside him it exploded in a flash, bathing him in a strange green light.

Unknown to Richard at the time (though he later figured it out with the help of the UNTIL's Capetown Regional Office), the crystal was actually a piece of a Kelvarite meteor which apparently



broke up over southern Africa upon entering Earth's atmosphere (see *Champions Universe*). Since it was a small fragment, he suffered only minor burns from the explosion and energy release, but for some reason the resultant radiation changed his body, increasing his physical strength, speed, and endurance.

Richard was thrilled by his newfound power. He decided to use it to fight crime like the American superheroes he'd heard so much about on TV and in the newspapers. Taking the gazelles he'd watched as a sign, he adopted the name and costumed identity of Gazelle so he could use his enhanced abilities to go after the criminals he'd been unable to capture legally.

The latest change in Richard's life is his whirlwind courtship and marriage to Joyce Sono, a lovely young woman who works as an editor for the *Johannesburg Times*. While she loves Richard, she worries constantly about his dangerous day job and would very much like him to quit. Richard hasn't yet told her about his nighttime "hobby," and has actually made fewer than normal costumed appearances since the wedding in April 2005.

Personality/Motivation: Gazelle chose to use his new powers to fight crime because he wants to help the innocent and punish the guilty, but has come to believe that the law is not always the most effective way to do that. Between his "day job" and his costumed identity, he has multiple options to use against any criminal or gang. There aren't many

costumed criminals in South Africa, so he doesn't use his Gazelle persona as much as he might if he lived in, say, Millennium City or London. He first gathers information about his targets legally as a cop, and only works as Gazelle to bring down criminals he can't get to through normal channels.

That said, Gazelle really enjoys being a superhero. On the rare occasions he appears in public he usually can't resist showing off a little (this typically means wasting at least one Phase, if not more, doing something mainly for show if he fails his EGO Roll). He's become a folk hero to the blacks around South Africa, and while he considers himself responsible for all innocent victims of corruption and crime, he finds a little more motivation when his enemies prey on poor blacks.

Quote: "You know how angry I get when scum like you tries to peddle junk in my city."

Powers/Tactics: Exposure to Kelvarite radiation has enhanced Gazelle's musculature and reflexes, enabling him to lift over three tons, jump to the top of small buildings, or run about 45 miles an hour. He's also a good HTH fighter with a unique acrobatic style that takes advantage of his superior agility. He's been trained as a drug interdiction officer with the South African Drug Law Enforcement Agency (SADLEA), and has a solid grounding in basic police work. He grew up in a pretty wild part of the Northern Plains, and is comfortable working outdoors in the unforgiving South African desert. He spends much of his free time camping and hiking with his wife.

Campaign Use: Gazelle is a good example of a low-powered superhero in a region with little paranormal activity — he's just powerful enough to survive the terrible beating he'll get when a serious bad guy comes to town so he can approach the PCs for help. The Kelvarite in his background might inspire a variety of plots.

To weaken Gazelle, reduce his DEX to 20-22. To strengthen him, give him more Extra DCs with his Martial Arts, more Running, a special weapon of some sort, or SPD 6.

Gazelle Hunts criminals and villains associated with the drug trade. He takes a two-pronged approach, bringing both the forces of the SADLEA and his own powers to bear on targets.

Appearance: Gazelle is a 6'3" tall black man in his mid-twenties. He's in excellent shape but slender, weighing only about 180 pounds. His costume is tan with dark brown gloves, belt, boots, and shoulder accents, plus a brown image of a leaping gazelle on his chest. He hides his identity with a dark brown half-face mask that ties in the back.

OGUN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
16	COM	3	12-	
6	PD	3		Total: 30 PD (24 rPD)
6	ED	2		Total: 30 ED (24 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
7	REC	0		
50	END	7		
30	STUN	3		Total Characteristics Cost: 104

Movement: Running: 6"/12"
Flight: 20"/80"
Tunneling: 6"/12"

Cost	Powers	END
22	<i>Mystical Command Of Metal:</i> Elemental Control, 45-point powers	
62	1) <i>Metal Manipulation:</i> Telekinesis (46 STR), Fine Manipulation, Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$); Only Works On Metals ($-\frac{1}{4}$)	4
24	2) <i>Metallic Wrap-Up:</i> Entangle 7d6, 7 DEF; Requires Sufficient Supplies Of Metal Within 10" of Target (-1)	7
19	3) <i>Blunt Object Blast:</i> Energy Blast 10d6; OIF (small metal objects of opportunity; $-\frac{1}{2}$)	5
15	4) <i>Sharp Object Blast:</i> RKA 3d6; OIF (sharp metal objects of opportunity; $-\frac{1}{2}$)	4
15	5) <i>Telekinetic Flight:</i> Flight 20", x4 Noncombat; OIF (requires any piece of metal over 10 kg; $-\frac{1}{2}$)	4
23	6) <i>Walking Through Metal:</i> Tunneling 6" through 15 DEF material; Only Through Metal ($-\frac{1}{2}$)	6
60	<i>Mystical Armor:</i> Armor (24 PD/24 ED), Hardened ($+\frac{1}{4}$); Only In Heroic Identity ($-\frac{1}{4}$), Extra Time (Full Phase to activate, $-\frac{1}{4}$)	0
13	<i>Metallic Bonding:</i> Clinging (45 STR); Only To Metallic Surfaces; $-\frac{1}{2}$)	0
35	<i>Metal Sense:</i> Detect Metal 16- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0

Perks

3 Reputation: well-loved hero of Nigeria 11-, +3/+3d6

Skills

12 +4 with *Mystical Command Of Metal* Elemental Control

3 Bribery 12-

3 Bureaucratics 12-

3 Computer Programming 13-

2 AK: Nigeria 11-

2 Language: Hausa (fluent conversation; English is Native)

- 3 Mechanics 13-
- 3 Paramedics 13-
- 9 Power: Metal Manipulation Tricks 16-
- 3 PS: Civil Engineer 13-
- 3 SS: Architecture 13-
- 5 SS: Civil Engineering 15-

Total Powers & Skills Cost: 342

Total Cost: 446

200+ Disadvantages

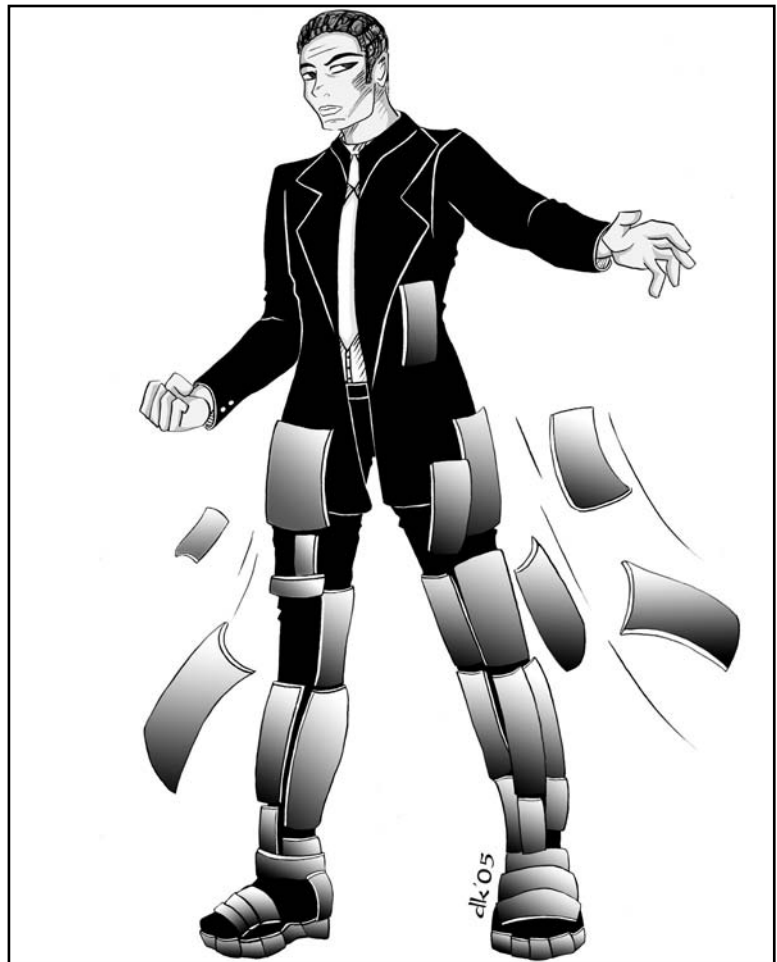
- 30 Hunted: Nigerian organized crime 11- (Mo Pow, NCI, Kill)
- 10 Hunted: Ogun and other Yoruban gods 8- (Mo Pow, Watching)
- 10 Physical Limitation: Migraine Sufferer (Infrequently, Greatly Impairing)
- 15 Psychological Limitation: Protective Of Innocents (Common, Strong)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Social Limitation: Public Identity (Robert Bickford) (Frequently, Major)
- 146 Experience Points

Total Disadvantage Points: 446

Background/History: Robert Bickford was born in New York City in 1959 and educated in England before moving to Nigeria (his parents' native land) in the early 1980s to work as a construction engineer. There he oversaw the creation of public works contracted by global firms such as Harmon Industries and ACI. In 1985 he was working on a dam on a small tributary of the Benue River when he ran afoul of the Ulasis, mobsters who were using the project to launder money. When he threatened to expose them, their hired thugs nearly beat him to death before dumping him in the jungle.

Bickford lay in the thick underbrush at the bottom of a shallow hill, soaking wet, bleeding, expecting to die any minute. Then he had what seemed at first to be a particularly vivid hallucination. A man came to him, large and powerful, wearing nothing but iron chains tightly wrapped around his body. Every step he took seemed to burn the underbrush beneath him, and waves of heat and flame came off him. In a deep, sonorous voice, the chain-wearing man spoke to him. "I am Ogun, patron of blacksmiths and father of the Eternal Fire. All your life you have served me, though you knew it not. You have built where others would only destroy. You have looked after my people, and now I will look after you. From now on, you shall carry my mark, and all iron shall acknowledge you as master." He reached down to Bickford, who fainted dead away.

Bickford awoke at dawn, much to his own surprise. He slowly got to his feet, surprised at how easy it was and wondering where the pain had gone. Looking down at himself, he realized his wounds had healed, though the dried blood on his clothes certainly suggested he hadn't dreamed the beating. While walking back to town he considered his situation. The Ulasis thought he was dead, so he'd better lay low for a while. He could go to another city where the police, even if corrupt, didn't owe the Ulasis anything. And Ogun? Well, dreams are crazy



sometimes. Bickford knew the name — Ogun was the Yoruban god of fire, metal, blacksmiths, and war. In fact, Bickford had a small statue of him in his office somewhere for luck. But appearing to him and healing his wounds? Deranged. And what was that stuff about iron calling him master? Bickford chuckled a bit to himself, then spun as he heard a car passing by on the largely-deserted road back to town. He waved his hands, trying to get the driver's attention, but the car sped past. In frustration, Bickford shouted, "Stop!" Something inside him *pushed*, and the car suddenly stopped. Just stopped, with no sound of braking. In fact, the wheels were still spinning in place on the poorly-paved road, throwing up dirt and smoke. The driver looked out his window in comical confusion. Bickford suddenly realized he was holding the car in place with his mind. Then he knew what he was going to do about the Ulasis. Things were going to be very different.

Bickford captured the mobsters using his remarkable new powers and settled into a life as one of Nigeria's few superhumans, taking the name of his "patron" as his *nom de guerre*. In a region with few supervillains he's primarily concentrated on battling corruption and street crime, and devotes a lot of his time to using his powers to improve Nigeria's infrastructure. He's well into his forties now, still fighting the good fight, but for the first time the idea of retirement has begun to cross his mind. If only there were someone else to take on the job....

Personality/Motivation: Ogun is genuinely kind and a bit old-fashioned. He cares deeply about the Nigerian people and spends more time using his powers to assist engineering projects (the construction of dams, bridges, buildings, roads, and so on) than fighting crime. His identity is publicly known, which has brought no small amount of business to his own engineering firm in Abuja. The number seven is lucky for the god Ogun, so Bickford uses it frequently in his work and daily life.

Bickford remains unconvinced that the being who gave him his powers is actually a god; he thinks it more likely that it's a powerful alien or long-lived superhuman who himself inspired the myths and legends. Many of his clients follow the old Yoruba religion, though, and treat Ogun with the appropriate respect and deference due an "avatar" of one of their foremost gods. This makes Bickford uncomfortable, but he's long since given up trying to convince them otherwise.

Quote: "All right, son, let's see about getting that millwheel fixed."

Powers/Tactics: Ogun can mystically control metal, moving it or reshaping it at will with his Telekinesis. He can hurl metal objects as weapons with a thought, or "fly" by telekinetically moving a piece of metal and riding it like a surfboard. At will he can create a formfitting suit of metal armor that's incredibly durable but light enough to not restrict his movement.

In combat, Ogun grabs as much nearby metal as he can and uses it to form simple bonds for his opponents with his Entangle. He won't use his other powers (particularly his Energy Blast and RKA) unless the Entangle doesn't work, and would never kill.

Ogun's primary weakness is his own all-too-mortal body. Though he's in excellent shape for his age, extensive use of his power tires him out. He also suffers periodically from migraines, which can range from annoying to completely debilitating. In game

terms, at least once per scenario the GM should roll 3d6. On an 11-, Ogun suffers a bad migraine (-2 to all Skill and Attack Rolls). If the GM rolls 6 or less, it's a really bad migraine (-4 to rolls).

Ogun isn't much of a crimefighter, though he hates organized criminals and thwarts them whenever the opportunity arises. Most of the Nigerian gangs fear him and stay away from Abuja, but if they got the opportunity to have him removed they'd certainly take it.

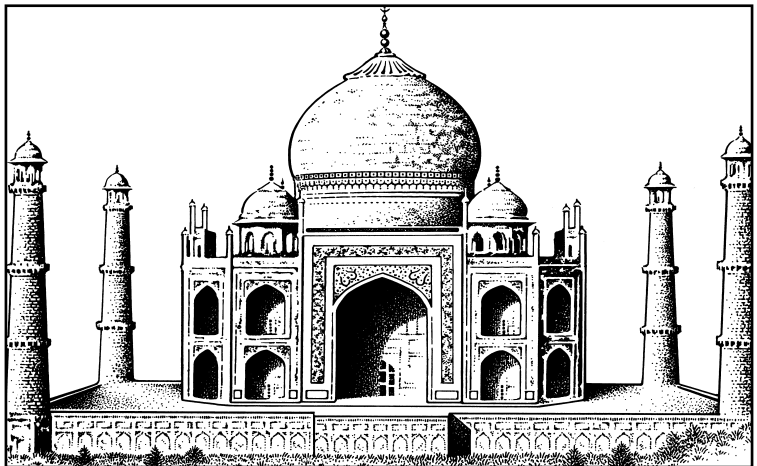
Campaign Use: Ogun is an example of a superhuman with little interest in superheroing (or villainy), but who's still a good guy trying to help his fellow man. The PCs are most likely to encounter him helping out with a construction project or responding to a request for help from one of the villages or tribes he's worked with over the years. If a powerful menace faces Nigeria, he'll do anything he can to help out, but he'd be grateful for assistance from the PCs (who have far more experience in that sort of thing).

Ogun's powers are pretty straightforward, and can be easily manipulated up and down to match the style of your campaign. While his raw powers are pretty strong, giving him more skill in combat could significantly improve him.

Ogun is unlikely to Hunt anybody personally, unless they're particularly egregious in their crimes and for whatever reason legal authorities have been useless.

Appearance: Robert Bickford is an ordinary-looking forty-something black man with slightly greying hair; despite his age he's still in good shape. As Ogun he doesn't wear a costume, preferring either a business suit or denim work clothes and hard hat if on a project. When he uses his metal manipulation powers to "summon" his armor, it becomes a simple, almost formfitting suit with some African aesthetic touches; it retains the color(s) of the metal used to make it, and the "helmet" leaves only his eyes exposed.

chapter five:



INDIA



Historically, India (and more generally, Western Asia) hasn't been known as a hotbed of superhero activity. From the Forties through the Seventies, it had very few superhumans for so populous a nation. But beginning in the early Eighties, that changed. India's population of superhumans boomed along with its industrial and technological sectors, creating a cavalcade of colorful, and often powerful, superheroes and villains who often look little like their American or European counterparts. According to UNTIL estimates, as of 2005 India has about 200 superhumans.

The December, 2004 tsunami that struck parts of the Indian coast led to an unprecedented level of cooperation among the Superhuman World of India. Heroes and villains alike teamed up to diminish, alleviate, or repair the effects of the disaster, saving thousands of lives. While superhero teams from around the country were the most active, more than a few villains pitched in as well... though not always entirely out of altruism. The Black Tiger Society is thought to have secretly provided millions of rupees' worth of assistance to tsunami victims (as a way of earning support and impressing future recruits); the villainess Monsoon's water powers were enormously helpful in alleviating flooding, but as soon as her UNTIL handlers were distracted she escaped and has not been seen since.

Registration

India has a superhuman registration law similar to that of the United States. So do Pakistan and most other nations in the region, though some, such as Myanmar, harshly repress superhumans of every stripe unless they're formally enrolled in government-controlled squadrons. But in India, at least, the law is at best sporadically enforced. Unless a recent incident has caused the government to crack down, it usually has better things to do than pursue superhumans who are violating the registration law. As of mid-2005, the enormous amount of good publicity heroes have received for their tsunami relief efforts has effectively made the law meaningless for a long time to come.

HEROES AND HERO TEAMS

India's superhumans tend to congregate in Bombay, Calcutta, New Delhi, and Madras; few rural areas have any heroes (or villains). Like heroes in the US and Europe, they often form teams. The most prominent of India's non-official superteams is *Mumbai Santari* (the Bombay Sentinels, no affiliation with the Sentinels of the United States). Led by *Chamakana Dhala* ("Shining Shield," a martial artist and weaponmaster), the team includes *Bhuta-todana* ("Demonbreaker," a mystic), *Tapalahara* ("Heatwave," an energy projector who controls heat and flame), *Surkha Khamba* ("the Ruby Monolith," a brick), and *Badhana* ("Stretch," a wisecracking, malleable-bodied metamorph).

The Superhero Division

India's official government superteam, the Superhero Division, is part of the Central Command of the Army and has its headquarters at Lucknow. Its members also have to answer to the Ministry of Superhuman Affairs, which sometimes makes it difficult for them to know which master they must serve. Its most famous members are the powerful supermage Rashindar and the almost equally as powerful light manipulator Ushas; others include *Teja Vayu* ("Swift Wind," a speedster), *Chakram* (a weaponmaster armed with gimmicked Indian throwing rings), *Suryabala* ("Sunchild," an energy projector), *Daktara Upaya* ("Dr. Gadget," a gadgeteer), and *Lohe Sainika* ("Iron Warrior," a powered armor wearer). Following a disastrous encounter with the forces of Dr. Destroyer in early 2003, the Division recruited several new members, including the duplicator Saba Devatao and the super-strong Anvil.

UNTIL In India

UNTIL's primary based in India are in Bombay and Calcutta; it also has a major base in Karachi, Pakistan. Plans are proceeding for a new Regional Base to be located in New Delhi, but many logistical and administrative matters have to be settled before construction can begin. One of Calcutta's independent heroes, a powerful flying brick/energy projector called *Ulkataranara* ("Comet-Man"), is UNTIL-affiliated and works closely with the organization throughout the subcontinent.

SUPERHUMAN THREATS IN WESTERN ASIA

It's a good thing India has so many superhuman defenders, since it's exposed to plenty of supervillainous threats.

ARGENT

The increasing prevalence of technology and related services in Indian society have attracted more than just American and European businesses interested in outsourcing tech support jobs — it's drawn the attention of ARGENT. The leaders of UNTIL believe the evil technocrats have moved into India strongly over the past eight years, establishing front corporations and other schemes through which to conduct their illicit research and commit corporate espionage. A 2003 financial scandal in Bombay involving high-profile businessman Devilal Narasimban exposed him as an ARGENT member (or pawn; the situation remains unclear), which may have taken the wind out of the organization's Indian sails temporarily.

THE BLACK TIGER SOCIETY

Since the late Eighties, much of the organized crime in India's cities has been controlled by the *Kala Bagha Mandali*, or Black Tiger Society, named after its creator. This ruthless crimelord and his lieutenants, including Katar and the Lord of Rats, have struggled with VIPER for dominance in the Indian underworld. The war continues, with neither side able to achieve a clear victory yet. In the meantime, the Indian people suffer from the crimes the Society and VIPER commit to fund their battles.

DR. DESTROYER

Doctor Destroyer has long been known to harbor an interest in India, largely because the figure of the Hindu god Shiva the Destroyer intrigues him. In 2003 he made this interest plain in an effort to conquer southern India. From a secret base in the Eastern Ghats not far from Tirupati he launched his invasion using his War-Walker combat robots and other troops. Initially he overwhelmed the Indian Army and police forces. For the next two months he held on to a large portion of southern India, defying all attempts by that nation, UNTIL, and various groups of superheroes to dislodge him. During that time he eliminated several enemies or potential enemies, inflicting severe losses on, among others, VIPER. Finally a major attack spearheaded by the Superhero Division, the Champions, the New Knights of the Round Table, and the Mumbai Santari broke the back of Destroyer's armies and shattered his grip on the region (though at the cost of the lives of three members of the Division). Destroyer himself escaped the scene, but lost a major base, that he demolished with a self-destruct device.

VIPER

For years, VIPER's been known to have extensive programs and schemes in India, but in the past two years it's suffered some problems that have reduced its profile there. First, conflict with the Black Tiger Society and Dr. Destroyer (see above) have attrited its resources. Even worse, an UNTIL operation in 2004 exposed the primary VIPER Nest in Calcutta, costing the organization millions of dollars and the services of one of its most devilish Nest Leaders, Green Python (*Harajagara*).

TOP 5 LOCATIONS FOR A FIGHT SCENE IN WESTERN ASIA

1) Mount Everest. Called Sagarmatha ("Forehead of the Sky") in Nepal and Chomolangma ("Mother of the Universe") in Tibet, Mt. Everest is the highest point on Earth as measured from sea level (8,850 meters [4,425']). What more picturesque... and dangerous... place for a battle could there be?

2) The Potala Palace, Lhasa, Tibet. Built like a fortress on the top of Potala Hill, the Palace is the former home of the Dalai Lama, now a state-run museum. Its great entrance hall is reached via a series of stone staircases. The central halls are painted crimson and contain the various shrines and residences of the Dalai Lamas throughout history, including amazing sculptures, paintings, and artifacts. Local legend suggests the Palace is connected by secret tunnels to Shamballah (see *Hidden Lands*).

3) The Taj Mahal, Agra, India. A mausoleum commissioned by Emperor Shah Jahan for his wife and completed in 1653, the white marble-clad Taj Mahal is considered one of the most magnificent manmade structures ever created. It consists of five main buildings and a series of manicured gardens. The actual tomb, as well as the attached mosque, faces the River Yamuna.

4) The floating markets of Kashmir. The Kashmir Valley surrounds the Dal Lake, where the Moguls built lovely gardens for their wives and mistresses and gazed upon the distant snowcapped peaks. Now, each morning, the shores of the lake are home to floating vegetable and flower markets, where customers and suppliers both move around by small boats. Ongoing strife in Kashmir between India and Pakistan has made the Valley a far less pleasant place to live than it was in the past.

5) Manas National Park, India. In the foothills of the Himalayas in eastern India stands one of the world's largest and most amazing wildlife sanctuaries. Manas is home to tigers, leopards, elephants, rhinos, pangolins, and countless other species, including the rare red panda and golden langur.

SUPERHEROES OF WESTERN ASIA

RASHINDAR

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
13	BODY	6	12-	
30	INT	20	15-	PER Roll 15-
26	EGO	32	14-	ECV: 9
25	PRE	15	14-	PRE Attack: 5d6
18	COM	4	13-	
21	PD	14		Total: 41 PD (30 rPD)
21	ED	16		Total: 41 ED (30 rED)
6	SPD	30		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
60	END	5		
44	STUN	0		Total Characteristics Cost: 227

Movement: Running: 6"/12"
Flight: 20"/80"

Cost	Powers	END
84	<i>Thaumaturgy</i> : Variable Power Pool (Magic Pool), 60 base + 30 control cost; Only Magic (-¼)	0
90	<i>Thaumaturgy</i> : Multipower, 112-point reserve; all slots Gestures (-¼)	
18m	1) <i>Bonds Of Kurma</i> : Entangle 4d6, 5 DEF, Based On EGO Combat Value (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼); Gestures (-¼)	11
15m	2) <i>Voice Of Prahlada</i> : Mind Control 8d6 (Human and Animal classes of minds), Area Of Effect (6" Radius; +1), Reduced Endurance (½ END; +¼); Incantations (-¼), Gestures (-¼)	5
15m	3) <i>Song Of Prahlada</i> : Mind Control 16d6 (Human and Animal classes of minds), Reduced Endurance (½ END; +¼); Incantations (-¼), Gestures (-¼)	4
18m	4) <i>Claws Of Narasimha</i> : Energy Blast 10d6, Area Of Effect (One Hex; +½), Penetrating (+½), Reduced Endurance (½ END; +¼); Gestures (-¼)	5
18m	5) <i>Holy Fire Of Rama</i> : RKA 2½d6, Affects Desolidified (magical Desolidification only; +¼), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Gestures (-¼)	5
15m	6) <i>The Stature Of Vamana</i> : Growth (+75 STR, +15 BODY, +15 STUN, -15" KB, -10 DCV, +10 PER Rolls to perceive character, 64 m tall, 32 m wide), Reduced Endurance (½ END; +¼); Gestures (-¼)	3
17m	7) <i>The Shadow Of Krishna</i> : Darkness to Sight and Mental Groups 8" radius, Reduced Endurance (½ END; +¼); Gestures (-¼)	4

12m	8) <i>Akashic Eye</i> : Telepathy 15d6; Gestures (-¼)	7
10	<i>Tough</i> : Damage Resistance (10 PD/10 ED)	0
80	<i>Shield Of Varaha</i> : Force Field (20 PD/20 ED/20 Mental Defense/20 Power Defense), Reduced Endurance (½ END; +¼); Gestures (-¼)	4
45	<i>Wings Of Light</i> : Flight 20" (x4 Noncombat)	4
22	<i>The Doors Of Kalkin</i> : Extra-Dimensional Movement (any physical location in any dimension), x8 Increased Mass; Extra Time (1 Turn; -1¼), Incantations (-¼), Gestures (-¼)	6
37	<i>Searching The Planes</i> : Mind Scan 10d6 (Human and Alien classes of minds), Transdimensional (any dimension; +1); Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼)	12
35	<i>Sword Of The Devas</i> : HKA 2d6 (3d6+1 with STR), +1 Increased STUN Multiplier (+¼), Affects Desolidified (magical Desolidification only; +¼), Reduced Endurance (½ END; +¼); OIF (-½)	2
35	<i>Bow Of The Sun</i> : RKA 2d6, +1 Increased STUN Multiplier (+¼), Affects Desolidified (magical Desolidification only; +¼), Reduced Endurance (½ END; +¼); OIF (-½)	2
5	Six Arms: Extra Limbs (4 additional arms)	0

Perks

3	Reputation: powerful Hindu mystic (among the Mystic World) 11-, +3/+3d6
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Talents

38	Universal Translator 19-, Usable Simultaneously (up to 8 people at once; +1); Costs Endurance (to activate; -¼)
3	Simulate Death

Skills

32	+4 with All Combat
5	Cramming
3	Deduction 15-
3	High Society 14-
3	AK: India 15-
3	AK: Outer Planes 15-
3	KS: Arcane And Occult Knowledge 15-
3	KS: Astrology 15-
3	KS: Demonology 15-
3	KS: Indian Occultism, Myth and History 15-
2	KS: The Mystic World 11-
3	KS: Outer Planes 15-
5	Navigation (Air, Astral, Dimensional, Space) 15-
13	Power: Magic 20-
5	Rapid Attack (Ranged)
3	Sleight Of Hand 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 711

Total Cost: 938

200+ Disadvantages

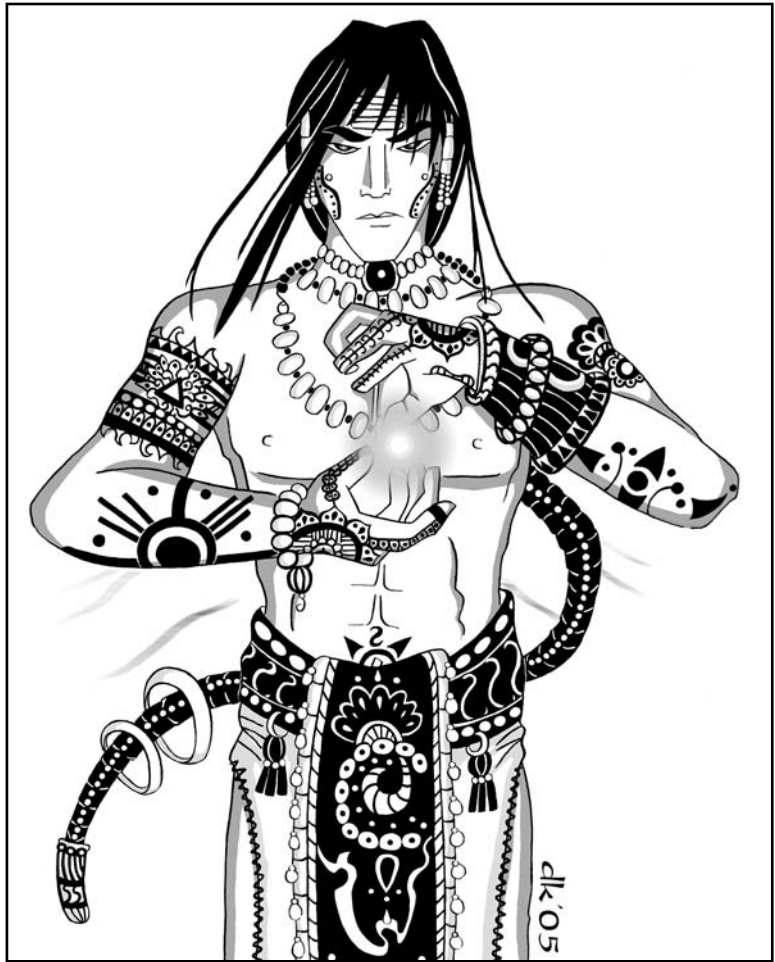
- 15 Hunted: Rakshasa 8- (Less Pow, NCI, Kill)
- 25 Hunted: Circle Of The Scarlet Moon 11- (As Pow, NCI, Kill)
- 15 Psychological Limitation: Searching For The One Truth (Common, Strong)
- 10 Psychological Limitation: Expects Respect And Obedience (Common, Moderate)
- 15 Psychological Limitation: Feels Responsible For Earth's Dimension (Common, Strong)
- 15 Social Limitation: Public Identity (Frequently, Major)
- 643 Experience Points

Total Disadvantage Points: 938

Background/History: Rashindar was born in 1948 in a small village close to Patna, a city on the Ganges River near the Nepalese border. His remarkable magical potential was easy to see if one knew how to look, so he was apprenticed to a powerful mystic named Murugap. Murugap was overconfident in his own abilities, and perhaps felt the need to push his own limitations to keep from being overshadowed by his remarkable pupil. He began to traffic with demons, at first binding them to his service but later being swayed by their seductive wiles into attempting to create a hell on Earth for them in the Indian mountains. Rashindar and several other young mystics joined forces to defeat Murugap, who was apparently destroyed (though he returned in 2000 to get his revenge and was apparently utterly destroyed again).

The other mystics hailed Rashindar as the true sage and wizard of the age. They prepared him for an extensive journey into the various mystical realms of Elysium, Faerie, and the Netherworld so he could contact the higher powers of the Hindu cosmology and learn from them. He spent most of the Sixties and Seventies in a series of extraplanar adventures, performing tasks for the various Hindu deities in exchange for wisdom, weapons, and training. It was during this period that his physiology changed and he gained his additional four arms, thus allowing him to cast various spells that were beyond the limitations of the human form.

Rashindar returned to Earth in 1978 and became India's primary mystic defender. He established a small fortress and temple in the foothills of the Himalayas, which is staffed by a small number of servants, monks, and various students. In 1986, at the personal request of Prime Minister Rajiv Gandhi, he officially joined the Superhero Division of the Indian Army, though he's always maintained a certain distance from his fellow "heroes" and usually participates in their activities only if he personally feels they require his expertise. Though this attitude has made him few friends, the others know they can rely on him when serious trouble arises. He treats only Ushas, allegedly an incarnation of a Hindu deity, as a true peer, and most Division members think that without her influence he'd have abandoned the team long ago.



Personality/Motivation: Rashindar is one of the most powerful spellcasters in the world and has the respect of most of Earth's leading mystics. That said, many are put off by his imperious attitude and supreme self-confidence; he has few close friends or allies. For example, though the Trismegistus Council respects his power, knowledge, and accomplishments, it finds his self-aggrandizing campaign to become the Archmage unseemly at best. It's also concerned that his lack of subtlety and appreciation for the traditional, cloaked methods of protecting the world from occult threats make him potentially a great danger himself, especially if he should be "turned" by the wilier forces of the Netherworld in the same manner as Murugap.

Rashindar takes a martial attitude toward his work. He believes the forces of light and darkness are at war, and mystics like the Council, Witchcraft, and Dweomer are far too passive in their stance — they just wait around for the next front to open up, then respond. Rashindar advocates taking the battle to the fields of the enemy, so he spends time traveling among the other planes and disrupting the plans of his enemies before they can even begin to bear fruit. He feels that if he becomes Archmage, he'll finally have the strength he needs to make Earth an invincible fortress (and of course, promote the principles of Hinduism to non-believers).

Rashindar is a devout Hindu. He believes in the universal cycles of rebirth and dissolution, and that the goal of man is to reach enlightenment

by truly understanding the universe and thereby removing himself from the endless wheel of existence. As his religion preaches, he's quite tolerant of other belief systems, as all of existence is a complicated riddle whose solution can be seen in many ways. He won't force his views on anybody, but hopes to serve as an example of the powers of Brahma and the Eternal Way.

Quote: "The Holy Fires of Rama will lead you from the Darkness to the Light!"

Powers/Tactics: Rashindar is a naturally talented mystic who wields vast powers of Thaumaturgy with an effortlessness that makes many super-mages green with envy (see *The Mystic World* for many example spells he could cast). He has also received many mystical gifts from various Hindu deities and avatars during his journeys in the higher planes. These include a sword, and a bow that fires arrows "made from the rays of the sun"; since he has six arms, he can use both these weapons in combat at the same time. He's also learned many powerful spells from these beings, including songs that can bewitch entire crowds and the ability to grow to the size of a skyscraper (in which form he's one of the strongest beings on Earth).

Rashindar believes in using overwhelming force where possible. He frequently begins combat with a massive Presence Attack backed by a show of mystical might (the Holy Fire or Stature spells are favorites) to throw opponents into disarray. He doesn't enjoy killing, especially humans, but he uses deadly force if necessary to preserve more lives. He's not nearly so sensitive when battling demons or other mystical elementals outside the "natural order"; those he slays with a grim satisfaction.

Campaign Use: Rashindar is a handy super-mage for any campaign. Among other things, he's an intriguing counterpoint to the usual behind-the-scenes NPC mystics heroes often encounter; if anything, he's likely to argue that the PCs aren't open and aggressive enough in their war against Evil. However, if Rashindar's overconfidence gets him into serious

trouble, the PCs may have to rescue him.

During the period that Dr. Destroyer was in "seclusion," Rashindar encountered Rakshasa on two occasions while he was performing secret missions for his master. The devious shapeshifter narrowly escaped him both times. Rakshasa has attempted to convince Destroyer of the danger Rashindar presents. Destroyer sees the six-armed mystic as a great tool of destruction if properly deceived, but his prejudices against the utility and power of magic prevent him from taking any steps in this direction. Rashindar also underestimates the threat of Destroyer, though Rakshasa has angered him enough that he'll happily interfere with any of Destroyer's plans he comes across. If Destroyer were to turn his full attention to Rashindar, the consequences could prove dangerous to the entire world.

If Rashindar is too powerful for your campaign, remove his Thaumaturgy VPP and reduce his Characteristics. If he's not powerful enough, make the VPP Cosmic and/or increase it to a 90-point Pool.

Rashindar is a dangerous and aggressive Hunter with the ability and determination to pursue an enemy anywhere in the Multiverse. His Mind Scan alone makes it difficult to hide from him. Once he finds his quarry, he attacks immediately, often using Teleportation to "arrive" at the target's location instantly so the target can't get away.

Appearance: Rashindar is a well-muscled, 5'11" tall Indian male, with long black hair pulled back into a single braid running down his back. He has six arms emerging from his torso, though he frequently casts illusions to hide them from ordinary people. He paints several symbols on his body in white, including three white lines across his forehead (a *tulak* inscribed in holy ashes), and wears a necklace of *rudraksa* beads. His chest is usually bare, and he wears flowing white pants with a wide red sash tied as a belt around his waist.

ANVIL

Val	Char	Cost	Roll	Notes
75	STR	65	24-	Lift 800 tons; 15d6 [7]
20	DEX	30	13-	OCV: 7/DCV: 7
35	CON	50	16-	
15	BODY	10	12-	
11	INT	1	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
15	PD	0		Total: 41 PD (26 rPD)
7	ED	0		Total: 33 ED (26 rED)
5	SPD	20		Phases: 3, 5, 8 10, 12
22	REC	0		
90	END	10		
71	STUN	0		Total Characteristics Cost: 209

Movement: Running: 8"/16"
Leaping: 15"/30"

Cost Powers

Martial Arts: Brawling

	Maneuver	OCV	DCV	Notes	END
4	Chin Block	+2	+2	Block, Abort	
3	Grab 'n' Slam	+0	+1	15d6 +v/5, Target Falls	
4	Punch	+0	+2	17d6 Strike	
5	Roundhouse	-2	+1	19d6 Strike	
3	Tackle	+2	+1	15d6 Strike; You Fall, Target Falls	
78	<i>Steel Form Durability:</i> Armor (26 PD/ 26 ED), Hardened (+¼); Visible (-¼)				0
9	<i>Steel Form Hardiness:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum)				0
5	<i>Well-Protected Eyes:</i> Sight Group Flash Defense (5 points)				0
5	<i>Sturdy Physique:</i> Lack Of Weakness (-5) for Resistant Defenses				0
6	<i>Intimidating:</i> +15 PRE; Only To Make Fear/Intimidation-Based Presence Attacks (-1), Extra Time (Full Phase, -½)				0
10	<i>Heavy:</i> Knockback Resistance -5"				0
4	<i>Surprisingly Swift:</i> Running +2" (8" total)				1

Perks

3 Fringe Benefits: National Police Powers

Skills

15	+3 HTH
2	CK: New Delhi 11-
3	KS: India's Ministry Of Superhuman Affairs 12-
2	Language: English (fluent conversation; Hindi is Native)
3	Mechanics 11-
2	PS: Chemical Plant Worker 11-
1	SS: Chemistry 8-
3	Streetwise 13-
1	Tactics 8-
2	TF: Common Motorized Ground Vehicles

Total Powers & Skills Cost: 173

Total Cost: 382

200+ Disadvantages

15	Hunted: Black Tiger 8- (Mo Pow, Kill)
20	Hunted: Indian Ministry Of Superhuman Affairs 14- (Mo Pow, NCI, Watching)
15	Psychological Limitation: Reckless (Common, Strong)
10	Psychological Limitation: Enjoys Being A Celebrity (Common, Moderate)
10	Psychological Limitation: Idolizes Western Heroes, Particularly Bricks (Common, Mod- erate)
15	Social Limitation: Secret Identity (Karna Mariswamy) (Frequently, Major)
20	Social Limitation: Under Strict Government Orders About Conduct (Frequently, Severe)
77	Experience Points

Total Disadvantage Points: 382

Background/History: Born in 1979 near Madras, Karna Mariswamy grew up in a very Westernized family — his father worked for a chemical engineering firm that sent him around the world. Though he rarely got to see his father, Karna was always thrilled when he returned home bearing gifts from abroad, especially comic books and magazines featuring the exploits of Western superheroes like the Justice Squadron or Hyperion. Hoping to follow in his father's footsteps, after college Karna took a job at a major Bangalore chemical plant and worked his way up to nightshift foreman in 2000.

One night that summer there was a terrible fire in one of the processing centers, and Karna risked his life to make sure the rest of the workers got out of the facility safely. Before he could get out himself, he succumbed to the choking fumes and collapsed. When the firemen finally got the conflagration under control and made their way to him, they were astonished to find his body on the ground, apparently transformed into some sort of bizarre metallic statue by the smoke. They were even more amazed when he opened his eyes and began to speak.

It was two weeks later in a top-secret government facility in Bombay when Karna discovered how to transform himself back to flesh and bone. Thrilled with his new powers, he promptly began superheroing using the codename Anvil (*NihAi*). He fought crime and evil as an "independent" hero for about three years, but in 2003 volunteered for the Superhero Division. Since then, he's served admirably with the team, battling various menaces and becoming a bit of a celebrity himself, thanks as much to his boyish charm and general good nature as his incredible strength. He accidentally caused a fair amount of property damage in a couple of early battles, which led to the Ministry cracking down on his training and demanding he be deployed more carefully; he's tried hard to be careful ever since, but several of the bureaucrats back in the home office certainly seem to have it out for him.

Personality/Motivation: Anvil couldn't be happier to be a superhero just like his idols, and his enthusiasm is infectious. He lives for his job, only taking vacations when forced to by regulations and generally throwing himself into his work with abandon.

He's picked up a fairly fervent following among the young ladies of Bombay, who seem to like both his pleasant smile and shiny musculature.

Anvil is completely straightforward as a hero — in fact, he's a very bad liar even when circumstances dictate it. The only exception to this is when he tries to intimidate somebody; all he does then is pick up something and crush it in his hands while imitating the grin of one of his own heroic idols, such as Diamond. When he has to make decisions on his own, most of his ideas come from the comic books he read as a child. He has yet to encounter anything that can hurt him much in his steel form, so he's fairly reckless and prone to "shielding" his teammates by making himself as obvious a target as possible.

Quote: "All right, everybody, stand back. I doubt they've got anything that can get through me."

Powers/Tactics: Anvil is a prototypical brick when in his iron form (he can switch back and forth at will; there are no restrictions on this, so he gets no Limitation). He's heavy, hard to hurt, and immensely strong — stronger, even, than many of the Western heroes he idolizes. He's surprisingly quick for his size and weight, and takes advantage of that to surprise enemies whenever he can. He's fond of Move Throughs and liable to lead with his chin.

For the first few years of his superheroic existence, transforming into iron form tired Anvil out — he could only maintain the transformation for a few minutes at a time. Since then, through practice and experience, he's gotten to the point where he can remain in iron form at will. Even knocking him out won't cause him to switch back to normal human form.

Anvil's been doing his homework between adventures, learning some tactical skills as well as getting cleared on various army vehicles. He hopes this will not only make him a better superhero, but perhaps get the Ministry off his case a bit. After all, nobody could have expected that temple to be so fragile....



Campaign Use: Anvil is a fun NPC for Western heroes to encounter, since he's such an enthusiastic fan. Heroes with good reputations might find him particularly starstruck. Of course, cruel GMs can maneuver him into a situation where his idealism and enthusiasm come into conflict with some tragedy or grim no-win situation, but where's the fun in that?

Since Anvil's built pretty simply, adjusting his power level up or down for different campaigns is a simple matter of adjusting his STR, Armor, and HTH Levels to suit. To differentiate him a bit, maybe he could develop other metal-based powers.

Anvil won't Hunt anyone on his own, but if ordered to do so by the Ministry he'll comply wholeheartedly.

Appearance: In human form, Anvil stands 5'10" with dark skin and black hair. He wears a standard-issue Indian Army uniform, in dark green with short sleeves, a small number of medals and commendations on his left chest, and a dark green beret that flops over the right side of his head. His pants are made of a stretchy and nearly indestructible fabric, so when it's time to activate his superhuman powers, which transform him into a man of nigh-indestructible iron, he removes his shirt and hat to keep them from getting torn. When he transforms, even his hair and eyes become living iron.

SABA DEVATAO

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
18	COM	4	13-	
7	PD	3		Total: 15 PD (8 rPD)
5	ED	1		Total: 13 ED (8 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	2		
40	END	0		
29	STUN	0		Total Characteristics Cost: 104

Movement: Running: 8"/16"
Swimming: 3"/6"

Cost Powers **END**

79	<i>Call The Chorus:</i> Duplication (creates 8 293-point Duplicates), Easy Recombination (Half Phase Action at ½ DCV)				0
31	<i>Modifiable Pulson Rifle:</i> Multipower, 50-point reserve, 32 Charges (+¼) for entire Multipower; all slots OAF (-1)				[32]
2u	1) <i>Standard Blast:</i> Energy Blast 10d6; OAF (-1)				5
2u	2) <i>Focused Beam:</i> Energy Blast 6d6, Armor Piercing (+½); OAF (-1)				5
2u	3) <i>Wide Beam:</i> Energy Blast 6d6, Area Of Effect (One Hex; +½); OAF (-1)				5
<i>Martial Arts: Army Self-Defense</i>					
	Maneuver	OCV	DCV	Notes	
4	Block	+2	+2	Block, Abort	
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort	
5	Kick	-2	+1	8½d6 Strike	
4	Punch	+0	+2	6½d6 Strike	
3	Throw	+0	+1	4½d6 +v/5, Target Falls	
4	+1 Damage Class (already added in)				
10	<i>Armored Costume:</i> Armor (5 PD/5 ED); OIF (-½)				0
3	<i>UV Mask Lenses:</i> Ultraviolet Perception (Sight Group); OIF (-½)				0
7	<i>Mask Radio:</i> High Range Radio Perception (Radio Group); IIF (-¼), Affected As Sight And Hearing Group As Well As Radio Group (-½)				0
6	<i>Perceptive:</i> +2 PER with all Sense Groups				0
4	<i>Swift:</i> Running +2" (8" total)				1
1	<i>Good Swimmer:</i> Swimming +1" (3" total)				1

Perks

3 Fringe Benefits: National Police Powers

Talents

6 Combat Luck (3 PD/3 ED)

Skills

24 +3 with All Combat
3 Acrobatics 13-

3 Breakfall 13-
3 Bureaucratics 13-
3 Climbing 13-
3 Conversation 13-
3 Disguise 13-
3 High Society 13-
3 KS: Criminals Of Asia 13-
3 KS: Ministry Of Superhuman Affairs 13-
3 KS: Superhumans Of India 13-
2 KS: World Politics 11-
1 Language: English (basic conversation; Burmese is Native)
2 Language: Hindi (fluent conversation)
2 Language: Meithei (fluent conversation)
3 Lockpicking 13-
3 Paramedics 13-
3 Shadowing 13-
3 Stealth 13-
3 Streetwise 13-
3 Tactics 13-
3 Teamwork 13-
4 WF: Common Melee Weapons, Small Arms
2 Weaponsmith (Energy Weapons) 13-

Total Powers & Skills Cost: 268

Total Cost: 372

200+ Disadvantages

15 Hunted: Indian Ministry Of Superhuman Affairs 11- (Mo Pow, NCI, Watching)
10 Hunted: Black Tiger 8- (As Pow, Harshly Punish)
10 Psychological Limitation: Control Freak; Prefers To Have A Plan For Everything (Common, Moderate)
10 Psychological Limitation: Indian Patriot (Common, Moderate)
15 Social Limitation: Secret Identity (Than Kyi) (Frequently, Major)
5 Vulnerability: 1½ x STUN from Poisons (Uncommon)
5 Vulnerability: 1½ x BODY from Poisons (Uncommon)
102 Experience Points

Total Disadvantage Points: 372

Background/History: Than Kyi and her family fled her native Burma for India in 1988 to avoid persecution by SLORC. Life in the city of Imphal was difficult; her father had to work menial jobs just so the family could (barely) survive, and her mother died just a few years after the trip. Because her father worked such long hours and she didn't speak Meithei (the local language) well yet, she was desperately lonely most of the time. That's why it was such a great delight to her when she woke up in the middle of a sweltering summer night in 1994 to discover an exact twin of herself in the bed next to her. "Why, you're... me!" they said in astonishment. At long last they'd both found a friend.

For several days Than and her doppelganger kept this miracle a secret, but later that week a third Than manifested overnight. The squeals of surprise brought her father into her room before the others could hide. He was taken aback to find three of his daughter, especially since he was having so much difficulty feed-



ing just one. Than burst into tears for fear he'd make her give up her new friends. As she sobbed, the other two Thans faded into nothingness. This made Than even more upset, but her father held her and calmed her down. "Listen, little one. I think you made them disappear, just as you made them appear in the first place. Calm yourself and concentrate. See if you can bring them back." She furrowed her brow and concentrated, and in a moment the small room was nearly full to bursting with more Thans. Her father surveyed the crowd of girls, who all looked at each other with puzzlement and delight. "I think we'd better call someone," he said.

Within a few weeks Than had been taken into protective custody by the Ministry of Superhuman Affairs, who trained her to control her powers and become a superhuman government operative. The government taught her combat tactics and outfitted her with a costume and the name *Saba Devatao* (meaning "a chorus of Devas," [divine beings]; English sources usually translate the name as Pantheon). She also plunged headlong into military life in Bombay, studying history and the Hindi language, and eventually converting to the Hindu faith. Following a brief career as an independent hero, she's been an active member of the Superhero Division since 2003, and is one of the team's most decorated and respected members despite her limited powers.

Personality/Motivation: Becoming a superhuman soldier has provided Saba Devatao with everything she's always wanted: security, order, friends, a purpose in life. She's taken to the discipline of the Army like a duck to water, and sticks to it even though the Superhero Division necessarily runs a much looser ship due to the extreme personalities involved. The government has also helped out her father, papering over his illegal immigration and helping him get his small store

on better financial footing with a small loan (which he promptly paid back). She tries to visit him at least once a month, but her duties keep her pretty busy. As far as she's concerned, the Indian government can do no wrong, and it will take a great deal of evidence to convince her otherwise.

Than's duplicates are exact replicas, down to her emotional state at the time she manifests them, but after that may have different reactions to various situations. These conflicting memories and emotions are hard for her to reconcile when she recombines, so she remains as calm and unemotional during stressful situations as possible. This makes her seem somewhat cold to teammates that don't know her well, but once they get past her initial barriers they find her a warm and friendly comrade. She considers all of her duplicates "her," no different from a limb, which sometimes leads to pronoun confusion.

Quote: "No, I really think we should stick to the plan. If they get past us here there's no telling what they might do."

Powers/Tactics: Saba Devatao has the ability to manifest up to eight exact duplicates of herself. Her power seems to be a natural mutation (especially since it started in her adolescence), but for some reason she does not register on standard mutant detectors. Each of her "dupes" has all of her skills and memories. Though they share no psychic bond or anything like that, they work together extremely well with a minimal amount of planning.

Each Duplicate carries a top-of-the-line Indian Army pulson rifle with a range of different settings. Saba's usual tactic in straightforward combat is to find cover and then Coordinate attacks, preferably taking down low-defense speedy opponents with a hail of wide-beam fire. She's no powerhouse in combat, but a well-disciplined support squad of agents can be very useful in a multitude of situations.

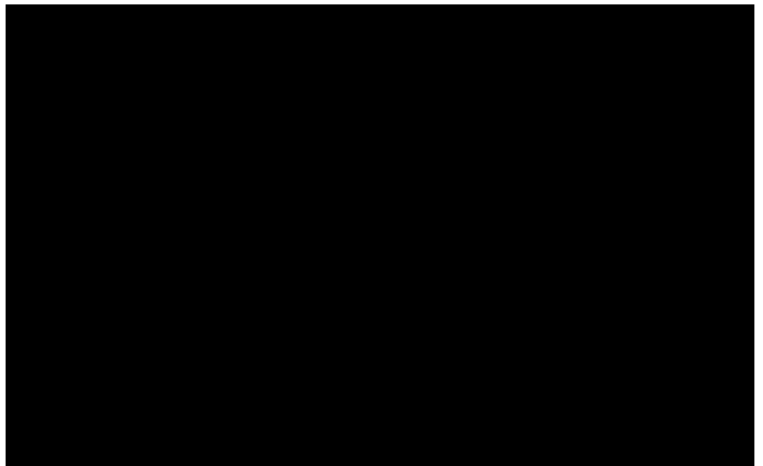
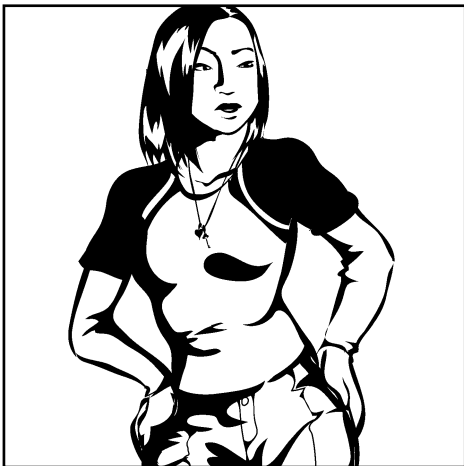
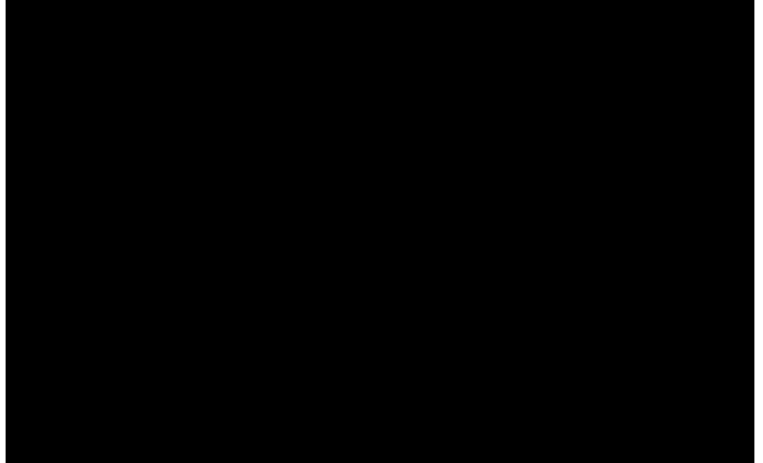
Campaign Use: Saba Devatao is a supporting NPC — one whose abilities make her a helpful asset but who's unlikely to overshadow your PCs. She can be an object lesson in the value of good tactics, especially if players see her taking down a tough opponent with teamwork. The exact origin of her powers remains a mystery — if she's not a mutant, then where did they come from? If that secret should fall into the wrong hands, creating duplicates of much more powerful villains might be part of somebody's master plan.

If Saba Devatao isn't powerful enough for your campaign, give her a better weapon, better Martial Arts, or more SPD. To make her weaker, get rid of her Martial Arts.

Saba Devatao won't Hunt anyone on her own, though she'll certainly assist the Superhero Division if the entire team decides (or is ordered) to pursue an individual.

Appearance: Saba Devatao is a 5'2" tall Burmese woman who weighs an athletic 100 pounds. She keeps her black hair cut short. She wears a dark blue bodystocking with lighter-blue piping and highlights at the boots, torso and gloves, and a dark blue half-face mask that covers her head. She carries a pulson rifle slung by a strap over one shoulder. Each of her eight Duplicates looks exactly like her.

chapter six:



EAST ASIA

EAST ASIA



Eastern Asia — defined for ISSA purposes as China, Japan, Korea, the Philippines, Thailand, the Malay Archipelago, and similar nearby nations — has become a hotbed of superhuman activity in the past two decades, and in particular during the early years of the twenty-first century. Between the region's vast (and ever-growing) population, and its increasing economic prosperity and level of technology, a large number of superhumans is virtually inevitable. Compared to other areas, particularly the United States, a higher percentage of them are martial artists or derive their powers from technology, but it's not difficult to find virtually any type of superhuman if you look around a while.

Superhuman Registration

The superhuman registration laws in East Asia run the gamut from extremely repressive to non-existent. China, Singapore, and some smaller nations require all superhumans to register with and work for the government; any superpowered individual who doesn't comply is subject to being hunted down, arrested, and possibly even executed. On the other hand, Japan has no superhuman registration law at all. Korea and the Philippines have laws modeled on those of the United States.

The severity of China's anti-superhuman laws made news in 2004, when the Hong Kong superhero *Jíxiáng Kòu* ("Lucky Bandit") was captured and put on trial. Shackled with devices that prevented him from using his super-strength or -speed, he narrowly avoided the death penalty for his "crimes against the state" due to massive international outcries and protests. Today he's serving a 20-year prison sentence... though more than one hero has promised to do "whatever it takes" to free him as soon as possible.

HERO TEAMS

While heroes in China and Singapore rarely form teams (since fear of arrest seems to make them all loners), elsewhere in East Asia heroes seem as inclined to team up as they are in America. Japan alone has four superteams, the most prominent of which is the Tokyo Super Squad. Led by *Tō* ("Tower," a powered armor wearer), its members include *Kiku* ("Chrysanthemum," a mystic martial artist), *Fidobakku* ("Feedback," a sonic energy projector), and *Kōdōtai* ("Zodiac Man," a shapechanger).

The Tiger Squad

The most prominent East Asian superteam is China's official superhero group, the Tiger Squad. With approximately four dozen members, it's the largest team of superheroes in the world. As of mid-2005, the team's commander is *Shāndiàn* ("Lightning," an electricity projector/manipulator of immense power). Besides the ones listed on page 46 of *Champions Universe*, other prominent members of the Squad include *Wēimǐ* ("Micron," a shrinker), *Liúxīng* ("Meteor," a flying energy projector), *Hūquán* ("Tigerfist," a martial artist), and *Bùkě Dīkàng Fùdān* ("Irresistible Burden," a density manipulator).

The sheer size of the Tiger Squad makes it impossible to cover in any detail in this report. See UNTIL file 192-8590TS3-504, *The Tiger Squad*, for the most up-to-date information about China's superteam.

UNTIL

UNTIL has offices in many major East Asian cities, with Regional Bases in Bangkok, Taipei, Luzon, Singapore, and Tokyo. China remains the one major nation that still refuses to let UNTIL operate within its borders, so it can offer no help to the Chinese unless the government asks for it in specific situations.

Superhuman Threats In The Far East

While East Asia may have more than its share of superheroes, it's got plenty of supervillains and similar threats to keep them busy.

ARGENT

As Asia has become a technological powerhouse, it's undoubtedly attracted the attention of ARGENT. While the authorities haven't found any firm evidence of ARGENT operations in Japan or China, the Singaporean superhero Silverwing has clashed with the organization twice, once exposing a major local business concern as an ARGENT front. There's also proof of ARGENT activities in South Korea.

VIPER

VIPER's had a strong presence in East Asia for decades, but its history there hasn't been an easy one. It's never had any luck penetrating most of China, and where it has established itself — Japan, Hong Kong, Shanghai, Malaysia, Singapore — it's had to fight for every inch of territory with entrenched local organized crime groups like

the yakuza and Triads. A battle between VIPER agents and local gangsters in Kuala Lumpur in 2003 exposed the main VIPER Nest in that city, allowing a team of UNTIL agents to assault and capture it.

THE WARLORD

It's no secret that the Warlord has extensive operations in Eastern Asia. For years he's tried to foment an anti-Communist rebellion in China, a war between Russia and China, or a war between China and the United States over Taiwan — so far without success, fortunately. However, the October 2004 clash occurred between Chinese, Taiwanese, Filipino, and Malaysian superheroes in the disputed Spratly Islands, and UNTIL believes the Warlord engineered it by passing messages back and forth to exacerbate tensions.

DR. YIN WU

In the eyes of mystic superheroes and organizations like Witchcraft, Rashindar, Drs. White and Black, and the Trismegistus Council, the most dangerous superhuman threat arising in East Asia is Dr. Yin Wu, a Chinese sorcerer of incredible power. Known as “the Dragon Mandarin,” Yin Wu commands Oriental wizardries and an army of demons, unliving armor-warriors, and monsters from Chinese mythology and legend. His castle, located in an isolated Sichuan valley, has stood firm and inviolate against all that the People's Republic of China and the Tiger Squad have thrown at it for the past five decades. In 1961, 1978, 1989, and 2001 he attempted to cast out the Communists and take over China, and was stopped each time by the Tiger Squad solely because of that team's size; in any other country six or seven superhero groups would have had to join forces to defeat him. In the process he's killed over a dozen Squad members, earning him the group's eternal enmity.

Doctor Wu reputedly also holds great power in the Chinatown underworlds of cities in other countries, including San Francisco, New York, London, and Amsterdam. If so, he undoubtedly visits those places from time to time, and may pose a threat to their citizens.

Other Menaces

In 2003 and 2004, a powered armor-wearing villain calling himself *Fāndào Jūnzū* (“the Overlord”) attacked China with the declared intent of conquering it. Although extremely powerful, he wasn't dangerous enough to earn the sobriquet of “the Chinese Dr. Destroyer” that several reporters applied to him — in both cases the Tiger Squad thwarted him with overwhelming force, though he remains at large and will undoubtedly threaten China again.

The other potential major threat in the area is Kazan, an earth- and lava-manipulating Japanese villain. Although in terms of raw power he's relatively weak, some authorities fear that repeated use of his powers could trigger devastating earthquakes and volcanic eruptions throughout the Ring of Fire.

TOP FIVE LOCATIONS FOR A FIGHT SCENE IN THE FAR EAST

1) The Great Wall of China. Over 4,200 miles long, from the Bohai Pass on the Manchurian border to Jiayu Pass on the edge of the Gobi Desert, the Great Wall was constructed in four stages beginning in the early centuries B.C. to bar northern tribes from China. Built entirely with human labor, it cost the lives of uncounted thousands of unlucky workers during the construction. Their bodies were thrown into the trench between the two sides of the structure, making the Wall a gigantic cemetery as well as a defensive barrier. Twelve feet wide on top, with crenellated parapets on either side, the Wall sometimes crosses terrain so steep that travelers along it must climb the stones like stairs or ladders. Guard towers are spaced periodically along its length.

2) Angkor Wat, Cambodia. This vast temple, originally built to worship Vishnu but later converted to Buddhism, was built in the twelfth century and includes five separate shrines. The 800-meter-long wall of the internal cloister contains astonishing bas-relief murals of scenes from the *Mahabharata*, other Hindu epics, and the history of Angkor.

3) Mt. Fuji, Honshu, Japan. The tallest mountain in Japan and visible on a clear day from Tokyo, Fuji is one of Japan's national symbols and a popular tourist destination. Most people can comfortably climb it in 5-7 hours during good weather. Fuji is an active volcano, though it hasn't erupted since 1707.

4) Hiroshima Peace Memorial, Japan. Formerly an industrial exhibition hall, this oddly-shaped building with a latticed domed tower was the closest building to the 1945 atomic bomb blast center to remain standing, and has been kept in the same condition ever since as a memorial to those who died and a symbol of the hope that such weapons are never used again.

5) Taipei 101 Financial Center, Taiwan. As of mid-2005 the tallest building in the world, at 1,667 feet (254"). Opened in December 2004, it includes the fastest elevator in the world (which can take visitors from the ground to the 89th Floor Observation Deck in just 39 seconds) and a six-floor retail mall.



SUPERHEROES OF EASTERN ASIA

BÁI HÓU

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
25	DEX	45	14-	OCV: 8/DCV: 8
17	CON	14	12-	
13	BODY	6	12-	
20	INT	10	13-	PER Roll 13-
16	EGO	12	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
9	PD	5		Total: 16 PD (7 rPD)
8	ED	5		Total: 15 ED (7 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
7	REC	0		
34	END	0		
37	STUN	5		Total Characteristics Cost: 151

Movement: Running: 7"/14"
Leaping: 6"/12"
Swinging: 12"/24"

Cost Powers END

<i>Martial Arts: Monkey Style Kung Fu</i>				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm; 40 STR to Disarm
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Escape	+0	+0	45 STR vs. Grabs
5	Flying Kick	+1	-2	10d6 Strike
4	Knife Hand	-2	+0	HKA 1d6 (2d6 with STR)
3	Legsweep	+2	-1	7d6 Strike, Target Falls
4	Nerve Strike	-1	+1	3d6 NND
4	Punch	+0	+2	8d6 Strike
1	Use Art with Three-Section Staff			
8	+2 Damage Classes (already added in)			
6	<i>Three-Section Staff:</i> HA +2d6; OAF (-1), Hand-To-Hand Attack (-½) plus Stretching 1", Reduced Endurance (0 END; +½); OAF (-1), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼)			
8	<i>Armored Costume:</i> Armor (4 PD/4 ED); OIF (-½)			
3	<i>Strong Mind:</i> Mental Defense (6 points total)			
2	<i>Quick:</i> Running +1" (7" total)			
2	<i>Agile Jumper:</i> Leaping +2" (6" forward, 3" upward)			
4	<i>Nightvision Lenses:</i> Nightvision; IIF (-¼)			
8	<i>Swingline Bracer:</i> Swinging 12"; OIF (-½)			

Talents

- 6 Combat Luck (3 PD/3 ED)
15 Danger Sense (self only, out of combat, Intuitive) 13-

Skills

- 20 +4 HTH
9 +3 with Acrobatics, Breakfall, and Climbing
2 Advanced Lockpick Set: +2 with Lockpicking; OAF (-1)
3 Acrobatics 14-
3 Breakfall 14-
3 Bribery 13-
3 Climbing 14-
3 Concealment 13-
1 Criminology 8-
3 Deduction 13-
3 CK: Shanghai 13-
3 KS: Shanghai Underworld 13-
1 Language: English (basic conversation; Wu is Native)
3 Lockpicking 14-
3 Security Systems 13-
3 Shadowing 13-
3 Sleight Of Hand 14-
3 Stealth 14-
3 Streetwise 13-
7 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Three-Section Staff

Total Powers & Skills Cost: 181

Total Cost: 332

200+ Disadvantages

- 20 Hunted: Red Dawn Triad 8- (Mo Pow, NCI, Harshly Punish)
20 Hunted: Chinese Government 8- (Mo Pow, NCI, Harshly Punish)
15 Psychological Limitation: Showoff (Common, Strong)
10 Psychological Limitation: Eye For The Ladies (Common, Moderate)
15 Social Limitation: Secret Identity (Wang Xun) (Frequently, Major)
52 Experience Points

Total Disadvantage Points: 332

Background/History: At age 14, Wang Xun, eager for bright lights and excitement as only an adolescent can be, ran away from his farm home to the city of Shanghai. A distant cousin got him a job sweeping up and helping out at a Kung Fu kwoon called the Three Hammer School. When not working, he studied Kung Fu himself, and soon became one of the leading students, rivaling his masters in skill while driving them to distraction with his jokes and manic behavior.

In 2000 Xun and one of his fellow students were sent to deliver some important papers to one of their teachers' brothers. They discovered their teacher's brother was deeply in debt to the Red Dawn Triad thanks to some shady real estate dealings, but the older man forbid the students to get involved. Unwilling to tolerate the Triad's evil, Xun adopted a costumed identity based on *Bái Hóu*,

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the legendary “white monkey” of Taoist mythology who played tricks on his opponents and could never be caught. He battled the Triad’s debt collectors, working his way up the ladder until he forced the Red Dawn to leave his master’s brother alone.

In the end Bái Hóu saved his teacher’s brother, but because he’d had to violate his orders to do so he felt he could not return to the school. At the same time, his activities had drawn the attention of both the Shanghai police and other local mobs. He decided to maintain his costumed identity while taking a job with a local locksmith (which has taught him skills useful in both of his identities). As one of the city’s most famous outlaw crimefighters, Bái Hóu has become a symbol of justice to Shanghai’s people.

Personality/Motivation: Bái Hóu is a cheerful young crimefighter waging a one-man war on the crime and corruption that permeate Shanghai, a city long known for its decadence and “anything goes” attitude. Despite his wisecracking and seemingly frivolous attitude, he actually has a strong honorable streak; that’s what’s driven him to put his abilities to good use as a crimefighter. Beyond that, he enjoys the thrill of battling criminals, a game that feeds both his addiction to action and his desire to do good. A gregarious showoff, he never spent much time around women until moving to Shanghai and now he can’t get enough of them (and they seem pretty taken with him, both in his costumed identity and his more reserved daytime persona).

Quote: “You think that’s something? Wait ‘til you see what I do next!”

Powers/Tactics: Bái Hóu is a highly skilled Monkey Kung Fu practitioner, though even he admits he hasn’t mastered the art. (He continues his studies when possible, but since he left the Three Hammer School has made little advancement.) But what he’s lost (or never learned) in classic technique he’s more than made up for in practical experience fighting the enforcers and bagmen of the various Shanghai mobs, including their own martial arts specialists and assassins. He’s become a powerful and effective fighter, one few ordinary humans can compete with. He’s also developed his skills as a crimefighter, learning some patience and subtlety as a topflight infiltrator while plaguing the corrupt officials and businessmen at the tops of the local gangs.

Campaign Use: Shanghai is a great setting for low-powered heroes to visit thanks to its unique history of crime and corruption against the backdrop of Chinese politics. Its growth as an international financial center over the last century has made it far more cosmopolitan than most of China; it’s home to a far higher percentage of Westerners than any other Chinese city. Of course, along with this untrammled growth has come those who seek profit by less legal means. Thus, superheroes have plenty of reasons to visit “The Pearl Of The Orient.” If you prefer, you can relocate Bái Hóu from China to any American campaign city with a Chinatown.



If Bái Hóu is too powerful for your campaign, lower his SPD and DEX to appropriate levels. To make him more powerful, increase the damage he does with his Martial Arts, or give him some cinematic or mystic martial arts powers (see *The Ultimate Martial Artist* and *Ninja Hero* for plenty of ideas along these lines).

Bái Hóu would Hunt any character he believes is involved with crime and corruption in Shanghai. He relies on Shadowing and Stealth to help him gather information about his quarry, then attacks (or calls in the cops) when he feels he can capture the target with a minimum of risk... or when he can show off for a pretty girl.

Appearance: Bái Hóu is a young Chinese man, 5’5” and 140 pounds, with the wiry build of a gymnast. He wears a white bodysuit with blousy leggings and a stylized white “monkey” mask that covers the top two-thirds of his face. On his forearms and lower legs are armored bracers containing his lockpicking tools and swingline. He wears a red sash-style belt, in which he carries his folded three-section staff.

CHARM GIRL

Val	Char	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 [6]
25	DEX	45	14-	OCV: 8/DCV: 8
35	CON	50	16-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
17	EGO	14	12-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
27	PD	14		Total: 37 PD (21 rPD)
23	ED	16		Total: 33 ED (21 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
20	REC	0		
80	END	5		
66	STUN	0		Total Characteristics Cost: 262

Movement: Running: 6"/12"
Leaping: 13"/26"
Flight: 30"/120"

Cost	Powers	END
11	<i>Natural Toughness:</i> Damage Resistance (11 PD/11 ED)	0
30	<i>Skintight Force-field:</i> Force Field (10 PD/10 ED), Reduced Endurance (0 END; +½)	
81	<i>Flight:</i> Flight 30", x4 Noncombat, Reduced Endurance (½ END; +¼)	3
18	<i>Remarkable Physiology:</i> Life Support (Diminished Sleep: only has to sleep 8 hours per week; Immunity: all terrestrial diseases and biowarfare agents; Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum)	0
5	<i>Wrist Radio:</i> High Range Radio Perception (Radio Group); OAF (-1), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0
Perks		
5	Contact: Governor of Tokyo 11- (Contact has access to major institutions, Contact has very useful Skills or resources, Contact limited by identity, good relationship with Contact)	
10	Money: Wealthy	
3	Reputation: popular media star (in Japan) 11-, +3/+3d6	

Skills

15	+3 HTH
4	+2 with Flight
3	Acting 14-
5	Animal Handler (Birds, Canines, Equines, Felines) 14-
3	Computer Programming 13-
3	Conversation 14-
1	Electronics 8-
3	AK: Japan 13-
3	CK: Tokyo 13-
1	Language: English (basic conversation; Japanese is Native)
3	Mimicry 13-
2	Navigation (Air) 13-

3	Oratory 14-
3	PS: Celebrity 14-
3	Seduction 14-
3	Stealth 14-

Total Powers & Skills Cost: 221

Total Cost: 483

200+ Disadvantages

20	Hunted: VIPER 8- (Mo Pow, NCI, Harshly Punish)
10	Hunted: Taikei 8- (As Pow, Harshly Punish)
5	Hunted: various fans and stalkers 14- (Less Pow, Watching)
15	Psychological Limitation: Naive Do-Goooder (Common, Strong)
15	Psychological Limitation: Concerned With Her Public Image And Influence On Her Fans (Common, Strong)
15	Social Limitation: Secret Identity (Chika) (Frequently, Major)
5	Social Limitation: Minor (Occasionally, Minor)
20	Susceptibility: to Kelvarite, 2d6 damage per Phase (Uncommon)
178	Experience Points

Total Disadvantage Points: 483

Background/History: Sometime in the year 1986 (as humans currently measure time), a handsome and charming young man named Juro came to the attention of a being who lived in a strange dimension roughly parallel to our own. That being, who had no name that can be translated into sounds, fell in love with Juro, and against the wishes of her "family" traveled to Earth and assumed human form. She called herself Sachi, the Japanese word for "joy." As Sachi, she carefully courted Juro, mostly by making it look as though he was courting her, and eventually he came to love her as much as she did him. They lived together happily for several months, and in early 1987 their daughter Chika was born.

Unfortunately, both Sachi and Juro disappeared only a few months after Chika's birth, leaving the infant with Juro's sister Higuchi Keiko. No one knows what happened to them, though Keiko believes Sachi's family learned of her transgression and pursued her, forcing them to flee. Chika, despite her outwardly normal appearance, grew up to be a very special girl. She developed superhuman strength and the ability to fly before her sixth birthday. Aunt Keiko tried to keep Chika's abilities under wraps, despite the girl's irrepressible energy. But in 1998 a gang of crooks tried to rob a local bank while Keiko and Chika were inside, and Chika used her powers to stop them. Her "debut" became news all over Japan.

In an effort to retain some semblance of a normal family life, Keiko contacted a talent agent named Kasaki Shinjo. She and Kasaki created a costumed identity for Chika that would allow her the occasional retreat into anonymity if she wanted it. Therefore, it was in the costumed guise of *Hitozuki*, or "Charm Girl," that Chika first faced the press and began her career as a superheroine.

Over the last several years Charm Girl has become a pop culture phenomenon, with millions of fans in Japan and around the world. She often appears on TV shows and has released a successful pop album. She's best known, of course, for her superpowered "good deeds," though she has no particular relationship with either the police or UNTIL. On the other hand, she once saved the Governor of Tokyo's life, and has crossed paths with both VIPER and the extradimensional troublemaker Taikei on multiple occasions. She lives the life of a media celebrity, only rarely returning to her quieter life as Chika. And while she loves Aunt Keiko, she continues to search for her real parents....

Personality/Motivation: Charm Girl is maturing into a strong, decisive heroine. She's brave and committed to doing the "right thing," though she's still inexperienced and thus sometimes unsure about what "the right thing" is in complex situations. Her agent Kasaki sees her as more of a celebrity than an actual superhero, and years of reliance on him while growing up in a maelstrom of public exposure has led her to rely on his advice more than she probably ought to. She's started rebelling against his decisions when they conflict with her own natural desire to help others, and she's even learned enough about the way the world works to manipulate him by expressing concern about her "public image" and how it could only be helped by various good deeds — such as disaster relief, or helping other heroes capture a villain or combat one of the giant monsters that sometimes plague Japan.

Despite her increasing sense of responsibility, Charm Girl still takes a great deal of pleasure from her celebrity status, often tossing off a quip or flashing her disarming grin at the crowd of cameramen who follow her every exploit. She's grown completely accustomed to the presence of reporters, and alternates between playing to them and ignoring them entirely. For someone who's still a teenager, she's remarkably media-savvy and sophisticated in many ways.

Quote: "Hey! You almost singed my hair, dragon-breath! Don't you know how to treat a lady?"

Powers/Tactics: Charm Girl is a fairly straightforward flying brick, with tremendous strength and resistance to damage, but her feats seem remarkable given her diminutive size and relatively delicate appearance. She recently discovered that for as yet unknown reasons, exposure to Kelvarite radiation causes her physical pain. She wonders if Kelvarite has some connection to her parents (she's not yet aware of her mother's extradimensional origin).

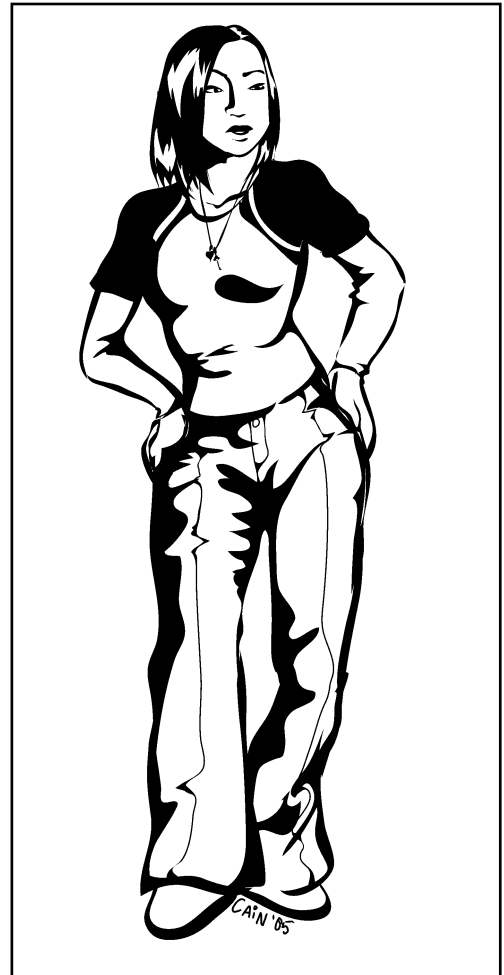
Charm Girl hasn't had much experience fighting anything that straightforward punching and smashing couldn't deal with, so that's her first choice in combat. But she's not dumb and is perfectly willing to try new tricks if the old ones don't work. She always has at least one eye on the crowd, both to make sure they're kept safe and that the cameras get her best side.

Campaign Use: Charm Girl's celebrity status can lead to all sorts of useful complications, ranging from crowds of adoring fans perfect for the role of "innocent bystanders," to villains who attack her because they know they'll get press coverage, to the unwanted attentions of biased reporters. Glossy magazines will happily speculate on their covers about potential romantic suitors for Charm Girl among the PCs. Of course, there's also the mystery of who exactly her mother was, and what Kelvarite radiation has to do with her remarkable powers.

If Charm Girl's too powerful for your campaign, scale down her STR and defenses until she matches your parameters for someone who's stronger than the average brick, but not in the absolute top caliber. If she's not powerful enough, give her some "brick tricks" (see *The Ultimate Brick* for dozens of possibilities).

Charm Girl is unlikely to Hunt anyone with much fervor unless she has reason to believe they hold some answers about her parents. Even then all she'll do is track them down and confront them; she's doesn't know much about using her powers subtly.

Appearance: Charm Girl is a lovely teen Japanese woman, standing 5'0" tall with shoulder-length black hair and a slender frame that belies her ability to lift over 150 tons. When "on the job" she doesn't wear any specific costume, though whatever she does wear usually features her favorite color, purple. She's worn an outfit that resembled a Japanese schoolgirl uniform but with a purple rather than green or plaid skirt, a purple and white skintight bodystocking decorated with gold stars, a gold and purple bodysuit resembling the type worn by motorcycle racers, and plenty of other "costumes" — whatever seems hip, trendy, and fun at the moment.



DISHENG LONG

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
28	DEX	54	15-	OCV: 9/DCV: 9
19	CON	18	13-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
10	PD	6		Total: 16 PD (6 rPD)
9	ED	5		Total: 15 ED (6 rED)
6	SPD	22		Phases: 2, 4, 6, 8, 10, 12
9	REC	2		
50	END	6		
35	STUN	3		Total Characteristics Cost: 148

Movement: Running: 8"/16"
Leaping: 7"/14"
Teleportation: 35"/140"

Cost	Powers	END
85	<i>Teleportation:</i> Multipower, 85-point reserve	
17m	1) <i>Teleportation:</i> Teleportation 35", Position Shift, x2 Increased Mass, x4 Noncombat	8
7m	2) <i>High-Speed Teleporting Attack:</i> HA +4d6, Area Of Effect (8" Any Area; +1½); Hand-To-Hand Attack (-½)	5
14m	3) <i>Teleport As Attack:</i> Teleportation 13", Position Shift, x2 Increased Mass, Usable As Attack (+1)	7
5m	4) <i>Dizzying Teleport:</i> Drain DEX and CON 4d6, two Characteristics simultaneously (+½); Extra Time (Full Phase; -½), Requires A Teleportation Stunts Roll (-½), Linked (to Teleportation, lesser Power need not be used proportionally; -¼)	6
	<i>Martial Arts: Dragon-Style Pakua Maneuver</i>	
5	Defensive Block +1	+3
4	Dodge	+5
4	Escape	+0
3	Joint Lock	+0
4	Kick	+0
5	Palm Strike	-2
3	Sweep/Throw	+0
8	+2 Damage Classes (already added in)	
4	<i>Swift:</i> Running +2" (8" total)	1
3	<i>Excellent Jumper:</i> Leaping +3" (7" forward, 3½" upward)	1
5	<i>Perching:</i> Clinging (normal STR); Limited Power ("Perching" Only; -1)	
10	<i>Teleportation Sense:</i> Clairsentience (Sight Group), x2 Range (200"); Only To Perceive "Safe" Teleportation Locations (-1), Instant (-½)	2

Talents

- 12 Combat Luck (6 PD/6 ED)
- 15 Combat Sense 12-
- 3 Resistance (3 points)

Skills

- 15 +3 HTH
- 17 *Blink Teleportation:* +5 DCV; Costs Endurance (-½)
- 7 Acrobatics 17-
- 3 Analyze: Style 12-
- 3 Breakfall 15-
- 3 Bribery 13-
- 3 Climbing 15-
- 3 Concealment 12-
- 4 CK: Hong Kong 13-
- 2 KS: Hong Kong's Underworld 11-
- 2 KS: Chinese Pro-Democracy Student Groups 11-
- 3 KS: Chinese Literature 12-
- 2 KS: Dragon-Style Pakua 11-
- 2 Language: English (fluent conversation; Cantonese is Native)
- 1 Language: Japanese (basic conversation)
- 15 Power: Teleportation Stunts 18-
- 3 Shadowing 12-
- 3 Stealth 15-
- 3 Streetwise 13-
- 3 WF: Common Melee Weapons, Staffs

Total Powers & Skills Cost: 313

Total Cost: 461

200+ Disadvantages

- 15 DNPC: Teng, sometimes girlfriend 8- (Normal; Unaware of character's Social Limitation: Secret Identity)
- 20 Hunted: Chinese Government 8- (Mo Pow, NCI, Capture/Kill)
- 20 Hunted: Red Dawn Triad 8- (Mo Pow, NCI, Kill)
- 10 Hunted: Shatter 8- (As Pow, Harshly Punish)
- 10 Psychological Limitation: Believes In Chinese Pro-Democracy Movement (Uncommon, Strong)
- 15 Psychological Limitation: Code Versus Killing (Common, Strong)
- 10 Psychological Limitation: Always Tries To Redeem/Reform Opponents (Common, Moderate)
- 15 Social Limitation: Secret Identity (Kao Huan) (Frequently, Major)
- 146 Experience Points

Total Disadvantage Points: 461

Background/History: Kao Huan was born near Chengdu in 1976, where his parents worked on a collective farm. Conscripted into the Red Army as a young man, he was taken away from home and exposed to new people and ideas for the first time in his life... but he didn't enjoy being a soldier at all. When an opportunity for early release — volunteering for an experimental "vitamin and dietary supplement" treatment designed to improve soldiers' strength and endurance — arose, he took it. As the testing went on, it became clear the

doctors involved hoped for more than improved strength and stamina from their test subjects. But despite the endless rounds of tests, they discovered no discernible effect on Huan at all. They finally released him, and he promptly moved to Shenyang, where he got his basic teaching credentials, and then to Hong Kong in 1997.

Later that year Huan was in a terrible car accident, a four-car pileup on one of the hillsides overlooking Victoria Harbor. As his car plunged out-of-control over the embankment, the flood of adrenaline reacted with the latent drugs still in his system. Something inside him *shifted*. Suddenly Huan found himself nearly fifty feet away, sitting on the hillside watching incredulously as his car plunged into the ravine.

A few days of experimentation showed Huan that he'd acquired enhanced agility and reflexes as well as remarkable teleportation powers. He knew that the law required him to turn himself back in to the government and join the Tiger Squad, but he couldn't see himself supporting the current regime. Instead, he created the costumed identity of *Dishēng Lóng*, the "Whispering Dragon," and used his powers to fight crime and evil in Hong Kong... and to help the pro-democracy movement. That puts him at odds with the Tiger Squad, as well as with supercriminals like Shatter (a dangerously attractive teleporting villainess whom he's desperately trying to reform).

Personality/Motivation: Dishēng Lóng doesn't act much like a traditional superhero a lot of the time. Sure, he fights crime and injustice, but he doesn't patrol or anything like that, and he doesn't let his costumed activities overwhelm his civilian identity or personal life. He strongly supports the democracy movement in China, and often helps pro-democracy groups and activists, which makes him nothing but a criminal in the eyes of the Chinese government. He realizes he can't change China overnight, but he also knows that until the democrats begin that "long march" of their own down the road to freedom, there's no chance China will ever change. The fact that his girlfriend Teng is a pro-democracy student just gives him all the more motivation.

Quote: "Change is coming to China whether we want it or not. If we try, we can help that change be positive. Work with us, not against us."

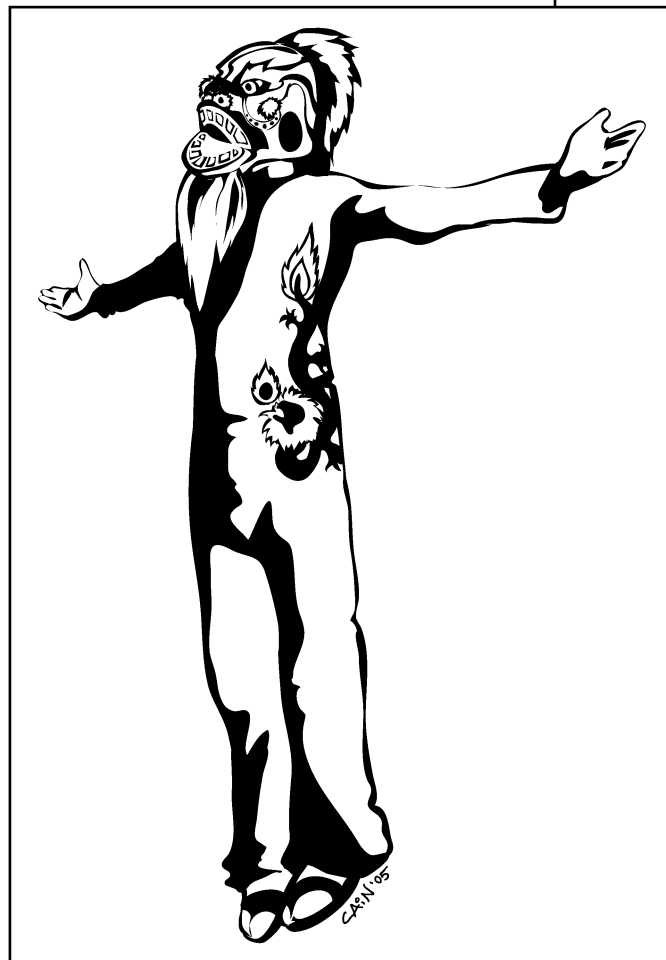
Powers/Tactics: Dishēng Lóng is a highly-skilled short-range teleporter. He can "blink" himself around a small area (no more than a hex or so) faster than most human eyes can follow, which combined with his training in Pakua makes him a fearsome hand-to-hand combatant. He can also carry up to 100 kg of additional weight with him when he teleports — if that additional weight is a resisting opponent, the distance he can travel is considerably shortened due to the extra effort, but being teleported often leaves the opponent dizzy and sick.

Campaign Use: Dishēng Lóng provides the GM with an opportunity to get the PCs involved in the pro-democracy underground in China if desired. If things get too hot for him in Hong Kong, perhaps he moves to the Campaign City and becomes one of their local allies.

If Dishēng Lóng is too powerful for your campaign, lower his DEX and remove some of his teleporting "stunts" like his dizzying attack. To make him more powerful, add additional stunts, such as an RKA based on teleporting small objects into a person.

Dishēng Lóng doesn't Hunt anyone long-term. He's pretty tenacious about pursuing whoever's behind the case he's currently investigating (if any), but he doesn't hold grudges.

Appearance: Dishēng Lóng is a handsome Chinese man, standing 5'7" tall and weighing 160 pounds with a fit but not overly-muscular build. He wears a grey body suit with boots and gloves a darker shade of the same color. Along the sides of his pant legs and shirtsleeves and around the collar are the embroidered images of the winding and twisting coils of Chinese dragons. On his chest is a full image of a Chinese dragon embroidered in white. His mask is similar in appearance to the dragon masks used in traditional Chinese parades, but is much smaller and snug so it doesn't hinder him in combat.



SHONEN NO KUFU				
Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 115 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
30	INT	20	15-	PER Roll 15-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
6	PD	4		Total: 10 PD (4 rPD)
5	ED	2		Total: 9 ED (4 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
24	STUN	0	Total Characteristics Cost: 91	
Movement:		Running:		6"/12"
Cost		Powers		END
77	Assorted Inventions And Gadgets: Variable Power Pool (Gadget Pool), 60 base + 30 control cost; Focus (all slots must have at least -½ of this Limitation; -½), Technology Powers Only (-¼) var			
	Martial Arts: Basic Army Training			
	Maneuver	OCV	DCV	Notes
5	Punch	+1	+3	2d6 Strike
4	Martial Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Martial Escape	+0	+0	26 STR vs. Grabs
4	Nerve Strike	-1	+1	2d6 NND
5	Powerful Mind: Mental Defense (7 points total) 0			
8	Armored Costume: Armor (4 PD/4 ED); OIF (-½) 0			
7	Radio Earpiece: High Range Radio Perception (Radio Group); Sense Affected As Hearing As Well As Radio (-½), IIF (-¼) 0			
	Perks			
49	Follower: Gokin (200 Base Points + Disad- vantages + 46 Experience Points)			
6	Fringe Benefit: Security Clearance: Japanese Government			
10	Money: Wealthy			
	Talents			
3	Absolute Time Sense			
5	Eidetic Memory			
3	Lightning Calculator			
	Skills			
10	+2 with Intellect Skills			
3	Analyze Technology 15-			
3	Combat Piloting 13-			
3	Computer Programming 15-			
5	Cramming			
5	Cramming			
5	Cramming			
3	Criminology 15-			
3	Cryptography 15-			
3	Deduction 15-			

3	Demolitions 15-
3	Electronics 15-
7	Inventor 17-
2	AK: Japan 11-
2	Language: English (fluent conversation; Japanese is Native)
1	Language: German (basic conversation)
3	Mechanics 15-
23	Power: Gadgeteering 25-
3	Security Systems 15-
3	Systems Operation 15-
8	TF: Common Motorized Ground Vehicles, Mecha, Science Fiction & Space Vehicles, Combat Aircraft, Helicopters
3	Scholar
2	1) KS: International High-Tech Industry 15-
2	2) KS: International Politics And Law 15-
2	3) KS: Japanese Superhuman World 15-
2	4) KS: Asian Supervillains 15-
2	5) KS: Known Alien Races And Technology 15-
3	Scientist
2	1) SS: Biology 15-
2	2) SS: Force Field Physics 15-
2	3) SS: Gravitics 15-
2	4) SS: Mathematics 15-
2	5) SS: Physics 15-
2	6) SS: Power Suit Technology 15-
5	7) SS: Robotics 18-

Total Powers & Skills Cost: 324**Total Cost: 415****200+ Disadvantages**

20	Hunted: Kazan 8- (Mo Pow, Harshly Punish)
20	Psychological Limitation: Obsessed With Gadgets and Robots, Especially New Ones (Very Common, Strong)
15	Psychological Limitation: Noblesse Oblige — Wants To Lead Japan and Humanity To New Era (Common, Strong)
15	Social Limitation: Public Identity (Suzuki Katsuro) (Frequently, Major)
15	Social Limitation: Subject To Orders (Fre- quently, Major)
130	Experience Points

Total Disadvantage Points: 415

Background/History: Born in 1989, Suzuki Katsuro showed signs of being a child prodigy even as a toddler — he began speaking at only eight months and building simple devices before his second birthday. His intelligence grew at a rate that frightened his parents. After their fumbling attempts to teach him, or find tutors able to handle his prodigious intellect, he took matters into his own hands by contacting Japan's Office of Paranormal Research and Public Defense and volunteering his services as a designer of robotics. At first no one took him seriously... but after one of his creations helped Tetsuronin defeat the giant monster Draja the government paid attention. After looking at several of the devices he'd already built and his plans for dozens more, the OPRPD happily gave him a lab, staff, and budget.

Since then, Katsuro's designed several unusual inventions and weapons for the Japanese government, including his own "robot pal" Gokin, who acts as both his lab assistant and bodyguard. He's worked closely with the staff of Monster Island (particularly chief scientist Takashi Toru, once a child prodigy himself) to try to comprehend and adapt Qularr technology. The Japanese press, as always enamored with superheroes, quickly dubbed him *Shonen No Kufu* ("Gadget Boy").

Over the last several years the government has come to rely on Katsuro's expertise and advice on a wide range of topics. He's become the primary troubleshooter for bizarre and paranormal technology-related events across the country, ranging from the exploration of UFO crash sites to creating special weapons designed to counter the most powerful supervillains. He's an occasional ally of Tetsuronin and the other members of the Swift Team (*Jinsoku Chiimu*), an informal band of Japanese heroes who work together in cases of national emergency.

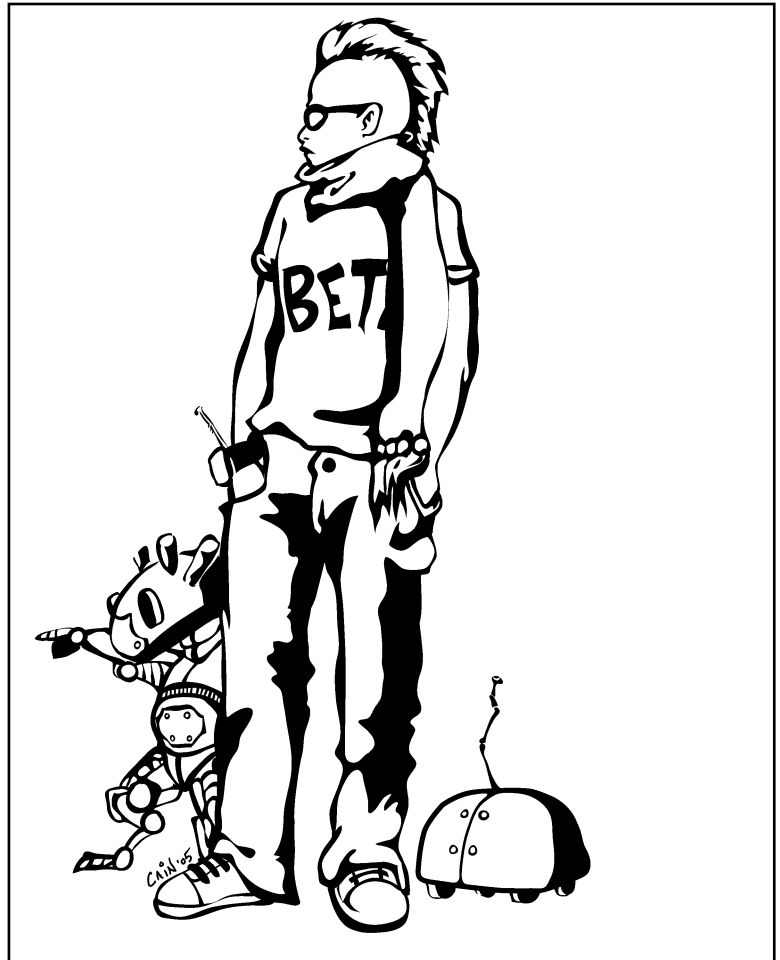
Personality/Motivation: Gadget Boy is a brilliant designer of technological devices of every variety. But his hyper-advanced intellect and social isolation have left him a little emotionally stunted — while he's unfailingly polite to people, he keeps a tight rein on his emotions and resists anything else that interferes with his work or obsessive interest in technology (like the press, which increasingly portrays him as arrogant and grouchy). He often seems unapproachable, and the fact that his best friend is a robot he built himself doesn't do much to dispel that impression.

Gadget Boy's primary motivation is to advance his own understanding of technology and use it to improve the lives of all humanity (with Japan at the forefront, of course). He doesn't believe there's any type of technology beyond his understanding, if he has the time and tools to work on it. He's yet to find a challenge to seriously shake his supreme self-confidence. He acknowledges the skills and talents of others, but deep down he feels there's nobody he couldn't surpass if he put his mind to it.

Quote: "It's a simple matter, really. The kinoplastic radiation has weakened the rodimium relays. I'll have it fixed for you in a few minutes."

Powers/Tactics: Gadget Boy spends much more time in the lab than he does in the field, but occasionally helps the OPRPD with crashed UFOs, monster attacks, alien invasions, supervillains' plots, and the like. Given enough time to prepare, he'll come equipped with specialized gadgetry built from his Variable Power Pool; otherwise he'll rely on general-purpose gadgets (such as a powerful blaster pistol). In addition to his gadgets, he's got some Army martial arts training he can fall back on... not to mention the assistance of Gokin.

For hundreds of sample gadgets for Shonen no Kufu's Gadget Pool, see *Gadgets And Gear*.



Campaign Use: Gadget Boy is a useful ally for any group of PCs without a reliable tech wizard, or an interesting rival for groups that do. He'd be interested in any reports of alien or futuristic technology, and the government of Japan may request that he take part in any analysis of such devices.

To make Shonen no Kufu more powerful, just keep expanding his Gadget Pool, or give him some favorite devices (such as a force-field belt and blaster pistol) outside of it. To weaken him, decrease the size of his VPP or add a Limitation that he can only change the Pool in his lab.

Shonen no Kufu won't Hunt anyone personally, but would if ordered to by the Japanese government. Between his own resources and those of Tokyo, he's a tough and versatile Hunter.

Appearance: Katsuro is a short Japanese teenager with a lean frame. His black hair is thick and usually unkempt. As Shonen no Kufu he doesn't wear a costume, usually favoring jeans and a T-shirt (most commonly tour shirts from American bands), and old red Converse sneakers. He's usually got a gadget or five with him.

GOKIN				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
0	CON	-20	9-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	ECV: N/A
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
9	PD	18		Total: 9 PD (9 rPD)
7	ED	21		Total: 7 ED (7 rED)
3	SPD	6		Phases: 4, 8, 12
8	REC	0		
0	END	0		
—	STUN	—	Total Characteristics Cost: 91	
Movement:		Running: 6"/12"		
		Leaping: 8"/16"		
		Flight: 15"/30"		
Cost	Powers			END
45	Robot: Takes No STUN			0
20	Robot: Reduced Endurance (0 END; +½) on 40 STR			0
6	Robot: Reduced Endurance (0 END; +½) on Running 6"			0
4	Robot: Reduced Endurance (0 END; +½) on Leaping 8"			0
1	Robot: Reduced Endurance (0 END; +½) on Swimming 2"			0
45	Robotic Body: Life Support: Total			0
24	Robotic Body: Damage Resistance (9 PD/7 ED)			0
45	Leg-Jets: Flight 15", Reduced Endurance (0 END; +½)			0
12	Radio Systems: High Range Radio Perception (Radio Group)			0
15	Radar: Radar (Radio Group)			0
5	Infrared Sensors: Infrared Perception (Sight Group)			0
Talents				
5	Eidetic Memory			
3	Absolute Time Sense			
3	Lightning Calculator			
Skills				
10	+2 HTH			
5	Cramming			
Total Powers & Skills Cost: 248				
Total Cost: 339				

200+ Disadvantages

- 5 Physical Limitation: Inconvenient Size (8'4, 600 lbs.) (Infrequently, Slightly Impairing)
- 25 Physical Limitation: Must Obey Gadget Boy's Instructions (All the Time, Fully Impairing)
- 20 Vulnerability: 2 x BODY from Electrical Attacks (Common)
- 10 Vulnerability: 2 x BODY from Magnetic Attacks (Uncommon)
- 79 Experience Points

Total Disadvantage Points: 339

Description: Gokin (the name comes from the Japanese term for small, die-cast robot toys) is Shonen No Kufu's robot pal. He's over eight feet tall and colored shiny red, blue, black, and burnished bronze. He's designed to look a little toylike — his joints are oversized, and his body has a sleek, bulletlike shape. His head tapers but comes to a flat "point," and his facial features are outlined in red lights that brighten when he "talks." His oversize heavy "boots" contain miniature rockets that enable him to fly.

Gokin is one of the most advanced pieces of artificial intelligence to date, with remarkable freedom in its programming and the ability to "learn" from previous experiences. Gadget Boy spends a lot of his spare time "improving" the programming and adding new features.

Gokin's first priority is always keeping Shonen no Kufu safe from harm. After that, it follows any order Gadget Boy gives it to the best of its ability — if no new orders are forthcoming, it cycles through a list of other people Shonen no Kufu respects (like Toru or Tetsuronin) for further input. Barring that, it tries to do whatever its limited capacity can identify as the action most likely to preserve human life. Unfortunately, despite Gokin's impressive complexity, it's still relatively easy to confuse or overload with complicated input and contradictory programming imperatives.

SILVERWING

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
19	CON	18	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
6	PD	3		Total: 22 PD (16 rPD)
10	ED	6		Total: 41 ED (31 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
38	END	0		
27	STUN	0		Total Characteristics Cost: 102

Movement: Running: 6"/12"
Flight: 30"/480"

Cost	Powers	END
105	<i>Cosmic Energy Manipulation:</i> Multipower, 105-point powers	
10u	1) <i>Cosmic Blast:</i> Energy Blast 14d6, Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	4
10u	2) <i>Cosmic Explosive Blast:</i> Energy Blast 10d6, Explosion (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	4
10u	3) <i>Focused Cosmic Beam:</i> Energy Blast 10d6, Armor Piercing (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	4
10u	4) <i>Burst Of Silvery Light:</i> Sight Group Flash 8d6, Area Of Effect (6" Radius; +1), Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	4
16	<i>Cosmic Energy Manipulation:</i> Elemental Control, 32-point powers	
16	1) <i>Energy Field:</i> Force Field (16 PD/16 ED)	3
78	2) <i>Silvery Flight:</i> Flight 30", x16 Noncombat, Reduced Endurance (½ END; +¼)	3
8	3) <i>Silvery Forms:</i> Sight Group Images, +1 to PER Rolls, Increased Size (16" radius; +1), Reduced Endurance (0 END; +½); Only To Create Silvery, Glowing Shapes/Forms (-1)	0
22	<i>Resistant To Energy:</i> Force Field (+15 ED), Reduced Endurance (0 END; +½)	0
7	<i>Light Insensitive:</i> Sight Group Flash Defense (10 points); Only Works Against Light-Based Flashes (-½)	0
20	<i>Sensitivity To Energy:</i> Detect Energy 12- (no Sense Group), Discriminatory, Range	0
5	<i>UNTIL Wrist Radio:</i> Radio Perception/ Transmission (Radio Group); OIF (-½), Affected As Sight And Hearing Groups As Well As Radio Group (-½)	0

Perks

- 5 Fringe Benefit: International Police Powers
- 2 Fringe Benefit: Membership: UNTIL Super-hero Liaison Program Affiliate
- 1 Fringe Benefit: Passport

Skills

- 9 +3 with *Cosmic Energy Manipulation*
Multipower
- 4 +2 versus Range Modifiers with *Cosmic Energy Manipulation* Multipower
- 3 Bureaucratics 13-
- 3 Criminology 12-
- 4 AK: Singapore 13-
- 3 KS: East Asian Criminal Organizations 12-
- 2 KS: International Law And Law
Enforcement 11-
- 2 KS: UNTIL 11-
- 2 KS: The United Nations 11-
- 2 KS: World Supervillains 11-
- 2 KS: World Politics 11-
- 2 Language: English (fluent conversation;
Malay is Native)
- 2 Language: Mandarin (fluent conversation)
- 1 Language: Tamil (basic conversation)
- 2 PS: UNTIL Agent 11-
- 3 Oratory 13-
- 3 Tactics 12-

Total Powers & Skills Cost: 374

Total Cost: 476

200+ Disadvantages

- 5 DNPC: Vivien Han, UNTIL Agent and some-
times girlfriend 8- (Normal; Useful Noncom-
bat Position or Skills)
- 10 DNPC: Wong Cheow Young, government
handler 11- (Normal; Useful Noncombat
Position or Skills)
- 10 Distinctive Features: Mutant (Not Conceal-
able; Always Noticed; Detectable Only By
Unusual Senses)
- 25 Hunted: ARGENT 8- (Mo Pow, NCI,
Harshly Punish)
- 15 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 15 Psychological Limitation: Believes Strongly
In Law and Order (Common, Strong)
- 15 Psychological Limitation: Singaporean Patriot
(Common, Strong)
- 15 Social Limitation: Public Identity (Tan Jit
Suan) (Frequently, Major)
- 10 Vulnerability: 2 x Effect from Energy Drains
(Uncommon)
- 161 Experience Points

Total Disadvantage Points: 476

Background/History: Tan Jit Suan was born in Singapore in 1969, the son of a Malay construction worker. He had an unremarkable childhood until his mutant powers manifested during a cricket match in 1987. A glowing, silvery energy field suddenly surrounded him, accidentally burning two other players badly enough to put them in the hospital.

The Singaporean government had long wanted a superhuman agent of its own, ostensibly for national defense but more because its neighbors in



Malaysia and Indonesia had them and Singapore wasn't about to be left out. But it lacked the necessary resources to support and train a mutant as powerful as Suan, so it sought help from UNTIL. After two years of thorough training Suan, now calling himself Silverwing, chose to devote himself to defending Singapore and accepted a position as an Affiliate in UNTIL's Superhero Liaison Program rather than joining UNITY.

Over the last fifteen years Silverwing has been Singapore's primary superhuman defender. He's worked closely with UNTIL on several occasions, and has also teamed up with the Tiger Squad, the Champions, the Sentinels, and the Tokyo Super Squad on various occasions.

Personality/Motivation: Silverwing is an experienced superhero, a strict "law and order" type with nothing but contempt for criminals and little tolerance for "grey areas" of morality. In Silverwing's world view, there are two basic types of people — the innocent and the guilty. The first should be protected from the depredations of the second at all costs. That said, he's not a "judge, jury, and executioner"-style crimefighter — the rule of law governs his conduct just like it does everyone else. He has faith in the system and gladly turns lawbreakers over to the authorities.

While not precisely racist, Silverwing definitely tends to make snap judgments that are biased against non-Singaporeans. Since VIPER and ARGENT are two of his biggest problems, and their upper-level management tends to be foreign, he's come to look askance at any "newcomers" to Singapore until they prove themselves trustworthy. This includes foreign superheroes that UNTIL doesn't strongly vouch for.

Silverwing is well aware of his public role. He takes his reputation seriously and makes sure he always has time to make appearances at schools, temples, and community centers to give strict lectures on obeying the law, respecting one's elders, and always eating one's vegetables.

Quote: "Singapore doesn't need scum like you!"

Powers/Tactics: Silverwing is a mutant with the ability to manifest a form of "cosmic energy" that appears as shimmering, silvery fields of pure force. He can fire blasts of destructive energy, shape the energy into argent "light-sculptures," or protect himself with a field of force. When he flies, a silvery sheen covers his entire body and he leaves a shimmering light-trail behind him that lasts for several seconds.

In combat Silverwing tends to work first to contain opponents, making sure bystanders are safe and property damage is held to a minimum. If this means allowing criminals to escape, he'll grudgingly do so, then try to track down the offenders later. He prefers to stay in the air and out of the reach of bricks and weaponmasters as much as possible.

Campaign Use: Silverwing provides a strong example of the benefits of partnership with UNTIL — the level of cooperation they have together makes each of them considerably more effective. You can also use his rigid "right and wrong" attitude to contrast against more flexible PCs and generate some good roleplaying.

To make Silverwing more powerful, expand the range of his energy powers — give him some RKAs, some Drains, a Damage Shield, and so on. More Combat Skill Levels would help as well. If he's too powerful for your campaign, trim down his Multipower until he's of a more appropriate power level.

Silverwing can be a particularly annoying and difficult Hunter. Not only is he prone to holding grudges, he can call upon the resources of UNTIL in his quest to bring someone to justice.

Appearance: Silverwing is an Asian man who stands 5'10" and weighs 160 pounds; he has black hair and green eyes. He wears a blue bodysuit with gold side panels, arms, and legs, blue boots, and oversized blue gloves that conceal his radio and other accessories. There's a stylized silver bird on his chest in the middle of the blue center panel. He also wears a half-face mask that leaves the top of his head bare. His powers manifest as a shimmering silvery field — when he flies, silver energy completely covers his body, obscuring the details of his features.

SOARING EAGLE

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
17	CON	14	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	11-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
20	COM	5	13-	
7	PD	4		Total: 48 PD (41 rPD)
6	ED	3		Total: 29 ED (23 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
54	END	10		
26	STUN	0		Total Characteristics Cost: 112

Movement: Running: 7"/14"
Flight: 25"/400"

Cost Powers **END**

40	<i>Telekinesis:</i> Elemental Control, 80-point powers			
41	1) <i>Telekinetic Flight:</i> Flight 25", x16 Non-combat, Reduced Endurance (½ END; +¼) 3			
42	2) <i>Telekinetic Projection:</i> Telekinesis (44 STR), Reduced Endurance (½ END; +¼) 3			
40	3) <i>Telekinetic Force Field:</i> Force Field (36 PD/18 ED), Protect Carried Items, Reduced Endurance (½ END; +¼) 3			
<i>Martial Arts: Self-Defense</i>				
	Maneuver	OCV	DCV	Notes
3	Defensive Throw	+1	+1	Block, Target Falls
4	Martial Dodge	—	+5	Dodge, Affects All Attacks, Abort
4	Punch/Kick	+0	+2	4½d6 Strike
10	Armored Costume: Armor (5 PD/5 ED); OIF (-½) 0			
5	<i>Natural Mental Shields:</i> Mental Defense (7 points total) 0			
2	<i>Swift:</i> Running +1" (7" total) 1			
10	<i>Lucky:</i> Luck 2d6 0			

Perks

2	<i>Reputation:</i> well-liked national heroine (in South Korea) 8-, +2/+2d6
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Skills

6	+3 OCV with <i>Telekinetic Projection</i>
8	+1 with All Combat
3	Acting 13-
3	Breakfall 13-
3	Concealment 12-
3	AK: Korea 12-
2	KS: Korean Underworld 11-
2	KS: The Superhuman World 11-
1	Language: English (basic conversation; Korean is Native)
1	Language: Mandarin (basic conversation)
3	Stealth 13-

Total Powers & Skills Cost: 238

Total Cost: 350

200+ Disadvantages

10	<i>Distinctive Features:</i> Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10	<i>Hunted:</i> The Eel 8- (As Pow, Capture/Kill)
15	<i>Hunted:</i> Strangler 8- (Mo Pow, Kill)
15	<i>Hunted:</i> South Korean Law Enforcement 8- (Mo Pow, NCI, Mildly Punish)
15	<i>Psychological Limitation:</i> Honorable; Always Keeps Her Word (Common, Strong)
20	<i>Psychological Limitation:</i> Protects The Innocent And Helpless (Common, Total)
15	<i>Social Limitation:</i> Secret Identity (Hyun Rhee) (Frequently, Major)
45	<i>Experience Points</i>

Total Disadvantage Points: 350

Background/History: Hyun Rhee was born in 1979 in Incheon, South Korea. When she was a teenager she earned spending money by babysitting, and later working as a part-time nanny. One of her clients was industrialist Henry Lee, whose company had been targeted for takeover by ACI. When Lee refused to sell, ACI broke open its bag of dirty tricks to force him to play ball. One of those dirty tricks was to set one of his plants on fire... and unfortunately, on a day when Hyun had brought the children to visit their father at work.

Hyun and the kids found their exits from the building blocked by flames and thick clouds of choking black smoke. As the walls began to crumble, Hyun held the children close to her and began to pray. Just as the roof was coming down on them, she suddenly found an inner reserve of strength, and *shoved* with her mind at the wall in front of her. It blew outward away from her with a tremendous boom and rush of air, and then she and both children were flying through as if propelled by the explosion... but somehow under control. They hit the ground hard, but apart from some bruises all three were fine.

Hyun knew she'd somehow caused the wall to move, but didn't tell anyone. She returned to Incheon and began secretly practicing with her powers at night. During one of her practice flights Incheon's main superhero, Soaring Eagle, discovered her. After they spent an evening talking, Soaring Eagle agreed to teach Hyun how to use her powers, and they met several nights a week for more than two months. He designed a costume for her, and she planned to take the name Falcon and fight crime as his partner.

Alas, it was not to be. In the fall of 1997, Soaring Eagle was targeted by the superhuman assassin Pursuer (see *Hidden Lands*). ARGENT had hired him to eliminate several "costumed meddlers" who'd interfered with some of its Asian operations. Pursuer killed Soaring Eagle after luring him with a faked kidnapping, leaving not a single clue to tell Hyun who did it. After several months of mourning, Hyun decided to continue Soaring Eagle's mission of saving lives and protecting the innocent, and adopted his *nom de guerre* as her own. Since then she's become one of South Korea's most popular "outlaw heroes," one sufficiently well-regarded

that while the police and government officially condemn her vigilantism, they expend little effort actually trying to bring her in.

Personality/Motivation: Soaring Eagle has a classic superhero's personality: she's kind, honorable, brave, and willing to risk her life to help others (even those who don't necessarily appreciate or deserve her help). She's further inspired by wanting to uphold the good name "Soaring Eagle" and honor her mentor's memory. She prefers preventing disasters (or rescuing people from them) to fighting crime, but whatever needs doing, she'll do it. She wants to track down and punish her predecessor's killer, but has no clues to work from.

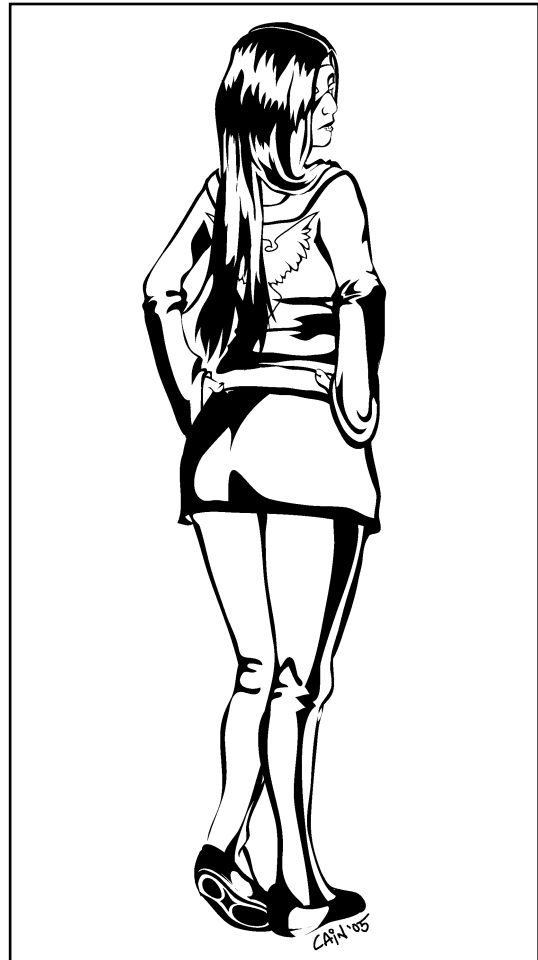
Quote: "Don't worry, little one. Have you ever flown before? It will be fun! Now, hold on tight!"

Powers/Tactics: Soaring Eagle is a moderately powerful telekinetic whose primary manifestations are high-speed flight and the ability to project a protective field around her body and anything she's carrying. She can also move objects with her mind, but even after nearly a decade of practice her fine control leaves something to be desired. She uses her powers carefully, since on more than one occasion she's made matters worse in a sensitive situation by dropping something heavy or moving an object too quickly.

In combat, Soaring Eagle tends to fight cautiously. She'll grab heavy objects and hurl them at opponents from a distance while counting on her force field to protect her from most attacks. She usually allocates most, if not all, of her Combat Skill Levels to DCV.

Campaign Use: The most obvious storyline involving Soaring Eagle is helping her identify, track down, and capture Pursuer. ACI's activities in Incheon might also have a sinister bent to them, and she'd be happy to help bring down the people who nearly killed her and her charges.

If you want to make Soaring Eagle more effective, increase the points in her Elemental Control and give her more slots (such as a Force Wall and/or an Entangle). If she's too powerful for your campaign, remove her Combat Skill Levels.



Soaring Eagle isn't the type to Hunt anyone... but she might make an exception if she gets a line on her predecessor's killer.

Appearance: Hyun Rhee is a gorgeous Korean woman who's 5'4" tall and weighs 120 pounds; she has waist-length black hair and an athletic but well-built figure. As Soaring Eagle she wears white tights, a red tunic with long, baggy sleeves tied at the waist with a white belt, a black domino mask, and black "martial arts"-style slippers. On the back of her tunic is emblazoned a stylized image of an eagle in flight in gold.

Champions Worldwide ■ Chapter Six

TETSURONIN

Val	Char	Cost	Roll	Notes
15+45	STR	5+26*\$	12-/21-	Lift 200 kg/100 tons; 3d6/12d6 [2/6]
15+10	DEX	15+1 7*\$	12-/14-	OCV: 5/8/DCV: 5/8
19	CON	18	13-	
13	BODY	6	12-	
22	INT	12	13-	PER Roll 13-
16	EGO	12	12-	ECV: 5
20+10	PRE	10+8*	13-/15-	PRE Attack: 4d6/6d6
16	COM	3	12-	
8	PD	5		Total: 48 PD (40 rPD)
7	ED	3		Total: 47 ED (40 rED)
3+3	SPD	5+24*		Phs: 4,8,12/2,4,6,8,10,12
7	REC	0		
38	END	0		
40	STUN	9		Total Characteristics Cost: 178

*: OIHID (powered armor; -¼)

\$: No Figured Characteristics (-½)

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

Cost	Powers	END
96	<i>Powered Armor Batteries:</i> Endurance Reserve (800 END, 40 REC); OIHID (-¼)	0
24	<i>Trans-Energy Absorption Modules:</i> Absorption 6d6 (energy, to END of Endurance Reserve); OIHID (-¼)	0
150	<i>Powered Armor Weapons Systems:</i> Multipower, 187-point reserve; all OIHID (-¼)	
15u	1) <i>Vari-Blasters I:</i> Energy Blast 15d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½); OIHID (-¼)	19
15u	2) <i>Vari-Blasters II:</i> RKA 5d6, Variable Advantage (+½ Advantages; +1), Variable Special Effects (+½); OIHID (-¼)	19
8u	3) <i>Micromissiles:</i> Energy Blast 12d6, Explosion (+½), Indirect (always originate with Tetsuronin, but can strike from any angle; +½); OIHID (-¼), 12 Charges (-¼)	[12]
7u	4) <i>Grav-Bolos:</i> Entangle 10d6, 10 DEF; OIHID (-¼), 12 Charges (-¼)	[12]
12u	5) <i>Stunner-Ray:</i> Energy Blast 15d6, NND (defense is Power Defense; +1); OIHID (-¼)	15
5u	6) <i>Magnetic Ray:</i> Telekinesis (60 STR); OIHID (-¼), Only Works On Ferrous Metals (-½)	9
99	<i>Electrification Field:</i> RKA 3d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (½ END; +¼); OIHID (-¼)	5

Martial Arts: Military Training

	Maneuver	OCV	DCV	Notes	
4	Martial Block	+2	+2	Block, Abort	
4	Martial Disarm	-1	+1	Disarm; 70 STR to Disarm	
3	Martial Grab	-1	-1	Grab Two Limbs, 70 STR for holding on	
4	Martial Strike	+0	+2	14d6 Strike	
3	Martial Throw	+0	+1	12d6 +v/5, Target Falls	
120	<i>Molecularly-Bonded Alloy Powered Armor:</i> Armor (40 PD/40 ED), Hardened (+¼); OIHID (-¼)				0
8	<i>Molecularly-Bonded Alloy Powered Armor:</i> Lack Of Weakness (-10) for Resistant Defenses; OIHID (-¼)				0
24	<i>Impact Dampening Field:</i> Physical Damage Reduction, Resistant, 50%; OIHID (-¼)				0
12	<i>Variable-Yield Structural Force Field:</i> Energy Damage Reduction, Resistant, 25%; OIHID (-¼)				0
8	<i>Variable-Amplitude Structural Field:</i> Power Defense (10 points); OIHID (-¼)				0
8	<i>Polarized Helmet Lenses:</i> Sight Group Flash Defense (10 points); OIHID (-¼)				0
8	<i>Sonic Dampeners:</i> Hearing Group Flash Defense (10 points); OIHID (-¼)				0
8	<i>Internal Oxygen Supply:</i> Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 6 Hours (+0); OIHID (-¼)				[1cc]
7	<i>Sealed Environmental Protection Systems:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIHID (-¼)				0
56	<i>Gravimetric Movement Systems:</i> Multipower, 70-point reserve, ; all slots OIHID (-¼)				
6u	1) <i>Graviton Flight:</i> Flight 30", x8 Noncombat; OIHID (-¼)				7
6u	2) <i>Overdrive Flight:</i> Flight 20", MegaScale (1" = 10 km, can be scaled down to 1" = 1 km; +¾); OIHID (-¼)				7
5	<i>Sensory Enhancements:</i> +2 PER with all Sense Groups; OIHID (-¼)				
7	<i>Comm Suite:</i> High Range Radio Perception (Radio Group); OIHID (-¼); Affected As Sight And Hearing Groups As Well As Radio Group (-½)				0
13	<i>Internal Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees), Telescopic (+4 versus Range Modifier); OIHID (-¼), Affected As Sight Group As Well As Radio Group (-½)				0
4	<i>Thermal Vision:</i> Infrared Perception (Sight Group); OIHID (-¼)				0
7	<i>Sensory Magnification Systems:</i> +6 versus Range Modifier for Sight Group; OIHID (-¼)				0

- 7 *Sensory Magnification Systems: +6*
versus Range Modifier for Hearing Group;
OIHID (-¼) 0
- 2 *Ultrasonic Microphone System: Ultrasonic Per-*
ception (Hearing Group); OIHID (-¼) 0
- 13 *Shoulder-Mounted Spotlights: Sight*
Group Images, +4 to PER Rolls, Increased
Size (4" radius; +½); OIHID (-¼), Only
To Create Light (-1), Limited Range
(30"; -¼) 3

Perks

- 15 Money: Filthy Rich
- 30 Contact: 30 points' worth throughout Japa-
nese government and industry

Talents

- 2 Absolute Range Sense; OIHID (-¼)
- 2 Absolute Time Sense; OIHID (-¼)
- 2 Bump Of Direction; OIHID (-¼)
- 2 Lightning Calculator; OIHID (-¼)

Skills

- 20 +2 Overall Levels
- 13 *Tactical Computer: +2 with All Combat;*
OIHID (-¼)
- 4 +2 OCV with *Vari-Blaster*
- 3 Acrobatics 12-/14-
- 3 Breakfall 12-/14-
- 3 Bureaucratics 13-/15-
- 3 Combat Driving 12-/14-
- 3 Combat Piloting 12-/14-
- 5 Computer Programming 14-
- 3 Concealment 13-
- 3 Demolitions 13-
- 3 Electronics 13-
- 3 High Society 13-/15-
- 3 Inventor 13-
- 3 AK: Japan 13-
- 2 AK: The Pacific Region 11-
- 3 KS: Japanese Government 13-
- 3 KS: Japanese Industry And Business 13-
- 3 KS: The Superhuman World 13-
- 4 KS: Technological Villains 14-
- 2 Language: Cantonese (fluent conversation;
Japanese is Native)
- 3 Language: English (completely fluent)
- 2 Language: Russian (fluent conversation)
- 3 Lockpicking 12-/14-
- 3 Mechanics 13-
- 4 Navigation (Air, Land, Marine) 13-
- 3 Paramedics 13-
- 3 SS: Robotics 13-
- 2 SS: Physics 11-
- 5 SS: Power Armor 15-
- 3 Security Systems 13-
- 7 Survival (Temperate/Subtropical, Tropical,
Marine Surface, Mountain) 13-
- 3 Systems Operation 13-
- 3 Tactics 13-
- 9 TF: Common Motorized Ground Vehicles,
Combat Aircraft, Early Spacecraft, Grav Vehi-
cles/Hovercraft, Helicopters, Large Planes,
Small Planes, Spaceplanes
- 4 Weaponsmith (Energy Weapons, Firearms,
Missiles & Rockets) 13-

Total Powers & Skills Cost: 980**Total Cost: 1,158****200+ Disadvantages**

- 25 Hunted: ARGENT 8- (Mo Pow, NCI,
Capture/Kill)
- 25 Hunted: VIPER 8- (Mo Pow, NCI, Capture/
Kill)
- 20 Hunted: Warlord 8- (Mo Pow, Capture/Kill)
- 15 Hunted: Japanese Government 8- (Mo Pow,
NCI, Watching)
- 20 Psychological Limitation: True-Blue Hero
(Very Common, Strong)
- 20 Psychological Limitation: Code Versus Kill-
ing (Common, Total)
- 10 Psychological Limitation: Competitive;
Hates To Look Bad (Common, Moderate)
- 10 Reputation: One of World's Foremost
Heroes; Easily-Researched, 11-
- 15 Social Limitation: Public Identity (Masahara
Yohi) (Frequently, Major)
- 798 Experience Points
- Total Disadvantage Points: 1,158

Background/History: In 1984, a young Japanese engineering genius named Masahara Yohi founded his own company. It specialized in industrial engineering and exploring emerging technologies like gravimetrics, advanced metallurgy, energy projec-tion, force fields, and other areas that had been pushed forward by the increasing emergence of superhumans. Employing some of the brightest young minds in the country, Masahara Corpora-tion rapidly became a leader in several fields, with extensive government contracts for everything from weapons, to aerospace, to computers.

Yohi himself worked with a small team of specialists to design the next generation of powered armor, working from the advances made by scien-tists and superheroes like Rocketman in the Sixties and Seventies. By 1987 they'd designed a prototype suit that relied heavily on their patented force field technology. The suit was an obvious target for the underworld, and within a few weeks Masahara's security division had fended off several attempts by various supervillains to steal it.

In early 1988, VIPER assembled a team of agents and Dragon Branch supervillains to attack Masahara's Tokyo plant and obtain the suit. Yohi, working late, sent out a distress call and then put on the suit himself to fight the intruders. He held VIPER off just long enough for several superheroes to arrive and drive the snakes away. Exhilarated by the experience, Yohi decided to become a superhero himself. With the permission of the original user of the name, a World War II-era defender of Japan, he christened himself *Tetsuronin* ("Iron Samurai") and began fighting crime, evil, and injustice.

In the nearly twenty years since then, Tet-suronin has become known as one of Japan's and Earth's foremost defenders. Widely acknowledged as the most powerful powered armor hero in the world, he's battled master villains like the Warlord and Dr. Destroyer, alien invaders, VIPER, ARGENT, DEMON, and just about everyone in between. He's on excellent terms with UNTIL, the Champi-

ons, the Sentinels, the Justice Squadron, the New Knights, and nearly every other major superhero. He nominally leads the *Jinsoku Chiimu* (“Swift Team”), an informal group of Japanese superheroes, and serves as both an inspiration for and a mentor to many a younger hero.

Personality/Motivation: Tetsuronin is one of the world’s foremost superhuman defenders, a role he takes very seriously. He’s sacrificed everything — the chance to marry and raise a family, the possibility of becoming even more successful and wealthy in his chosen field, sometimes even his own health — to keep the world and its people safe from many kinds of threats. To show for his dedication he has worldwide fame and a deep and pleasant feeling of personal satisfaction. If he has a personality flaw, it’s his pride; he hates to be “shown up,” insulted, made light of, or beaten out. Sometimes this causes him to act foolishly.

Quote: “Stand back! Let’s see if the new phased mesonic beam I’ve been tinkering with has any effect on this creature!”

Powers/Tactics: Tetsuronin wears one of the most advanced suits of powered armor ever developed, and he’s constantly updating the design to include cutting-edge technology. Its systems range from a wide variety of energy beam weapons, to advanced micromissiles, to gravimetric manipulators used to fly at speeds of up to 18,000 miles per hour. The armor’s combination of hardened advanced alloys and the impact-resistant internal force fields allows him to withstand attacks from all but the most powerful opponents. Its augmented musculature multiplies his own strength to the point where he can lift a hundred tons, and enhances his speed and reflexes as well.

In combat Tetsuronin prefers to stay in the air, relying at first on his Stunner-Ray and Grav-Bolos to defeat foes without harming them. If that doesn’t work, he’ll switch to his Vari-Blaster, creating an attack designed to exploit his foe’s known weaknesses if necessary. With his martial arts training and immense strength, he’s also a capable HTH combatant.

Campaign Use: Tetsuronin is one of Earth’s most powerful superheroes; he should be brought into most campaigns only when truly earth-shattering menaces erupt. He’s a good example of the sort of NPC the heroes can see on a viewscreen handling emergencies elsewhere in the world while they take care of a more central threat. The GM can also use him to great effectiveness as a mind-controlled dupe strong enough to challenge many entire teams, or as a truly “big gun” brought in for support in a massive climactic battle.



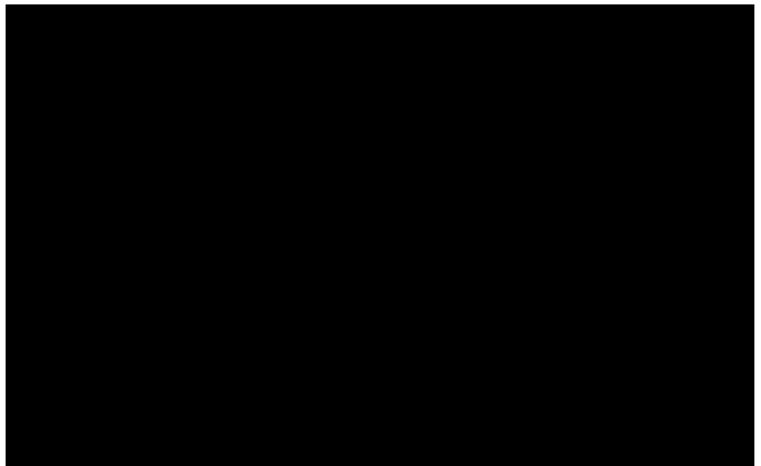
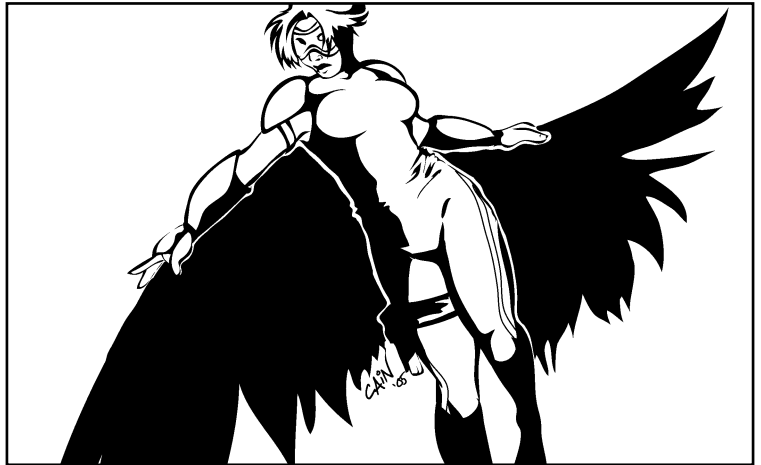
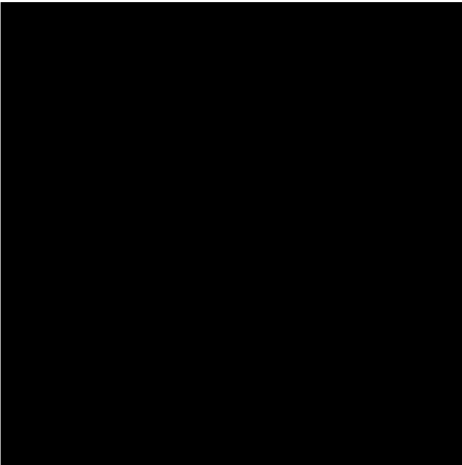
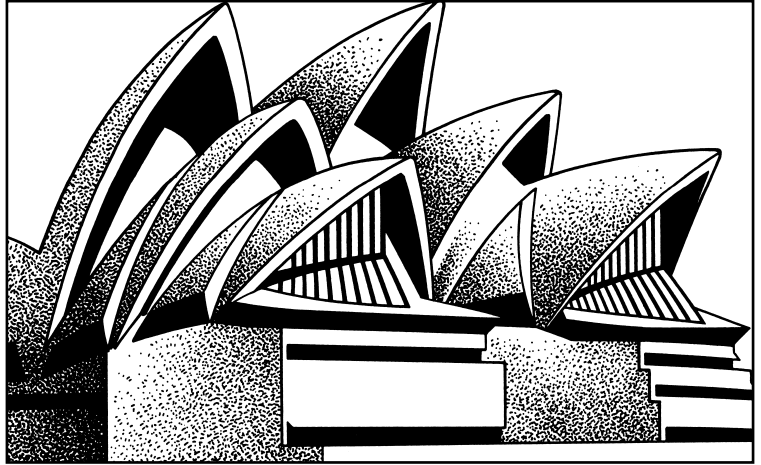
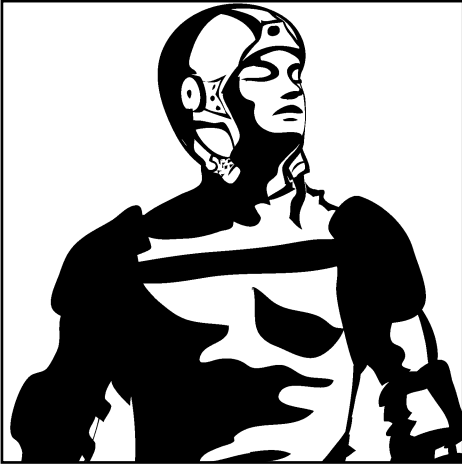
If Tetsuronin isn’t powerful enough to fill this role in your campaign, expand his Weapons Array and increase his his Characteristics and Armor until he’s near the pinnacle of what really powerful heroes can do in your campaign. On the other hand, if he’s overwhelmingly powerful for your game, scale those things back until he fits better.

Tetsuronin isn’t the sort of hero to Hunt his enemies most of the time, though if he became truly, thoroughly angry at someone he might do it. Between his immense personal power and vast economic and political resources, he can make life very, very difficult for his unfortunate quarry.

Appearance: Masahara Yohi is an average-looking Japanese man, 5’9” tall, 160 pounds, with black hair and a thin black moustache. As Tetsuronin, he wears a powerful suit of powered armor styled to resemble that of the ancient samurai, but with large gauntlets from which he can project various energy bolts and other attacks.



chapter seven:



AUSTRALIA AND OCEANIA

AUSTRALIA AND OCEANIA



For administrative purposes, UNTIL normally groups Australia and Oceania with Eastern Asia. However, for the ISSA, it makes more sense to consider the region separately. Eastern Asia has such a large number of superhumans that adding more to the mix — even the small number present in Australia and Oceania — could cause administrative difficulties.

Australia and Oceania have few superhumans and little superhuman activity compared to most other regions. This is due mainly to the low, widely-spread population of Oceania, which has almost no known superhumans during an average year. Most of the region's superhumans cluster in Australia, which tends to have four to eight known superhumans at any given time.

Registration

Neither Australia nor any Oceanic nation has laws regarding superhuman registration.

HEROES

Australia has no formal organization of superheroes, either governmental or private. (The nations of Oceania have few reliable reports of paranormal activity at all.) Instead, its superheroes work alone, sometimes establishing semi-official “working relationships” with the local authorities: Brigade works alongside city officials in Sydney; Harrier works directly for the Australian Federal Police; Walkabout has “consulted” with government officials about mystical menaces on several occasions. In 2003 these three, together with the mysterious Wanambi Man, teamed up to defeat the extradimensional fiend Marmoo (see *Hidden Lands*) when he threatened Sydney. UNTIL agents on the scene reported that they showed no signs of teamwork (and in the case of Harrier and Walkabout, apparently open animosity).

UNTIL IN AUSTRALIA AND OCEANIA

The low incidence of superhuman activity in this region means the Perth Regional Base posting is considered either cushy or punishment by boredom, depending on one's viewpoint. Major Alfred Dunant, who's in charge there, is a humanitarian of the first order, so he keeps his squads busy with disaster relief programs, assisting scientific expeditions, and the like.

Since early 2004, UNTIL's been hard at work building its second undersea base, FRONTIER, on an underwater plateau southwest of the Ryukyu Islands. The project's been proceeding remarkably smoothly so far; UNTIL's administrators hope that particular streak of luck continues for another year or so until the base is completed and staffed.

Superhuman Threats In Australia And Oceania

While some organizations and master villains, such as DEMON and Dr. Destroyer, have established major operations in Oceania from time to time, most of the region's superhuman threats concentrate in Australia, just like its heroes. The most dangerous of these is the superhuman assassin Taipan, who as of mid-2005 remains in “hot sleep” in an Outback prison built especially to hold him. The other major source of paranormal threats in Australia is the Well of Worlds, an extradimensional gateway in Ayers Rock (see *Hidden Lands*, page 70).

During early 2005, several fishermen reported “undersea lights” in the vicinity of both Fiji and the Cook Islands. UNTIL sent its AEGIR submarine to investigate, but found nothing; the Perth Regional Base is keeping a closer than usual eye on those areas.



TOP FIVE LOCATIONS FOR A FIGHT SCENE IN AUSTRALIA AND OCEANIA

1) The Great Barrier Reef. This is a 900-mile-long coral reef, the largest in the world, in the Coral Sea on the northeastern coast of Australia. A popular destination for SCUBA-diving tourists, the reef is easily accessible both from the Queensland shore and various island resorts in and around the reef itself. It's home to an astonishing range of sea creatures, many of which are unique to the area... and a few of which are deadly dangerous.

2) Sydney Opera House. Located on Bennelong Point in Sydney Harbor, the Opera House is one of the most distinctive pieces of twentieth century architecture on Earth and a popular performing arts center for artists around the world. It's 183 meters (91.5") tall, with a roof made from multiple semi-spherical projections designed to suggest the sails of a ship. Inside it has five separate theaters. It averages around 3,000 events of all sorts each year, with audiences of up to two million annually.

3) Easter Island. Perhaps the most famous and mysterious of the South Seas lands is Easter Island, located over 2,000 miles from the nearest population centers (Chile, which controls it, and Tahiti). Scattered around the island are more than 600 carved statues and images called *moai*; they're often in groups of six to twelve. Quarried from the compressed ash stone of Rano Raraku peak using flaked stone tools, the statues are typically half-length (torso and head) human figures of distinctive appearance/shape. Most figures' hands nearly meet at the bottom of the statue, their noses are long and straight, and their ears have lobes elongated to a sort of fleshy rope. They typically range from six to thirty feet (1"-5") tall. Many used to stand on *ahu*, burial-places formed of stones that are common throughout most of the island, but have long since fallen over or sunk into the ground. No one knows who made the statues, or why; some local myths suggest that the moais were designed to capture the *mana*, or magical energies, of the clan chiefs and keep it from leaving the island, guaranteeing good weather and successful crops.

4) Heard Island. Midway between Australia and Madagascar in the Southern Ocean, Heard Island is a nature preserve dominated by various species of birds and seals. It's also home to Mawson Peak, a 9,000 foot (1,385") high active volcano which is also the tallest mountain in Australian territory.

5) Uluru (Ayers Rock). A massive sandstone monolith in the central Australian wilderness, revered as sacred by most of the indigenous Australians. For information about its superpowered inhabitants and mysteries, see *Hidden Lands*.

SUPERHEROES OF AUSTRALIA AND OCEANIA

BRIGADE

Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
35	CON	50	16-	
20	BODY	20	13-	
10	INT	0	11-	PER Roll 11-
17	EGO	14	12-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
25	PD	14		Total: 25 PD (25 rPD)
25	ED	18		Total: 25 ED (25 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
18	REC	0		
70	END	0		
66	STUN	0		Total Characteristics Cost: 216

Movement: Running: 12"/24"
Leaping: 11"/22"

Cost	Powers	END
	<i>Martial Arts: Street Brawling</i>	
	Maneuver OCV DCV Notes	
4	Chin Block	+2 +2 Block, Abort
4	Punch	+0 +2 13d6 Strike
5	Roundhouse	-2 +1 15d6 Strike
3	Tackle	+2 +1 11d6 Strike; You Fall, Target Falls
4	<i>Intimidatingly Impressive:</i> +10 PRE; Only For Fear-/Intimidation-Based Presence Attacks (-1), Extra Time (Full Phase, -½)	0
12	<i>Extremely Tough:</i> Hardened (+¼) for 25 PD, 25 ED	0
31	<i>Extremely Tough:</i> Damage Resistance (25 PD/25 ED), Hardened (+¼)	0
12	<i>Freight Train Coming Through:</i> Running +6" (12" total)	2
7	<i>Quick Healer:</i> Healing 1d6 (Regeneration, 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
5	<i>Resistant:</i> Life Support (Safe Environments: High Pressure, Intense Cold, Intense Heat)	0
	Perks	
5	Contact: Sydney's Police Chief 11- (Contact has very useful Skills or resources, Good relationship with Contact)	
4	Reputation: Sydney's native hero (in Sydney) 14-, +2/+2d6	
	Skills	
10	+2 HTH	
4	+2 OCV with Move Through	
3	Breakfall 13-	
3	Climbing 13-	
1	Gambling (Sports Betting) 8-	
2	AK: Australia 11-	
2	CK: Sydney 11-	
2	KS: Australian Crime And Criminals 11-	

- 2 KS: Rugby 11-
- 3 Mechanics 11-
- 3 Streetwise 12-
- 3 TF: Common Motorized Ground Vehicles, Small Motorized Boats

Total Powers & Skills Cost: 134
Total Cost: 350

200+ Disadvantages

- 10 Enraged: if children are threatened or hurt (Uncommon), go 11-, recover 14-
- 15 Hunted: Lightning Man 8- (As Pow, PC has a Public ID or is otherwise very easy to find, Harshly Punish)
- 15 Psychological Limitation: Protects Innocents, Particularly Children (Common, Strong)
- 15 Psychological Limitation: Mistrusts Scientists And Other “Brainy” Types (Common, Strong)
- 15 Social Limitation: Public Identity (Chad Riley) (Frequently, Major)
- 80 Experience Points

Total Disadvantage Points: 350

Background/History: Chad Riley worked for a shipping and trucking firm overseeing a crew on the docks of Sydney that unloaded shipments of industrial chemicals and fertilizers from overseas companies. In 2002, he was inspecting the hold of a ship registered to a petrochemical firm in Awad when the safety catches on one of the overloaded

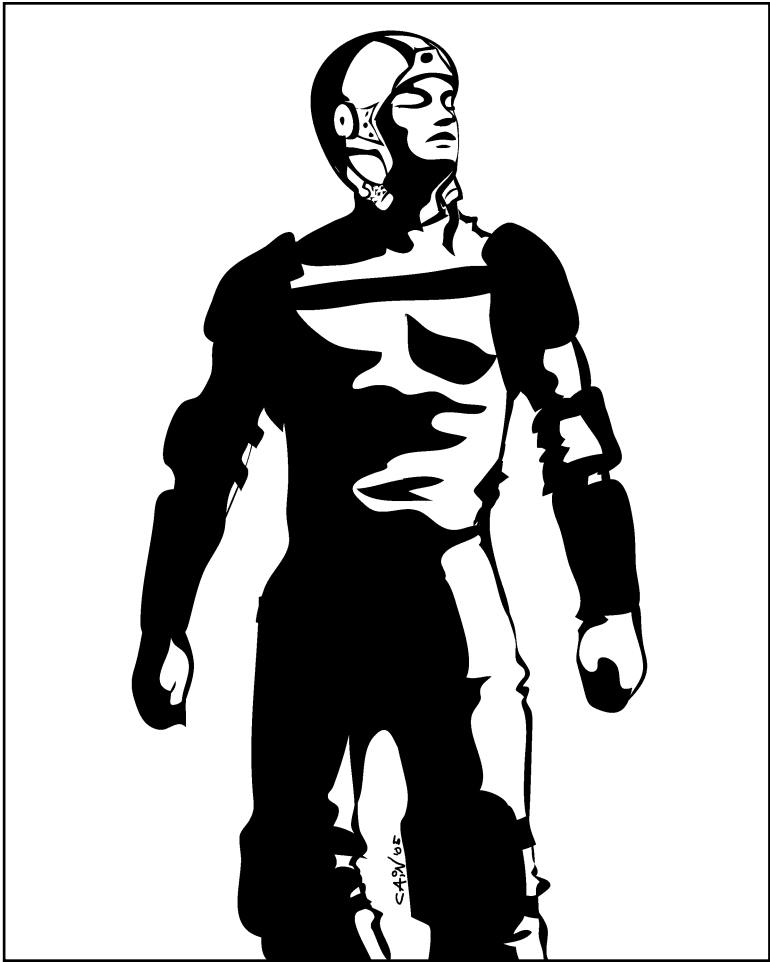
racks gave way. An improperly- stored container fell on him and split open, dousing him in a strange brown, oily chemical that burned his eyes and stung his skin. At first, he feared he’d been exposed to acid or something even worse — his clothing started to feel tight, and it was hard to breathe. As the chemicals continued to soak into his skin, he realized his shirt was ripping and tearing not because it was shrinking, but because he was growing! Riley had always been a big, burly fellow, but by the time his vision cleared and he could stand again, he had grown over a foot taller and added a couple hundred pounds of muscle. With one hand he picked up the barrel that had knocked him down, barely feeling the weight. The other workers who’d rushed into the hold when they heard his shout didn’t even recognize him at first.

Riley’s accident and transformation were a major news story in Australia. Local scientists and UNTIL doctors poked and prodded him until he came close to losing his temper. Port enforcement officials studied the shipment, but the container that spilled its mysterious contents wasn’t listed on any manifest and no one knew where it came from or what it might have contained (the contents had either been absorbed into Riley’s body or evaporated).

As one of Australia’s few publicly-known superhumans, Riley became a media celebrity overnight. When a reporter asked half-jokingly if he was going to become a superhero or a supervillain,

Riley replied that “I’d like to find a way to help people, if I can.” Sensing an opportunity, the mayor of Sydney deputized him to become a special assistant to the city’s police force and had a media relations expert design a costume and the name “Brigade” for him. He’s seen little action in the last three years compared to a typical American superhero defending a city the size of Sydney, but the odd natural disaster, VIPER plot, or attack by his arch-nemesis Lightning Man, combined with his fairly extensive calendar of public appearances and charity benefits, keeps him busy.

Personality/Motivation: Brigade is an amiable, quiet fellow who’s been thrust into a spotlight he never would have sought out on his own. Given his druthers, he’d relax with a beer and watch his beloved national rugby union, but he believes he was given his abilities by a higher power and is determined to make a positive difference in



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the world with them. He's adapted to his new life well, becoming Australia's best-known answer to all those superheroes overseas. He's friendly and approachable, and most people think of him as a genuine good guy (which he is). If he ever ran for public office in Sydney he'd probably win easily, though becoming a politician is the furthest thing from his mind.

Quote: "Aw, carm on. Yer not gonna make me chase ya, now, are ya?"

Powers/Tactics: Brigade's body has been transformed by the mysterious Awadi chemicals into a powerhouse of strength and energy. He can lift fifty tons, resist small arms fire (and heal incredibly rapidly from any wounds he does receive), and run about forty miles an hour.

Brigade's surprisingly crafty in a straight-up fight; he's certainly been in enough bar-room brawls on the docks of Sydney as a youth to know the value of speed and surprise as well as brute strength. He hasn't had much experience with superhuman foes, except for Lightning Man (who has painfully taught him the value of avoiding being sniped at from a distance), so opponents with unusual powers or tactics may throw him for a while.

Campaign Use: Brigade is plenty tough enough to defend Sydney, though he may seem a bit underpowered for the sort of menaces important enough to bring the PCs running from America or Europe. That said, he's brave and tough, and should give a good accounting of himself in any battle even if he's overshadowed by the PCs.

To make Brigade more powerful, increase his STR and perhaps add a few "brick tricks." He's pretty sturdy as is, but depending on your campaign standards you may also want to increase his defenses. If Brigade's too powerful, reduce his Running or Martial Arts before dropping his STR.

Brigade might Hunt anyone he decides is a threat to Sydney or Australia, or who hurts children, but he'll do so without much subtlety or planning. Any villain who can't see him coming is too dumb to remain on the loose for very long.

Appearance: Brigade is 7'0" tall with the powerful, muscular build one expects of a person who can lift 50 tons. His costume — a bodystocking made of a silvery insulated fiber with matte black armored plates attached at strategic locations (chest and shoulders, forearms and elbows, knees and chins, and so forth) — enhances his appearance. He also wears a helmet that's silver with black highlights and fastens snugly under his chin with a thick leather strap. The helmet frames his face, leaving it completely exposed while protecting the rest of his head.

HARRIER

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
25	DEX	45	14-	OCV: 8/DCV: 8
20	CON	20	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
14	COM	2	12-	
7	PD	3		Total: 16 PD (9 rPD)
7	ED	3		Total: 16 ED (9 rED)
5	SPD	15		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
32	STUN	0		Total Characteristics Cost: 125

Movement: Running: 6"/12"
Flight: 18"/72"

Cost Powers END

52 Pulson Blaster: Energy Blast 12d6, Autofire (3 shots; +¼), 4 clips of 32 Charges each (+½); OAF (-1) [4x32]

Martial Arts: ASIS/AFP Training

Maneuver	OCV	DCV	Notes
4 Choke Hold	-2	+0	Grab One Limb; 2d6 NND
4 Restrain	-1	-1	Grab Three Limbs, 28 Str For Holding On
4 Punch/Kick	+0	+2	5½d6 Strike
3 Throw	+0	+1	3½d6 +v/5, Target Falls

12 *Armored Costume:* Armor (6 PD/6 ED); OIF (-½) 0

41 *Wingpack:* Flight 18"; x4 Noncombat, Reduced Endurance (0 END; +½); OIF (-½) 0

6 *Perceptive:* +2 PER with all Sense Groups 0

6 *Costume Radio:* Radio Perception And Transmission; OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼) 0

Perks

20 Contact: 20 points' worth in the Espionage and Law Enforcement Worlds

3 Fringe Benefit: National Police Powers

Talents

6 Combat Luck (3 PD/3 ED)

Skills

8 +1 with All Combat

4 +2 with *Wingpack*

3 Bureaucratics 13-

3 Combat Driving 14-

3 Concealment 12-

3 Cryptography 12-

3 Deduction 12-

3 Electronics 12-

2 Forgery (Documents) 12-

2 AK: Australia 11-

2 CK: Melbourne 11-

3 KS: The Espionage World 12-

- 2 KS: Superhumans Of Australia 11-
- 2 Language: French (fluent conversation; English is Native)
- 1 Language: Russian (basic conversation)
- 3 Lockpicking 14-
- 3 Paramedics 12-
- 3 Shadowing 12-
- 3 Systems Operation 12-
- 3 Stealth 14-
- 3 Streetwise 13-
- 3 Tactics 12-
- 3 TF: Common Motorized Ground Vehicles, Small Planes
- 5 WF: Common Melee Weapons, Small Arms, Staffs

Total Powers & Skills Cost: 234

Total Cost: 359

200+ Disadvantages

- 5 DNPC: David (boyfriend and AFP agent) 8- (Normal; Useful Noncombat Position or Skills)
- 20 Hunted: ARGENT 8- (Mo Pow, NCI, Capture/Kill)
- 10 Hunted: Australian Federal Police 8- (Mo Pow, NCI, Watching)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Psychological Limitation: Australian Patriot; Considers Herself Responsible For Whole Country (Common, Strong)
- 15 Psychological Limitation: Dislikes Magic And The "Occult" (Common, Strong)
- 15 Social Limitation: Secret Identity (Connie Holquinn) (Frequently, Major)
- 59 Experience Points

Total Disadvantage Points: 359

Background/History: Connie Holquinn was born in Leeds, England, in 1974, but moved to Australia with her family in 1985. When she graduated from college, she was recruited by the Australian Secret Intelligence Service as a field agent — she was just the sort of tough, intelligent, resourceful person it needed. She worked for the ASIS for several years, then quit to take a job with the Australian Federal Police when she decided it was time to settle down a bit.

In 2000, Holquinn participated in a raid on what the AFP thought was a smugglers' hideout... but which turned out to be an ARGENT secret research lab. Encountering stiffer resistance than they'd expected, the AFP agents were in danger of being killed. While knocking over some crates for more cover, Holquinn found an experimental flight suit — underarm wings, magnetic thruster pack — and a blaster pistol. Quickly putting the suit on, she used it to turn the tide of the battle and make sure the ARGENT scientists and their hired goons got the justice they so richly deserved.

The AFP was going to mothball the suit (which appeared to have been developed partly by copying the work of the French hero Autour), but Holquinn had other ideas. She appealed to her superiors to let her keep wearing it and function as a superhero (and, if necessary, a superpowered ASIS agent). After considerable discussion, the AFP brass approved her proposal and created the identity of Harrier for her. She was supposed to be totally covert, but just a few months later was revealed to the world when reporters chanced across a fight between the AFP and a VIPER's Nest in Brisbane. Since then she's served in a more public role, and has worked with UNTIL or other heroes on several occasions. She's met Brigade (whom she gets along with just fine) and the Walkabout (whose mysterious ways and reliance on magic disturb and frighten her), but usually works alone.

Personality/Motivation: Harrier makes an excellent superhero. While not exactly happy-go-lucky the way Brigade seems to be, she genuinely loves her country and fellow Australians and likes being able to serve and protect them. Sometimes she pushes herself too hard, trying to defend the entire country against any superpowered threat that arises.

Harrier's encountered magic or mystic threats on several occasions, and has developed a dislike for all things arcane. She doesn't understand magic and fears it to a certain extent — it's strange, arbitrary, and dangerous even to those supposedly skilled in its use. She'd be just as happy if all that mystical stuff would go away for good.



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Quote: “All right, I’ll take a look around. You guys stay here and wait for my signal.”

Powers/Tactics: The “wingpack” that Holquinn found in the ARGENT lab gives her the ability to fly by manipulating the Earth’s magnetic field. The wings allow her to steer easily, but aren’t necessary to keep her aloft (so she can draw and fire her pulson pistol without plummeting). Her top speed is over 130 miles per hour.

Harrier’s main weapon is an ARGENT pulson blaster which she can fire on single-shot or automatic settings. She’s also had HTH combat training via the ASIS and AFP, and has learned a host of Skills during her time as a spy and cop. While she’s confident going up against ordinary mobsters or smugglers, she won’t attack a superhuman threat by herself unless lives are at stake. She prefers to observe from a distance, gather whatever intelligence she can, and then call for reinforcements.

Campaign Use: Harrier is a practical, no-nonsense government agent who can act as the spearhead of any operation involving Australian law enforcement or intelligence. Heroes who run afoul of the law in Australia may be able to overpower her... but she won’t fight them directly. Instead she’ll make their lives difficult by gathering extensive intelligence about them and bringing both the full bureaucracy and a nearly endless supply of agents to bear against them. On the other hand, if she’s on good terms with the PCs, she may ask them to help tackle menaces she can’t handle on her own.

To make Harrier more powerful, either make her more speedster-like (increase her Flight and give her special Martial Maneuvers for use with it), a better cop (more Skills, better Skill Rolls, more Combat Skill Levels), or better armed (*i.e.*, give her more weapons and gadgets). To weaken her, replace the Pulson Blaster with a standard firearm.

See above regarding how Harrier would Hunt a PC who’s an outlaw (or seems to be one).

Appearance: Connie Holquinn is a pretty young woman with blue eyes and shoulder-length blonde hair that she usually ties back in a ponytail while flying. As Harrier she wears a leather re-enforced armored costume that’s the same color as the blue in the Australian flag, with red gloves, shiny black knee-high boots, and a double red stripe runs up the sides of her arms and legs. The wings that allow her to fly are attached to the costume underneath her arms and reach beyond her hands. She wears her blaster in a red holster strapped to her right thigh. A red domino mask with a dark blue border conceals her identity.

WALKABOUT

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
28	CON	36	15-	
15	BODY	10	12-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
25	PRE	15	14-	PRE Attack: 5d6
20	COM	5	13-	
12	PD	9		Total: 12 PD (12 rPD)
12	ED	6		Total: 12 ED (12 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
56	END	0		
38	STUN	1		Total Characteristics Cost: 161

Movement: Running: 9”/18”
Leaping: 28”/448”

Cost	Powers	END
80	<i>Purri Purri (Ancient Magics):</i> Multipower, 80-point reserve	
15m	1) <i>Bend Another’s Will:</i> Mind Control 12d6 (Human class of minds), Reduced Endurance (½ END; +¼)	3
3u	2) <i>Call Animals:</i> Summon up to 8 animals built on up to 150 points, Very Limited Group (Australian animals; +¼), Loyal (+½); Arrives Under Own Power (-½), Incantations (-¼), Summoned Beings Must Inhabit Locale (-½)	5
13m	3) <i>Call Whirlwind:</i> Energy Blast 8d6, Area Of Effect (4” Radius; +1), Random Knockback (+0); Does Not Work Underwater Or In A Vacuum (-¼)	7
1u	4) <i>Chameleon Form:</i> Invisibility to Sight Group; Chameleon (-½)	2
1u	5) <i>Enter The Dreamtime:</i> Extra-Dimensional Movement (any physical location in a single dimension), x8 Increased Mass; Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼)	4
2u	6) <i>Healing Crystals:</i> Healing BODY 4d6, Can Heal Limbs; OAF Expendable (Easy to obtain; -1), Extra Time (Extra Phase; -¾)	4
9m	7) <i>Sky-bounding:</i> Leaping +25” (28” forward, 14” upward), x16 Noncombat, Accurate	4
2u	8) <i>The Smell Of Water:</i> Detect Water 15- (Smell/Taste Group), Discriminatory, Range, Telescopic (+4 versus Range Modifier)	0
16	<i>Throwing Stick:</i> Energy Blast 9d6; OIF (-½), Beam (-¼), Extra Time (Extra Phase, -¾), Range Based On Strength (-¼)	4
25	<i>Enchanted Spear:</i> Multipower, 37-point reserve; all slots OIF (-½)	
1u	1) <i>Thrown Spear:</i> RKA 1½d6, Affects Desolidified (+½); OIF (-½), Extra Time (Extra Phase, -¾), Range Based On Strength (-¼)	4
2u	2) <i>Thrusting Spear:</i> HKA 1½d6 (2d6+1 w/STR), Affects Desolidified (+½); OIF (-½)	4

12	<i>Protective Ceremonies: Damage Resistance</i> (12 PD/12 ED)	0
10	<i>Trained Thoughts: Mental Defense</i> (15 points total)	0
10	<i>Protective Ceremonies: Power Defense</i> (10 points)	0
5	<i>Protective Ceremonies: Life Support</i> (Diminished Eating: only has to eat once per week; Diminished Sleeping: only has to sleep eight hours per week; Longevity: lifespan of 200 years; Safe Environment: Intense Heat)	0
6	<i>Swift: Running</i> +3" (9" total)	1
9	<i>Keen Senses: +3 PER</i> with all Sense Groups	0
5	<i>Night Vision: Nightvision</i>	0
23	<i>Waking Dreams: Retrocognitive, Precognitive Clairsentience</i> (Sight And Hearing Groups), <i>Dimensional</i> (the Dreamtime); <i>Only Through Dreams</i> (-1), <i>Activation Roll</i> 12- (-¾), <i>Vague and Unclear</i> (-½)	7

Perks

5	<i>Contact: Wanambi Man</i> 11- (Contact has very useful Skills or resources, Good relationship with Contact)
20	<i>Contact: 20 points' worth</i> among the Mystic World

Talents

3	<i>Lightsleep</i>
2	<i>Trackless Stride</i> (see <i>Fantasy Hero</i> , page 107)

Skills

24	+3 with All Combat
2	<i>Animal Handler</i> (Birds) 14-
3	<i>Breakfall</i> 13-
3	<i>Climbing</i> 13-
4	<i>AK: Australian Outback</i> 14-
3	<i>KS: Australian Aboriginal Tribes</i> 13-
6	<i>KS: The Dreamtime And Aboriginal Occultism</i> 16-
2	<i>Language: English</i> (fluent conversation; Wiradjuri is Native)
3	<i>Stealth</i> 13-
6	<i>Survival</i> (Desert) 15-
3	<i>Tracking</i> 13-

Total Powers & Skills Cost: 339**Total Cost: 500****200+ Disadvantages**

5	<i>Hunted: various evil spirits of the Dreamtime</i> 8- (As Pow, Limited Geographical Area, Kill/Corrupt)
15	<i>Hunted: Sydney's Demonhame</i> 8- (As Pow, NCI, Harshly Punish)
5	<i>Money: Poor</i>
20	<i>Psychological Limitation: Devoted To Protecting Earth And The Dreamtime</i> (Common, Total)
255	<i>Experience Points</i>

Total Disadvantage Points: 500

Background/History: Yeri Kinmorko is a Koori, a member of Australia's Wiradjuri tribe, but his maternal grandfather was Chinese. From him Yeri inherited an odd mix of facial features, including epicanthic folds around the eyes and straight black hair. At thirteen he underwent his tribal initiation rites. During that night, Yeri had a strange vision in which a serpent whose scales reflected all of the colors of the rainbow came to him. At first he was terrified of the creature, but instead of attacking him it only looked at him with a strange mixture of admiration and sadness. "You will have a long and difficult road, young one," said the snake in a surprisingly deep and soothing voice. "You will walk all of your days, and there will be few you will call friend. And yet many will owe you gratitude, for your walking will bring you to many lost and helpless people, many battles, and many sorrows, and you will be a great warrior against the darkness. And when the end of your days finally comes, you and I will meet again, and you will have to make a terrible choice. I wish that your fate were not so, young one, but it has already been written." And with an odd little bow, the snake turned and vanished back into the darkness.

When he awakened, Yeri discovered that several powerful Aborigine mystics had come to the place of the ceremony and were waiting for him. They took him to Uluru and spent the next decade teaching him *Purri Purri*, the magical abilities he needed to fulfill his destiny as the chosen protector-wanderer of his people, and the world. He knew his training was complete when he woke up one morning to find the mystics gone. He packed up his meager belongings, walked away from Uluru, and has been walking ever since.

Personality/Motivation: Walkabout accepts his destiny, and his role as a mystic protector, with grace and dignity. He never asked for the responsibility, but having been given it intends to live up to it as best he can. While his friend the Wanambi Man sits patiently guarding the Well of Worlds, his own role is to travel around Australia in both the Dreamtime and the Waking World. Somehow fate and his instincts always lead him to wherever he's needed the most.

Quote: "No, I don't know why I've come here. Not yet, anyway."

Powers/Tactics: Walkabout is a powerful mystic who can enter the Dreamtime, summon animals or deadly whirlwinds, and use several other mystic powers. His most useful offensive spell is his ability to mentally dominate others, something he does only use in dire emergencies as he considers it distasteful. His primary weapons are his enchanted spear and throwing stick, both of which can strike even intangible spirits. They both return to his hand after being thrown (hence they're OIFs, not OAFs).



Walkabout's Healing ability requires crystals or gemstones, which he charges with pure healing energies. He usually carries several pieces of suitable quartz with him in his pack, but in a pinch he can use any sort of crystal or gem (such as a piece of jewelry.) Each crystal can be used only once for this purpose, though it isn't physically damaged by the spell.

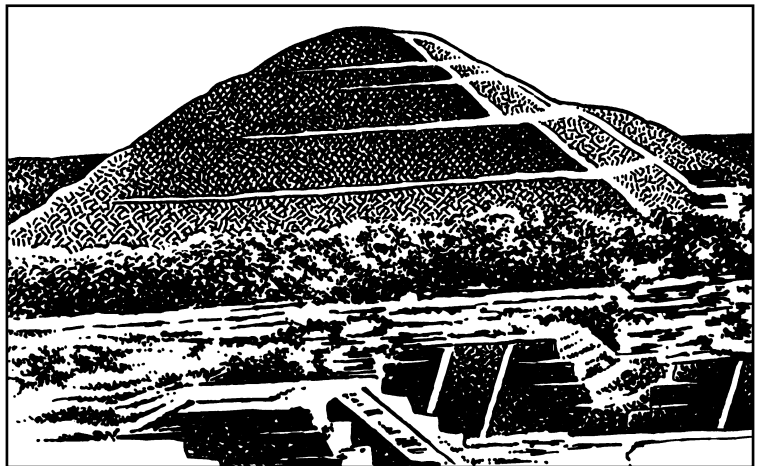
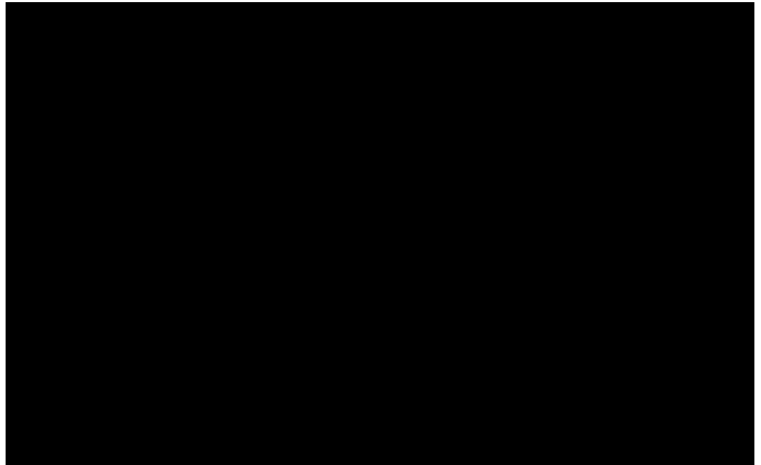
Campaign Use: Walkabout is a handy mystic to use in any scenario involving the Dreamtime or Australia. His connections to both the Wanambi Man and others in the mystical community offer plenty of plot hooks, and of course his "destiny" allows him to turn up pretty much anywhere the GM wants him to.

To make Walkabout more powerful, add some offensive Multipower slots, such as an "entrancement" Entangle or a summoned horde of stinging insects. You could even give him a small Variable Power Pool for other mystical abilities. To weaken him, remove his Mind Control and/or his Clairsentience.

Walkabout Hunts any character who seems to be a mystical threat to either Australia or the Dreamtime in general, and won't hesitate to call on friends and allies to deal with any particular problem. If necessary he just tracks the problem down and confronts it, but he prefers to spend some time "gathering intelligence" and trying to find a non-violent solution if he can.

Appearance: Walkabout is a man in his early forties, with dark skin and features that reveal his mixed Wiradjuri-South Asian heritage. He usually wears an open leather vest with pockets down the front and khaki pants frayed at the ankles. His leather boots are dirty and worn. On his head he wears a dusty straw hat that appears to be falling apart but that never loses a single straw no matter how strongly the wind blows. Attached to a leather strap that he slings over his shoulder is a worn satchel containing crystals and other small ritual items. He's never found without his walking stick, which he can transform into a mystical spear with a thought. The shaft is dark and worn, especially where Walkabout holds it, and numerous chips and other imperfections spoil its otherwise smooth contours. His belt has an extra loop for holding his throwing stick when it's not in use.

chapter eight:



CENTRAL AND SOUTH AMERICA

CENTRAL AND SOUTH AMERICA



For purposes of the ISSA, “Central and South America” includes Mexico, the Central American peninsula, the continent of South America, and the islands of the Caribbean. A vast, geographically diverse, and often poorly-developed region with a history of political instability, it offers many places where supercriminals can hide out from the law, or sometimes even set themselves up in political power. Fortunately, it also has its share of superheroes dedicated to stopping them. According to UNTIL estimates, the region may have as many as 120 superhuman individuals, though nowhere near that many have been publicly identified.

Registration

The superhuman registration laws of the nations in this region vary wildly. Several of them have no registration laws at all; they don’t think they need them, since they have few, if any superhumans and no supercrime problem. Argentina, Brazil, Jamaica, and Mexico all have registration laws patterned after those of the United States, but even less well enforced. Chiquador’s law, on the other hand, resembles China’s: all superhumans must register with and work for the government, on pain of imprisonment or execution. The only publicly-revealed superhuman actually working for the Chiquadoran government is *El Grifo Rojo* (“the Red Griffin”), a flying brick whom some observers say is as powerful as Charm Girl.

HEROES AND HERO TEAMS

Most of the South/Central American region’s superhumans seem to prefer to work alone or in temporary team-ups; Brazil’s most famous hero, El Dorado (see page 105), is a good example. But the region has two superhero teams of note. The first is *Los Ángeles de la Guarda* (“the Guardian Angels”), which operates primarily in Mexico. Its members include *Señor Atómico* (“Mr. Atomic,” a radiation-manipulating energy projector), *Hal-lazgo* (“Brainwave,” a mentalist not to be confused with the retired San Francisco crimefighter of the 1980s), and *Puma* (“Cougar,” a brick); it doesn’t seem to have a set leader. In early 2005 it scored a major victory in a battle against VIPER that netted it six powerful VIPER hovercraft, four of which it donated to the Mexican government.

The second is *La Brigada de Victoria* (“The Victory Brigade”), which maintains its headquarters in Rio de Janeiro but is active all over the South American continent, and sometimes

in the Caribbean. Its leader is *Capitão Batalha* (“Captain Battle,” a Brazilian weaponmaster and martial artist who uses a gimmicked metal quarterstaff); some of its other members include *El Maestro de Jungla* (“Junglemaster,” a plant manipulator, usually referred to simply as “Jungla”), *Escarlate Xamã* (“the Scarlet Shaman,” a Brazilian mystic), and *Giganto* (a play on “Gigantic”). The latter, a formerly villainous semi-intelligent brick created by the now-deceased Professor Muerte, once belonged to the notorious Terror, Inc. villain team. He’s now supposedly reformed, and has had much of his intelligence restored thanks to treatments paid for by El Dorado. He spends most of his time in the back country helping villagers and other simple folk, but responds to the team’s call whenever an emergency arises.

UNTIL IN CENTRAL AND SOUTH AMERICA

Between native villains, and mercenary villains hired by various rebel groups, drug cartels, and tinpot dictators, UNTIL has to maintain a major presence in this region, including five Regional Bases, the Martinez Space Facility (MSF), and several lesser bases. In early 2005, the security of the MSF was breached by what seemed to be an alien energy-being of some sort who apparently traced its signals and used it to “home in” on Earth. The alien, who identified itself as Solus, apparently intended to conquer Earth, but was defeated by UNITY and a large contingent of UNTIL agents after a protracted battle. UNTIL believes Solus has been banished back into space and will not threaten Earth again.

SUPERHUMAN THREATS IN CENTRAL AND SOUTH AMERICA

Some of the threats that UNTIL and local superhero teams contend with include:

ARGENT

ARGENT’s Central American operations have never recovered from the Guamangan debacle of 1994 (see *Champions Universe*, page 70); police agencies and superheroes on the peninsula took advantage of that weakness to root out ARGENT operations elsewhere. However, it’s thought to have done better infiltrating the high-tech and business communities of Brazil and Argentina, and perhaps even to have teamed with Colombian rebel groups to provide them with weapons in exchange for access to natural resources in areas under their control.

ALSO IN THE NEWS...

In November 2004, the United States invaded the Caribbean nation of Costa Azúl and overthrew its long-time leader, Col. Enrique Pineda. Credible evidence obtained by the CIA and presented to the President and Congress indicated that Pineda and his government were responsible for sheltering and training a group of supervillains calling itself *Los Aplastadores* (“The Crushers”). These villains committed a terrorism-for-pay attack in Washington, D.C. in July 2003 that would have destroyed the Lincoln Memorial if not for the timely intervention of the Sentinels. On top of Pineda’s well-documented role in international drug smuggling and money laundering, this was more than the United States was willing to tolerate. As of mid-2005, the US continues to occupy the island pending democratic elections scheduled for November, 2005; Col. Pineda remains in prison in the United States until his trial. To date the Crushers have refused to say who paid them to make the attack.

THE LOS DEFENSORES SCANDAL

Los Defensores de Méjico (the Defenders of Mexico) was a super-team founded in Mexico City in 1978 with the full support of the PRI and the Mexican government. Over its nearly twenty years of active crimefighting, it saw numerous heroes cycle in and out of membership; only *El Aguila* (“the Eagle,” a flying gadgeteer) and *La Fantasma Negra* (“the Black Phantom,” a mystic/detective) remained on the roster throughout the team’s history.

In 1997, the team consisted of Macahuitl, Acantilado, El Aguila, Raya de Plata, Fantasma Negra, *Rey Tigre* (“King Tiger”), and *Kid Relampago* (“Kid Lightning”). Raya, who was already prone to criminal behavior, and the veteran martial artist *Rey Tigre*, who was deeply in debt, made contact with the powerful Tijuana drug cartel and offered their services. The cartel’s leaders agreed to pay them substantial amounts of cash to “overlook” cartel activities while simultaneously concentrating their efforts on eliminating his rivals in Juarez. Raya and *Rey* brought in the *Kid* (who like Raya wasn’t a particularly nice person), El Aguila (who was just plain greedy), and Acantilado (who was too psychologically tied to the team to split from it). They left Fantasma Negra out of their scheme because she was too devoted a crime-fighter to be turned, and Macahuitl because he was easily misdirected due to his unfamiliarity with the twentieth century.

Continued on next page

OS DEPREDATÓRES

Brazil’s most notorious superteam, *Os Depredadores* (“The Predators”), has been around for nearly a decade. Besides *Brujo Negro* (“the Black Sorcerer”), the team’s super-mage leader, the other current members of the team include *Caimão* (“Caiman,” an alligator-man with devilish cunning and vicious natural weaponry), *Avalanche* (an energy projector with vibration powers), *Gritador* (“Brawler,” a grotesquely-muscled, hideously-scarred brick), and *X* (a strange, possibly extradimensional, being with powers of intangibility, invisibility, and teleportation). Mostly the Depredadores commit robberies and similar crimes, and they’ve pulled off more than a few spectacular heists during their time. But the team’s recent behavior seems to indicate that its members aren’t getting along well; a breakup may soon occur.

LOS REYES DE CRIMEN

Mexico’s most prominent villain team calls itself the Crime Kings (*Los Reyes de Crimen*). Led by an aquatic brick named *Escollera* (“Breakwater”), it commits crimes throughout Mexico, sometimes branching out to hit Caribbean, Central American, or Southwestern US targets. Other members include *Tronido* (“Thunderclap,” a wind and weather manipulator), *Jigsaw* (a disturbing supervillain who can split his body up into approximately two dozen tiny but strong little men), and *La Cuchicheo* (“The Whisper,” a female mentalist).

OTHER THREATS

Despite the presence of VIPER and several villain teams, perhaps the biggest superhuman threat in the South American region is *Eclipsar*, an immensely powerful darkness-manipulating villainess whose goals seems to be to destroy or consume the sun. Nearly a dozen heroes and several companies of UNTIL agents barely defeated her during her first appearance in 2000, and her escape from the Guardhouse in early 2004 has authorities all over the world worried.

TOP FIVE LOCATIONS FOR A FIGHT SCENE IN CENTRAL AND SOUTH AMERICA

1) Chichen Itza, Yucatan, Mexico. The most well-preserved archaeological site of pre-Columbian civilization, Chichen Itza was a major Mayan city. Many of its buildings, roads, and other structures are still partially intact, including several spectacular temples and step-pyramids. It became the capital of the Toltec ruler Quetzalcoatl, or Kukulcan, late in the tenth century. The Temple of Kukulcan in the center of the site is a pyramid topped with an enclosed building where the ruler sat on a Jaguar Throne carved from sandstone and painted red with jade inlays. Archaeologists are still exploring the surrounding caves; periodically they make new finds pertaining to the Maya and Toltecs.

2) Tiahuanaco, Bolivia. This pre-Columbian city in the southern Andes was one of the largest population centers in South America, home to more than 40,000 people at its height between 500 and 900 AD. The ruins are notable for the massive size and intricate cutwork of the surviving stone walls and buildings. It’s been looted systematically for hundreds of years, but many locals still believe there are treasures hidden far beneath the city or in the caves surrounding nearby Lake Titicaca.

3) Rio de Janeiro, Brazil, especially during Carnival (the annual days-long street party that precedes Ash Wednesday, usually in February). Parades, competitions between local samba schools, and masquerade balls bring the city to a near-standstill for four days. Hundreds of thousands of tourists come to eat, drink, and make merry.

4) The Panama Canal. This artificial canal, 51 miles long and containing a series of paired locks that allow traffic in both directions, joins the Atlantic and Pacific Oceans. The massive steel gates on the Atlantic side are 22 meters (70 feet, or 11”) high and each weigh 750 tons. Construction of the Canal began in 1880 under the French, who were eventually forced to abandon the project. The Americans took up the gauntlet, and in 1913 the Canal opened. Thousands of workers died during the construction process.

5) Havana, Cuba. Once a haven for pirates and smugglers, Havana grew to become a vacation destination for Americans until the Cuban Revolution. Old Havana is a collection of Spanish Colonial masterpieces side-by-side with the faded glory of the former nightclubs and gambling dens of Lucky Luciano, now interwoven with statues to heroes of the Communist State.

SUPERHEROES OF CENTRAL AND SOUTH AMERICA

ACANTILADO

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [3]
16	DEX	18	12-	OCV: 5/DCV: 5
40	CON	60	17-	
21	BODY	22	13-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
33	PD	19		Total: 33 PD (30 rPD)
30	ED	22		Total: 30 ED (30 rED)
4	SPD	14		Phases: 3, 6, 9, 12
22	REC	0		
80	END	0		
82	STUN	6		Total Characteristics Cost: 248

Movement: Running: 6"/12"
Leaping: 14"/28"

Cost	Powers	END		
20	<i>Massive Armsweep:</i> Area Of Effect (One Hex; +½) on 70 STR; Requires A Brick Tricks Roll (-½), Can Be Blocked (-¼)	3		
19	<i>Shockwave:</i> Explosion (+½) on 70 STR, Hole In The Middle (+¼); Extra Time (Full Phase, -½), Only Does Knockdown, Not Knockback (-0), Only Versus Targets In Contact With The Ground (-¼), Requires A Brick Tricks Roll (-½), Side Effect (may cause considerable damage to the environment; -0)	4		
16	<i>Thunderclap:</i> Hearing Group Flash 8d6, Does Knockback (+¼), Hole In The Middle (+¼), Explosion (+½); No Range (-½), Extra Time (Full Phase, -½), Restrainable (-½), Requires A Brick Tricks Roll (-½)	5		
	<i>Martial Arts: Brawling</i>			
	Maneuver	OCV	DCV	Notes
3	Flying Tackle	+0	-1	14d6 +v/5 Strike; You Fall, Target Falls; FMove
4	Punch	+0	+2	16d6 Strike
5	Roundhouse	-2	+1	18d6 Strike
3	Throw	+0	+1	14d6 +v/5, Target Falls
30	<i>Rocklike Skin:</i> Damage Resistance (30 PD/30 ED)			0
15	<i>Sturdy:</i> Physical Damage Reduction, Resistant, 25%			0
7	<i>Tough:</i> Life Support (Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum)			0
5	<i>Tough:</i> Lack Of Weakness (-5) for Normal Defenses			0
5	<i>Protected Eyes:</i> Sight Group Flash Defense (5 points)			0

Skills

15	+3 HTH
3	Climbing 12-
2	CK: Mexico City 11-
1	CK: Monterrey 8-
3	KS: Mexican Superhumans 12-
13	Power: Brick Tricks 17-
3	PS: Chemical Plant Worker 12-
1	SS: Chemistry 8-
3	Streetwise 13-

Total Powers & Skills Cost: 176

Total Cost: 424

200+ Disadvantages

15	Hunted: El Tiburon 8- (As Pow, Capture/Kill)
30	Hunted: Mexican Drug Cartel 11- (Mo Pow, NCI, Capture/Kill)
5	Physical Limitation: Clumsy With Hands (-2 on DEX Rolls when handling things) (Infrequently, Slightly Impairing)
5	Physical Limitation: Inconvenient Size (6'8", 750 lbs.) (Infrequently, Slightly Impairing)
25	Psychological Limitation: Trying To Redeem Himself (Very Common, Total)
20	Psychological Limitation: Code Versus Killing (Common, Total)
5	Psychological Limitation: Wants To Return To Human Form (Uncommon, Moderate)
10	Reputation: Disgraced Superhero, 11-
15	Social Limitation: Public Identity (Paulo Bustamonte) (Frequently, Major)
10	Unluck: 2d6
84	Experience Points

Total Disadvantage Points: 424

Background/History: Paulo Bustamonte was an ordinary guy who became decidedly less ordinary in 1988 when a super-battle between the hero *Médico Demonio* ("Dr. Demon") and his nemesis *Hombre Infernal* ("The Infernal Man") spilled into the processing plant where he worked. No one's ever determined exactly what happened. A large number of chemicals were spilled, and both superhumans were firing bolts of mystical energy. When the battle was over, Bustamonte was found lying in a pool of green liquid, writhing in pain as his body slowly transformed from flesh and blood to something carved from heavy, brick-red stone.

A few days later, when he discovered the transformation was permanent, Paulo went on a destructive rampage, knocking down several buildings and destroying Santa Caterina's hospital. Only the intervention of *Médico Demonio* and several other superheroes calmed him down and convinced him he didn't really want to hurt anyone. Impressed with his strength and fighting ability, they suggested that he use his powers for the good of Mexico. Seeing no alternative, Paulo agreed, calling himself *Acantilado* ("Rocky").

For years Acantilado served with Los Defensores, Mexico's premiere superteam, finding that among them he could hide from the stares and cruel jokes of the outside world and be thought of as a hero instead of a monster. When Raya de Plata first came to him with the offer of money in

Continued from last page

The scheme worked so well that it grew, expanding from "ignoring" to "actively supporting" the Tijuana cartel's actions, and even to the conspirators committing some crimes on their own. But in 2000, the efforts of crusading journalist Maria Riego, La Fantasma Negra, and the police cracked the case and broke the scandal wide open. Acantilado and Rey Tigre both went quietly; El Aguila committed suicide over the shame he brought to his father's good name. Fantasma Negra retired in disgust. Raya de Plata and Kid Relampago went on the run and became supervillains; UNTIL captured the Kid in late 2003 and he's now incarcerated in the Guardhouse.



exchange for “ignoring” a smuggling operation, Acantilado was troubled — but realizing his friends were already in on the deal made him fear that if he refused he’d find himself alone, without the support of the only people who accepted him. He went along with the plan, rationalizing to himself that this was the way the world really worked, and after all, no one was really getting hurt, right?

The revelation of Los Defensores’ crimes and the resultant scandal tore the team apart. Acantilado soon found he had no support from either side; the few members untouched by the situation no longer trusted him, and those who’d participated wholeheartedly felt he was too weak to be of use, so they left him behind when they fled. Acantilado served six months in a prison that clearly couldn’t have held him if he’d wanted to leave. After his release, some government officials made overtures about him coming back to work for them, but Acantilado went to live in a remote mountain range southeast of Monterrey. He lives there today in a cabin he built himself. He spends as little time as possible around other people, but occasionally trades his work as a laborer to locals in a nearby villages for food and supplies. He broods, and reads, and tries to work up the courage to eventually come out and redeem himself.

Personality/Motivation: Acantilado’s had a tough time of it, and his problems are only exacerbated by his depressive personality. He has extremely low self-esteem and always assumes people see him as a monster — all the times people thanked him for his heroism and bravery have been forgotten. He’s become even more withdrawn and depressed in his self-enforced isolation; even though he’s already served his prison sentence, he seems to feel that he hasn’t yet paid enough, but lacks the will to go out and do anything to redeem himself. But under the right circumstances the good man inside still comes out — Acantilado has rescued a couple of people from accidents in the mountains, though he never sticks around to be thanked. Deep inside, he’s still a hero, even if he no longer believes it himself.

Quote: “You were right all along! I am a monster!”

Powers/Tactics: Acantilado is the very definition of a brick. His epidermis has been transformed to a crimson, rocklike shell, rough and uneven. He can lift four hundred tons, and is extremely difficult to injure physically (though he has no particular resistance to disease or poisons). He’s sneaky and creative in combat, which frequently surprises opponents who assume that because of his size and reticence that he’s not very bright. His *Power Skill* represents his ability to come up with some creative “brick tricks” while fighting; he’s paid for the Shockwave and Thunderclap maneuvers because he uses them frequently. (See *The Ultimate Brick* for dozens of other such powers.)

Campaign Use: Acantilado desperately needs someone to pull him out of his depression. He could be a great force for good if some enterprising PC found a way to get him back into the fight. Perhaps a disaster or supervillain activity close to his current home might introduce him to the PCs, or someone might simply be curious about whatever became of him.

Acantilado should fit among the leading strongmen of your campaign, and his strength and defenses can easily be adjusted to suit any particular campaign.

Right now, Acantilado lacks the energy or desire to Hunt anyone. But if he’s brought back to the good fight he might take on the responsibility of tracking down his now-villainous former teammates and bringing them in to face the same justice he did.

Appearance: Acantilado is a lobster-red living statue, muscular and fairly squat, standing 6’8” with no hair, yellow pupilless eyes, and oversized thick fingers and toes. His old costume consisted simply of blue and white trunks and a white sleeveless vest, but he hasn’t worn that since Los Defensores broke up. He now usually wears simple, oversized canvas work pants, tee-shirts, and occasionally a beat-up baseball cap.

EL DORADO

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
8	PD	4		Total: 19 PD (11 rPD)
6	ED	2		Total: 17 ED (11 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
35	STUN	0		Total Characteristics Cost: 134

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

Cost Powers **END**

15	<i>Billy Club</i> : Multipower, 30-point reserve; all OAF (-1)	
1u	1) <i>Club</i> : HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
1u	2) <i>Hurled Club</i> : Energy Blast 6d6; OAF (-1), Range Based On STR (-¼), 1 Recoverable Charge (-1¼), Lockout (cannot use any slot in Multipower until Charge is recovered; -½)	[1rc]
20	<i>Utility Belt</i> : Multipower, 30-point reserve; OIF (-½)	
1u	1) <i>Flash Pellets</i> : Sight Group Flash 2d6; OAF (-1), 6 Charges (-¾), Range Based On STR (-¼)	[6]
1u	2) <i>Freeze Gas</i> : Minor Transform 3d6 (normal object to frozen stiff object, "heal" by thawing out at normal rate); OAF (-1), Limited Target (the working parts of alarms, bombs, and so forth; -½), 4 Charges (-1)	[4]
1u	3) <i>Laser Torch</i> : RKA 1 point, Penetrating (x2; +1), Reduced Endurance (0 END; +½); OAF (-1), No Range (-½), 1 Continuing Fuel Charge (battery, easy to replace, 5 Minutes; -½)	[1cc]
1u	4) <i>Mini-bolos</i> : Entangle 3d6, 3 DEF; OAF (-1), 3 Charges (-1¼)	[3]
1u	5) <i>Mini-Console</i> : HRRP (Radio Group); OAF (-1), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0
1u	6) <i>Nightsight Monocular</i> : Infrared Perception (Sight Group) and +6 versus Range Modifier for Sight Group; OAF (-1)	0
1u	7) <i>Parabolic Mini-Mike</i> : +6 versus Range Modifier for Hearing Group; OAF (-1)	0
1u	8) <i>Rebreather</i> : Life Support (Expanded Breathing: Breathe Underwater); OAF (-1), 1 Continuing Fuel Charge (refueled through recharging system, easy to obtain; 1 Hour; -0)	[1cc]
1u	9) <i>Sleep Gas Pellets</i> : Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing or appropriate	

	Immunity]; +1); OAF (-1), 6 Charges (-¾), Range Based On STR (-¼)	[6]
1u	10) <i>Smoke Pellets</i> : Darkness to Sight Group 3" radius; OAF (-1), 8 Continuing Charges lasting 1 Turn each (removed by high winds or rain; -0), Range Based On STR (-¼)	[8cc]
1u	11) <i>Swingline</i> : Swinging 20"; OAF (-1)	2
1u	12) <i>Thermite Pellets I</i> : RKA 1d6, Armor Piercing (+½), Explosion (+½); OAF (-1), 6 Charges (-¾), Range Based On STR (-¼)	[6]
1u	13) <i>Throwing Blades</i> : HKA ½d6 (up to 1d6+1 w/ STR), Armor Piercing (+½), Autofire (3 shots; +¼), Range Based On STR (+¼); OAF (-1), 6 Recoverable Charges (-¼)	[6rc]
1u	14) <i>Vertigo Darts</i> : Drain DEX 2d6, Range Based On STR (+¼); OAF (-1), Must Target Non-Armored Hit Locations (-¼), 6 Charges (-¾)	[6]
1u	15) <i>Weakness Darts</i> : Drain STR 2d6, Range Based On STR (+¼); OAF (-1), Must Target Non-Armored Hit Locations (-¼), 6 Charges (-¾)	[6]

Martial Arts: Jujutsu, Karate

Maneuver	OCV	DCV	Notes
4	Atemi Strike	-1	+1 4d6 NND(1)
5	Block	+1	+3 Block, Abort
5	Breaking Throw	-2	-2 Grab One Limb; HKA 1d6+1 (2½d6 with STR), Disable; Target Falls
4	Disarm	-1	+1 Disarm, 50 STR to Disarm roll
4	Escape	+0	+0 55 STR vs. Grabs
3	Joint Lock	+0	-1 Grab One Limb, 50 to STR for holding on
4	Joint Lock/Throw		+1 +0 Grab One Limb; 3d6 NND(7); Target Falls
4	Knifehand Strike	-2	+0 HKA 1d6+1 (2½d6 with STR)
3	Legsweep	+2	-1 9d6 Strike; Target Falls
4	Punch/Snap Kick		+0 +2 10d6 Strike
4	Shime	-2	+0 Grab One Limb; 4d6 NND(2)
3	Slam	+0	+1 8d6 Strike +v/5; Target Falls
5	Side/Spin Kick	-2	+1 12d6 Strike
3	Takedown	+1	+1 8d6 Strike; Target Falls
16	+4 Damage Classes (already added in)		
16	<i>Armored Costume</i> : Armor (8 PD/8 ED); OIF (-½)		
9	<i>Strong Runner</i> : Running +3" (9" total), Reduced Endurance (0 END; +½)		

4	<i>Strong Leaper</i> : Leaping +4" (8" forward, 4" upward)	1
6	<i>Perceptive</i> : +2 to PER Rolls with all Sense Groups	0
5	<i>Highly-Trained Eyes</i> : Nightvision	0
3	<i>Highly-Trained Ears</i> : Ultrasonic Perception (Hearing Group)	0

Perks

40	Contacts: 40 points' worth, throughout Brazil
15	Money: Filthy Rich
6	Reputation: Brazil's amazing philanthropist-hero (in South America) 14-, +3/+3d6

Talents

6	Combat Luck (3 PD/3 ED)
15	Combat Sense 13-

Skills

20	+2 Overall
16	+2 with All Combat
3	Acrobatics 13-
3	Analyze Style 13-
3	Breakfall 13-
3	Bugging 13-
3	Bureaucratics 14-
3	Climbing 13-
3	Computer Programming 13-
3	Concealment 13-
3	Contortionist 13-
3	Conversation 14-
3	Criminology 13-
3	Deduction 13-
10	Defense Maneuver I-IV
3	Demolitions 13-
3	Electronics 13-
3	Forensic Medicine 13-
3	High Society 14-
3	Inventor 13-
5	AK: South America 15-
3	CK: Rio de Janeiro 13-
2	Language: English (fluent conversation; Portuguese is Native)
2	Language: Spanish (fluent conversation)
3	Lockpicking 13-
3	Mechanics 13-
3	Paramedics 13-
3	Persuasion 14-
2	SS: Biology 11-
2	SS: Chemistry 11-
2	SS: Physics 11-
3	Security Systems 13-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Streetwise 13-
4	Survival (Temperate/Subtropical, Tropical) 13-
3	Tracking 13-
10	TF: Common Motorized Ground Vehicles, Riding Animals, Helicopters, Small Motorized Boats, Small Planes, Snow Skiing, Two-Wheeled Motorized Ground Vehicles, Water Skiing
8	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts

Weapons, Small Arms

3	Scholar
2	1) KS: The Business World 13-
2	2) KS: The Espionage World 13-
2	3) KS: High Finance 13-
2	4) KS: The Law Enforcement World 13-
2	5) KS: Jujutsu 13-
2	6) KS: Karate 13-
3	7) KS: The South American Underworld 14-
3	8) KS: The Superhuman World 14-

Total Powers & Skills Cost: 433**Total Cost: 567****200+ Disadvantages**

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
25	Hunted: various Colombian cartels 8- (Mo Pow, NCI, Kill)
20	Hunted: Los Depredadores 8- (Mo Pow, Kill)
20	Psychological Limitation: Noblesse Oblige; Feels It's His Duty To Help Others (Very Common, Strong)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Social Limitation: Public Identity (Miguel Esconsada de Villareal) (Frequently, Major)
257	Experience Points

Total Disadvantage Points: 567

Background/History: Miguel Esconsada de Villareal was born into one of Brazil's oldest, wealthiest families. Rather than growing up to be first a spoiled brat and then an immature and grasping adult, Miguel adopted his father's ideals of charity and helping others by becoming a responsible and compassionate young man.

At age 21, Miguel was due to come into several trust funds set up by his relatives — money that would instantly make him one of the wealthiest men in the hemisphere. But somehow, the whole thing made him feel... cheated. What did it prove to the world that he'd inherited money? Nothing! What kind of an inspiration was he? None! He wanted to show people what he could do, to make a name for himself for something other than his money.

To the complete shock of his family, Miguel gave all of his money away. All of it. About half he spent on rain forest preservation, the other half on various building projects to benefit poor rural communities in Brazil and the rest of South America. Without a penny to his name, Miguel left his family's luxurious life behind to show what he could do.

But he wasn't just going to go into business. Serving mankind was one thing, but not having any fun while he was doing it — what was the point? So by day he worked to build his new businesses from the ground up, and at night he studied martial arts, electronics, criminalistics, and the other arts and sciences of the crimefighter. When the time was right, he adopted the costumed identity of *El Dorado*, the Gilded One, after the legendary South American tribal chieftain. Before long the gangs and cartels of Rio, greater Brazil, and Colombia learned to fear the name.

After a few years of corporate progress and anonymous crimefighting, Miguel launched stage two of his plan. He revealed his identity to the world and pledged to devote both sides of his life to the betterment of the human condition. The resulting publicity windfall pushed the earnings of his already-successful company, Sonho da Ouro, into the stratosphere, and within a year he was richer than he'd ever been.

Since then, El Dorado's carried on with a career that mixes high-level philanthropy with traditional costumed adventuring. Sometimes he fights crime, sometimes he organizes charity projects throughout South America, sometimes he gives inspirational speeches or helps other organizations with fundraising. By some estimates his efforts alone have increased the quality of life of South America's poor by as much as 20%, and he couldn't be happier — but it's not enough, so he has no plans to stop.

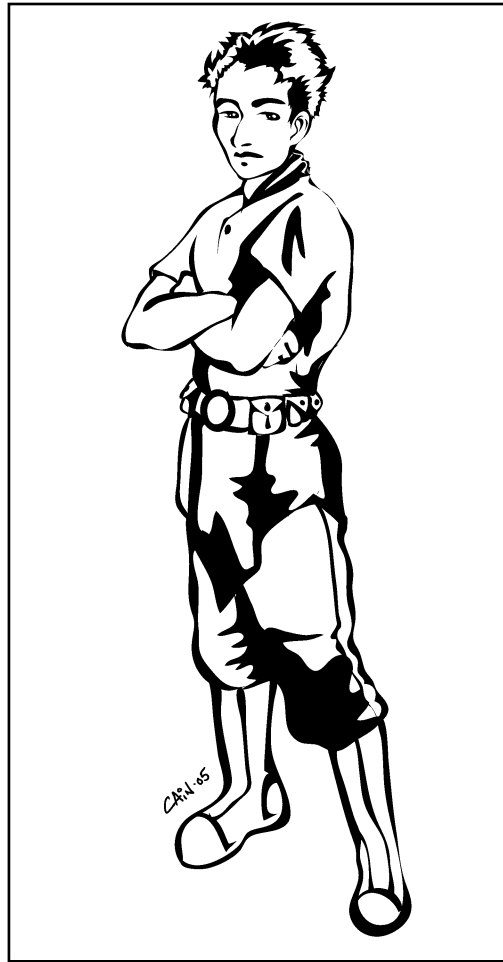
Personality/Motivation: The term *noblesse oblige* practically defines El Dorado. In his eyes, he was given the world at birth, and it's his responsibility to do something with his personal and financial gifts to help others. After all, how much money does one man need? How much puffery should one man's ego get? Fame and wealth aren't worth much if one doesn't use them to help other people and live a life one enjoys. The same goes for his athletic and intellectual skills, which he loves applying to the more visceral task of defeating criminals.

Quote: "It's not enough to do no evil. You must actively do good, or your life is wasted. But enjoy yourself along the way."

Powers/Tactics: El Dorado is a highly-trained martial artist, detective, acrobat, and businessman. There are few subjects he can't master if he puts his mind to it, and it just so happens he's chosen to become a superhero, business mogul, and arch-philanthropist. He's primarily studied Jujutsu and Karate, and augments his fighting skills with a wide variety of small gadgets and weapons (including a billy club balanced for throwing).

El Dorado fights with cleverness and zeal. He prefers to observe and learn about his opponents rather than jumping right into battle. If faced with a foe he knows little about, he usually fights defensively for a Phase or two until he can decide the safest, most effective way to attack. He favors his Martial Arts, falling back on his gadgets only if he has to or can obtain a major tactical advantage that way.

Campaign Use: El Dorado makes a great local ally or Contact for your PCs. He's a skilled fighter, but as just one man isn't likely to overshadow the PCs significantly — and he has resources that can really



help them which he's more than willing to apply to a good cause.

To make El Dorado more powerful, increase his Primary Characteristics into the low-level superhuman range, and add some Combat Skill Levels. To weaken him, remove his Overall Skill Levels, and perhaps some of his Extra DCs.

El Dorado generally doesn't Hunt anyone — with everything he's got on his plate, pursuing a vendetta against any one person or group wouldn't be very practical.

Appearance: Miguel Esconsada de Villareal is a handsome man in his late twenties with blonde hair and dark eyes. He normally wears extremely expensive custom-tailored men's suits in everyday life, but when circumstances require him to battle injustice and evil he dons his El Dorado costume: a shiny gold skintight bodystocking beneath an emerald green classical-style tunic belted in place with a gold belt that holds various pouches and containers for his gadgets. The bodystocking leaves his hands bare, and he wears green boots that match his tunic. He doesn't wear a mask.

MACAHUITL

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
25	CON	30	14-	
18	BODY	16	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
30	PRE	20	15-	PRE Attack: 6d6
14	COM	2	12-	
13	PD	6		Total: 21 PD (14 rPD)
9	ED	4		Total: 17 ED (14 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
12	REC	0		
50	END	0		
50	STUN	1		Total Characteristics Cost: 191

Movement: Running: 11"/22"
Leaping: 7"/14"

Cost	Powers	END
35	<i>Macahuitl</i> : Multipower, 70-point reserve; all slots OAF (-1)	
3u	1) <i>Blade</i> : HKA 2½d6 (4d6 w/STR), Armor Piercing (+½), Reduced Endurance (½ END; +¼); OAF (-1)	3
1u	2) <i>Flat</i> : HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)	1
3u	3) <i>Magical Disruption</i> : Dispel Magic 15d6, any Magic power one at a time (+¼), Reduced Endurance (½ END; +¼); OAF (-1), No Range (-½)	3
15	<i>Shield Of The Eagle Knight</i> : Multipower, 30-point reserve; all slots OAF (-1)	
1u	1) <i>Protective Stance</i> : Armor (6 PD/6 ED); OAF (-1), Activation Roll 14- (-½)	0
1u	2) <i>Ranged Attack Protection</i> : Missile Deflection (any ranged attack); OAF (-1)	0
1u	3) <i>Shield Bash</i> : HA +4d6; OAF (-1), Hand-To-Hand Attack (-½)	2
1u	4) <i>Thrown Shield</i> : Energy Blast 6d6; 1 Recoverable Charge (-1¼), OAF (-1), Lockout (-½), Beam (-¼), Range Based On Strength (-¼) [1rc]	
11	<i>Armored Armor</i> : Armor (8 PD/8 ED); OIF (-½), Activation Roll 13- (-¾)	0
6	<i>Magically Enhanced Body</i> : Damage Resistance (6 PD/6 ED)	0
60	<i>Magically Enhanced Body</i> : Physical and Energy Damage Reduction, Resistant, 50%	0
14	<i>Regeneration</i> : Healing 2d6 (Regeneration; 2 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
41	<i>Returned From Mictlan</i> : Life Support (Immunity: all terrestrial diseases, biowarfare agents, terrestrial poisons, and chemical warfare agents; Longevity: Immortal; Safe Environments: High Radiation, Intense Cold, Intense Heat; Self-Contained Breathing)	
10	<i>Swift</i> : Running +5" (11" total)	1

24 *Know Thine Enemies*: Detect Supernatural Evil 14- (no Sense Group), Discriminatory, Range, Telescopic (+4 versus Range Modifier), Tracking 0

Perks

35 Follower: Timin (spirit eagle)
6 Contact: Mictlantehcutli (Contact has very useful Skills or resources, Very Good relationship with Contact) 11-
2 Reputation: the Defensore who avoided scandal (among Mexicans) 11-, +2/+2d6

Talents

15 Combat Sense 12-
3 Lightsleep
5 Resistance (5 points)

Skills

16 +2 with All Combat
9 +3 with *Macahuitl*
3 Acrobatics 14-
2 Animal Handler (Birds) 15-
3 Breakfall 14-
3 Climbing 14-
3 Concealment 12-
3 AK: Mexico 12-
3 CK: Mexico City 12-
3 KS: Supernatural Evil In Mexico 12-
3 Language: Spanish (completely fluent; Nahuatl is Native)
3 Oratory 15-
3 Shadowing 12-
3 Stealth 14-
4 Survival (Temperate/Subtropical, Tropical) 12-
9 Tactics 15-
5 WF: Common Melee Weapons, Common Missile Weapons, Atatl
3 Weaponsmith (Muscle-Powered HTH, Muscle-Powered Ranged) 12-

Total Powers & Skills Cost: 374

Total Cost: 565

200+ Disadvantages

5 Distinctive Features: magical aura of Mictlan (Concealable With Effort; Causes Major Reaction; Detectable Only By Unusual Senses)
15 Enraged: if betrayed (Uncommon), go 11-, recover 11-
20 Hunted: Mexican Organized Crime 8- (Mo Pow, NCI, Limited Geographical Area, Capture/Kill)
20 Hunted: The Tzitzimime 11- (As Pow, Capture/Kill)
15 Hunted: Mictlantehcutli 11- (Mo Pow, Watching)
20 Psychological Limitation: Protects Mexico From Supernatural Evils (Common, Total)
15 Psychological Limitation: Proud (Common, Strong)
15 Social Limitation: Public Identity (Acamazoc) (Frequently, Major)
240 Experience Points

Total Disadvantage Points: 565

Background/History: Acamazoc was a great warrior of the Mexica (the Aztecs) who lived in Tenochtitlan, their glorious capital which stood on the site of present-day Mexico City. He was an Eagle Knight, one of the foremost warriors of his people, and his skill with the *macahuitl*, the obsidian-edged sword-club, was unsurpassed even among his fellow knights.

Sometime in the late fifteenth century, before the Aztec Empire fell to European invaders, Acamazoc was leading a party of warriors in pursuit of a small band of demons known as the *Tzitzimime* — gruesome creatures who came from “beyond the stars” and preyed upon the poor farmers who toiled in the shadows of the city. The trail led them to a deep cave in the middle of a starless night. There the *Tzitzimime* ambushed the Eagle Knights, slaying all of them except for Acamazoc. Seeing several of their number fall before the warrior’s great blade, they retreated farther into the cave; Acamazoc, blinded by bloodlust and thoughts of revenge, pursued.

But this particular underground passage didn’t just lead deeper into the earth — it contained a portal to Mictlan, the underworld, and soon Acamazoc was hopelessly lost. He traveled on foot through the mysterious lands, encountering and fighting many strange beasts and creatures, and exhaustion began at last to weigh on his body. He slumped heavily to the ground and prayed to Mixcoatl, patron of hunters and warriors, to see that the Evening Star would guide him to safety.

“A guide you seek, brave warrior? Why, when you have found your destination?”

Acamazoc looked up, startled, and saw a skeletal old man standing before him with a disturbing smile. At once Acamazoc knew he was in the presence of Mictlantehcutli, Lord of the Underworld, and that he spoke the truth. “Am I dead, then? Is this all that remains for me?”

“No, child. You do not belong here. Your path will at last lead you back to the world above. The Mexica still need your protection — indeed, they face far worse threats now than ever you defended them from before. I shall give you gifts to serve you and guide you.” And with that Mictlantehcutli presented Acamazoc with a beautiful new *macahuitl* to replace the battle-battered one he was carrying, and a new shield depicting the sun and draped with feathers. Lastly he gestured with his bony hands and whistled. An eagle flew down from the shadows above and landed on Acamazoc’s shoulder, gripping it with strong talons.

“Timin will guide you back to the lands above. There you will find much to be done — wrongs to be righted and innocents to protect. But beware — your journey has been much longer than you thought, and the world has seen the passing of many cycles. Go... and remember, when your journey is finally over, you shall see me again.” The god and his kingdom faded into darkness, and when Acamazoc’s eyes cleared he was back in the cave he’d first chased the demons into.



Mictlantehcutli was certainly right about the world changing, though. When he first saw the modern metropolis Tenochtitlan had become, he was almost overwhelmed with fear at the noise, the dirty air, the sheer size and chaos of it. But his warrior’s soul would not shirk from a challenge, and Timin (a *nagual*, a nature spirit who served the gods) promised to teach him the skills he would need to survive, starting with the new language the Mexica now spoke. Over the next several years, Acamazoc became well known to the people of Mexico City as *Maca-huitl*; he protected them not just from criminals, but creatures like werewolves, vampires, and the *Cihuateteo*, skeletal spirits of women who died in childbirth who try to steal living children and spread madness.

When the *Tzitzimime* returned from the stars to prey on the city again in 1994, Macahuitl allied with Los Defensores to fight them off, and was invited to join the team. In 2000 he discovered too late that many of his teammates had become corrupt, seduced by the easy money available from criminals in exchange for ignoring their transgressions. Disgusted and betrayed, he turned his back on his former allies and returned to his solo career as defender of Mexico City, vowing never again to allow others to take advantage of his naiveté.

Personality/Motivation: Early in his career Macahuitl was a classic “fish out of water” — it took him years to adjust to life in the twentieth century. His great pride, which makes it hard for him to admit when he doesn’t understand something or makes a mistake, didn’t help matters. Only the guidance of Timin, plus the help of his teammates in Los Defensores, allowed him to acclimate as well as he has. He still sees many of the traits he admired in his own people in their descendants, and he has accepted that many ideas he once took for granted (like the appropriateness of killing his enemies) have changed in this new world. But he maintains a black-and-white world view — there’s good and evil, and the first must be protected while the latter is destroyed. He prefers battling demons and monsters to facing moral complexities.

Macahuitl felt greatly betrayed by the actions of the Defensores, which he never quite grasped — while many of their actions didn’t “feel” right to him, there was still a great deal about the modern day he didn’t understand. Learning that what they did was in fact criminal has left him highly unlikely to trust anyone else’s judgment before his own.

Quote: “You were a fool to come here, monster, and my obsidian blade will teach you the depths of your folly.”

Powers/Tactics: Macahuitl is a powerful warrior whose body and weapons have been infused with the magic of Mictlan, land of the dead. He can sense supernatural evil, and his physical form has been enhanced to “low superhuman” levels. His greatest weapon is the bladed club he takes his name from, a flat wooden club with sharpened pieces of obsidian protruding from either side. Not only does it do tremendous damage in his mighty hands, it’s been charmed to disrupt magical effects with its very touch. He can use his shield both to block and deflect incoming attacks, and as a weapon to bash with or throw. His spirit-eagle Timin remains ever at his side, providing both tactical advice and spiritual guidance.

Macahuitl is first and foremost a warrior who defends the weak and helpless and acts as an example of courage and commitment. He never retreats, never surrenders, and generally believes the only way out is through — he can be hardheadedly stubborn and is extremely difficult to dissuade once he’s begun a mission.

Campaign Use: Macahuitl makes an interesting NPC challenge for heroes visiting Mexico. He’s clearly a good guy, but one with some pretty severe trust issues and a strong sense of pride, both of which can make him difficult to work with. His connection to Aztec mythology might bring him into adventures as well — while he primarily protects Mexico, there’s no reason Aztec monsters or gods might not turn up in Texas or California.

If Macahuitl is too powerful for your campaign, reduce his Characteristics, particularly SPD and STR. To increase his powers make him more of a brick, with higher STR so he does more damage with his attacks.

Macahuitl Hunts characters either because they seem to pose a mystical threat to Mexico, or because he believes they betrayed him somehow (he’d be fairly easy for a clever villain to manipulate that way). His Hunting takes the form of tracking the target down and attacking at once; he doesn’t use subtle tactics.

Appearance: Macahuitl is an Aztec, with brown skin and long, black hair; he stands 6’3” tall and weighs over 200 pounds. He wears dark brown padded cloth armor highlighted with golden bands, and a helmet shaped like an eagle’s head (his unprotected face peers out through the open beak). He brandishes a nasty-looking oversized macahuitl (an Aztec “sword” consisting of a wooden club with razor-sharp pieces of obsidian inserted on the sides) and a circular shield about two feet in diameter, with an Aztec “sun” symbol on the pelt stretched across the wooden frame. His boots are stylized to look like eagle talons, and his muscular arms and lower legs are bare.

ORCHID

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
23	DEX	39	14-	OCV: 8/DCV: 8
15	CON	10	12-	
9	BODY	-2	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack: 3½d6
20	COM	5	13-	
10	PD	7		Total: 14 PD (4 rPD)
8	ED	5		Total: 12 ED (4 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
6	REC	0		
30	END	0		
25	STUN	0		Total Characteristics Cost: 124

Movement: Running: 7"/14"
Swimming: 4"/8"

Cost	Powers	END
35	<i>Empathy:</i> Elemental Control, 70-point powers	
23	1) <i>Reading Emotions:</i> Telepathy 8d6, Reduced Endurance (½ END; +¼), Fully Invisible (+½); Empathy Only (-½)	3
37	2) <i>Empathic Projection:</i> Mind Control 9d6, Telepathic (+¼), Reduced Endurance (½ END; +¼), Fully Invisible (+½); Only To Alter/Inflict Emotional States (-½)	4

Martial Arts: Aikido

Maneuver	OCV	DCV	Notes
4 Dodge	—	+5	Dodge, Affects All Attacks, Abort
4 Escape	+0	+0	40 STR versus Grabs
4 Joint Lock/Throw		+1	+0 Grab One Limb; 3d6 NND; Target Falls
4 Redirect	+2	+2	Block, Abort
4 Strike	+0	+2	7d6 Strike
3 Throw	+0	+1	5d6 +v/5, Target Falls
8	+2 Damage Classes (already added in)		
8	<i>Armored Costume:</i> Armor (4 PD/4 ED); OIF (-½)		
10	<i>Mental Shields:</i> Mental Defense (14 points total)		
2	<i>Swift:</i> Running +1" (7" total)		
2	<i>Good Swimmer:</i> Swimming +2" (4" total)		

Perks

2	Fringe Benefit: Local Police Powers (civilian identity only)
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Talents

25	Danger Sense (immediate vicinity, out of combat) 13-
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Skills

9	+3 with Aikido
3	Acrobatics 14-
3	Breakfall 14-
3	Climbing 14-

3	AK: The Caribbean 13-
3	KS: Caribbean Drug Trade And Organized Crime 13-
1	KS: The Law Enforcement World 8-
2	KS: Royal Barbados Coast Guard 11-
1	Language: French (basic conversation; English is Native)
1	Language: Spanish (basic conversation)
2	Navigation (Marine) 13-
3	Paramedics 13-
7	Power: Empathy 15-
3	Shadowing 13-
3	Stealth 14-
2	TF: Large Motorized Boats, Small Motorized Boats
2	WF: Small Arms

Total Powers & Skills Cost: 226

Total Cost: 350

200+ Disadvantages

10	DNPC: Chrissie Bend (best friend and roommate) 8- (Normal)
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10	Hunted: Local Drug Smugglers 11- (Less Pow, NCI, Limited Geographical Area, Capture/Kill)
20	Psychological Limitation: Code Versus Killing (Common, Total)
15	Psychological Limitation: Hates Drugs And Drug Dealers (Common, Strong)
15	Social Limitation: Secret Identity (Ariel Shoney) (Frequently, Major)
10	Susceptibility: to strong-emotion crowds, takes 1d6 per Turn (Uncommon)
10	Vulnerability: 2 x Effect from Empathy Powers (Uncommon)
50	Experience Points

Total Disadvantage Points: 350

Background/History: Ariel Shoney and her twin brother, Jay, grew up on Barbados, the children of a hotel restaurant manager and his wife, a local club singer. Both were born with psychic powers that manifested at an early age along with enough intelligence that they knew they should hide them. Ariel was an empath, able to detect and even manipulate the emotional states of people around her, while her brother could tap into other peoples' senses, either experiencing what they saw or heard or creating realistic illusions for them. The two children also had a telepathic link and could communicate privately at will. Everyone remarked about how close they were, and until adolescence they had few other close friends. As teenagers they grew apart a little, but even then remained on far better terms than average adolescent siblings.

Unfortunately, in their respective searches for friendships and social acceptance, Jay fell in with a bad crowd. One night in 2001 Jay took heroin for the first time. His long-unused powers flared back into existence, and he found himself assaulted by sensory information from everyone within several blocks. The telepathic information combined with



the effects of the heroin was too much for him; he suffered a heart attack and died. Ariel experienced his agonies through their psychic link. The impact of his emotions literally knocked her down, and she was unable to even call someone to help him for several crucial minutes.

The experience of “sharing” her brother’s death changed Ariel forever. She swore vengeance on the drug smugglers and dealers who brought such misery to her family. She threw herself into studying martial arts, training to join the Royal Barbados Coast Guard upon graduation, and increasing the strength of her empathic powers. When the time was right, she adopted the masked persona of the Orchid, a costumed vigilante dedicated to wiping the scourge of drugs from the Caribbean. Since then she’s worked on her own, and sometimes covertly with the DEA (and one of its heroes, Jetstream), to combat drug dealers and other criminals.

Personality/Motivation: Orchid has sworn to do everything she can to keep other people from feeling the same pain she and the rest of her family endured. She won’t kill — she believes strongly in “the system” and works just as hard in her day job as she does while fighting crime — but she has no qualms about making drug dealers experience the sorrow and suffering they bring to so many others. Her commitment and drive have brought her to the attention of her superiors, who keep wanting to promote her, but so far she’s refused every assignment that would take her away from the front lines. She currently lives in a small apartment in Bridgetown which she shares with her roommate Chrissie, the only person who knows of her dual identities.

Quote: “Would you like to feel some of the pain you’ve caused others?”

Powers/Tactics: Orchid is an empath who can read and manipulate the emotional states of others. Her manipulations are only temporary in effect; she can’t make permanent changes in a target’s personality, but she can create strong effects that usually last for a few minutes. (See *The UNTIL Superpowers Database*, page 83, for tables that define the effects of emotion manipulation precisely.)

In combat Orchid typically uses her powers to overwhelm opponents with apathy or depression if she’s fighting them directly, or to create anger between two opponents and try to turn them against each other if she’s just spying on them. Once someone comes within HTH Combat range, she usually switches to Aikido. She’s had very little experience fighting superhuman opponents so far.

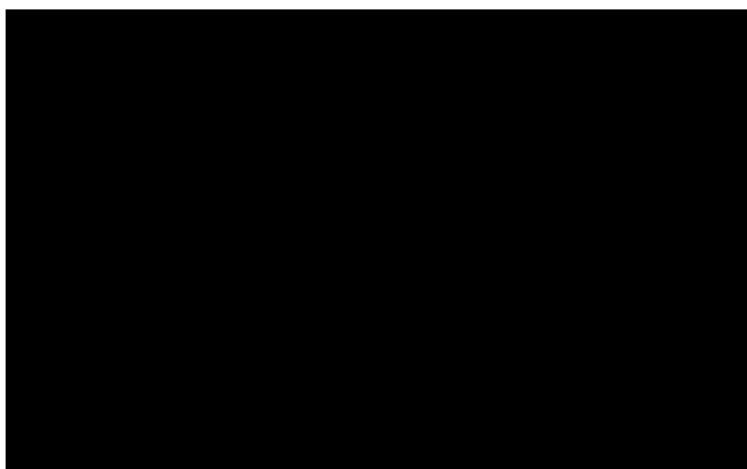
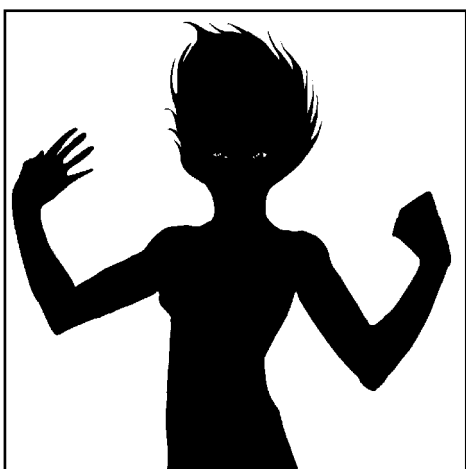
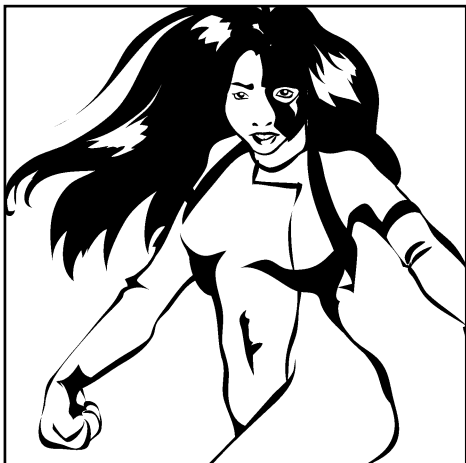
Campaign Use: Orchid does well in the roll of “NPC hero in over her head.” As she becomes more of a problem for organized criminals working in the Caribbean, they’ll eventually turn to superhuman help to eliminate her as an annoyance, and she’ll probably require help from PCs to survive. Any scenario involving the Caribbean or drug smuggling might also draw her attention, even if the PCs simply went down to the islands for a vacation.

If Orchid’s too powerful for the campaign, remove her Danger Sense and/or reduce her SPD to 4. To increase her power level, give her more dice in her Empathy powers, and perhaps add some slots to her EC (see *The UNTIL Superpowers Database* and *The UNTIL Superpowers Database II* for plenty of ideas, such as an Entangle defined as crippling depression).

Orchid will Hunt anyone she suspects of being involved in the drug trade, which might lead to interesting misunderstandings.

Appearance: Ariel Shoney is an exotically-lovely black woman, 5’9” tall with a trim but attractive figure; she has short black hair and large brown eyes. As Orchid she wears a skintight scarlet and grey costume with a full-face mask; there’s a purple orchid embroidered high on the left of her chest.

chapter nine:



THE GM'S VAULT

THE GM'S VAULT



This section contains additional and/or secret information about the Champions Universe that's for the GM's eyes alone. If you're playing in, or plan to play in, a campaign based on the Champions Universe setting, *do not read this section!!*

The GM's Vault is organized by chapter and page number. If the Vault doesn't comment on some part of the main text, it's usually safe to take what's written there as accurate (or as left for each GM's individual interpretation). As always, you're free to change anything in this book to suit your own preferences or campaign.

CHAPTER ONE: EUROPE

Though it doesn't have as much superhuman activity as the United States, Europe is an important part of the Superhuman World. Since it provides so many tempting targets for supervillains (museums, banks, luxury stores, casinos, crowds of innocent people...), there's plenty for superheroes to do to keep society safe.

PAGE 7 — MONDFEUER AND FORTUNA

These two heroes are indeed a romantic couple. They've been together since they teamed up to track down a powerful vampire plaguing the Tyrol in late 2003. Despite a seeming incompatibility at first, sparks flew, and after they destroyed the bloodsucker they began seeing one another.

PAGE 7 — DEMON

The Widdershins Man remains at large in southern Germany, where he's trying to create another Demonhame and cult to lead. His name comes from the fact he's grotesquely "reversed": a demonic summoning ritual gone awry transformed his body so that his hands and feet were both switched, giving him a left hand on his right arm, a right foot on his left leg, and so forth. While this poses some everyday difficulties, he's developed his magical abilities in such a way that having his left hand on his right arm actually makes him *more* mystically powerful.

The Widdershins Man is a Cold, Callous Leader type of Morbane. His major specialty is Summoner, and he has minor specialties in Black Magic, Elemental Magic, and Thaumaturgy. (See *DEMON*, pages 99-106, for further information.)

PAGE 7 — DESTROYER IN EUROPE

Doctor Destroyer remains interested in conquering central Europe. He feels that by taking over Germany, Austria, and similar countries, he can both weaken Europe as a potential rival and profit from the lucrative trans-European trade networks. Of course, maintaining any such conquest in the face of world opposition (not to mention Eurostar) would be difficult at best, but Destroyer's never been one to quail at adversity.

The Medina Family

Destroyer's foremost servants in Europe are the members of the far-flung Medina family. Best known as Spanish cattle ranchers (since that's how the family built its fortune beginning in the early 1800s), they're also involved in industry, technology, energy, and a dozen other fields. Already vastly wealthy by the early twentieth century, the Medinas supported the Franco regime in Spain and other fascist governments and organizations throughout Europe, and in return received many perquisites and concessions from them.

By the end of World War II, with Europe and fascism in ruins, Sebastiano Medina realized the family was in danger of tumbling from the lofty heights it occupied — it had backed the wrong horse, so to speak, and the vengeance of the victors might fall harshly upon it. The Medinas needed new allies and new forms of power to augment those it already had so it could survive in the post-War world. The ally he found was Albert Zerstoiten — Dr. Destroyer — and the new power was crime.

Sebastiano had met Zerstoiten in the early 1940s through his contacts in Nazi Germany, and had instantly recognized Zerstoiten's genius and potential. The two men became fast friends (at least insofar as a person like Zerstoiten could ever be said to befriend anyone) and remained in contact throughout the War, and after.

Zerstoiten already intended to rule the world someday. To do that, he would need loyal servants to obey his orders without question... and to reap the vast rewards of their position when he fulfilled his destiny. Journeying secretly to Barcelona, he met with Sebastiano Medina and revealed his plan to the Spaniard. Deeply moved by Zerstoiten's charisma and fervor, and seeing in his destiny the vehicle that would carry the Medina family forward, Sebastiano pledged his unswerving loyalty to the man the world would come to call Dr. Destroyer.

It took little effort for Sebastiano to convince the rest of the Medinas to follow his lead. Not only did the family have a strong patriarchal tradition, but the logic

of his actions was obvious: the Medinas were already loosely involved in various criminal or unethical enterprises and stood to profit greatly by increasing that involvement. If all that weren't enough, Zerstoiten used early versions of his infamous "loyalty treatments" on many of them, assuring their willingness to follow him without hesitation.

Since then, the Medinas have secretly served Dr. Destroyer in any way that he has asked — even to the extent of the family's current patriarch, Sebastiano's son Pacorro, turning over his children Alejandro and Isabella to Destroyer so he could unlock their nascent psionic powers (see Menton and Mentalla in *Conquerors, Killers, And Crooks*). So cleverly have the Medinas served Destroyer that few authorities even suspect the connection — some UNTIL agents have an inkling, but only that. Despite their extensive involvement in matters felonious, the Medinas are widely regarded as good citizens of the world, patrons of the arts, and role models among the rich and famous.

For the most part, the Medinas are a family of ordinary (if fabulously wealthy and influential) people. Most of them live in Europe, but they have business interests throughout the world (particularly the United States, Argentina, and the Far East). Aside from Menton and Mentalla (whom the family has disavowed due to their betrayal of Destroyer), the Medinas have two other superpowered relatives who oversee many of the family's illicit activities and on occasion work directly for Dr. Destroyer. One is Jorge Medina, Pacorro's bitter old uncle who resents the fact that leadership of the family didn't pass to him (but who still serves the family, and Destroyer, loyally). Jorge is a low-powered precognitive and probability manipulator whose abilities have helped the family to prosper. The other is Rafael Medina, known in the Superhuman World as the villain Superior. His powers include super-strength, flight, and some speedster-like abilities; unknown to his enemies, he's Vulnerable to sonics. He's clashed with the authorities and superheroes on several occasions, but has never been captured; except for Dr. Destroyer, no one outside the family knows he's a Medina.

PAGE 8 — EUROSTAR

On paper, Eurostar's goal remains European unity. But in truth it's actually European conquest; Fiacho isn't going to be satisfied with anything less than a Europe organized and run as he sees fit, which means he'll have to take charge. His failure to achieve his goal (yet) often makes him bitter; many of Eurostar's activities have as much to do with lashing out at a society that won't capitulate to him as they do with furthering the ideal of European unity. Several of his followers are really only interested in hurting people, making money, or increasing their own power; more and more, Eurostar simply pays lip service to its own Manifesto.

Fiacho's recruitment efforts are going well; he's spoken to all of the villains listed in the main text except for Dinamo. Der Schwarze Tod (see below) is definitely considering joining, provided he can remain free to perform assassination work on his own. The other two (whom Fiacho is particularly interested in

because his team lacks a mystic) are less interested, since they either don't share the group's ruthlessness or could care less about European unity — but the prestige and profits from belonging might make it worthwhile anyway. In the wake of the PSI incident, Fiacho's also spoken with Le Bouc (see below) about joining the team; negotiations are ongoing.

In addition to recruiting existing superhumans, Fiacho has begun looking into something that VIPER and ARGENT have been working on for years: manufacturing his own super-warriors. He's secretly taken an interest in (and provided funding for) the work of renegade Italian geneticist Aldo Sanchietti, whose experiments involve attempts to splice human and animal DNA to create "man-beast" hybrids with the intelligence of humans but the natural abilities and ferocity of animals.

PAGE 9 — ITALIAN SUPERVILLAINS

The "family of Satanists" mentioned in the main text is the Sylvestri clan, which you can read all about in *Arcane Adversaries*.

PAGE 10 — AUTOUR PLOT SEEDS

Here are three plot seeds for Autour:

In 1999 Autour rescued a lovely young woman, Amelie, from an attempted mugging in the woods near the Bois de Boulogne... and couldn't resist when she offered to repay his kindness with a home-cooked meal. Within a few weeks the two were married, and ever since she's acted as his agent and support staff, coordinating with a local talent agency to handle public appearances while maintaining his secret identity. But what if she's not all she seems? Perhaps "she" is a construct or robot that's manipulating him for its own as-yet unrevealed ends....

Something seems to have happened to Autour. He's become grimmer, harsher, more violent. Has he recently experienced some tragedy that shattered his optimistic world-view, or has a villain taken control of his mind? How will the PCs stop him without hurting him?

Autour tells the PCs that he's recently uncovered corruption in the Paris police. He can't tell his friend the Commissaire de Police about it, because he isn't sure yet how far up the chain of command the problem goes. He wants the PCs to help him investigate and bring the crooked cops to justice.

PAGE 13 — DER BOGENSHÜTZE PLOT SEEDS

Here are three plot seeds for Der Bogenschütze:

Der Bogenschütze can't shake the feeling that someone's broken into his base — repeatedly. At least once a week for the past several weeks he's come back from patrol and something just hasn't felt right. Minor items are slightly out of place, dusty areas seem to have been disturbed. But nothing's been taken or tampered with, and he can't figure out what's going on. He appeals to the PCs to help with the investigation.

Der Bogenschütze's archenemy der Fallensteller decides to get rid of him once and for all. What better way than to frame the heroic archer for a series of crimes and trick the PCs into doing the dirty work?

The PCs receive word from a gang of Berlin criminals. They claim they've defeated and captured der Bogenschütze, and threaten to kill him if the PCs don't do exactly as they say. The PCs can't reach their archer friend. What will they do?

PAGE 15 — CHEVALIER PLOT SEEDS

Here are three plot seeds for Chevalier:

The classic Chevalier plot: some member of his office staff is kidnapped, threatened, or otherwise placed in harm's way. Desperate to make sure his friend/employee isn't harmed, but knowing he's too closely watched to act against the kidnappers on his own, he asks PCs to help recover the victim and capture the perpetrators.

Chevalier finally decides to run for the presidency of France. This has repercussions throughout the Superhuman World: should a superhero hold public office? Will people trust someone who's not like them? Could this cause an anti-hero backlash, or will it help heroes gain greater public acceptance? These issues, and others, should affect the PCs and how the public perceives them.

Chevalier didn't get his powers by accident — having found out he was susceptible to certain types of mutative energies, he arranged to have the bomb planted that gave him his powers. Now a nosy reporter is sniffing around for more information; Chevalier has to find a way to eliminate him without arousing suspicion.

PAGE 18 — CORRENTE PLOT SEEDS

Here are three plot seeds for Corrente:

The main plot seed surrounding Corrente is: where did his armor come from? Is it a relic of the ancient Atlantean Age, or perhaps even the earlier Turakian Age? Was it created in more recent times by some unusually powerful sorcerer? Regardless of who created it, it's possible someone else has a claim to it, or that it's intelligent and has its own agenda....

Der Westgote and Eurostar deduce Corrente's identity and kidnap his family. Unable to oppose so many powerful villains on his own, he asks the PCs to help him rescue his wife and children.

Corrente thinks his armor is transforming him further — perhaps making him into a being of metal and chains rather than flesh and blood! UNTIL's scientists laugh off his fears, claiming their tests show nothing. Unwilling to accept their diagnosis, he appeals to the PCs to help him.

PAGE 20 — FAZFA TEL PLOT SEEDS

Here are three plot seeds for Fazfa Tel:

One of Fazfa Tel's grandfather's friends (the ex-cop) isn't a bad person... but he's far from lily-white. When his retirement fund runs out and he's faced with starvation and homelessness, he sells the secret of Fazfa Tel's secret identity to VIPER. Now the young superheroine is on the run from the snakes, and desperately needs the PCs' help to fend them off — and protect her grandfather!

Mariska enrolls in college. She participates in a student exchange program that sends her to your campaign's city in the United States, where she gets to meet the PCs, and perhaps fight crime with them, become involved in a romantic relationship with a hero, and so forth.

Rumors claim that ARGENT's been offering a powerful new ice-cannon on the military black market... and Fazfa Tel hasn't been seen for several weeks! The PCs have to investigate to find out if the fiendish technocrats have enslaved her for their evil purposes.

PAGE 22 — ZMIERZCH PLOT SEEDS

Here are three plot seeds for Zmierzch:

The PCs receive word from an unidentified source that Zmierzch's mother was actually Dark Seraph in shape-shifted form! Soon her true heritage will manifest and she'll become her "mother's" most powerful underling. If that's true, the PCs have to stop the manifestation from happening... but how? And who tipped them off?

Zmierzch begins experiencing "waking nightmares" in which she slips into a sort of trance and has visions of herself as some sort of "queen of Hell." They terrify her, and when L'Institut Thoth is unable to help her control or quell them, she appeals to the PCs for aid. Using a mental gestalt the heroes enter her mind to set things to rights... only to find themselves trapped inside her nightmarish vision! Can they save themselves and her?

Zmierzch and the immensely popular leader of a famous European metal band announce their engagement. The wedding ceremony, to which the PCs are invited, would make an ideal place for the Circle Of The Scarlet Moon, Black Paladin, other foes, or all of the above to attack her. (See *Villainy Amok* for plenty of ideas for superhero wedding scenarios.)

Supervillains Of Europe

LE BOUC

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
11	BODY	2	11-	
20	INT	10	13-	PER Roll 13-
26	EGO	32	14-	ECV: 9
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
5	PD	3		Total: 13 PD (8 rPD)
6	ED	2		Total: 14 ED (8 rED)
4	SPD	14		Phases: 3, 6, 9, 12
6	REC	0		
36	END	0		
25	STUN	0		Total Characteristics Cost: 106

Movement: Running: 6"/12"

Cost	Powers	END
43	<i>Mesmerism:</i> Mind Control 12d6, Telepathic (+¼); Eye Contact Required (-½), Normal Range (-¼)	7
13	<i>Well-Hidden Mesmerism:</i> Mind Control +6d6, Telepathic (+¼); Only To Make Victim Think Actions Were Natural (-1), Eye Contact Required (-½), Normal Range (-¼)	4
33	<i>Mind Reading:</i> Telepathy 10d6; Eye Contact Required (-½)	5
7	<i>You Really Like Me!:</i> +15 PRE; Only To Inspire Friendliness (see text; -1)	0
25	<i>Don't Hurt Me!:</i> Force Field (10 PD/5 ED), Reduced Endurance (0 END; +½), Invisible Power Effects (Fully Invisible; +1); Only Works Against Consciously-Directed Attacks (see text; -½)	0
10	<i>Lucky Devil:</i> Luck 2d6	0
10	<i>Mental Shields:</i> Mental Defense (15 points total)	0
10	<i>Armored Costume:</i> Armor (5 PD/5 ED); OIF (-½)	0
7	<i>Pistol:</i> RKA 1d6+1; OAF (-1), Beam (-¼), 8 Charges (-½)	[8]

Perks

- 20 Followers: eight thugs built on 25 Base Points + 25 points' worth of Disadvantages

Talents

- 6 Combat Luck (3 PD/3 ED)

Skills

- 10 +2 with Mental Powers
- 3 Acting 13-
3 Breakfall 12-
3 Bribery 13-
3 Climbing 12-
3 Combat Driving 12-
3 Concealment 13-
3 Conversation 13-
7 Disguise 15-
2 Forgery (Documents) 13-

- 3 CK: Paris 13-
3 PS: Con Artist 13-
3 Security Systems 13-
3 Seduction 13-
3 Stealth 12-
3 Streetwise 13-
2 WF: Small Arms

Total Powers & Skills Cost: 244

Total Cost: 350

200+ Disadvantages

- 25 Hunted: Paris Police 11- (Mo Pow, NCI, Capture)
10 Hunted: Autour 8- (As Pow, Harshly Punish)
15 Psychological Limitation: Greedy (Common, Strong)
20 Psychological Limitation: Callous; Treats Other People As Playthings (Very Common, Strong)
15 Psychological Limitation: Enjoys Matching Wits With "Do-Gooders" (Common, Strong)
65 Experience Points

Total Disadvantage Points: 350

Background/History: Fabien Tissot was born near Paris in 1975, and grew up unhappy thanks to distant parents and a persistent weight problem. As a teen he began to manifest psychic abilities, which he used carefully to manipulate his teachers and schoolmates. Before long he'd built up a small gang of young criminals who were the scourge of the Paris police. Tissot concentrated primarily on scams — he bilked rich people of their money with judicious use of his mesmerism. He called himself *Le Bouc* ("Scapegoat"), a sarcastic comment on the fact that he went to great lengths to avoid even being suspected of a crime, much less arrested.

Eventually Tissot made it to the big leagues of Paris crime by stealing an UNTIL grav-car, which he used together with his powers to commit several spectacular robberies. But the Parisian hero Autour apprehended him, and he spent several years in a prison cell with psionic power-dampeners in the walls. Upon his release, he vowed to revenge himself on Autour, and ever since has been one of Autour's primary nemeses. Through his telepathy he's learned Autour's secret identity, but he prefers to keep this information to himself until the right time comes to use it.

In 2003 Le Bouc was captured again and placed in the Guardhouse. However, his cell has a malfunctioning psionic dampener, a fact he's used his powers to hide from the guards and technicians. He's now simply waiting for the ideal moment to break out and take several of his fellow prisoners with him.

Personality/Motivation: Le Bouc is a rotten person. He's mean, spiteful, callous, and has enough imagination to really go after people "on his list" (which gets more extensive after every defeat). He's battled a couple of other superheroes in France, but Autour remains his particular favorite; on several occasions Le Bouc has tried to turn the citizens of Paris (or at least the police) against him, but has never succeeded for long.

LE BOUC PLOT SEEDS

Breakout time! Le Bouc's got all his ducks in a row and is ready to make his escape from the Guardhouse with several friends (choose a few villains from this or other *Champions* books, or use some of your own). He's subtly molded the minds of several guards so they think the escapees are contract workers who need to be returned to the mainland. If the PCs don't stop him, Le Bouc will mastermind the biggest Guardhouse escape in years, earning himself all sorts of underworld prestige.

Once Le Bouc escaped Autour and the police by claiming his powers had faded after a combat in which he "strained" them. He sold it well with a performance of being distraught and frightened about what would happen to him in prison unprotected. Of course, as soon as their guard was down he Mind Controlled a doctor and escaped. Parisian officials won't fall for that one again, but well-meaning PCs meeting him for the first time just might. If he's had reason to anger them before, he'll play up his state of helplessness (and take a fair amount of abuse to "sell" his condition), counting on their enjoyment of his apparent predicament to cloud their judgment.

Le Bouc decides to have some fun with Autour. He convinces the PCs that Autour's secret identity, Silvain Baudet, is actually a supervillain.

Le Bouc has absolutely no regard for other people. He'll happily sacrifice even his most loyal henchmen for a chance at escape, or use his powers to put innocents in harm's way. Apart from revenge on anyone who's ever crossed him, Le Bouc primarily wants money and power, so his crimes tend to be commonplace ones, albeit often elaborately interwoven with a con man's levels of deception and subterfuge.

Quote: "Well, hero, now it's time to choose. Capture me... or rescue that little girl about to wander into traffic!"

Powers/Tactics: Le Bouc is a psychic with the ability to manipulate a target's desires and emotions. His powers are subtle. For example, he has extra dice of Mind Control specifically to achieve a high enough Effect Roll for the target to think whatever he was Mind Controlled to do was his own idea, and his You Really Like Me! power represents his ability to subconsciously influence people to like him (in game terms, the extra PRE improves "friendly" Presence Attacks and Interaction Skill rolls). He's become skilled at using his powers in clever ways, such as Mind Controlling a guard to let slip a piece of information that Le Bouc can use with someone else to gain access to a rich prize — that's much easier and safer than the bull-in-a-china-shop command of "let me in and ignore what I do."

Le Bouc's power also protects him. In times of stress, he reflexively emits a field of psionic energy that tells anyone nearby that "you don't really want to hurt me." This makes attackers subconsciously pull their punches or spoil their aim, but it only works on attacks directed against him specifically. His Force Field won't work against Area Of Effect/Explosion attacks not aimed directly at him, the damage from being in a traffic accident, falls, or the like.

In most situations Le Bouc makes an effort to remain unnoticed: he uses his powers, combined with disguises and his con artist skills, to scam clerks and the idle rich for his own amusement and profit. But every so often he gets bored with easy prey, puts on his costume, uses his powers to recruit a gang (his Followers), and goes out to commit some really big crimes to get his name in the papers and match wits with a costumed hero.

Campaign Use: Le Bouc is a low-level threat for most heroes (much less hero teams), but his powers make it easy to bring assorted NPCs to the fore in a story as he manipulates them with his mesmerism. If PSI wants to expand into Europe he'd be a prime recruit. He's had some discussions with Eurostar about joining, but worries that the group's far too bloodthirsty for him and that he'd be overshadowed by Mentalla.



To make Le Bouc more powerful, increase his Telepathy and add more psychic abilities like an Ego Attack and/or a Mind Scan. If he's too powerful, reduce both the effect of his Mesmerism and possibly his EGO as well.

Le Bouc is a bitter and vengeful Hunter, prone to holding grudges. Any hero who interferes with one of his plans will no doubt soon have to cope with one of his Byzantine plans for revenge, which probably involve the target's friends and loved ones.

Appearance: Fabien Tissot stands 5'9" and has plain brown hair cut without much sense of style. He's in decent shape, but constantly struggles with his weight and at times has a bit of a paunch revealed by his skintight uniform. (Any hero who teases him about this definitely goes on "the list.") As Le Bouc he wears a fairly garish costume: a full bodysuit in green and yellow with a mask and full-head cowl. He carries a pistol in a holster at his belt in case his mental powers are ineffective.

DINAMO				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
20	COM	5	13-	
8	PD	5		Total: 23 PD (15 rPD)
8	ED	4		Total: 33 ED (25 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
7	REC	0		
50	END	5		
27	STUN	0		Total Characteristics Cost: 115

Movement: Running: 6"/12"
Flight: 15"/120"

Cost	Powers	END
30	<i>Bioelectricity Powers:</i> Elemental Control, 60-point powers	
30	1) <i>Bioelectric Blast:</i> Energy Blast 12d6	6
39	2) <i>Bioelectric Personal Field:</i> Energy Blast 5d6, Damage Shield (does damage to other characters when Dinamo makes HTH attacks; +¾), Continuous (+1)	7
26	3) <i>Energy Conversion:</i> Absorption 10d6 (energy, one-third to EC's base cost, one-third to EB slot, one-third to END), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼); Costs	
	Endurance (to activate; -¼)	6
30	4) <i>Bioelectric Repulsion:</i> Flight 15", x8 Non-combat, Reduced Endurance (0 END; +½)	0
30	5) <i>Bioenergy Force Field:</i> Force Field (15 PD/25 ED), Reduced Endurance (0 END; +½)	0
49	<i>Matter Conversion:</i> RKA 3d6, Armor Piercing (+½); No Range (-½), All Or Nothing (if RKA doesn't destroy target, it does no damage at all; -½), Only Works On Unliving, Inanimate Objects (-1) plus Aid Energy Blast 5d6, effects EC's base cost and EB slot simultaneously (+½); Maximum Result Achievable With Any One Roll Equals The BODY Of Item Destroyed With RKA (-1), Self Only (-½), Linked (-¼)	7
33	<i>Bioelectric Sense:</i> Detect Electrical Fields 14- (No Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0
Perks		
4	Contact: underworld "fixer" 12- (Contact has significant Contacts of his own)	
5	Money: Well Off	
Talents		
9	Lightning Reflexes: +6 DEX to act first with All Actions	

Skills

15	+5 with <i>Bioelectric Powers</i>
8	+1 with All Combat
3	Breakfall 14-
3	Bribery 12-
3	Combat Driving 14-
3	Concealment 11-
3	High Society 12-
2	KS: Southern European Organized Crime 11-
3	Paramedics 11-
3	Power: Bioelectric Powers 11-
4	PS: Bodyguard 13-
3	Shadowing 11-
3	Stealth 14-
3	Streetwise 12-
2	WF: Small Arms

Total Powers & Skills Cost: 346
Total Cost: 461

200+ Disadvantages

5	Distinctive Features: sometimes accidentally gives people tiny "shocks" on contact (Easily Concealed; Noticed and Recognizable)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: Italian Police 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Code Of The Mercenary (Common, Strong)
10	Psychological Limitation: Greedy (Common, Moderate)
15	Social Limitation: Secret Identity (Liviana Scarpa) (Frequently, Major)
20	Vulnerability: 2 x Effect from Drains (Common)
156	Experience Points

Total Disadvantage Points: 461

Background/History: Liviana Scarpa was born in Italy in 1976, but she traveled a lot as a child. Her father Luigi was a gunrunner who supplied stolen weapons from various European armies to mercenary units and rebels in Africa and the Middle East. Though her mother had left them when she was quite young, Liviana enjoyed her father's peripatetic career. He did a good job of protecting her from the seamier aspects of his work... until 1990, when one of her father's rivals, Silvio Rutelli, kidnapped her to force Luigi to reveal his source for a shipment of rocket launchers. Her father intended to comply, but his source had been tipped off about the potential betrayal... so to avoid exposure, the source forced her father's car off a mountain road in Greece.

Rutelli had no interest in Liviana once he learned his rival was dead, so he ordered the girl taken out into a field and killed. But the henchman assigned to the job was too softhearted to murder a little girl, so he "accidentally" allowed her to escape into the woods outside of Salerno. She ran for what seemed like hours. As the sky darkened and rain began beat down heavily, she sought shelter under a large tree, cringing every time the thunder boomed. It seemed so close, and the air smelled strange. She huddled in a ball as the wind and rain became

DINAMO PLOT SEEDS

The source of Dinamo's powers is something of a mystery — most people who get struck by lightning die. She's not a mutant (or at least, she doesn't register on mutant detection devices). Figuring out the nature of her abilities might allow the PCs to defeat her, or contain her if her powers begin to rage out of control. On the other hand, if she learns the secret, she might discover how to make herself even more powerful....

Rome experiences a series of inexplicable fires; two people have already died, and the authorities have no clue about who's to blame. Evidence at a couple of the crime scenes indicates the fires might have been started by an electrical blast, which suggests Dinamo to several police officers. They'd like the PCs to bring her in right away, before anyone else gets hurt. If caught, she'll insist (rightly) that she's innocent, and offer to help track down the perpetrator.

While in Italy, one of the PCs meets and becomes romantically involved with a lovely young woman named Monica Vanni. What will happen when they find out about each others' "extracurricular" careers?



stronger, whipping and tearing at her clothes. Finally she uncurred and stood up, unable to take it any more. She screamed her pain and terror to the night sky, which answered with a lightning bolt.

Rather than being killed, or even hurt, Liviana discovered that the lightning had somehow given her superhuman powers. At first she was only aware of the ability to generate powerful bolts of electricity with a thought, but that was enough for her to make her way back to Salerno and kill Rutelli in a parking lot. Lacking much in the way of marketable skills, she went back to a few of her father's old contacts, who gave her work as a professional bodyguard and mercenary once she demonstrated her new abilities. As her powers developed and her career flourished, she took on the costumed identity of *Dinamo* ("Dynamo"), plus a new secret identity under the assumed name "Monica Vanni" for the times she wants to go unnoticed. She's now one of Italy's highest-paid and most notorious mercenary supervillains.

Personality/Motivation: Dinamo grew up in the shadowy world of gunrunning and mercenary violence and is desensitized to the criminal lifestyle. She lives by a simple code of honor in which she sees herself as a mercenary soldier who earns her pay through her loyalty, skill, and power. She's entitled to get paid if (and only if) she does her job properly, and so is the other guy if he defeats her; conversely, if he gets hurt or killed, that was the risk he took. And of course she'd never go to the cops or reveal anything about any of her employers; that's part of being a good soldier.

Dinamo affects an emotionless, hard-as-nails facade in costume. Her life as "Monica Vanni" is an almost comical attempt at normalcy by someone who's never really known a "normal" lifestyle. She belongs to a book club and serves on the local parks commission in the small town where she lives, trying as hard as possible to be a young suburban single.

Quote: "If you've got the cash, I'll take care of your little problem for you."

Powers/Tactics: Dinamo's body generates "bioelectricity." She normally possesses significant reserves of power, and can enhance these reserves (and her maximum output) by absorbing other sources of energy. She has recently learned to absorb the energy inherent in small objects as well — she disintegrates them by touch and converts a portion of the released energy into more bioelectricity. She can also use her energy to create a protective shield around herself, or to fly on waves of

electromagnetic repulsion.

In combat, Dinamo prefers to snipe, and strikes from cover and by surprise whenever possible. She has little concern for "personal honor" in combat, and flees without hesitation if a fight turns against her, preferring to try again another day. Once she takes a job, however, she won't quit trying until she's succeeded or been released from her "contract" by her employer.

Campaign Use: Dinamo is a useful mercenary villainess who could join just about any team or gang if the price is right.

To make Dinamo more powerful, increase the base cost of her Elemental Control and its various slots, enhance her Matter Conversion power (perhaps by making it able to affect living beings...), or increase her SPD to 6. If she's already too tough for your campaign, reduce her DEX to 20, SPD to 4, and remove her Force Field from her EC and decrease it to (18 PD/12 ED).

Dinamo will Hunt anyone she's hired to, but without any particular passion. It's unlikely anyone could anger her enough to make it personal.

Appearance: Dinamo is a lovely Italian woman, 5'1" and 100 pounds, but surprisingly muscular and strong for her size. She has olive skin, green eyes and short black hair (as Dinamo she wears a long black wig). Her costume is a blue and gold bodysuit with a lightning-bolt motif running down the right side, and a blue half-face mask that leaves her hair free.

OBELISQUE

Val	Char	Cost	Roll	Notes
80	STR	70	25-	Lift 1.6 ktons; 16d6 [8]
17	DEX	21	12-	OCV: 6/DCV: 6
44	CON	68	18-	
23	BODY	26	14-	
8	INT	-2	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
41	PD	25		Total: 41 PD (36 rPD)
34	ED	25		Total: 34 ED (26 rED)
4	SPD	13		Phases: 3, 6, 9, 12
30	REC	10		
98	END	5		
90	STUN	5		Total Characteristics Cost: 289

Movement: Running: 6"/12"
Leaping: 16"/32"

Cost	Powers	END
38	<i>Massive Armsweep:</i> Area Of Effect (One Hex; +½) for 95 STR; Can Be Blocked (-¼)	4
26	<i>Rage-Fueled Growth:</i> Growth (+15 STR, +3 BODY, +3 STUN, -3" KB, 800 kg, -2 DCV, +2 PER Rolls to perceive character, 4 m tall, 2 m wide), Trigger (when Enraged; +¼), Reduced Endurance (0 END; +½)	0
31	<i>Incredibly Tough:</i> Damage Resistance (36 PD/26 ED)	0
30	<i>Incredibly Tough:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
10	<i>Difficult To Penetrate Thoughts:</i> Mental Defense (13 points total)	0
10	<i>Indestructible:</i> Power Defense (10 points)	0
5	<i>Incredibly Tough:</i> Lack Of Weakness (-5) for Resistant Defenses	
5	<i>Incredibly Tough:</i> Life Support (Safe Environments: High Pressure, High Radiation, Low Pressure/Vacuum)	0
5	<i>Really Deep Breaths:</i> Life Support (Self-Contained Breathing); Extra Time (Extra Segment to activate; -¼), Can Only Be Activated In Breathable Atmosphere (-¼), Stops Working If Character Speaks, Is Stunned, Or Is Knocked Out (-½)	1
6	<i>Animal Senses:</i> +2 PER with all Sense Groups	0
14	<i>Quick Healing:</i> Healing BODY 2d6 (Regeneration; 2 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 BODY per Turn; -1¼), Self Only (-½)	0
Skills		
20	+4 with HTH Combat	
3	Climbing 12-	

Total Powers & Skills Cost: 203

Total Cost: 492

200+ Disadvantages

25	Distinctive Features: Enormous Jet-Black Monster (Not Concealable; Causes Extreme Reaction)
20	Enraged: in combats lasting more than a three of his Phases (Common), go 11-, recover 11-
10	Enraged: when frustrated or thwarted (Common), go 8-, recover 14-
30	Enraged: Berserk when he takes BODY damage (Uncommon), go 14-, recover 11-, Berserk
25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
10	Hunted: Chevalier 8- (As Pow, Capture)
10	Money: Destitute
10	Physical Limitation: Inconvenient Size (a minimum of 7'6" and 500 kg) (Frequently, Slightly Impairing)
15	Physical Limitation: Limited Mentality; Perceives Most Encounters As Threats (Frequently, Greatly Impairing)
20	Physical Limitation: Mute (All The Time, Greatly Impairing)
25	Psychological Limitation: Confused And Angry (Very Common, Total)
15	Reputation: horrifying French monster, 11- (Extreme)
77	Experience Points

Total Disadvantage Points: 492

Background/History: Obelisque ("Obelisk") is one of the greatest creations of the mad geneticist Teleios (see *Champions Universe*), who grew the monster in a work-vat in 1996. He used Obelisque as security for his lab in Ontario for a while, but the monster was difficult to control and expensive to feed. While he worked on a more effective replacement he "loaned" the beast to VIPER for one of their operations in Marseilles in 1998. Of course, VIPER was even less able to control Obelisque, and the creature escaped within days (incidentally smashing a VIPER Nest into tinder).

Since then, Obelisque has rampaged across Europe several times, taking on multiple superheroes as well as UNTIL and various nations' militaries. Several different criminal masterminds have tried to use him as a servant or weapon, usually with limited success as Obelisque seems to have a strong desire for freedom at any cost. He's been captured several times, and since the spring of 2004 has been incarcerated in a "hot sleep" facility within the Guardhouse.

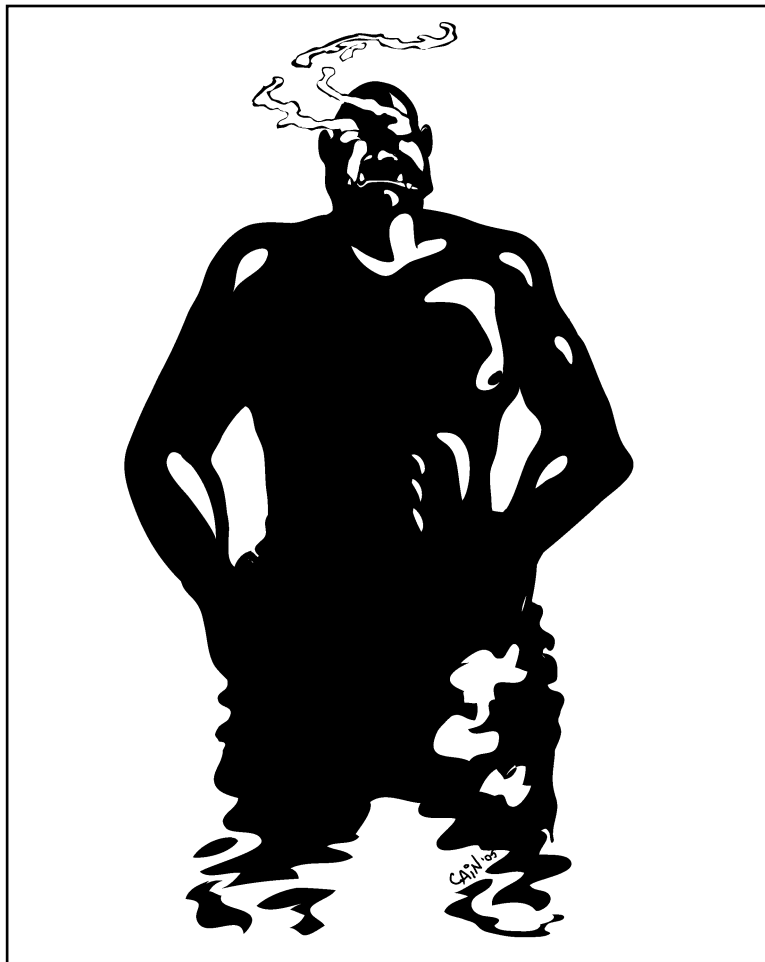
Personality/Motivation: Obelisque has the mentality of a wild animal. He perceives most other beings as either threats or annoyances to be smashed... if he notices them at all. If whatever he's fighting has the sense to run away, he calms down again until something else sets him off, but if a fight continues for more than three of his Phases his hyperactive adrenal reactions kick in, feeding both his rage and his mutated physiology. When fully enraged he doubles in height to about 15 feet tall, becoming even more powerful and destructive.

OBELISQUE PLOT SEEDS

The classic Obelisque plot: something or someone riles the big guy up and he goes on a rampage. This makes for a great short scenario, but you can expand on it if you like. For example, after the PCs stop Obelisque's march of destruction, they might have to investigate to find out what set him off. That, in turn, could lead to uncovering some master villain's sinister plot in which Obelisque serves as a distraction, the means to indirectly destroy something the villain wants destroyed, or something worse....

The irresistible force meets the... err, other irresistible force as Obelisque and Grond cross paths! Was it an accident, or part of some villain's plan? Heroes from far and wide assemble to contain the destruction and corral the two monsters. What happens if they wise up and start fighting together against all their foes? (For even more fun, add Ripper!)

After suffering a severe blow to the head, Obelisque unexpectedly develops intelligence! And not just any intelligence, either... he becomes really smart and crafty. How will the PCs deal with this even worse monster they've created?



When not fighting, Obelisque primarily concerns himself with food and shelter. He requires quite a lot to eat, though fortunately his body seems to be able to process most things he puts in his mouth. He dislikes cold and rain, and during the winter usually tries to find a quiet cave or other enclosed place to hide in until his rumbling stomach brings him out again.

Quote: "Graarrgggh!" (Obelisque has no real speech capabilities, and only communicates in angry roars or an occasional "Chuff?" of confusion or curiosity.)

Powers/Tactics: Obelisque is one of the strongest creatures on the planet, able to lift nearly two kilotons even without his adrenal enhancements. He's quite sturdy as well, able to shrug off UNTIL's most powerful blasters and missiles.

Obelisque has no real sense of tactics, though he's surprisingly crafty in direct combat. For example, he's been gassed often enough to recognize that smoke means he should hold his breath (which he can do for quite a long time). Though he does have animalistic instincts (for example, he can be drawn and trapped with food if he's hungry), he has no particular fear of fire, loud noises, or anything that hasn't hurt him before.

Campaign Use: Every superhero campaign needs a few rampaging monsters, and Obelisque is one of the Champions Universe's toughest. If a disaster, accident, or escape at the Guardhouse sets him free, the resulting destruction as he smashes his way out might free dozens of other super-criminals, leading to a mini-campaign centered around their recapture.

To make Obelisque more powerful, increase his Damage Reduction to 50% and add a few more Brick

Tricks. To really make him dangerous, make him smarter — he already packs a mean punch, and his lack of intelligence is his Achilles's heel. To weaken him, remove his Damage Reduction and his Growth, and perhaps reduce his STR to 70.

Obelisque doesn't Hunt anyone. He lacks the intelligence to remember enemies or keep a grudge.

Appearance: Obelisque is an enormous, hulking creature with obsidian black skin. His facial features are large in proportion to his head, and he has no apparent neck. His eyes glow a fiery yellow and his crooked fangs are white, the only color anywhere on his body. His chest is bare, but from his waist down he's covered in thick black hair, and his feet have only four toes. He stands about 7'6" normally, but when enraged nearly doubles in height.

PANZER

Val	Char	Cost	Roll	Notes
15+45	STR	5+22*\$	12- /21-	Lift 200 kg/100 tons; 3d6/12d6 [1/6]
15+6	DEX	15+9*\$	12-/13-	OCV: 5/7/DCV: 5/7
15+5	CON	10+5*\$	12-/13-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15+10	PRE	5+7*	12-/14-	PRE Attack: 3d6/5d6
10	COM	0	11-	
7		PD	4	Total: 42 PD (0/35rPD)
6		ED	3	Total: 41 ED (0/35rED)
3+1	SPD	5+7*		Phases: 3, 6, 9, 12
6		REC	0	
30	END	0		
36	STUN	0		Total Characteristics Cost: 108

*: OIF (Powered Armor Suit; -½)

\$: No Figured Characteristics (-½)

Movement: Running: 6"/12"
Leaping: 3"/6" (12"/24")
Flight: 20"/80"

Cost	Powers	END
27	<i>Microfusion Battery System:</i> Endurance Reserve (200 END, 20 REC); OIF (-½)	0
47	<i>Armor Offensive Systems:</i> Multipower, 70-point reserve; all slots OIF (-½)	
5u	1) <i>Concussion Blast:</i> Energy Blast 8d6 (works against PD), Double Knockback (+¾); OIF (-½)	7
4u	2) <i>Electro Blast:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½); OIF (-½)	7
4u	3) <i>Chestplate Laser:</i> RKA 3d6, Armor Piercing (+½); OIF (-½)	7
4u	4) <i>Forearm-Mounted Laser:</i> RKA 3d6, Auto-fire (5 shots; +½); OIF (-½)	7
4u	5) <i>Chestplate Flare Blast:</i> Sight Group Flash 9d6, Area Of Effect (One Hex; +½); OIF (-½), Limited Range (10"; -¼)	7
5u	6) <i>Suit Electrification:</i> RKA 1½d6, Damage Shield (does damage to other characters when Panzer makes HTH attacks; +¾), Continuous (+1); OIF (-½)	7
50	<i>Panzermensch Powered Armor Suit Mark XI:</i> Armor (20 PD/20 ED), Hardened (+¼); OIF (-½)	0
20	<i>Structural Force Projection System</i> <i>Prototype:</i> Multipower, 30-point reserve; all slots OIF (-½)	
2u	1) <i>Structural Force Field Support:</i> Force Field (15 PD/15 ED); OIF (-½)	3
2u	2) <i>External Force Barrier Projection:</i> Force Wall (6 PD/6 ED); OIF (-½)	3
3	<i>Prototype Psionic Shielding:</i> Mental Defense (8 points total); OIF (-½)	0
7	<i>Polarized Lenses:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
7	<i>Audio Dampeners:</i> Hearing Group Flash Defense (10 points); OIF (-½)	0
7	<i>Internal Oxygen Supply:</i> Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 6 Hours (+0); OIF (-½)	[1fc]

6	<i>Armor Environmental Systems:</i> Life Support (Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum); OIF (-½)	0
30	<i>Electromagnetic Flight Pack:</i> Flight 20", x4 Noncombat; OIF (-½)	4
7	<i>Armor Communications Suite:</i> High Range Radio Perception (Radio Group); OIF (-½), Affected As Hearing Group As Well As Radio Group (-¼)	
6	<i>Parabolic Suit Mikes:</i> +6 versus Range Modifier for Hearing Group; OIF (-½)	0
6	<i>Telescopic Lenses:</i> +6 versus Range Modifier for Sight Group; OIF (-½)	0
13	<i>Armor Radar Array:</i> Radar (Radio Group), Increased Arc Of Perception (360 Degrees); OIF (-½)	0
3	<i>Thermal Vision:</i> Infrared (Sight Group); OIF (-½)	0
3	<i>UV Lenses:</i> Ultraviolet Perception (Sight Group); OIF (-½)	0
10	<i>Anti-Radar/EWS Stealth Systems:</i> Invisibility to Radio Group, Reduced Endurance (0 END; +½); OIF (-½)	0

Perks

12	<i>Contact:</i> various Neo-Nazi organizations 11- (Contact has very useful Skills or resources, Very Good relationship with Contact, Organization)
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Skills

24	+3 with All Combat
3	Computer Programming 12-
3	Electronics 12-
3	Inventor 12-
3	AK: Germany 12-
4	KS: Power Suit Technology 13-
3	KS: Neo-Nazi Organizations 12-
2	Language: English (fluent conversation; German is Native)
5	Mechanics 13-
3	Oratory 12-/14-
5	Power: Power Suits 13-
5	SS: Robotics 14-
3	SS: Physics 12-
3	SS: Force Field Physics 12-
3	Tactics 12-
3	TF: Combat Aircraft, Large Planes, Small Planes
2	WF: Small Arms

Total Powers & Skills Cost: 371**Total Cost: 479**

200+ Disadvantages

10	Enraged: when taunted or provoked by "lesser" races (Uncommon), go 11-, recover 14-
30	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
15	Hunted: Der Bogenschütze 8- (As Pow, Capture)
20	Psychological Limitation: White (Aryan/German) Supremacist (Common, Total)
15	Psychological Limitation: Thorough Planner,

PANZER
PLOT SEEDS

After years of planning and preparation, Panzer launches a Nazi coup in Germany. In addition to his army of neo-Nazis, he has the covert (and sometimes overt) support of a number of powerful villains who'd like to see Europe disrupted for various reasons. The PCs are part of a large team of heroes assembled by UNTIL to crush the rebellion and capture Panzer and his chief followers.

Panzer decides his armor needs some upgrades. He targets a powered armor-wearing PC (or well-liked NPC) to ambush and defeat so he can steal that hero's armor.

Panzer secretly contacts the PCs and tells them he has information about a major attack that Eurostar is planning. The tip checks out as true, but the PCs have to wonder what Panzer's real agenda is. Does he simply want them to dispose of a rival for European power, is he trying to "earn favors" he can cash in later, or does he want to distract them from some plot of his own?



But Frequently Resorts to Simple Violence
(Common, Strong)

- 10 Reputation: Prominent Neo-Nazi, 8-
(Extreme)
- 10 Rivalry: Professional (other powered armor
designers and users)
- 15 Social Limitation: Public Identity (Klaus
Sachs) (Frequently, Major)
- 164 Experience Points

Total Disadvantage Points: 479

Background/History: Klaus Sachs yearned to restore the glory of Nazi Germany and the domination of the Aryan people over the earth. After being fired from some top-secret German weapons projects when the government found out he belonged to several illegal neo-Nazi groups, Sachs stole some prototype powered armor designs and continued working on his own. After several years of effort, he created the Panzermensch Mark XI battle armor, a direct descendant from the earliest WWII-era designs used by der Totenkopf's henchmen to battle the Allies. He began a life of super-crime, alternately working with various European neo-Nazi and far right-wing groups and hiring himself out as a mercenary to raise funds to build his own Aryan political terror organization.

Personality/Motivation: There's nothing remotely likeable about Panzer. He's a thoroughly repulsive racist whose ultimate goal is to institute another Nazi government over Germany (preferably one with him in a high-ranking position), then succeed with campaigns of conquest over Europe where Hitler and his colleagues failed. He won't work for people who don't share his goals (at least to some degree) unless doing so ultimately helps him reach them (by, for example, earning him a lot of money to devote to the cause).

Quote: "All of you will burn in the purifying fires of the Fourth Reich!"

Powers/Tactics: Thanks to Sachs's genius, and the genius of the men whose work he stole, the Panzermensch Mark XI suit is one of the most advanced powered armor suits in existence. It focuses on fire-power, force field generation, and personal augmentation (especially of STR). Its primary weapons are a multiphasic blaster built into his right gauntlet/vambrace that allows him to fire concussive or electrical blasts, a laser blaster built into the center of his chest-plate that can be modulated to emit blindingly bright light, and an automatic laser blaster mounted on his left arm. In combat he usually opens up with concussive and electro blasts; he favors an all-out offense without much in the way of dodging or clever tactics.

Panzer's armor contains several other useful systems. It can generate protective force fields either around him or at a distance. The "backpack" assembly manipulates electromagnetic waves to allow him to fly. The armor also has a standard suite of environmental and sensory systems.

Campaign Use: Panzer makes a good foe for just about any group: he's tough, a versatile combatant, and totally repugnant. He could become involved in scenarios anywhere in the world featuring neo-Nazis, surviving villains from the Third Reich, or similar fascist menaces. If he needs money or resources to fund his crusade, he could go to work for just about anyone.

To make Panzer tougher, increase the Active Points in his weapons Multipower so his attacks have more dice, or add some exotic attacks (such as Drains and NNDs) to it. You could also expand on his force-field generation abilities, for example improving his Force Wall so it's large enough to englobe people. To weaken him, remove his force-field powers and reduce his STR increase.

Panzer Hunts people in two situations: first, he's hired to; second, he sees a hero as a particular affront to Nazi ideals or a threat to his mission of restoring Nazi Germany. The latter category might include openly Jewish or Israeli heroes, German heroes opposed to Nazism, or the like. Despite his usual combat tactics he's a clever Hunter who makes a point of studying his target so he can determine the best time, place, and method of attack.

Appearance: Panzer's armor is an updated, modern, much more powerful version of the original Panzermenschen suit of armor from World War II. The underlayer is black; this shows through at the joints as a sort of high-tech chainmail-like mesh. The top layer looks more like brushed steel, though it's as tough as tank armor. There's a multiphasic blaster built into his right gauntlet/vambrace, and an automatic laser blaster mounted on his left arm. Built into the center of the chest is a circular weapon port that can fire laser or blinding light blasts. Slightly above and to the left and right of the chest blaster are prominent swastikas. The armor's helmet is form-fitted to his head, with a faceplate that makes him look perpetually angry; on the back of the armor is a backpack-like box that contains his electromagnetic flight technology.

PILVI				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
12	COM	1	11-	
5	PD	3		Total: 8 PD (3 rPD)
7	ED	3		Total: 10 ED (3 rED)
4	SPD	13		Phases: 3, 6, 9, 12
10	REC	8		
86	END	25		
26	STUN	0		Total Characteristics Cost: 118
Movement: Running: 6"/12" Flight: 10"/20"				
Cost	Powers	END		
40	<i>Cloud Form:</i> Desolidification (affected by Air/Wind powers), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½)			
80	<i>Specific Gaseous Forms:</i> Multipower, 100-point reserve; all slots Linked (to Cloud Form; -¼)			
3u	1) <i>Colorless, Odorless Gas:</i> Invisibility to Sight and Smell/Taste Groups, Reduced Endurance (0 END; +½); Linked (to Cloud Form; -¼)		0	
5u	2) <i>Weak Cyanide Gas:</i> RKA 1d6, Area Of Effect (One Hex; +½), No Normal Defense (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Affects Physical World (+2), Continuous (+1); No Range (-½), Linked (to Cloud Form; -¼)		10	
5u	3) <i>Deoxygenation Gas I:</i> Dispel Fire Powers 8d6, any Fire power one at a time (+¼), Area Of Effect (One Hex; +½), Affects Physical World (+2); No Range (-½), Linked (to Cloud Form; -¼)		9	
5u	4) <i>Deoxygenation Gas II:</i> Energy Blast 3d6, Area Of Effect (One Hex; +½), NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Continuous (+1), Affects Physical World (+2); No Range (-½), Linked (to Cloud Form; -¼)		8	
6u	5) <i>Thundercloud:</i> RKA 2d6, Autofire (3 shots; +¼), Affects Physical World (+2); Limited Range (6"; -¼), Linked (to Cloud Form; -¼)		10	
2u	6) <i>Smoky Form:</i> Darkness to Sight Group 1" radius, Affects Physical World (+2); No Range (-½), Linked (to Cloud Form; -¼)		1	
13	<i>Cloud Form Travel:</i> Flight 10"; Linked (to Cloud Form; -½)		2	
13	<i>Cloud Form:</i> Life Support (Self-Contained Breathing; Safe Environments: High Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/			

Vacuum); Linked (Cloud Form; -½) 0

Perks

- 10 Money: Wealthy
10 Contact: 10 points' worth of Contacts among Finnish businessmen and politicians
1 Fringe Benefit: Passport

Talents

- 6 Combat Luck (3 PD/3 ED)
3 Lightsleep

Skills

- 8 +4 OCV with *Thundercloud* Attack
3 Acting 13-
3 Bribery 13-
3 High Society 13-
3 Inventor 13-
3 AK: Finland 13-
5 Power: Gaseous Forms 14-
3 PS: Chemical Engineer 13-
3 PS: Businessman/Investor 13-
6 SS: Chemistry 16-
3 Shadowing 13-
5 Stealth 13-

Total Powers & Skills Cost: 250**Total Cost: 368****200+ Disadvantages**

- 5 Accidental Change: when exposed to unusual chemicals 8- (Uncommon)
15 Hunted: UNTIL 8- (Mo Pow, NCI, Mildly Punish)
15 Psychological Limitation: Powerhungry (Common, Strong)
15 Psychological Limitation: Arrogant (Common, Strong)
20 Psychological Limitation: Paranoid (Very Common, Strong)
5 Rivalry: Professional (other Finnish businessmen)
15 Social Limitation: Secret Identity (Torsti Salo) (Frequently, Major)
78 Experience Points

Total Disadvantage Points: 368

Background/History: Torsti Salo was a brilliant and unscrupulous Finnish chemical engineer who built a successful company with a combination of technical genius and unsavory business tactics, such as corporate espionage and well-placed bribes to government officials to look the other way while he dumped toxic chemicals into the local rivers. But despite his prosperity, Salo remained unsatisfied. A man of his genius was destined for bigger things, he felt. His big break came when a junior chemist on his staff accidentally developed a chemical called trilenium with strange mutagenic properties. Salo took personal control over the project. Once it became clear that the young chemist was truly on to something, Salo had him eliminated in a "botched robbery" of his apartment. Salo continued testing trilenium himself at night in his private lab, and when he fully refined it applied it to himself. As he had predicted, the mutagen gave him superhuman abilities — namely, the power to transform

PILVI PLOT SEEDS

Pilvi finally snaps. Salo Chemical's rival companies begin to experience a rash of break-ins, robberies, and the occasional murder of a security guard or late-working scientist. It's only a matter of time before the PCs track Pilvi down, but he knows "they" are out to get him so he's prepared for his enemies by booby-trapping his factory....

It's not paranoia if someone really is out to get you. Some "renegade" UNTIL agents approach the PCs, tell them they've been keeping careful watch on Pilvi because there's a good chance he'll mutate into even more dangerous forms, and ask them to capture him. In truth the "UNTIL agents" are ARGENT mercenaries who want to bring Pilvi in for examination so they can duplicate the process that created him.

A rash of superhuman monstrosities begins appearing near Salo Chemical facilities — obviously the creation of his toxic waste dumping, to Pilvi's mind. Desperate to contain the problem, he appears in public as a "superhero" and tries to lead other heroes away from the real cause of the problem (perhaps by pinning it on Teleios, which is like jumping out of the frying pan right into the fire — but Pilvi's not exactly thinking straight).



his physical body into clouds of various gasses. But unbeknownst to him, it also increased his natural paranoia and delusions of grandeur.

Salo now lives a dual life. By day he runs Salo Chemical and mingles in Finnish business and political circles; at night he commits crimes as the mysterious *Pilvi* ("the Cloud"). So far he's kept the two lives separate — not even his wife suspects that the demented criminal she's seen on TV is her own husband. But the temptation to use his powers to further his own business continues to grow, and *Pilvi* sees enemies seeking to bring him down around every corner.

Personality/Motivation: *Pilvi* is slowly sliding deeper into dementia with every passing day. The more he uses his powers, the more detached from reality he becomes. He's usually able to keep his madness in check and function normally as a boss, husband, and colleague. But as *Pilvi* he's become more and more prone to extended monologues about "them," the eyes out in the darkness that watch his every move and plot against him, jealous of his brilliance and his power. It's only a matter of time before that side of his personality breaks down the compartmentalized barriers in his strained mind.

Pilvi has so far committed crimes for his own amusement and to establish his name — he breaks into high-security facilities more for the challenge and prestige than for the actual monetary gain (though that's been fairly substantial). His fear of people eventually linking his activities to his

"daytime persona" has kept him from committing crimes to benefit his business, as much as he'd like to. If Salo Chemical falls on hard times, the temptation for corporate espionage or sabotage might become too great to resist.

Quote: "Admit it! You're one of them, aren't you?! Well, I can't let you live to report back whatever you've learned."

Powers/Tactics: *Pilvi* can transform his body into coherent clouds of gas. He can vary the actual chemical composition of the gas cloud from non-lethal tranquilizers to toxic poisons, though whatever gas he creates only affects people in the hex he currently occupies. He can also form small thunderclouds, complete with electrical discharges he can direct as miniature lightning bolts. In gas form he's largely impervious to harm and can fly at about thirty miles an hour.

In combat *Pilvi* generally uses his knockout gas form first, since he isn't a cold-blooded killer (yet)... but if an opponent angers him or seems to threaten to uncover or reveal his secrets, *Pilvi* uses his cyanide or thundercloud forms with lethal intent. He's a skilled chemist, and sometimes uses his powers in clever, unexpected ways (*i.e.*, he has the *Power Skill*).

Campaign Use: *Pilvi*'s paranoia makes him a dangerous opponent — he doesn't trust anyone, and therefore won't join a team he doesn't lead. PCs may encounter him first as Torsti Salo, and eventually uncover his secret identity... which will make him a particularly vengeful enemy. And though to this point he's guarded the secret of trilenium carefully, someone else might uncover it and need to be removed. Or, his toxic dumpsite might be discovered to have trilenium in it, leading to the creation of even more superhumans in the area.

To make *Pilvi* a tougher opponent, increase the size of his Multipower reserve and slots — the need to apply Affects Physical World (+2) to his attacks sometimes keeps their dice of effect relatively low. Some Damage Reduction to keep him safe when he's not intangible would help him fight hero teams. You could also increase his SPD to 5. To weaken him, remove the Invisibility slot in his Multipower and/or reduce his END.

Pilvi hasn't Hunted anyone yet, but it's only a matter of time before his paranoia reaches the point where he feels the need to track down and eliminate his "enemies." His Flight and Invisibility make it easy for him to follow his quarry, learn his secrets, and strike at the most inconvenient time. He might want to knock out his target first and take him somewhere for interrogation before killing him, which provides the heroes with an opportunity for a rescue.

Appearance: Torsti Salo is a short, slight, balding man in his late 40s with brown hair and brown eyes. His *Pilvi* "costume" is black pants and a loose, red and black, high-collared shirt, plus oversized goggles to hide his identity. In gaseous form he's a roughly spherical cloud of grey-green gas (the color may change slightly depending on which powers he uses).

DER SCHWARZE TOD

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
18	CON	16	13-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
9	PD	4		Total: 39 PD (30 rPD)
6	ED	2		Total: 36 ED (30 rED)
4	SPD	7		Phases: 3, 6, 9, 12
9	REC	0		
36	END	0		
32	STUN	0		Total Characteristics Cost: 122

Movement: Running: 6"/12"
Teleport: 15"/60"

Cost	Powers	END
108	<i>Disease Infliction:</i> Variable Power Pool, 75 base + 25 control cost, Can Change Powers As A Zero Phase Action (+1); Only For Diseases/Biomedical Conditions (-½)	var
90	<i>Hard To Kill:</i> Armor (30 PD/30 ED)	0
10	<i>Immunity:</i> Life Support (Immunity to all terrestrial diseases and biowarfare agents)	0
10	<i>Walks Like An Insect:</i> Clinging (normal STR)	0
Skills		
15	+5 with <i>Disease Infliction</i> VPP	
3	Breakfall 14-	
3	Concealment 13-	
3	Contortionist 14-	
3	CK: Berlin 13-	
3	KS: German Underworld 13-	
2	Language: English (fluent conversation; German is Native)	
2	Language: French (fluent conversation)	
1	Language: Latin (basic conversation)	
15	Power: Disease Manipulation 19-	
5	PS: Doctor 15-	
3	PS: Assassin 13-	
5	SS: Medicine 15-	
9	Shadowing 16-	
5	Stealth 15-	
3	Streetwise 14-	

Total Powers & Skills Cost: 298

Total Cost: 420

200+ Disadvantages

25	Hunted: German Law Enforcement 11- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Casual Killer (Very Common, Strong)
15	Psychological Limitation: Code Of The Assassin (Common, Strong)
15	Psychological Limitation: Tries To Avoid Direct Physical Confrontations (Common, Strong)
10	Reputation: Hired Assassin, 8- (Extreme)
5	Susceptibility: to extremely bright lights,

takes 1d6 damage instantly (Uncommon)

10 Vulnerability: 1½ x Effect from Light-based Flashes (Common)

120 Experience Points

Total Disadvantage Points: 420

EXAMPLE POWERS FOR DISEASE INFLECTION POWER POOL

Disease Infliction: The typical disease Der Schwarze Tod inflicts instantly makes the victim weak, sick, and nauseous. Depending on the type of disease and the strength of the attack, the victim may recover quickly or need months of medical treatment.

Drain CON 7d6. Total cost: 70 points.

Drain CON 5d6, Reduced Endurance (0 END; +½). Total cost: 75 points.

Drain CON 5d6, Delayed Recovery Rate (points return at the rate of 5 per 5 Minutes; +½). Total cost: 75 points.

Drain CON and STR 2d6, two Characteristics simultaneously (+½), Delayed Recovery Rate (points return at the rate of 5 per 1 Month; +2), Reduced Endurance (½ END; +¼). Total cost: 75 points.

Deadly Disease Infliction: Some of the diseases Der Schwarze Tod can use are lethal, able to kill within seconds. He has to make skin-to-skin contact to do this, but the longer he maintains the contact the worse the disease gets until the victim dies. Once skin contact is broken, the victim doesn't take any further damage, but the damage he's already suffered must heal normally.

RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Continuous (see text; +1), Reduced Endurance (0 END; +½) (67 Active Points); No Range (-½), Skin Contact Required (-½). Total cost: 33 points.

Debilitation: Some of the diseases and conditions Der Schwarze Tod inflicts create conditions other than death. For example, advanced leprosy can wither and ruin a target's arm, or der Schwarze Tod could lame a victim's legs via a neurological disease.

Major Transform 5d6 (human into human with debilitating disease, character defines exact effects of the debilitation when he buys the slot; heals back through another application of this power or appropriate advanced medical procedures) (75 Active Points); Limited Target (humans not already suffering from the condition; -½), No Range (-½). Total cost: 37 points.

Disfiguring Disease: Der Schwarze Tod can inflict diseases like smallpox that mar a person's appearance for long periods of time.

Drain COM ½d6, Delayed Recovery Rate (points return at the rate of 5 per 1 Year; +2½), Reduced Endurance (½ END; +¼). Total cost: 19 points.

DER SCHWARZE TOD PLOT SEEDS

VIPER hires der Schwarze Tod to eliminate a woman who's a rising power in the German and Balkan underworld. Instead of dying, she reacts to his powers the way he reacted to the disease that gave them to him. Now there are two Black Deaths, spreading disease and misery as they work together. But perhaps her transformation can provide the PCs with the clues they need to figure out how to "cure" both of them....

Der Schwarze Tod slowly but surely becomes less interested in professionalism and more interested in spreading death, disease, and havoc. In short, he becomes a perfect potential recruit for Eurostar. Fiacho sets him a test: if he can disrupt the latest meeting of the European Congress, killing at least 1,000 people in the process, he can join the group. The PCs get wind of this just in time and have to rush to Brussels to stop him... but Eurostar's running interference!

A conclave of sorcerers from dozens of time periods and cultures throughout Earth appears before the PCs. They claim that der Schwarze Tod is becoming an embodiment of Death, and if that's allowed to happen, all humanity is in peril. They insist that the PCs find him and kill him. Are they on the up-and-up, or is this all some elaborate ruse?

Epileptic Seizure: By temporarily afflicting a person with epilepsy, Der Schwarze Tod can cause him to go into convulsions and be unable to act.

Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½), Cannot Be Escaped With Teleportation (+¼) (70 Active Points); Cannot Form Barriers (-¼), Vulnerable (biomanipulation powers; -¼). Total cost: 47 points.

Background/History: Frank Schildiner was a young doctor working in a West Berlin hospital in 1989 as part of a research team attempting to create an improved influenza vaccine. Late one night he was alone in his lab, studying some unusual strains of the virus that had apparently mutated spontaneously in the isolated “cold room,” when he began to feel sick and dizzy. “Impossible,” he thought. “I’ve taken every precaution — I can’t have been exposed to anything. The viruses are dead, aren’t they?” The room began to spin, and Schildiner collapsed to the floor.

Doctors worked on Schildiner for weeks, trying to revive him from a coma. Despite their best efforts, Schildiner seemed to waste away before their eyes, becoming almost skeletally gaunt even though they maintained him with fluids via a feeding tube. After 32 days, he finally awoke to find himself in an isolated wing of his own hospital. He felt strange, well-rested, surprisingly full of energy. Thirsty, he reached for a glass from his bedside table, and as his bony hand closed around it he accidentally shattered it, astonishing himself with his own strength. A passing nurse heard the noise and looked in. “Doctor Schildiner!” she said, rushing into the room. “Don’t try to get up, you’re still weak.”

“Nonsense, I’ve never felt better in my life,” said Schildiner, still trying to rise as she pressed down on his shoulders. “Leave me be!” he hissed, pushing back at her. Then something in his mind released as though it were an invisible muscle he’d

been holding flexed. She stumbled away, looking at him with eyes full of terror. She began to choke and cough, grabbed at her own throat, and collapsed onto the floor.

Schildiner rose himself, his own medical instincts kicking in as he knelt by her body. He quickly determined that she’d died before she’d hit the floor. He scanned the room, looking for the call button to summon more help, and caught sight of himself in the mirror for the first time. Instead of his own face looking back at him, he saw the repulsive, grim visage of a man whose flesh has wasted away, leaving only papery-thin skin stretched over the skeleton. He suddenly realized he had killed the nurse, that he somehow had become a monster. The face in the mirror was the face of death. He fled out the window before the orderlies made it to his room, somehow not at all surprised that he could walk on walls like some sort of insect. After all, he wasn’t human any more. He was *der Schwarze Tod*, the Black Death, and the world would soon come to fear him.

Over the last decade *der Schwarze Tod* has created a name for himself in the European underground as a hired killer — an assassin who can somehow dispatch his victims without any trace. Simply pay enough money into a certain private account and supply a name, and within a matter of days whoever you want killed simply dies of a heart attack, stroke, or previously-undetected cancer. His rates are steep, but he never fails.

Personality/Motivation: Since his transformation, *der Schwarze Tod* has come to consider life a cruel, cosmic joke. He kills without a second thought, since all life (including his own) is worthless. The only structure in his life is his professional code as an assassin. He enjoys spreading terror as much as disease, acting like some sort of frightful god of death and disease and speaking in portentous tones and half-

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riddles while using his wall-walking ability to unnerve and frighten his victims before killing them with super-plagues, sudden seizures, or ravaging mutated cancers. He commands the highest rates as a killer, but in truth he'd kill simply for enough to live on; his tastes are not particularly extravagant and he lives in a private home in a remote forest near the Polish border. He only charges as much as he does to maintain his reputation.

Quote: "Feel that, hero? It's your heart giving out. No one can outrun Death forever."

Powers/Tactics: Der Schwarze Tod has the ability to inflict diseases and similar medical conditions at will. Sometimes he uses common afflictions such as heart attacks or nausea, but at other times favors bizarre, mutated diseases unknown to modern science. He rarely engages superhumans in direct combat; he prefers to terrorize and then slip away under cover of darkness.

Campaign Use: Der Schwarze Tod is a very unpleasant villain to deal with. His bizarre abilities and nasty disposition should frighten heroes, but allow them to truly enjoy defeating him. The strange diseases he inflicts can serve as useful plot devices, forcing the PCs to search for unusual or complicated cures.

To make der Schwarze Tod more powerful, improve his Characteristics (especially SPD and CON), and perhaps give him some defensive abilities or Regeneration to further represent how difficult it is to hurt or kill him. You could also give him a Damage Shield so that just touching him is enough to infect someone with a disease. To weaken him, reduce the size of his Power Pool so he can't create many disease effects that are lethal or long-lasting; you could also restrict the VPP so he can't change it quickly in combat.

Der Schwarze Tod will Hunt any characters he's hired to kill, and will continue to do so until he's either succeeded, been killed or incapacitated himself, or the contract is called off — his code of professional honor won't let him do otherwise. He's a master of psychological warfare; when pursuing a target, he stalks that person for days, building the anticipation as much as possible simply for the thrills.

Appearance: Der Schwarze Tod is tall and freakishly thin, with his underlying bone structure clearly visible through his pale grey skin. He wears a tattered and torn black robe crudely sewn together out of burial shrouds, with a high hood meant to evoke the Grim Reaper. Under the robes he wears a simple black bodysuit, lightweight boots, and tatters and strips of black cloth wrapped around his wrists and hands in an approximation of gloves.

VENIN VERT

Val	Char	Cost	Roll	Notes
11	STR	1	11-	Lift 115 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
6	PD	4		Total: 20 PD (14 rPD)
7	ED	3		Total: 21 ED (14 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
6	REC	0		
36	END	0		
25	STUN	0		Total Characteristics Cost: 86

Movement: Running: 6"/12"

Cost	Powers	END
75	<i>Venom Powers:</i> Multipower, 75-point reserve	
5u	1) <i>Cloud Of Venom:</i> RKA 1½d6, Area Of Effect (11" Cone; +1), Personal Immunity (+¼), Penetrating (+½), Reduced Endurance (½ END; +¼); No Range (-½)	3
5u	2) <i>Spray Of Venom:</i> RKA 2d6, +1 Increased STUN Multiplier (+¼), Personal Immunity (+¼), Penetrating (+½), Reduced Endurance (½ END; +¼); Limited Range (8"; -¼)	3
5u	3) <i>Knockout Venom Spray:</i> Energy Blast 6d6, Personal Immunity (+¼), No Normal Defense (defense is Life Support [appropriate Immunity]; +1); Limited Range (10"; -¼)	7
5u	4) <i>Paralyzing Venom Spray:</i> Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½), Cannot Be Escaped With Teleportation (+¼); Cannot Form Barriers (-¼), Limited Range (10"; -¼)	7
5u	5) <i>Venom Touch:</i> RKA 1½d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); No Range (-½)	7
12	<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½)	0
11	<i>ARGENT Force Field Projector Ring:</i> Force Field (8 PD/8 ED); OIF (-½), 1 Continuing Fuel Charge lasting 1 Hour (Easily recharged; -0)	[1cc]
10	<i>Immunity To Toxins:</i> Life Support (Immunity: all terrestrial poisons and chemical warfare agents)	0

Skills

9	+3 with <i>Venom Powers</i> Multipower
2	CK: Bonn 11-
2	PS: Chemical Engineer 11-
3	SS: Chemistry 12-
3	Stealth 13-
3	Streetwise 12-

Total Powers & Skills Cost: 155

Total Cost: 241

VENIN VERT PLOT SEEDS

A dear friend of the PCs' is desperately ill. The doctors believe that only a "drug" created by Venin Vert's body can save him. The PCs have to find her... and what's more difficult, convince her to do a good deed.

Teleios offers to "hyper-accelerate" Venin Vert's powers if she'll just do him a favor: kill the PCs. In fact, he'll temporarily augment them enough so she can take all the heroes on at once and get a taste of what real power would be like....

After suffering a blow to the head, Venin Vert develops a conscience. She tells the PCs she wants to atone for her misdeeds by becoming a crimefighter... but how does someone with powers as deadly as hers become a superhero?



200+ Disadvantages

- 5 Dependence: must ingest various unusual toxic chemicals at least once a day or her Venom Powers develop an 11- Activation Roll (Common)
- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Casual Killer (Very Common, Strong)
- 15 Psychological Limitation: Cowardly (Common, Strong)
- 15 Social Limitation: Secret Identity (Maricela Bonnini) (Frequently, Major)

Total Disadvantage Points: 285

Background/History: Maricela Bonnini was born in a small town in northern France in 1975. Not long after her fifth birthday her mutant powers manifested, giving her the ability to secrete various venoms and poisons and “fire” them through the pores in her hands. She accidentally poisoned her mother a few weeks later (her father had died a year before). The government concluded that she’d deliberately poisoned her mother with a household chemical and placed her in a series of orphanages and homes for dangerous youth. She became emotionally tough and withdrawn, and developed a fundamental disrespect for people and laws. Despite her difficult circumstances, she

was very bright and did well in school. Since she rarely had any friends, she had little difficulty keeping her mutation a secret (though she did poison a drunken suitor at a party once — his death was ruled accidental and no one ever connected it to her).

She studied chemistry in college and then took various industrial jobs so she could learn more about her powers and have access to the toxic chemicals she discovered she needed as an adult to ingest to keep generating more venom. In 1998 she finally decided she was ready to adopt a costumed identity as the mercenary supervillainess *Venin Vert* (“Green Venom”). Since then she’s worked for employers like ARGENT (who paid her with a force-field belt) and a Paris VIPER Nest; she also worked a brief stint as bodyguard and assistant to Zorran the Artificer. She’s encountered Chevalier on a couple of occasions, and the two have developed a strong personal

dislike for each other. She blames him for her one extended stay at the Guardhouse a couple of years back, and would accept a reduced fee for another crack at him.

Personality/Motivation: Venin Vert grew up in a situation where you had to become cold, hard, mean, spiteful, and selfish to survive... so that’s what she did. She only cares about herself, and has no ability to empathize with others or feel concern for their wellbeing. She’s not even a good mercenary villainess; she’ll cheat or steal from her employer if she thinks she can get away with it. She works well with a team as long as its goals coincide with hers and no one orders her around too much, but she has no loyalty.

Venin Vert became a supervillain because the pay is good and the hours are easy. She won’t commit to anything, and if the going looks like it’s about to get tough she usually cuts and runs. On top of that, she’s cowardly, and prefers to avoid combat as much as possible. That said, she’s been an effective employee for several masterminds because she’s thoughtful and clever. She’s actually enjoyed working for VIPER — it pays well and doesn’t expect too much as long as the job gets done.

Quote: “I’m deadlier than a snake — they have to bite to poison you.”

Powers/Tactics: Venin Vert’s mutant physiology allows her to convert various elements in her body into toxic liquids she can spray from the pores of

her hands. Some of the venoms she produces are shot as streams of liquid, while others emerge as clouds of mist; the deadliest one of all requires her to “inject” the venom into the victim by touching him. She can learn to produce new substances, but this may require her to ingest poisonous chemicals for her body to break down and process.

Since she’s afraid of getting hurt, Venin Vert rarely engages in open combat. She’d rather strike from surprise or from behind cover. Presence Attacks intended to frighten her gain a +5 or greater bonus if she fails her EGO Roll to resist her Cowardly Psychological Limitation.

Campaign Use: Venin Vert is the sort of super-crook you can use as a mercenary henchman for any villain willing to pay her price. She’s utterly passionless about anything other than money and the creature comforts it brings, so she’ll work for just about anybody.

To make Venin Vert more powerful, increase the reserve and slots of her Multipower, add slots to it, or give her a *Power Skill* so she can create new slots in mid-combat that she can later buy with Experience Points. If she’s too powerful for your campaign, remove her force-field belt first, then adjust her powers if necessary.

Venin Vert usually only Hunts people if hired to. But if a hero insults her, humiliates her publicly, or pretty much does anything to annoy her, she’ll make a note of it and seek revenge at the right time. She may not expend much energy personally on Hunting her tormentor, but if she ever gets an easy chance at him she’ll certainly take it.

Appearance: Venin Vert is a fairly plain looking woman, 5’6” and 125 pounds, with shoulder-length brown hair and brown eyes. Her costume is a bodysuit in several different shades of green, with a dark green “V” symbol taking up most of her torso, and a green domino-style mask. Her gloves are “open” on the back of her hand, allowing access to her venom glands. Her projector-belt is oversized, gold and black in color, with the main components in a large square “buckle” at the center.

TOP FIVE TARGETS FOR SUPERVILLAINS IN EUROPE

1) The Musee de Louvre, Paris, France. The home of such treasures as the Mona Lisa, the Nike of Samothrace, the Venus de Milo, the *Ship Of Fools* by Bosch, and the *Arcadian Shepherds* by Poussin, as well as countless temporary exhibitions, the Louvre is the most famous museum in the world. The center of the palace includes a massive glass pyramid designed by I. M. Pei. Three hundred guards patrol the Louvre during operational hours to keep an eye on the up to 30,000 visitors a day. There are security cameras and electric eyes nearly everywhere, as well as more serious security measures to defeat top-notch cat burglars and superhuman thieves.

2) The Galleria degli Uffizi, Florence, Italy. Constructed originally by the Medicis, this museum is home to classics by Botticelli, da Vinci, Michaelangelo, Raphael, and more.

3) The Monte Carlo Hotel and Casino, Monaco. While the outer halls look more and more like Vegas every day, the Salons Privés inside are still the home of high rollers and the cream of European society. The Opera House and the Hotel de Paris bar are also excellent locations to stage either a brilliant con or a daring attack on the vaults.

4) The banks and hotels of Andorra la Vella, Andorra. Andorra, a tiny principality between France and Spain, is known primarily for two things: its collection of ski resorts in the eastern Pyrenees; and its status as a European tax haven free from duties and tariffs. Wealthy vacationers and numerous banks that maintain a high degree of privacy and security make Andorra a fabulous target for European criminals with a taste for adventure.

5) The World Diamond Center, Antwerp, Belgium. A two-square-mile section of Antwerp is home to over 1,500 diamond importers, exporters, cutters, polishers, and sellers. Eight out of ten rough diamonds purchased on Earth pass through this area at some point.

CHAPTER TWO: RUSSIA

For information on VIPER in Russia, see pages 39-40 of the *VIPER* sourcebook. DEMON's involvement in Russia is detailed on page 130 of the *DEMON* sourcebook.

PAGE 26 — TAIGA

Taiga might not necessarily be permanently dead. The explosion that killed him blasted his body into thousands of fragments of flesh and bone... but he's a shapeshifter. It may be that his form can slowly reconstitute itself over months or years, eventually "resurrecting" him. Of course, if this is true, how his "death" will have affected his mind remains to be seen....

PAGE 26 — UNTIL

The UNTIL office in Irkutsk has been assigned enough UNTIL "troublemakers" that it's essentially switched sides: corruption has taken hold among agents fed up with the "poor treatment" they've received at the organization's hands. They've taken money from several smugglers, criminal gangs, and even VIPER Nests to provide information or "look the other way." If UNTIL doesn't uncover and correct this problem soon, the Irkutsk facility could become a major security problem.

PAGE 27 — TUNGUSKA

The Tunguska explosion of 1908 was not caused by a meteor or asteroid, though the evidence perceivable by modern-day science certainly supports that conclusion. The devastation resulted from the massive spell cast by the Circle Of The Scarlet Moon to kill Earth's last Archmage, Bohdan Stanislawski (see *Champions Universe*, page 124, *The Mystic World*, page 57, *DEMON*, page 7, and *Arcane Adversaries*, page 6). To beings able to perceive mystic energies, the Tunguska region remains strongly charged with the arcane power of the Hellstone, which is what's attracting the likes of DEMON and Takofanes. They seek to learn what created the explosion, find an artifact of great power, or somehow tap the "occult background radiation" for their own purposes. Most of all they desire to find the Hellstone, but thankfully it remains missing... for now.

PAGE 27 — LARISAGRAD

UNTIL reports that ARGENT has taken control of Larisagrad are accurate. Mechanon's not the power behind the city; he has no real presence there (yet), though he monitors activities in Larisagrad as best he can.

As discussed on pages 72-73 and 127 of *Champions Universe*, during the Cold War era Larisagrad was a city where numerous top-secret Soviet research projects were conducted. The foremost of these was Directorate Black-12, the Soviet superhuman-soldier research program. This project was about as successful as most of the similar American programs, which is to say that it produced a handful of superhumans in exchange for killing, crippling, or driving insane

hundreds of "volunteer" test subjects. *Spartanyets* ("the Spartan," a low-level speedster-brick with enhanced senses and military training) and *Nyepobyedimiy* ("Invincible," a brick) were its two best-known "graduates"; its most embarrassing failure became the supervillain *Gorbun* ("the Hunchback," a matter transformer and biomanipulator), who's still semi-active in the Russian underworld despite his advancing age.

When the Soviet Union crumbled and funding for Larisagrad's expensive research dried up, the scientists there were faced with a choice. They could become legitimate researchers, competing in the world of commercial scientific research and profiting from it... or they could offer their services to the highest bidder, regardless of purpose or morality. Unwilling to give up their high-class (by Russian standards, anyway) lifestyle, they opted for the latter path. A few scientists who couldn't stomach the decision fled the city, often ending up with European or American research firms.

It didn't take long for Larisagrad to develop a reputation for the quality of its work... not to mention the blind eye it turned to what was done with its technology. VIPER soon became a frequent customer, as did the Warlord, the Ultimates, the Crimelords, Utility, and various powered armor-wearing supervillains who needed occasional maintenance, upgrades, resupply, or spare parts for their equipment.

As Larisagrad's reputation waxed, ARGENT looked on with concern. It didn't need any more competitors than it already had. But rather than destroy Larisagrad, the organization's board of directors decided it was a valuable resource it needed to acquire. To that end, over the past ten years or so ARGENT has infiltrated operatives into Larisagrad, established commercial ties with the city, kept its most important citizens under surveillance, and undertaken a corporate espionage campaign against it.

As usual, ARGENT's tactics bore fruit. Through a combination of business manipulation, cutthroat competition, Maskbot replacement of key personnel, and blackmail, ARGENT has effectively controlled Larisagrad since late 2003. The current "mayor" of the city, a physicist named Stepan Dolovsky, is an ARGENT puppet; the group keeps him supplied with the drugs, women, and scientific resources he wants, and he does what it tells him to. The power behind the throne is Group Leader Gregory Attenborough, who reports directly to ARGENT's leaders and conveys their orders to Dolovsky.

A "client" who wants to contract Larisagrad's services contacts Dolovsky or any other member of the city's governing council, the *Komitet Upravlyeniya Issledovaniyami* ("Research Steering Committee," or KUI). The Committee looks into the request, determines what it can do for the client, and quotes a price. There's no dickering — a client either accepts the price or walks away (though on occasion the Committee has agreed to be paid in trade or services rather than cash). After a client deposits the nonrefundable full amount into a

secret account, the Committee puts Larisagrad's scientists and factories to work on his behalf. The finished goods are delivered at a time and place specified in the original contract.

Besides Dolovsky, other prominent Larisagradians include:

Lavro Aksenov: An expert on weapon systems design, Dr. Aksenov has been responsible for upgrading the weapons in several suits of powered armor, including Armadillo's, and for supplying blaster technology to several Third World dictators. A fussy, precise little man, he has difficulty maintaining a steady research team due to his constant carping and criticizing.

Filipa Larionovskaya: Formerly a researcher on rocketry and space travel, Dr. Larionovskaya has mostly turned her attention to designing propulsion systems for hovercraft and other cutting-edge super-vehicles. She's also consulted with some Larisagrad clients on the design of space stations and orbital bases.

Timofei Omelchenko: Though he's no Teleios, Dr. Omelchenko is a genius at bioengineering and related subjects. He's worked on several "human augmentation" and superhuman-soldier projects for various governments, and while he's never made an Earth-shattering breakthrough, he's done a lot to make the world a less safe place.

Shturm ("Onslaught"): Larisagrad would make a rich prize for many villains, not to mention the Russian and Ukrainian governments, so it has plenty of defenses to keep unwanted "visitors" away. The most prominent of these is a corps of power armor-wearing soldiers called the "Larisagrad Division" (or simply, "the Division"). The leader of the Division is *Shturm*, or "Onslaught," a superhuman created by Directorate Black-12. Gifted with energy projection and teleportation powers in addition to the powerful suit of battle armor he wears, *Shturm* has earned the gratitude of the Larisagradians — as well as millions of dollars — keeping their pleasant little home in the Urals safe and secure. (For the members of the Division, use the *Stalwart* armor on pages 116-17 of *Champions Universe*; for *Shturm*, add to that the powers of *Cheshire Cat* and *Photon* from *Conquerors, Killers, And Crooks*).

PAGE 28 — GYEROY VEDUN PLOT SEEDS

Here are three plot seeds for Gyeroy Vedun:

The spirits tell Gyeroy Vedun of a great mystical threat to Russia... originating in the US! The Russian wizard must journey to the New World to forestall this danger before it reaches his land — and no doubt he'll need the help of the PCs.

A PC (or friendly NPC) mystic senses a great darkness over the land where Gyeroy Vedun has his castle. Their attempts to contact him fail, so they go to Russia. There they find his castle standing open, his property and personal effects torn apart as if by robbers looking for something, and he himself missing. What's going on... and how can they find him?

Gyeroy Vedun believes that DEMON's close to finding the Hellstone out near Tunguska. He calls on the PCs to help him prevent this from happening.

PAGE 31 — STALNOY VOLK PLOT SEEDS

Here are three plot seeds for Stalnoy Volk:

After Stalnoy Volk saves his daughter's life, a wealthy Russian businessman foots the bill for an extensive series of upgrades and modernization packages for the hero's armor. But the businessman has an ulterior motive — he's well-connected with organized crime, and has built into the suit devices that let him override Stalnoy Volk's control of the armor. For example, he could force Stalnoy Volk to attack a crowd of schoolchildren, instantly turning him from a beloved hero into a disgraced villain... until, of course, Stalnoy Volk convinces the PCs he's been framed and gets them to help unravel the mystery.

The American and Russian governments arrange a "superhero exchange" program. Stalnoy Volk comes to work with the PCs' team for a few months, while one of them (or some other hero) takes his place in Russia. Wackiness ensues as cultural misunderstandings, potential romantic relationships, and differences in attitude rear their heads.

One by one, someone's murdering Stalnoy Volk's old comrades. Unable to find the killer himself, and not trusting anyone in Russia, he asks the PCs to help him bring the murders to an end.

PAGE 33 — VULNAPYEZDKA PLOT SEEDS

Here are three plot seeds for Vulnapyezdka:

It turns out Vulnapyezdka wasn't the only survivor who gained superpowers during the submarine accident. One of his fellow crewmembers became the nuclear-fueled energy-projecting powerhouse *Reaktor* ("Reactor"). Vulnapyezdka feels responsible for not saving him, and that means having to stop his rampages now... but *Reaktor*'s too tough to handle by himself. He asks the PCs to help him.

After rescuing a high government official during an incident caught on camera, Vulnapyezdka becomes an overnight media sensation. Uncomfortable with all the attention, he's easy prey to be exploited by unscrupulous media people... and is now exposed to being captured by the government or his enemies. The PCs have to help save him from the consequences of his heroism.

Beek captures Vulnapyezdka and puts him in a dozen different bottles so he can't re-form his body. The PCs hear a rumor that Beek's offering to sell the bottles individually with the promise that "if you drink this, you'll gain superpowers!". They have to find him and stop the whole scheme before their watery friend gets irretrievably split apart.

PAGE 36 — ZEMLETPYASENEE PLOT SEEDS

Here are three plot seeds for Zemletpyasenee:

The Russian government asks Zemletpyasenee to head up a new People's Legion. She agrees because she feels it's her duty, but little does she know she's being manipulated by unsavory elements with their own agendas. The PCs have to figure out what's going on and convince her to break away from the people who want to exploit her.

One of Zemletpyasenee's sisters develops density alteration powers she can't control well, making

her a danger to herself and others. Zemletpyasenee asks the PCs to take her under their wing, maybe even get her into Ravenswood Academy, so she can learn how to use her abilities to help others. But to do that, they have to evade a Russian government that doesn't want to lose so valuable an asset....

TOP FIVE CRIMES FOR A
SUPERVILLAIN IN RUSSIA

- 1) **Stealing Faberge Eggs.** These fabulous jeweled eggs were created by Peter Faberge on behalf of the Russian tsars between 1885 and 1917. He made a total of fifty of them, mostly for annual Easter celebrations. Though many were stolen, sold, or disappeared during the Russian Revolution, ten remain on display at the Kremlin Armory Museum in Moscow (which is also home to an amazing diamond collection). Eight of the eggs are unaccounted for.
- 2) **Stealing or sabotaging space vehicles or missiles from the Baikonur Cosmodrome in Kazakhstan.** Not actually near the town of Baikonur despite its intentionally-misleading name, the Cosmodrome is in Tyuratam. The world's oldest functioning space launch facility and the chief operations center for the Soviet Union from the 1950s to the 1980s, it's the central launch site from which the International Space Station is maintained, and is leased by Russia from the Kazakhstani government. "Tourist" flights for wealthy people who want to go into space also take place from Baikonur. Construction is ongoing for a new Russian-only facility in Arkhangelsk.
- 3) **Breaking into or stealing something from Lubyanka.** Lubyanka Square, in Moscow, is the location of the former main headquarters of the KGB (and its predecessors, such as the Cheka and GPU), the current headquarters of its smaller replacement the FSB, and a major Russian prison. It also includes a KGB museum, a private club for retired KGB officers, and the flagship store of the Dyestsky Mir children's toy shop chain. No doubt the secret basement levels contain files, artifacts, and many other items and documents of interest....
- 4) **Chernobyl.** Stealing something from or otherwise exposing oneself to the contaminated grounds surrounding the former Chernobyl nuclear power plant near Pripjat, Ukraine, which suffered an explosion and near-meltdown in April 1986, could give someone superpowers (though not necessarily pleasant ones), or enhance existing powers. The forests surrounding the plant for about 2 miles in all directions are called the Red Forests, since most of the pine trees in the area turned red and then died in the months after the accident. Perversely, the evacuation of over 800,000 humans from the area effectively created one of the Soviet Union's largest and most fertile wildlife preserves. Reportedly, there are many strange new species of plants and even animals now living there.
- 5) **Stealing nuclear weapons.** The Russians have over fifty years' worth of bombs and missiles being taken care of by a small, demoralized force. Powerful supervillains might just overwhelm army security, while craftier ones would bribe underpaid government officials for easy access to the nukes. There are also the infamous Russian "closed cities," such as Sverdlovsk and Chelyabinsk, where tens of thousands of workers continue to manufacture and care for nuclear devices behind barbed wire fences.

Zemletpyasenee uses her powers too close to a fault line, causing a massive earthquake. In doing her best to "absorb" the power of the quake and save innocent people, she gets "sucked" underground. The PCs have to take a journey to the center of the Earth to rescue her... but from what, exactly? Her powers never caused quakes before — who or what's behind this?

Supervillains of Russia

BEEK				
Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 [5]
17	DEX	21	12-	OCV: 6/DCV: 6
28	CON	36	15-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
16	PD	5		Total: 34 PD (18 rPD)
12	ED	6		Total: 30 ED (18 rED)
4	SPD	13		Phases: 3, 6, 9, 12
17	REC	0		
56	END	0		
67	STUN	0	Total Characteristics Cost: 177	
Movement:		Running: 7"/14"		
		Leaping: 11"/22"		
Cost	Powers			END
54	Natural Toughness: Armor (18 PD/18 ED)			0
7	Fast Healing: Healing 1d6 (Regeneration: 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 BODY per Turn [Post-Segment 12]; -1¼), Self Only (-½)			0
2	Head of Steam: Running +1" (7" total)			1
7	Enhanced Physiology: Life Support (Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum)			
Perks				
4	Contact: Old KGB Colonel 11- (Contact has access to major institutions, Good relationship with Contact)			
25	Followers: 16 agents built on 25 Base Points plus 25 points from Disadvantages			
5	Money: Well Off			
Skills				
15	+3 with HTH Combat			
3	Breakfall 12-			
3	Climbing 12-			
7	Computer Programming 14-			
3	Concealment 12-			
3	Interrogation 13-			
3	KS: Chess 12-			
3	KS: The Military/Mercenary/Terrorist World 12-			
3	KS: The KGB 12-			



- 2 Language: English (fluent conversation; Russian is Native)
- 3 Mechanics 12-
- 3 PS: Thug 12-
- 3 Stealth 12-
- 6 Survival (Arctic/Subarctic, Mountain, Urban) 12-
- 1 Tactics 8-
- 6 TF: Common Motorized Ground Vehicles, Helicopters, Small Planes, Tracked Military Vehicles, Wheeled Military Vehicles
- 2 WF: Small Arms

Total Powers & Skills Cost: 173

Total Cost: 350

200+ Disadvantages

- 15 Hunted: KGB 8- (As Pow, NCI, Capture)
- 15 Hunted: Stalnoy Volk 8- (Mo Pow, Capture)
- 20 Psychological Limitation: Greedy (Very Common, Strong)
- 15 Psychological Limitation: Sadistic (Common, Strong)
- 10 Unluck: 2d6
- 75 Experience Points

Total Disadvantage Points: 350

Background/History: Dima Evtushenko joined the Red Army in 1986 at the height of Cold War tensions. Filled with the fire of patriotism, he volunteered for the last fully-funded Directorate Black-12 program... and, amazingly enough, survived. Extensive exposures to strange chemicals, vitamins, and radiation gave him super-strength and resilience; his superiors code-named him *Beek* ("Ox").

As Directorate Black-12 petered out in the early Nineties after the dissolution of the Soviet Union, Beek fell in with a collection of KGB agents and army officers who were trying to feather their own nests as the walls crumbled around them. With their help he set himself up as a super-mercenary who worked for whoever could pay him: organized crime; foreign governments; espionage agencies. Since then he's slowly built up his own gang of ex-KGB personnel and street criminals. He's been active all across Europe, looking for the "big break" that's

going to make him a major player like Destroyer, Teleios, or Fiacho.

Personality/Motivation: Beek has an almost comically inflated sense of his own skill and intelligence... but he's considerably smarter than the average "brick" and has a certain cunning that's served him well in setting up his fledgling mercenary criminal organization. He's greedy, mean, and a bully, and thrives on the fact that people underestimate his intelligence when they look at the size of his neck.

Quote: "Everything is going exactly according to my plan. Now, we must... what the!?"

Powers/Tactics: The Black-12 treatments turned Beek from a low-level bully into a superhuman who can lift 50 tons and survive impressive amounts of punishment. In combat, Beek usually starts off trying to use smart tactics. However, if his plan works he's likely to become overconfident and leave himself open to counter-attack; if it doesn't, he'll probably lose his patience and resort to straightforward violence.

Given enough time, Beek researches potential adversaries before beginning an operation and tries to obtain high-tech weapons or equipment that will help his "gang" deal with known superheroes. He'll make every effort to manipulate situations so that fights take place on his terms, and if possible on the battlefield of his choice. He usually has a backup plan in case things go badly... but his plans

BECK PLOT SEEDS

One of Beek's men accidentally stumbles onto a hidden lab. Beek doesn't know who it belongs to, or what all those dinosaur-looking creatures in vats are, but he figures he can use the place for his Next Big Scheme. He doesn't realize it's one of Teleios's facilities, and those dinosaur-looking things are actually dinosaurs... which his bumbling about will soon release... which will attract the evil biologist's attention! The PCs find themselves having to clear up the whole debacle and keep Beek safe from Teleios.

A PC begins receiving mysterious notes that hint at the fact that the sender has discovered his Secret Identity and plans to blackmail him. The notes are from Beek, who doesn't know the character's identity for certain, but has made some surprisingly good guesses. The PCs have to resolve this dilemma before Beek figures things out and sells the information to the highest bidder.

After he pulls off a major score, Beek's status in the underworld rises. Full of himself, he decides he's going to rob a really big target — like the Kremlin or the PCs' headquarters. The heroes have to figure out what he's doing and stop him before he inflicts some real harm.

are often impractical, Byzantine, and designed as much to make him look smart to his underlings as to accomplish other goals.

Campaign Use: Beek is just clever enough to get himself into a lot of trouble. He desperately wants to create an organization as feared and respected as, say, Eurostar, but without any political ideology — he just wants power and wealth. If the opportunity to stick his nose into the plans of a real world-conquering mastermind comes along, he'll likely take it. His contacts in the remnants of the KGB and Soviet Army may also provide plot devices; Beek might find out about some useful gadget, secret document, or other Macguffin and decide it's the linchpin of his next big plan.

To make Beek tougher, increase his STR to 60-70 and give him some "Brick Tricks" so that he's a more versatile combatant — right now his repertoire consists of punching and grabbing. You could also increase his SPD to 5. To weaken him, reduce him to STR 40-50 and his Armor to 12 PD/12 ED.

As a Hunter, Beek tries hard to be clever. He studies his target, devises plans, prepares for contingencies. But one way or another, it always seems to go wrong and he ends up making a frontal assault against the target.

Appearance: Beek is 6'7" and weighs nearly 400 pounds, most of it slightly-flabby muscle. He's in his mid-thirties, with reddish-brown hair, brown eyes, and just a touch of gin blossom from drinking too much; his expression is often a contemptuous sneer that makes plain his belief in his own intelligence and cleverness. Most of the time he wears the finely-tailored suits he thinks a crimelord should wear; when he's going into battle he favors a simple black jumpsuit with heavy brown boots and gloves.

ERETSUN

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
26	DEX	48	14-	OCV: 9/DCV: 9
19	CON	18	13-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
23	PD	18		Total: 23 PD (15 rPD)
22	ED	18		Total: 22 ED (15 rED)
7	SPD	34		Phases: 2, 4, 6, 7, 9, 11, 12
9	REC	0		
38	END	0		
39	STUN	1		Total Characteristics Cost: 196

Movement: Running: 9"/18"
Leaping: 5"/10"

Cost	Powers	END
45	<i>Nasty Claws:</i> HKA 2d6 (3d6 with STR), Armor Piercing (+½)	4
25	<i>Envenomed Claws:</i> Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1); HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is clawed; -2), Gradual Effect (5 Minutes; 1d6/5 Minutes; -¾), Linked (to HKA; -¼), 4 Charges (-1) plus RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1); No Range (-½), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is clawed; -2), 4 Charges (-1)	[4]
40	<i>Evil Eye:</i> Major Transform 4d6 (person into person with Unluck 3d6, heals back through another application of this power or appropriate countermagics); Limited Target (humans; -½)	6
20	<i>Fade From View:</i> Invisibility to Sight Group	2
15	<i>Natural Toughness:</i> Damage Resistance (15 PD/15 ED)	0
15	<i>Mystically Resistant:</i> Physical Damage Reduction, Resistant, 25%	0
15	<i>Mystically Resistant:</i> Energy Damage Reduction, Resistant, 25%	0
6	<i>Swift:</i> Running +3" (9" total)	1
9	<i>Heightened Senses:</i> +3 PER with all Sense Groups	0
5	<i>Night Vision:</i> Nightvision	0

Talents		
27	Danger Sense (immediate vicinity, out of combat, a Sense) 12-	
3	Lightning Reflexes: +3 DEX to act first with Nasty Claws	

Skills

- 6 +3 OCV with *Nasty Claws*
- 3 Acrobatics 14-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Contortionist 14-
- 3 AK: Baltic Region 12-
- 3 KS: Arcane And Occult Lore 12-
- 3 Shadowing 12-
- 3 Stealth 14-
- 4 Survival (Arctic/Subarctic, Temperate/Sub-tropical) 12-

Total Powers & Skills Cost: 259

Total Cost: 455

200+ Disadvantages

- 15 Hunted: Gyeroy Vedun 8- (Mo Pow, Capture)
- 15 Psychological Limitation: Casual Killer (Common, Strong)
- 20 Psychological Limitation: Hates "Normal People" (Common, Total)
- 10 Unluck: 2d6
- 10 Vulnerability: 2 x STUN from Holy attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Holy attacks (Uncommon)
- 10 Vulnerability: 2 x effect from non-damaging Holy attacks (Uncommon)
- 165 Experience Points

Total Disadvantage Points: 455

Background/History: Eretsun is an extradimensional being from Xloptun, a subworld of Faerie (see *The Mystic World*) that's long had a connection to northern and eastern Russia. For centuries the demonlike beings of Xloptun have occasionally wandered through "weak spots" between worlds located in those regions. Some of them have developed a taste for human flesh and chosen to stay on Earth rather than give up such delicacies.

Eretsun came to Earth about five years ago. His name comes from Slavic myths about heretical sorcerers who reputedly could return from the dead and terrorize villages. He's traveled on foot across Russia, fascinated by human culture and creations (so different than he imagined from the stories his demonic forebears told). He usually hides in the daytime, finding a cave or deep wood far from prying eyes, then emerges at dusk to walk along streams and empty roads all night, stopping when something catches his eye. He turns invisible if in danger of being seen — he doesn't fear ordinary humans, but he's a careful hunter and prefers to move among mankind unnoticed, picking off a lone mortal when he has the chance.

Gyeroy Vedun has battled several Xloptuny over the last couple of decades (including their king, the Forest Lord Musail). Eretsun is craftier than most of his kind — he stays hidden and avoids the powerful wizard as much as possible.

Personality/Motivation: Eretsun is motivated by curiosity and hunger. Humans fascinate him, and he loves to ponder their inventions, customs, and

creations at length. He's recently become obsessed with opera, and has spent several nights in the alleys outside the Mariinsky Theater in St. Petersburg listening to the music and occasionally snatching a patron or musician for a snack. He has yet to eat a singer, though, and looks forward to the experience.

Quote: "Tasty, tasty. Oh, how I love this world, so full of beautiful things."

Powers/Tactics: Eretsun is a powerful semi-demonic being, with inhuman strength and speed and sharp, envenomed claws. He can turn invisible at will. He can also afflict opponents with his "Evil Eye," a curse of ill fortune. "Holy" attacks delivered with genuine faith affect Eretsun (and other Xloptuny) strongly; this weakness has led the Russians to link them with vampires in popular tradition.

Eretsun is cautious and stealthy, preferring to take down prey with a minimum of noise and witnesses so

**ERETSUN
PLOT SEEDS**

The classic Eretsun plot: Eretsun comes to the PCs' home region and begins preying on people. They have to track him down and put a stop to his depredations... preferably by ejecting him from Earth altogether.

Eretsun begins to get homesick. He has to find a way to persuade or trick a PC wizard or mystic (or well-liked NPC) to send him back to Xloptun.

It turns out Eretsun was just a scout. Now the Xloptuny are invading Earth in the hundreds. The PCs must stem the tide and turn back the attack!



he can avoid “riling up” the communities near his chosen hunting grounds. But if his presence is revealed, he’ll happily kill as many humans as it takes to escape and then move to a new territory.

Campaign Use: Eretsun is rather like an extradimensional hunter who loves the outdoors. He likes Earth and humanity just the way they are, and only takes an occasional human for sport and sustenance. Of course, from the point of view of the deer or birds, the hunter is a mysterious and implacable enemy, striking and then slipping away....

To make Eretsun tougher, increase his STR, CON, and/or Damage Reduction. To weaken him, get rid of his poison and reduce the damage his Nasty Claws cause; you might also reduce his SPD to 5-6.

Eretsun is a patient and deadly Hunter. Using his Invisibility and Stealth, he can stalk his prey for as long as he needs, then strike when the moment is right. However, he’s not a grudgeholder or vengeance-seeker, so the only reason he’d be likely to actually Hunt a hero is for the thrill of the competition.

Appearance: Eretsun is a humanoid creature who’s over seven feet tall and has a bald, misshapen head. His grotesque mouth is far too large for his face and brims with short, jagged teeth that poke out in all directions. His eyes are sunken, overlarge, rimmed with black, and lacking irises. His arms are long and skinny, with knuckles that drag when he walks upright; long, vicious-looking claws tip his fingers. His “clothes” are simply rags and tatters wrapped haphazardly around his body.

MOLNYA

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
19	CON	18	13-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
7	PD	4		Total: 27 PD (20 rPD)
8	ED	4		Total: 28 ED (20 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
15	REC	16		
78	END	20		
29	STUN	0		Total Characteristics Cost: 148

Movement: Running: 6"/12"
Flight: 20"/160"
Teleportation: 1-30,000 km

Cost	Powers	END
75	<i>Electrical Generation And Manipulation:</i> Multipower, 75-point reserve	
7u	1) <i>Lightning Bolt I:</i> Energy Blast 15d6	7
7u	2) <i>Lightning Bolt II:</i> Energy Blast 12d6, Reduced Endurance (½ END; +¼)	3
7u	3) <i>Ball Lightning:</i> Energy Blast 7d6, Area Of Effect (4" Radius; +1)	7
7u	4) <i>Chain Lightning:</i> Energy Blast 8d6, Explosion (+½), Reduced Endurance (½ END; +¼)	3
7u	5) <i>Electrical Drains:</i> Drain Electricity 4d6, any Electricity power one at a time (+¼), Ranged (+½)	7
7u	6) <i>Circuit Frying:</i> Dispel Electrical Devices 20d6, any Electrical Device power one at a time (+¼)	7
21	<i>Electrical Generation And Manipulation:</i> Elemental Control, 42-point powers	
63	1) <i>Electromagnetic Pulse:</i> Dispel Electricity Powers 9d6, all Electricity powers simultane- ously (+2), Area Of Effect (9" Radius; +1), Personal Immunity (+¼); No Range (-½)	11
21	2) <i>Generate Intense Electromagnetic Field:</i> Change Environment 32" radius (create intense electromagnetic field), -5 to Radio Group PER Rolls	4
39	3) <i>Electromagnetic Repulsion Field:</i> Force Field (20 PD/20 ED), Reduced Endurance (0 END; +½)	0
26	4) <i>Immunity To Electrical Attacks:</i> Force Field (+30 ED), Reduced Endurance (0 END; +½), Persistent (+½); Only Works Against Limited Type Of Attack (electricity; -½)	0
48	<i>Body Of Electricity:</i> Desolidification (affected by Electricity or Magnetism powers), Reduced Endurance (0 END; +½); Cannot Pass Through Nonconduc- tive Materials (-¼)	0
26	<i>Body Of Electricity:</i> Life Support (Immunity: all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents; Safe Environments: High	

	Pressure, High Radiation, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing); Linked (Desolidification; -½)	0
120	<i>Body Of Electricity</i> : RKA 2d6, Continuous (+1), Damage Shield (+½), Affects Physical World (+2), Reduced Endurance (0 END; +½); Linked (Desolidification; -¼)	0
40	<i>The Speed Of Electricity</i> : Multipower, 60-point reserve; all slots Linked (Desolidification; -½)	
3u	1) <i>Electron Propulsion I</i> : Flight 20", x8 Noncombat; Linked (Desolidification; -½)	7
1u	2) <i>Speed Of Lightning</i> : Teleportation 3", MegaScale (1" = 10,000 km, can be scaled down to 1" = 1 km; +1½); Linked (Desolidification; -½)	1
32	<i>Field Sense</i> : Detect Electromagnetic Fields 13- (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting	0
2	<i>Slowed Aging</i> : Life Support (Longevity: lifespan of 400 Years)	0
Perks		
30	Contacts: 30 points' worth of Contacts in governments and intelligence agencies around the world	
7	Fringe Benefits: International Driver's License; Passport; Security Clearance (5, in Russian government)	
5	Money: Well Off	
3	Reputation: one of the best and most dangerous superhuman spies (in the Espionage World) 11-, +3/+3d6	
Talents		
15	Danger Sense (self only, out of combat, Intuitive) 13-	
3	Lightsleep	
Skills		
25	+5 with Ranged Combat	
3	Acting 14-	
3	Bribery 14-	
3	Bugging 13-	
3	Concealment 13-	
3	Conversation 14-	
3	Cryptography 13-	
3	Deduction 13-	
3	Disguise 13-	
2	Forgery (Documents) 13-	
3	High Society 14-	
3	Interrogation 14-	
3	KS: Enemies Of Russia 13-	
3	KS: The Espionage World 13-	
3	KS: The KGB And Other Russian Intelligence Agencies 13-	
3	KS: Philosophy 13-	
3	Lipreading 13-	
3	Lockpicking 13-	
3	Persuasion 14-	
9	Power: Electricity Powers 16-	
7	PS: Spy 17-	
3	Security Systems 13-	
3	Shadowing 13-	

3	Stealth 13-
3	Streetwise 14-
3	Systems Operation 13-
3	Tactics 13-
3	WF: Small Arms, Blades

Total Powers & Skills Cost: 737

Total Cost: 885

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
20	Hunted: CIA 11- (Mo Pow, NCI, Capture)
15	Hunted: The Sentinels 8- (Mo Pow, Capture)
5	Physical Limitation: Hard of Hearing (-2 to Hearing Group PER Rolls) (Infrequently, Slightly Impairing)
15	Psychological Limitation: Self-Centered; Looks Out For Number One (Common, Strong)
15	Psychological Limitation: Dislikes Unnecessary Bloodshed And Chaos (Common, Strong)
5	Vulnerability: 1½ x STUN from Water attacks (Uncommon)
580	Experience Points

Total Disadvantage Points: 885

Background/History: Pavel Zavarev was born in 1926 in a small town near Petrograd. He joined the Army by lying about his age in 1942. His mutant powers manifested in late 1944, and he was recruited into government service by General Mikhail Vodopianov under the codename *Molnya* ("Lightning"). After the war he was trained as a spymaster by order of Lavrenti Beria, and for the next four decades led teams of superhuman spies serving the USSR. When he realized in the Seventies that he was aging much more slowly than he ought to, and that he was becoming increasingly out of touch with the "younger generation," his interest in the Great Game began to wane, slowly but surely.

With the resignation of Gorbachev in 1991 and the official dissolution of the Soviet Union, Molnya finally walked away from his job for good. He spent the next decade traveling the world under a series of assumed identities, observing various political systems and studying a wide range of philosophies. But in the end he decided the only philosophy that truly mattered was "look out for yourself." With this in mind he returned to Moscow and used his old contacts to assemble the nucleus of a gang. If Russia was to be a kleptocracy, then he would use his powers and skills to become one of the wealthiest and most powerful thieves in the "government."

Personality/Motivation: Renewed by his decade-long "vacation" and personal epiphany, Molnya has begun working in earnest to make himself a power in Russia. He's learned that he can't depend on governments, philosophies, or commanding officers to get what he wants; the only person who really cares about him is him, so he's the only thing he cares about. Everyone else in the world can suffer and die as long as it doesn't affect him. That said, he prefers order and predictability to bloodshed and chaos; to

MOLNYA PLOT SEEDS

Molnya wants the Warlord as a dependent ally; his Shadow Army would give Molnya the ability to control Asian Russia with relatively little difficulty. To drive the armored villain into his arms, Molnya begins passing information about him to the PCs, so that one defeat after another will force the Warlord to look for help... at which point Molnya will offer his "services."

Molnya and Slun pool their resources and begin taking over the Russian underworld. The Russian mobs are already wealthy and have power around the world; with these two leading them, they'll be the greatest organized crime force ever assembled. The PCs have to break the alliance up now, before it gets entrenched. Time for a trip to the Motherland....

ARGENT offers Molnya a treatment that will increase his powers threefold. Intrigued but suspicious, Molnya decides to use the PCs as stalking-horses: he'll sic them on ARGENT, then follow behind them and steal the data and devices ARGENT claims will augment his abilities.



his mind, the best plan is one that doesn't require a lot of killing or violence to accomplish its goals.

His extended lifespan has given Molnya perspective and patience. He wants to wield great power, but he doesn't have to seize it right away — he can plan carefully, make preparations, and ensure that everything goes as smoothly as possible. He's begun infiltrating "agents" into organizations such as Beek's gang, UNTIL, and VIPER, with many others on his "target list." He fears Destroyer but believes he can simply outlive him, thinks Eurostar can be manipulated into doing a lot of his work for him and then eliminated, and wants to recruit Teleios and possibly the Warlord as allies (or, better still, underlings).

Quote: "It's all a game, and this time I'm playing to win."

Powers/Tactics: Molnya is a powerful mutant with the ability to manipulate electricity, even to the extent of transforming himself into a coherent field of electromagnetic energy. In this form he can travel at tremendous speeds and harm anything

that touches him. In human form he can fire powerful bolts of lightning, slag electronic equipment, and generate powerful electrically-charged fields.

Apart from these impressive powers, Molnya has 40 years of field experience as a soldier, spy, and team leader, and knows how to get things done without relying on his powers. He prefers not to show his face in public, so if he's forced to actually use his powers in combat it's probably because some operation has failed badly. If that's the case, he'll primarily concentrate on getting himself, his team, and his objective out of the area at top speed; he certainly won't hang around for unnecessary and unpredictable super-battles.

Campaign Use: Molnya provides you with an interesting wild card in the ongoing competition between prospective world conquerors. He wants power, but would be happy to have somebody else "in charge" so he can take his more comfortable place behind the throne. (If Destroyer would trust him, they'd make highly effective partners, but Molnya would require too much freedom of action for Destroyer not to see him as an eventual threat.) His patience and ability to manipulate his enemies and rivals makes him both a dangerous threat and a useful behind-the-scenes plot device — someone occasionally glimpsed but not actually confronted until he's close to actually seizing power behind a resurgent Russian Empire.

To make Molnya more powerful, decrease the END costs of many of his powers, or give him another Multipower of cyberkinetic powers (representing the ability to control devices by controlling the electricity powering them). To weaken him, reduce his Multipower reserve and slots to 60 Active Points, and/or get rid of his Body Of Electricity powers.

Molnya makes a dangerous Hunter because of his patience and resources. A PC he Hunts may never see him, just the people who work for him. He'll learn everything he can about his quarry, then respond with direct or indirect attacks specifically calculated to take advantage of the target's psychological, social, and physical weak points.

Appearance: Despite being nearly eighty years old, Molnya looks like he's in his early thirties. He shaves his head and cultivates a short, well-manicured black beard in an effort to appear more imposing. He's 5'10" tall and weighs a trim 170 pounds; he looks as though he works out regularly (though in fact he never exercises). He wore a costume decades ago, but today wears finely-tailored men's suits. His only superhuman affectation is cufflinks (and sometimes a tie-tack) in the shape of lightning bolts.

SLUN				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
10	DEX	0	11-	OCV: 3/DCV: 3
15	CON	10	12-	
20	BODY	20	13-	
18	INT	8	13-	PER Roll 13-
26	EGO	32	14-	ECV: 9
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
6	PD	3		Total: 12 PD (6 rPD)
5	ED	2		Total: 11 ED (6 rED)
4	SPD	20		Phases: 3, 6, 9, 12
6	REC	0		
40	END	5		
35	STUN	0		Total Characteristics Cost: 112

Movement: Running: 6"/12"

Cost	Powers	END		
20	<i>Quick Thinking:</i> +3 SPD; Only To Use Mental Powers (-½)	0		
65	<i>Mentalism:</i> Multipower, 65-point reserve			
6u	1) <i>Mind Reading:</i> Telepathy 13d6	6		
6u	2) <i>Mental Assault:</i> Ego Attack 6d6	6		
6u	3) <i>Weak Minded Fools:</i> Drain EGO and INT 4d6, EGO and INT simultaneously (+½)	6		
6u	4) <i>Mental Domination:</i> Mind Control 10d6, Reduced Endurance (½ END; +¼)	2		
	<i>Martial Arts: Streetfighting</i>			
	Maneuver OCV DCV Notes			
4	Eye Gouge	-1	-1	Sight Group Flash 4d6
4	Kidney Punch	-2	+0	HKA ½d6 (1d6+1 with STR)
4	Low Blow	-1	+1	NND 2d6
5	Roundhouse/Curb Stomp	-2	+1	Strike 6½d6
15	<i>Powerful Shields:</i> Mental Defense (20 points total)			0
29	<i>Sense Other Minds:</i> Detect Minds 15- (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting			0
4	<i>Padded Robes:</i> Armor (3 PD/3 ED); Activation Roll 13- (-¾), OIF (-½)			0
5	<i>Lucky:</i> Luck 1d6			0

Perks

20	Contacts: 20 points' worth of Contacts throughout St. Petersburg
4	Fringe Benefit: Membership (head of a major gang)
10	Money: Wealthy

Talents

6	Combat Luck (3 PD/3 ED)
16	<i>Psychic Translation:</i> Universal Translator 17-; Only Works In The Presence Of A Fluent Speaker (-½)

Skills

3	Acting 13-
3	Bribery 13-
3	Bureaucratics 13-
8	Gambling (Card Games, Dice Games, Sports Betting, Roulette) 13-
3	High Society 13-
3	Interrogation 13-
5	CK: St. Petersburg 15-
5	KS: St. Petersburg Underworld 15-
3	KS: Russian Orthodox Christianity 13-
1	Language: English (basic conversation; Russian is Native)
3	Oratory 13-
3	PS: Mobster 13-
3	Streetwise 13-
2	WF: Small Arms

Total Powers & Skills Cost: 283

Total Cost: 395

200+ Disadvantages

20	DNPC: elderly mother 8- (Incompetent; Unaware of character's Social Limitation: Secret Identity)
10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
25	Hunted: St. Petersburg Police 11- (Mo Pow, NCI, Capture)
20	Hunted: Russian Government 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Cruel (Common, Strong)
20	Psychological Limitation: Blasphemous, Yet Secretly Fears For His Soul (Common, Total)
15	Psychological Limitation: Enjoys Western Luxuries, Particularly Food And Cigars (Common, Strong)
15	Social Limitation: Secret Identity (Yaromir Blokhin) (Frequently, Major)
55	Experience Points

Total Disadvantage Points: 395

Background/History: Yaromir Blokhin was born and raised in St. Petersburg (though it was still called Leningrad at the time). A quiet, contemplative, intelligent child, as he grew up he felt a religious vocation and attended an Orthodox Christian seminary with the intent of becoming a priest. But when he was 20 he developed strange psychic powers — the ability to read and control men's minds, or to inflict agony with but a thought. His personality warped by the sudden emergence of these powers and the realization of what he could do with them, he rejected his upbringing and his faith to turn to evil. Between his psionic powers, a natural proclivity for crime, and sheer cruelty, over the past decade he's worked his way to the top of the St. Petersburg underworld. Calling himself *Slun* ("The Bishop"), he affects some of the trappings of an Orthodox priest to give himself an added air of danger and depravity.

SLUN PLOT SEEDS

Slun comes into contact with a high-ranking Russian naval officer and takes mental control of the man. Now the crimelord of St. Petersburg has access to nuclear weapons! Will he sell them, use them to blackmail another country, or something else?... and can the PCs stop his scheme before one of the bombs goes off?

Slun forms an alliance with VIPER. As part of the deal, he takes the place of a recently-deceased member of the Council of Thirty. The alliance gives VIPER greater power in Europe, and it begins using its new resources to augment its operations in America. The PCs have to journey to Russia to cut the problem off at its source, either by destroying VIPER Nests there or finding a way to create a rift between Slun and the snakes.

Some of Slun's thugs mug a man and steal his valise. Inside they find a big wad of cash and a large, odd-looking key. Slun can sense that the key is more important than the money, but he can't find out anything about it. Will he learn that he's gotten his hands on the mysterious and powerful Janus Key... and if so, what will he do with it?



Personality/Motivation: Slun presents himself as the Devil incarnate, wholeheartedly throwing himself into any sin that catches his attention. It's mostly an act — his reputation as the “Evilest Man In St. Petersburg,” a city that's seen more than its share of evil, helps him intimidate his underlings as well as the general public. Judicious use of his powers to gather “impossible” information only underscores the rumors of his infernal nature. Slun loves both the infamy and the material gains his position affords, particularly creature comforts; he dresses in tailored suits under his mock robes, drinks the finest brandy, smokes the most expensive cigars he can find, and never has fewer than two beautiful women with him to satisfy his every whim. But his greatest love is gourmet food. His gluttony is nearly boundless, and he often holds “business meetings” over dinners that last for hours. Anyone who can compete with him as a trencherman earns a measure of his respect.

Despite his mockery of the Church and God, deep down a part of him remains a believer. Slun genuinely fears he'll go to Hell for his vast collection of sins. He figures his only chance is to become so great and famous a sinner that he can somehow receive special status in the Infernal Realm, perhaps sitting at the side of the Devil he's so often claimed to know personally.

Quote: “I can assure you, good sir, that you've never met anyone quite as bad as me.”

Powers/Tactics: Slun is a powerful, if not overly versatile, telepath whose primary abilities revolve around mind-reading or forcing his will on others. He can generate waves of telepathic pressure that cause excruciating pain in an opponent, or overwhelm a foe's thinking processes with mental static that makes him even more susceptible to commands and diminishes his capacity to think. His mind-reading abilities also allow him to translate unknown languages by linking himself to the mind of another speaker of the same language to access the translation abilities of the third person.

Slun has used his telepathy to gain incriminating information on most of St. Petersburg's powerful citizens, from the mayor and chief of police to the city's business leaders and newspaper editors. His organization runs most of the organized criminal activity in the city, from loansharking and protection rackets to illegal gambling, smuggling, and contract murder, and is well known for its use of brutal violence when crossed. He's eliminated several rival gangs through swift attrition, systematically targeting their businesses for fires and similar “accidents” while picking off individual members as opportunity and clever planning allowed. Eventually the remaining members of a rival gang either flee or join Slun.

So far Slun's ambitions have not extended past St. Petersburg (though his gang has outposts and partnerships both in other Russian cities and abroad), but that may soon change. The promise of vaster fields of wealth available in the cities of America that other Russian gangs have begun to penetrate has certainly gotten Slun's attention.

Campaign Use: Slun could get involved in nearly any adventure taking place in St. Petersburg — if there's unusual activity going on or an opportunity for profit in “his” city, he'll look to take advantage of it. His “fingers in every pie” approach might lead to him getting entangled with other agencies in Russia, whether it's Beek's new group, Molnya's schemes, or VIPER's effort to carve itself a larger piece of the Russian pie. Heroes based in the United States may find themselves dealing with new groups of Russian mobsters in their city, and following that thread eventually leads them to Slun.

To make Slun more powerful, give him some more Multipower slots (Mental Illusions or a Mental Transform, for example) and/or an Elemental Control of related abilities like Mind Scan. To weaken him, reduce his Multipower reserve and slots to about 40 Active Points.

As a Hunter, Slun is sneaky and cruel. Between his powers, his contacts, and his gangsters, he can find out all sorts of things about his target. Then he uses that information to make the target miserable. When he's had enough fun playing cat and mouse, he lowers the boom.

Appearance: Slun stands 5'10" and is extremely corpulent, but carries it fairly well. He wears a long, high-collared black robe and short black cape that wraps all the way around his shoulders; both garments are designed to mimic those of Orthodox priests, and have glistening silver trim. He habitually wears a long silver necklace with an ornate cross hanging from it.

TECHNYIK

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
10	BODY	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
15	PRE	5	12-	PRE Attack: 3d6
13	COM	2	12-	
6	PD	4		Total: 15 PD (9 rPD)
7	ED	4		Total: 16 ED (9 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
5	REC	0		
68	END	20		
22	STUN	0		Total Characteristics Cost: 119

Movement: Running: 6"/12"
Flight: 15"/30"

Cost Powers **END**

111	<i>Cybermorphic Gadgetry:</i> Variable Power Pool (Gadget Pool), 60 base + 30 control cost, Cosmic (+2); Focus (all slots must have at least -½ worth of this Limitation; -½), Technology Powers Only (-¼)	var
55	<i>Cyberkinesis:</i> Multipower, 55-point reserve	
5u	1) <i>Control Machines:</i> Mind Control 11d6 (Machine class of minds)	5
5u	2) <i>Communicate With Machines:</i> Telepathy 11d6 (Machine class of minds)	5
3u	3) <i>Manipulate Devices:</i> Telekinesis (30 STR), Fine Manipulation; Only Works On Machines And Machine Parts (-1)	5
2u	4) <i>Cybermorphing:</i> Major Transform 3d6 (machine into any other type of machine, or spare parts into working machine; heals back by being taken apart or destroyed, or subjected to another use of this power); No Range (-½), Limited Target (machines and spare parts for machines; -½)	5
2u	5) <i>Cyberkinetic Repair:</i> Healing BODY 4d6; Only Versus Machines (-1)	4
52	<i>Power Boost:</i> Succor Machine Powers 6d6, any Machine Power one at a time (+¼), Ranged (+½)	5
18	<i>Light Powered Armor:</i> Armor (9 PD/ 9 ED); OIF (-½)	0
20	<i>Light Powered Armor Jetpack:</i> Flight 15"; OIF (-½)	3

Skills

6	+2 with Electronics, Inventor, and Mechanics
6	+2 with <i>Cybermorphic Gadgetry</i> VPP
3	Bugging 13-
9	Computer Programming 16-
3	Cryptography 13-
3	Electronics 13-
3	Inventor 13-
3	Mechanics 13-
5	SS: Metallurgy 15-
3	SS: Robotics 13-

3	Streetwise 12-
3	Systems Operation 13-
2	WF: Small Arms

Total Powers & Skills Cost: 322

Total Cost: 441

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Hunted: Stalnoy Volk 8- (Mo Pow, Capture)
25	Hunted: FSB 11- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Fascinated By Advanced Tech (Common, Strong)
10	Psychological Limitation: Selfish And Greedy (Common, Moderate)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
5	Reputation: former hero turned criminal, 8-
146	Experience Points

Total Disadvantage Points: 441

Background/History: Ruslan Belanov had a talent for building and fixing electronic gadgets even as a kid. The source of this talent became apparent when his mutant powers manifested in his mid-teens — he's a cyberkinetic, able to control, move, or re-arrange machines with just the power of his mind. He joined the People's Legion as *Technyk* ("the Technician"), and was still the youngest recruit and a "junior member" when funding began to fall apart in 1991. Young and handsome, he took advantage of his celebrity and contacts to maintain a high standard of living for himself by charging politicians for his services as a spy and bodyguard. From there it was a slippery slope downhill until one day he realized he'd become a mercenary supervillain hiring out his services to the highest bidder and occasionally supplementing his own income with robberies. He also realized he didn't care and went right on with his criminal career. He's well known as a "hero-turned-villain," and frequently cited as an example (or product) of the terrible state of affairs in modern Russia.

Personality/Motivation: Technyk is basically a decent fellow, but one with a relatively weak moral compass and a too-strong dose of self-interest. Lacking role models such as Gyeroy Vedun to keep him in line on a regular basis, he gave in to his baser impulses and became a supervillain. He justifies his crimes by pointing out that "everybody does it" and that it's simply a matter of survival of the fittest in the Russian cesspool. He has no particular desire to harm innocents, though he will if there's no other way to avoid being captured or harmed himself.

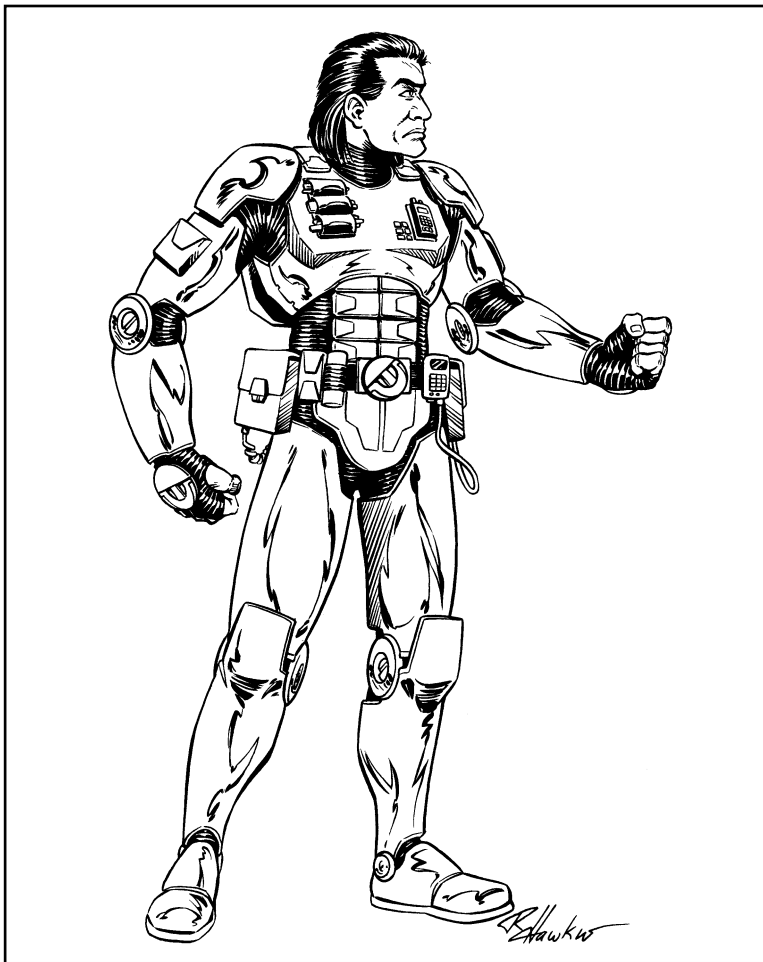
Technyk's chief adversary is Stalnoy Volk — they didn't get along well as teammates, and now that they're on "opposite sides" they've sparred on several occasions. Despite having powers that make him particularly effective against armored heroes, Technyk knows he's not really in his old partner's weight class, which annoys him all the more.

**TECHNYIK
PLOT SEEDS**

Technyk sneaks into the Kremlin and takes control of Russia's military computers and data-nets. Now he's holding the world for ransom. UNTIL recruits the PCs to stop him, but it won't be an easy job — he's barricaded in a control room where he has access to an enormous amount of "spare parts" to use his powers on.

Needing a catspaw to distract the heroes from one of his own schemes, Dr. Destroyer secretly supplies Technyk with some of his own advanced technology. Technyk is now powerful enough to conquer all of Europe... and that's just what he intends to do.

While Mechanon battles the PCs, Technyk sneaks onto the scene and takes control of the fiendish robot while he's weakened! Now he's got access to a Mechanon body and everything that body knows and controls, putting him in a position to become one of the most powerful villains in the world. The PCs have to stop him... perhaps with some unexpected help from Mechanon himself!



Quote: “Of course I can take care of that little problem for you. Now, let’s talk money.”

Powers/Tactics: Technyk is a cyberkinetic, with the psychic ability to communicate with and control computers and other machinery, as well as an impressive telekinetic talent that seems to only work on machines and small parts. He can even rebuild, re-arrange, or augment machines with sheer mental power.

Technyk carries with him a large number of miniature modular circuits, beam emitters, and other pieces of cutting-edge technology. Using his cybermorphic powers, he can arrange or alter these spare parts to create a wide range of devices in combat. If necessary, he can also use other

nearby devices — more than one bystander has had his cell phone, pocketknife, or wristwatch cyberkinetically yanked out of his hands to become part of whatever device Technyk is building. Given access to enough spare parts, Technyk could build weapons and devices of truly terrifying power. See *Gadgets And Gear* for hundreds of gadgets he could build with his VPP.

Campaign Use: As a “hero gone bad,” Technyk can serve as an object lesson to PCs... particularly if he winds up in over his head after signing on to work with a particularly nasty employer. He could also become a villain heroes “love to hate” because he constantly derides them for being do-gooders and flaunts his own success.

To make Technyk more powerful, increase the Pool of his VPP — as mentioned above, the only real limit on his abilities is how much materiel he has to work with. You could also give him a Summon Robots ability

outside the VPP so he can have some “henchmen” available at all times. To weaken him, reduce the size of the VPP, or remove the *Cosmic* (+2) Advantage and give him a Skill to change it with.

Technyk is an indifferent Hunter at best. He’ll Hunt someone if hired to, but he doesn’t put much effort into it.

Appearance: Technyk stands 5’5” and weighs 140 pounds, with black shoulder-length hair and blue eyes. He wears a silver-colored light battlesuit, and keeps his collection of spare parts either built into the suit in non-functioning sections or compartments built into the belt and back.

CHAPTER THREE: THE MIDDLE EAST

Because of the ongoing strife in the Middle East, GMs who want to set scenarios there should be prepared to do a little current events research (for maximum verisimilitude) — or to simplify the entire situation for dramatic purposes. Either approach has its benefits and pitfalls, especially if the players expect some level of “realism” in the game or take an interest in political issues. Don’t let the topic dissuade you from running a fun game, but know your players well enough to know how to plan the adventure so it doesn’t turn into an argument.

PAGE 40 — THE NEW AMERIFORCE ONE

The US government’s been working on fielding its own team of superheroes, one loyal to it that answers to it, for over a decade. In the early 2000s, recruiting and training efforts finally paid off with enough stable superhumans to constitute a viable team. The government has over a dozen prospective additional members or members-in-training at a top-secret facility at Fort Bragg, North Carolina, and hopes to expand Ameriforce One (or create Ameriforce Two) sometime soon. On the other hand, rejects from the program may become disgruntled and bitter and turn to supervillainy....

PAGE 41 — AWAD

Western suspicions about Awad’s connection to supercriminal groups are well-founded. For years Awad’s worked closely with both ARGENT and VIPER, providing a haven from extradition for some of their personnel in exchange for cash and technology, allowing them to build special labs and facilities there, and so forth. Recently relationships with VIPER have been strained since the Awadis suspect (correctly) that VIPER took advantage of the chaos during the Iraq War to steal some Awadi technological secrets. As a result, the alliance with ARGENT has become even stronger.

Awadi technology made possible the creation of Turs al-Sh’ab (page 158), though the process isn’t so reliable that the Awadis can crank out more superhumans at will. The sultan does have a few other superhumans, either hired or created, on the payroll; these include *Khafir Hadidi* (“Iron Sentinel,” a powered armor-wearing villain), *al-Musabbaq* (“Racer,” a speedster), and *al-Amlaq* (“the Gigantic One,” a growing brick).

PAGE 44 — CARACAL PLOT SEEDS

Here are three plot seeds for Caracal:

Caracal stumbles across a major terrorist plot that originates in Riyadh but whose tentacles stretch to Indonesia, Europe, and the United States, and which may involve some superhumans. Finding himself a bit out of his league, he contacts the PCs to warn them and get help.

An enemy of Caracal’s threatens to harm his brother, wife, and children if Caracal doesn’t leave him alone. Concerned about his family’s safety, he asks the PCs to stop the villain and his gang without any clue that he was involved.

A laboratory accident that occurs during one his battles gives Caracal true superpowers (super-agility and -speed, mostly). Not knowing how to deal with this, he seeks help and training from the PCs.

PAGE 46 — FIST OF ALLAH PLOT SEEDS

Here are three plot seeds for the Fist of Allah:

The classic Fist plot: the PCs get involved in some Middle Eastern adventure that the rulers of Iran consider un-Islamic or contrary to their political best interests, so they send the Fist of Allah to deal with the heroes. Can the PCs avoid a major battle with someone who, in other circumstances, they’d be working with?

The Fist of Allah begins experiencing “visions” of Allah ordering him to do things that don’t seem... well, quite right. But he does them anyway, and quickly gets branded an outlaw for his trouble. Before he becomes a full-blown villain, the PCs have to help him, in part by uncovering the fact that Menton (or some other mentalist) is behind the “visions.”

The Fist receives a command from Allah to destroy the Iranian government, which has sinned against Islam by supporting terrorists and in many other ways. To help him accomplish the task, Allah grants the Fist even greater powers and wisdom. How will the PCs react to the Fist’s attack on a legitimate (if loathsome) government — especially when a friendly government asks them to stop him?

PAGE 48 — HA’PELE PLOT SEEDS

Here are three plot seeds for Ha’Pele:

Ha’Pele is one of several psychics kidnapped by some nefarious mastermind who needs their brain waves to power his Macguffin Device. Of course, the Israeli government doesn’t take her disappearance lightly and dispatches an entire team of Sayeret-19 personnel to bring her back, neatly complicating the efforts of the PCs to defeat the mastermind.

Kara’s telepathy and pyrokinesis suddenly burst into full power — power greater even than Ha’Pele’s own. She’s out of control and the Israeli government feels it has no option but to use maximum force to stop her. Terrified that her daughter will be killed, Ha’Pele begs the PCs to find her first and save her.

One day her superiors find Ha’Pele just sitting at her desk, staring into nothingness. No one can figure out what’s happened to her, though the Adept opines that she’s locked in some sort of long-distance mental battle (with whom — Menton? Tako-fanes? an extra-dimensional entity?). Unable to free up any of Sayeret-19 to look into this, the Israeli government appeals to the PCs for help.

Supervillains of the Middle East

A'ASIFA RUMLIA

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
18	DEX	24	13-	OCV: 6/DCV: 6
28	CON	36	15-	
25	BODY	30	14-	
15	INT	5	12-	PER Roll 12-
26	EGO	32	14-	ECV: 9
25	PRE	15	14-	PRE Attack: 5d6
16	COM	3	12-	
21	PD	11		Total: 36 PD (15 rPD)
15	ED	9		Total: 30 ED (15 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
16	REC	0		
90	END	17		
64	STUN	0		Total Characteristics Cost: 244

Movement: Running: 6"/12"
Leaping: 10"/20"
Tunneling: 11"/22"

Cost Powers END

80	<i>Earth And Sand Manipulation:</i> Multipower, 80-point reserve	
5u	1) <i>Mini-Earthquake:</i> Energy Blast 8d6, Explosion (-1 DC/2"; +¾), Personal Immunity (+¼); No Range (-½), Only Versus Targets In Contact With The Ground (-¼)	8
4u	2) <i>Massive Earthquake:</i> Energy Blast 6d6, Personal Immunity (+¼), Explosion (+½), MegaScale (each 1" = 10 km wide, broad, and deep, can be scaled down to 1" = 1 km; +¾); No Range (-½), Only Versus Targets In Contact With The Ground (-¼)	7
5u	3) <i>Blast Of Sand:</i> RKA 2½d6, Area Of Effect (9" Cone; +1); No Range (-½)	8
6u	4) <i>Bonds Of Stone:</i> Entangle 8d6, 8 DEF; Only Works Against Targets Within 2" Of The Ground (-¼)	8
6u	5) <i>Many Bonds Of Stone:</i> Entangle 4d6, 4 DEF, Area Of Effect (4" Radius; +1); Only Works Against Targets Within 2" Of The Ground (-¼)	8
40	<i>Earth And Sand Manipulation:</i> Elemental Control, 80-point powers	
44	1) <i>Commanding Rock And Sand:</i> Telekinesis (50 STR), Fine Manipulation, Reduced Endurance (½ END; +¼); Only Versus Earth/Sand/Rock (-½)	4
50	2) <i>Massive Sandstorm:</i> Change Environment 1" radius, -2 to Hearing Group PER Rolls, -4 to Sight Group PER Rolls, -4" Running, Multiple Combat Effects, MegaScale (1" = 1 km wide, broad, and deep; +¼) plus RKA 1d6, Area Of Effect (One Hex; +½), MegaScale (1" = 1 km wide, broad, and deep; +¼), Continuous (+1), Reduced	

	Endurance (0 END; +½); Linked (-¼)	4
60	3) <i>Walls Of Stone:</i> Force Wall (10 PD/10 ED; 10" long and 2" tall), Opaque (Sight Group), Reduced Endurance (½ END; +¼)	4
41	4) <i>Swimming Through The Earth:</i> Tunneling 11" through 11 DEF material, Fill In, Reduced Endurance (½ END; +¼)	3
8	<i>Earth sight:</i> N-Ray Perception (Sight Group), Telescopic (+4 versus Range Modifier); Only To See Through Earth/Stone (-½)	0
33	<i>Body Of Sand:</i> Desolidification (affected by Air/Wind powers or Telekinetic powers), Costs Endurance Only To Activate (+¼); Cannot Pass Through Solid Objects (-½)	4
20	<i>Body Of Sand:</i> Stretching 6"; Linked (Desolidification; -½)	3
11	<i>Drawing Strength From The Sands:</i> Healing BODY 2d6; Self Only (-½), Only When In Contact With The Ground (-¼)	2
16	<i>Drawing Strength From The Land:</i> +10 REC; Only When In Contact With The Ground (-¼)	
45	<i>Rock-Hard:</i> Armor (15 PD/15 ED)	0
60	<i>Nearly Invulnerable:</i> Physical Damage Reduction, Resistant, 75%	0
30	<i>Nearly Invulnerable:</i> Energy Damage Reduction, Resistant, 50%	0
50	<i>Immortal Nature Spirit:</i> Life Support: Total, including Longevity: Immortality	0
15	<i>Nature Spirit:</i> Power Defense (15 points)	0
10	<i>Nature Spirit:</i> Mental Defense (15 points total)	0

Talents

25 Universal Translator 17-

Skills

25 +5 with all of her *Earth And Sand Manipulation* powers

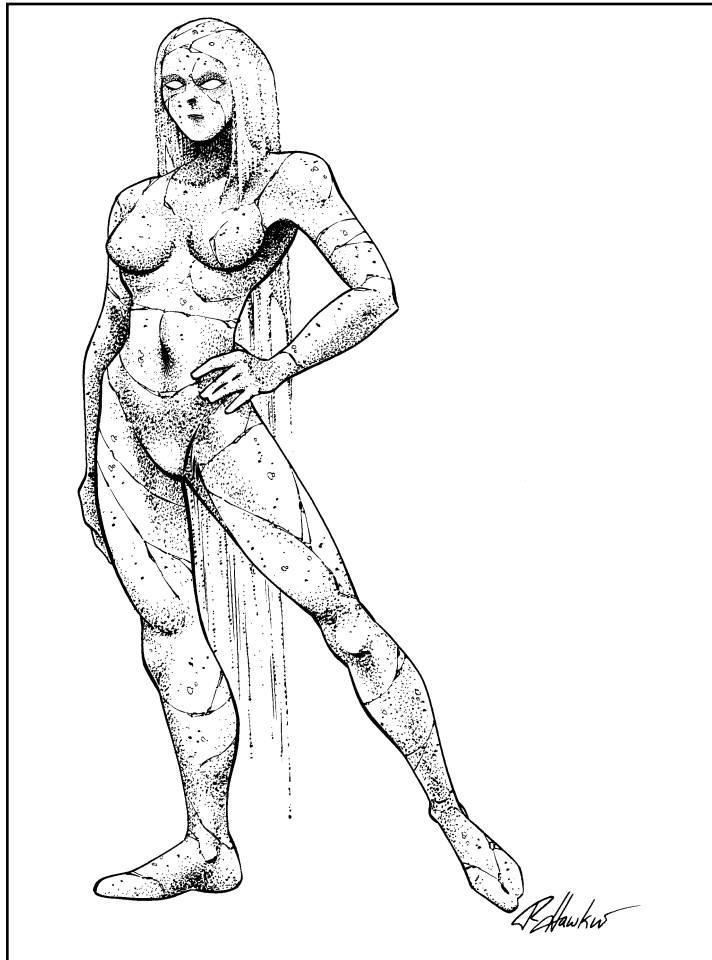
3 Conversation 14-
8 AK: The Arabian Desert 17-
2 KS: Arabian History 11-
3 Oratory 14-
17 Power: Earth Manipulation 20-
3 Seduction 14-

Total Powers & Skills Cost: 725

Total Cost: 969

200+ Disadvantages

10	Distinctive Features: Powerful Magical Aura (Not Concealable; Causes Major Reaction; Detectable Only By Unusual Senses)	
20	Enraged: when the Arabian desert is threatened or harmed (Uncommon), go 14-, recover 11-	
15	Hunted: Crowns Of Krim 8- (Mo Pow, Capture)	
15	Physical Limitation: Cannot Leave The Greater Middle East Region Or She'll Die (Infrequently, Fully Impairing)	
5	Physical Limitation: Cannot Pass Over Water (Must Go Underground) (Infrequently, Slightly Impairing)	
20	Psychological Limitation: Protector Of	



- Nature (Common, Total)
- 15 Psychological Limitation: Dislikes Humans And Tries To Teach Them Their "Place" (Common, Strong)
- 10 Vulnerability: 2 x STUN from Water attacks (Uncommon)
- 10 Vulnerability: 2 x BODY from Water attacks (Uncommon)
- 649 Experience Points

Total Disadvantage Points: 969

Background/History: *A'sifa Rumlia*, the Sandstorm, is a living, aware, personification of the Arabian Desert — a mystical manifestation of nature at its deadliest and most inimical to mankind.

Personality/Motivation: *A'sifa Rumlia* exists only to protect and care for the Arabian Desert and its creatures; it cares nothing for man. "She" periodically manifests when humanity is feeling too full of itself so she can reassert the supremacy of nature's power. She can also be summoned by mystics (though doing so is perilous), and occasionally interacts with gods and other cosmic types.

Quote: "So it always is, when mortal man thinks he has conquered the elements! Rash little creatures, will you never learn your insignificant place?"

Powers/Tactics: *A'sifa Rumlia* has the power to draw upon the full elemental force of the Arabian Desert. She can create massive earthquakes and sandstorms, or hurl scouring blasts of sand. She can

move massive quantities of earth and stone and shape them into crude bludgeons or prisons, and pass through the earth as though it were water. She can also transform her own body, which normally seems to be carved from living rock like an animate statue, into a flowing, spinning mass of sand. As a spirit and personification of nature, she's immune to most of the woes of mortals, including aging, disease, and other bodily infirmities. On the other hand, she cannot abide the touch of water; she must pass under, not over, bodies of water, and takes extra damage from water-based attacks.

A'sifa Rumlia isn't a devious combatant. Her preferred tactic is to whip up a sandstorm and then assault her enemies full-force, blasting them with everything she's got. If that doesn't work, she can melt away into the sands and try again later; coming to grips with her should prove frustrating for the PCs.

Campaign Use: You can use *A'sifa Rumlia* in any mystical adventure that involves the wilds of the Middle East, typically as an opponent, but more surprisingly as an ally when unnatural forces threaten the desert. She makes an interesting if dan-

gerous Contact for mystics in touch with nature or Arabian mythology, and would be a fearsome guardian of plot-related Macguffins hidden away in buried temples under the vast featureless tracts of sand she calls home.

The easiest way to make *A'sifa Rumlia* more powerful is to increase her defenses (primarily her Armor) so that she's high-impossible to hurt, but you could improve her attacks or even give her the ability to cast Thaumaturgy spells from *The Mystic World* if you like. To weaken her, reduce the Active Points in her Multipower and EC to around 60, and decrease her SPD to 4.

A'sifa Rumlia only Hunts characters who harm the Arabian Desert, and only does so within the desert's confines (since to leave it is fatal to her). Usually she just descends on those who offend her in full wrath and attacks with everything she can muster, but she may try a more subtle approach if she thinks that will work — like attacking some heroes' water supply when they're not looking in the hopes they'll die of thirst.

Appearance: *A'sifa Rumlia* looks like a human female made of sand or stone — though her figure is clearly feminine, her rocky exterior lacks much in the way of detail. Striations of different shades of shale or sandstone ripple across her body, occasionally giving the appearance of "clothes." During moments of great exertion her eyes flash in a multitude of colors, but generally her face is featureless and expressionless. Her hair often looks like sand dripping off her head.

A'SIFA RUMLIA PLOT SEEDS

The classic *A'sifa Rumlia* plot: the PCs get sent to the desert for some reason (perhaps looking for a lost mystic artifact, or in search of terrorist supervillains hiding out), offend her, and have to deal with the consequences on top of everything else going on.

An alien mystic object encased in a meteorite crashes to Earth in the Arabian Desert. The alien magic sickens *A'sifa Rumlia*, and she cannot touch the thing for fear of being "poisoned." She has to attract the PCs' help. Typically she'll do this by wreaking some sort of havoc to bring them running, since she doesn't care about human life, but if she realizes this might anger them she may find a gentler way to ask for assistance.

Through the PCs, *A'sifa Rumlia* offers to reveal to mankind where every drop of oil in the world is located, provided that every single human being and human creation is removed from an area she designates (pretty much all of the Arabian peninsula). The PCs find themselves caught in the middle of a geopolitical struggle as some nations favor the proposal, and some violently oppose it.

ABD AL-MUGHNI PLOT SEEDS

The classic Abd Al-Mughni plot: the PCs learn that he's gunning for a particular target (maybe one of them...) and have to protect that person. To ensure success, Al-Mughni may hire some supervillains to distract the PCs.

A mission takes Abd Al-Mughni to America... where, as a mutant, he runs afoul of the IHA. He and a PC are forced to team up to fend off the anti-mutant group.

After an Israeli soldier saves his life, Abd Al-Mughni renounces his terrorist ways and vows to use his powers to fight evil and promote justice. But can he overcome his past and his reputation?

ABD AL-MUGHNI				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
15	EGO	10	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
5	PD	3		Total: 10 PD (5 rPD)
6	ED	3		Total: 11 ED (5 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
5	REC	0		
30	END	0		
25	STUN	2	Total Characteristics Cost: 91	
Movement:		Running: 6"/12" Flight: 6"/12"		
Cost	Powers			END
48	Ghostly Touch: Drain STUN 2d6, Affects Physical World (+2); Linked (to Desolidification; -¼)			6
45	Pulson Rifle: Multipower, 60-point reserve, 64 Charges for entire Multipower (+½); all OAF (-1)			[64]
3u	1) Single-Shot Setting: Energy Blast 12d6; OAF (-1)			
3u	2) Autofire Setting: Energy Blast 8d6, Autofire (5 shots, +½); OAF (-1), Limited Range (200"; -¼)			
3u	3) Stun-Shot Setting: Energy Blast 6d6, NND (defense is an ED Force Field or Force Wall; +1); OAF (-1)			
3u	4) Lethal-Shot Setting: RKA 4d6; OAF (-1)			
6	Rifle-butt Club: HA +3d6; OAF (-1), Hand-To-Hand Attack (-½)			1
10	Knife: HKA 1d6+1 (2d6 w/STR); OAF (-1)			2
Martial Arts: Brawling				
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Choke Hold	-2	+0	Grab One Limb; 2½d6 NND
4	Elbow Strike	+0	+2	5d6 Strike
5	Knee Strike	-2	+1	7d6 Strike
4	+1 Damage Class (already added in)			
10	Armored Costume: Armor (5 PD/5 ED); OIF (-½)			0
50	Insubstantiality: Desolidification (affected by Magic), Costs Endurance Only To Activate (+¼)			4
8	Walking On Air: Flight 6"; Linked (to Desolidification; -½)			1
Skills				
16	+2 with All Combat			
3	Breakfall 13-			
3	Bribery 12-			
3	Combat Driving 13-			
3	Concealment 13-			
3	Cryptography 13-			
3	AK: Israel 13-			
2	KS: The Middle Eastern Military World 11-			

- Language: English (basic conversation; Arabic is Native)
- Language: Hebrew (fluent conversation)
- Shadowing 13-
- Stealth 13-
- Tactics 13-
- TF: Common Motorized Ground Vehicles, Tracked Military Vehicles, Wheeled Military Vehicles
- WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 266

Total Cost: 357

200+ Disadvantages

- Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- Hunted: Israeli Defense Forces 11- (Mo Pow, NCI, Capture/Kill)
- Hunted: Mossad 11- (Mo Pow, NCI, Capture/Kill)
- Psychological Limitation: Overconfidence (Very Common, Moderate)
- Psychological Limitation: Devoted To The Cause Of A Free Palestinian State (Very Common, Strong)
- Reputation: Palestinian super-terrorist, 11- (Extreme)
- Experience Points

Total Disadvantage Points: 357

Background/History: Rashad al-Hosni was born to Sunni Muslim parents living in the West Bank in 1977. His father was virulently anti-Israel, and while he never formally joined any terrorist organizations, he supported them vocally (and sometimes with more tangible aid). Rashad absorbed these lessons eagerly, and by his early teens was on the streets throwing rocks at Israeli soldiers and causing any other trouble he could.

One day when he was running from some soldiers he'd just hit with a stone, his mutant powers manifested. Panicking, he ran right into an alley wall... and through it! The leaders of the PLO realized what an asset his powers could be, so they took him under their wing. He was first trained with the Palestinian Authority militia in basic paramilitary matters, then turned over to more... specialized... trainers who could teach him how to use his powers to further the cause of Palestinian independence — by any means necessary.

Today, under the name *Abd Al-Mughni* (literally, "Servant of the Emancipator," but usually shortened simply to "Liberator"), Rashad is one of the most effective terrorists and assassins in the world. Using a high-powered pulson rifle probably bought or stolen from either VIPER or ARGENT, he's plagued the Israeli security forces for years, killing nearly a hundred soldiers and one Israeli superhero. The Israelis would dearly like to get their hands on him, and have come close several times — but each time Al-Mughni's powers allow him to escape.

Personality/Motivation: Abd Al-Mughni is a genuine Palestinian patriot. He honestly believes Palestine belongs to the Palestinians, has been illegally occupied by the Israelis with the help of their Western allies, and that violence is an acceptable means of forcing the Israelis to leave. However, compared to most terrorists he has a small measure of honor: he only attacks soldiers and spies, and only with precisely-targeted attacks. He won't shoot civilians or other innocents, and doesn't use bombs or other indiscriminate weapons.

Quote: "Allah guide my aim."

Powers/Tactics: Abd Al-Mughni is a well-trained paramilitary soldier, highly experienced in the tactics and techniques of terrorism and assassination and armed with a powerful energy rifle. But what really sets him apart are his powers of insubstantiality. He can walk through walls or avoid the effect of most attacks, and while intangible can stun people with a touch or literally "walk on air."

Abd Al-Mughni's preferred tactic is to use his powers to reach a good vantage point (preferably one nobody suspects because it's "impossible" to get to), then snipe at his target or attack from ambush. If forced into open combat, he usually tries to flee (sinking into the ground, if necessary).

Campaign Use: As that most fictional of characters — a terrorist with honor — Abd Al-Mughni provides you with the opportunity to treat the Palestinian issue in more complex ways. It's easy to dismiss people who detonate bombs in crowded areas and kill civilians without qualm as evil, because they are. By limiting this character to soldiers only, you give him a platform from which to argue he's fighting a war and has a legitimate cause. The whole "matter of Israel" is a sketchy subject for a superhero game, but if your players are comfortable with exploring sociopolitical topics it could make for an intriguing game. If that's more complexity than your campaign needs, remove the "honorable" aspect of Abd Al-Mughni's nature and make him another cardboard-cutout terrorist (albeit one with superpowers).

To make Abd Al-Mughni more powerful, give him additional abilities related to Desolidification (Life Support so he can stay underground a long time, touch-based attacks, maybe even a Desolidification Usable As Attack power), or expand his powers to include Teleportation and other abilities that make him even harder to capture. To weaken him, get rid of his Ghostly Touch, or even Walking On Air; you could also lower his SPD to 4.



Abd Al-Mughni only Hunts Israeli military targets, though he could be persuaded to go after a group of superheroes seen as supporting Israel. His attacks usually take the form of ambushes, if possible when the PCs are occupied with some crisis or battle so they can't counterattack him.

Appearance: Abd Al Mughni is a dark-skinned Palestinian man with black hair, a scruffy-looking, short black beard, and bad teeth. When on a mission he wears dark grey combat fatigues and conceals his identity with a dark grey full-face mask and an Arabic head-cloth. He carries a pulson energy rifle and a combat knife.

GLAMOR PLOT SEEDS

Glamor begins to have some very strange and disturbing dreams featuring what seem to be aliens. The dreams seem to occur in a series, with the aliens (or whatever they are) getting closer and closer to Earth... and him. Terrified that he's going crazy or Earth's about to be invaded, he contacts the PCs for help.

Glamor becomes enough of an under-world power to attract the attention of VIPER. After the organization approaches him, he becomes a Nest Leader. Suddenly VIPER's developed an even stronger grip on the Middle East; it's up to the PCs to put a stop to this before Glamor really starts to ascend the ranks.

For his own inscrutable reasons, Menton offers to tutor Glamor in the use of his powers. The PCs have to break up this alliance before Menton has a "sidekick" who's almost as powerful as he is!

GLAMOR				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
18	COM	4	13-	
8	PD	5		Total: 14 PD (6 rPD)
8	ED	4		Total: 14 ED (6 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
7	REC	0		
56	END	10		
27	STUN	0		Total Characteristics Cost: 133
Movement: Running: 6"/12"				
Cost	Powers	END		
81	<i>Glamors:</i> Multipower, 81-point reserve			
8u	1) <i>Individual Glamors:</i> Mental Illusions 13d6, Reduced Endurance (½ END; +¼)	3		
8u	2) <i>Group Glamors:</i> Mental Illusions 8d6, Area Of Effect (4" Radius; +1)	8		
10	<i>Favorite Knife:</i> HKA 1d6+1 (2d6+1 w/STR); OAF (-1)	2		
20	<i>Natural Mental Shielding:</i> Mental Defense (25 points total)	0		
27	<i>Natural Mental Shielding:</i> Invisibility to Mental Group, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½)	0		
6	<i>Leather Costume:</i> Armor (3 PD/3 ED); OIF (-½)	0		
Talents				
6	Combat Luck (3 PD/3 ED)			
5	Eidetic Memory			
Skills				
4	+2 OECV with <i>Individual Glamors</i>			
5	+1 DCV			
3	Acrobatics 13-			
3	Breakfall 13-			
3	Climbing 13-			
3	Computer Programming 13-			
3	CK: Tel Aviv 13-			
2	Language: Arabic (fluent conversation; Hebrew is Native)			
1	Language: English (basic conversation)			
1	Language: French (basic conversation)			
3	Lockpicking 13-			
3	PS: Thief 13-			
3	Security Systems 13-			
3	Stealth 13-			
3	Streetwise 12-			
3	Trading 12-			
Total Powers & Skills Cost: 217				
Total Cost: 350				

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 Hunted: Tel Aviv Police 11- (Mo Pow, NCI, Capture)
- 20 Hunted: VIPER 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Thrillseeker (Common, Strong)
- 15 Psychological Limitation: Greedy (Common, Strong)
- 15 Psychological Limitation: Vain (Very Common, Moderate)
- 5 Unluck: 1d6
- 45 Experience Points

Total Disadvantage Points: 350

Background/History: Born to a poor Tel Aviv family in 1986, Aaron Stockser mostly grew up on the streets. He idolized Western gangsters and criminals, gradually becoming a tough teen who led a small gang of his own. When his mutant psionic powers manifested at age 16, he used them to make his gang bigger and stronger. As of 2005, despite being only 19, he's one of the most powerful figures in the Tel Aviv underworld and has so far eluded every effort the cops have made to pin something on him (in part because his powers shield him from Ha'Pele and other mentalists). The Israeli authorities are becoming increasingly worried about how organized and disciplined the Tel Aviv gangs are becoming.

Personality/Motivation: Glamor is an adrenaline junkie who commits crimes as much for the thrill and excitement as the money... though the money is really important. He's convinced he's the smartest, handsomest guy around, the soon-to-be "Napoleon of Tel Aviv crime"; he intends to control the entire Israeli underworld eventually. Most of his information about how a crimelord should act comes from watching movies and TV shows like *The Sopranos* and *The Godfather*, so his posturing may seem a little comical to the PCs until he proves just how tough and serious he is. He'd also like to find some way to increase or expand his mental powers, but that's a secondary goal.

Quote: "This guy needs to learn that I'm in charge around here. Take a couple of the guys, smash up his place, and break his arms."

Powers/Tactics: Glamor is a mentalist with the ability to create illusions in the minds of others. He's most powerful when he focuses on a single mind, but he can create the same illusion in the minds of several people at once if necessary. Additionally, he's a "mental null," invisible to Mental Sense Group senses like Mind Scan. This hints at far greater reserves of power within him, but so far he's been unable to tap them.

TOP FIVE CRIMES FOR SUPERVILLAINS IN THE MIDDLE EAST

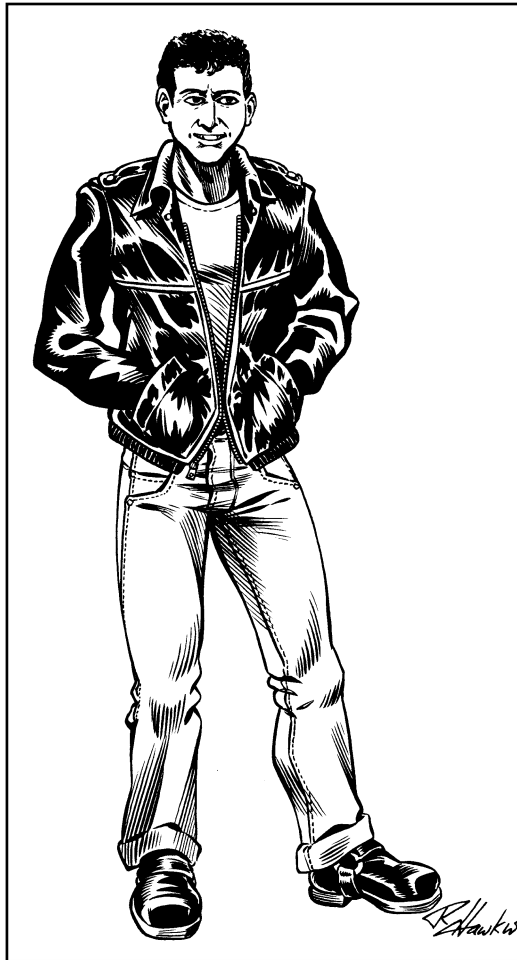
1) The Dubai World's Cup (Dubai City, United Arab Emirates). This is the world's richest horse race, run every March with a total of over \$15 million in prizes, including \$6 million for winning the main race. It's attended by many of the world's wealthiest dabblers in horse breeding and racing. In short, it's a perfect target for a super-robbery.

2) The Jordan River, the border between Israel and Jordan. The Jordan River is the site of countless Biblical miracles and, reputedly, the baptism of Jesus Christ. The river feeds into the Dead Sea, a hypersalinized inland sea that contains so much salt the water stings the eyes. The greasy water also enhances buoyancy — tourists can be seen floating on their backs along the shorelines. In Qumran on the shores of the Dead Sea are the caves used by the Essenes to store their documents. The library was rediscovered in 1947, along with several other scrolls in nearby caves, known collectively as the Dead Sea Scrolls. Perhaps other treasures from the early days of Christianity and Judaism remain to be found in the area.

3) Tel Aviv University physicists. TAU is well-known for the quality of its Physics Department. In the Champions Universe, it's home to scientists seeking to understand the secrets of the universe and superpowers, and their labs contain all sorts of dangerous and/or valuable experiments and equipment.

4) Attacking Bahrain. Bahrain is a tiny island nation located in the Persian Gulf about ten miles offshore from Saudi Arabia. It has large oil reserves of its own, contributing to the remarkable wealth of its ruling family (the Al-Kalifas), but also has developed extensive transportation and communications technologies that allow it to serve as a Western business center (which might make it a target for villains). The city of Manama is very cosmopolitan, but is surrounded on all sides by very traditional Islamic fishing villages.

5) Robbing the exclusive Burj al-Arab hotel in Dubai (UAE). The tallest building in the world used exclusively as a hotel (1,053 feet, or 161"), it's shaped like a giant sail and stands on an artificial island about 900 feet (140") offshore in the Persian Gulf. It has a cantilevered helipad on the roof extending over the side, which was used for an exhibition tennis match between Andre Agassi and Roger Federer. Suites at the Burj run from \$1,000 to over \$6,000 a night... which means most people staying there would make great robbery victims or hostages.



Campaign Use: Glamor is a gangster with a couple of twists. First, he's Israeli rather than a gangbanger from Compton or Chicago's South Side, which means he may not act in ways that the PCs expect; second, he has psionic powers. Though his powers are limited — for now — they're still extremely effective against most of his enemies.

To make Glamor more powerful, expand his psionic powers by giving him a Multipower with Ego Attack, Mind Control, and Telepathy (or pick some more unusual mental powers from *The UNTIL Superpowers Database* and *Database II*). To weaken him, get rid of his Group Glammers and reduce his SPD to 4.

Glamor doesn't Hunt people — he's got a "criminal empire" to run. He'll fight fiercely against anyone who threatens his power, but once he eliminates the danger he goes back to business as usual.

Appearance: Glamor is a handsome young Israeli man in his early twenties, with black hair and a boyish face. His choice of clothing is simple and casual, reflecting the style of Tel Aviv's street youth: black leather boots, blue jeans, a single-color t-shirt (usually green or white), a black leather jacket. His clothes are always immaculate and his dark hair is never messy or dirty.

IFRIT PLOT SEEDS

Without warning a battle erupts between Ifrit and Firewing in the middle of Damascus. Anyone who knows anything about their relative power would predict a win for Firewing, but for some reason his powers seem oddly less effective than normal against Ifrit. While this mystery may intrigue the PCs, first they have to stop the fight and all the destruction and death it's causing....

A DEMON Morbane uses a spell to conjure and control Ifrit. Now free from the Guard-house, but imprisoned in a different way, he's angrier than ever, and more than willing to vent his frustrations on the PCs. Even worse, the Morbane's augmented Ifrit's powers! But why has he summoned Ifrit when other, more tractable, demons are available? It's possible that a man transformed into an ifrit would make a powerful sacrifice....

An evil wizard tells Ifrit he can unlock more secrets and powers of the Ring of Essential Fire — provided, of course, Ifrit does him some "favors" first. Chief among these is the elimination of the PCs....

IFRIT				
Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
23	DEX	39	14-	OCV: 8/DCV: 8
25	CON	30	14-	
16	BODY	12	12-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
9	PD	5		Total: 25 PD (16 rPD)
12	ED	7		Total: 32 ED (20 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
11	REC	4		
60	END	5		
38	STUN	0		Total Characteristics Cost: 144
Movement: Running: 6"/12"				
Swimming: 0"				
Flight: 20"/40"				
Cost	Powers	END		
70	<i>Fire Manipulation:</i> Multipower, 70-point reserve			
7u	1) <i>Fiery Blast:</i> Energy Blast 14d6	7		
7u	2) <i>Cone Of Flame:</i> Energy Blast 7d6, Area Of Effect (8" Cone; +1)	7		
7u	3) <i>Ball Of Fire:</i> Energy Blast 9d6, Explosion (+½)	7		
7u	4) <i>Fire Flash:</i> Sight Group Flash 14d6	7		
3u	5) <i>Flame Sculpting:</i> Telekinesis (40 STR), Fine Manipulation; Only Works On Fire (-1)	7		
7u	6) <i>Extinguish Flame:</i> Dispel Fire Powers 18d6, any Fire power one at a time (+¼)	7		
20	<i>Fire Manipulation:</i> Elemental Control, 40-point powers			
33	1) <i>Aura Of Flame:</i> HKA 1½d6, Damage Shield (affects targets Ifrit strikes in HTH Combat; +¾), Continuous (+1); No STR Bonus (-½)	7		
36	2) <i>Clouds Of Smoke:</i> Darkness to Sight and Smell/Taste Groups 6" radius; Does Not Work In High Winds/Rain (-¼)	6		
20	3) <i>Fiery Flight:</i> Flight 20"	4		
54	<i>Natural Armor:</i> Armor (16 PD/20 ED)	0		
40	<i>Immune To Fire:</i> Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (fire/heat; -½)	0		
4	<i>Fiery Form:</i> Life Support (Safe Environments: Intense Cold, Intense Heat)	0		
-2	<i>Can't Swim:</i> Swimming -2"			
Skills				
12	+4 with <i>Fire Manipulation</i> Multipower			
2	Animal Handler (Equines) 14-			
3	Concealment 12-			
3	Conversation 14-			
6	Gambling (Board Games, Dice Games, Sports Betting) 12-			
3	KS: Arabian Legends And Mythology 12-			
3	AK: Saudi Arabia 12-			
5	Power: Fire Manipulation 13-			

- 2 PS: Oil Worker 11-
2 Survival (Desert) 12-

Total Powers & Skills Cost: 354

Total Cost: 498

200+ Disadvantages

- 10 Distinctive Features: Mystical Aura (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15 Enraged: when he's not paid the proper respect, is insulted, or the like (Common), go 11-, recover 14-
20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
10 Hunted: Caracal 8- (As Pow, Capture)
20 Psychological Limitation: Believes Himself A Djinn And Worthy Of Worship (Common, Total)
15 Psychological Limitation: Destructive; Delights In Chaos And Fear (Common, Strong)
10 Vulnerability: 2 x STUN from Water attacks (Uncommon)
10 Vulnerability: 2 x BODY from Water attacks (Uncommon)
188 Experience Points

Total Disadvantage Points: 498

Background/History: Anwar Badran was an Arabian oil worker who was caught in a sort of cave-in while working on a well. He found himself in a deep cavern where he discovered a mysterious golden ring. Etched with designs of flame, it was intriguingly warm to the touch, and he couldn't resist putting it on.

At first, it made his finger feel warm. Then the warmth spread to his hand... his arm... throughout the body. Suddenly he burst into flame! He screamed with shock and fear, but after a few moments realized the fire didn't hurt him. But it did transform him — it destroyed his clothing, burned off all the hair on his body, and turned his skin bright red. He soon discovered he'd gained the power to create and manipulate mystic flame. But in the process he lost his mind.

The *Khatim al-Jauhar al-Nar* (Ring of the Essence of Fire, or Essential Fire) was the creation of an ancient and powerful Arabian wizard. He used it to command and control beings from the Land of Fire. After the wizard died, the ring remained hidden in one of his troves for years until Badran found it. But his mortal brain and form weren't able to encompass the ring's power without his going mad.

Badran's mind reached back to the fairy tales of heroes and legends of his youth, and the stories of fire-wielding demons called ifrits who lurked in the deepest reaches of the desert. He realized the ring had transformed him into one of these ifrits. Determined to receive the worship and respect which were now his due, he returned to the surface on a column of fire to demand them from those lowly humans. His destructive rampage across Saudi Arabia lasted for days before he was finally defeated by Caracal and UNITY and imprisoned in a special holding facility in Riyadh. He escaped from that prison twice, and in 2003 was transferred

to the Guardhouse, where he resides as of 2005, planning his next escape.

Personality/Motivation: Ifrit alternately believes he became a djinni in that cave, or maybe he was a djinni all the time who'd been magically trapped in human form. While in the Champions Universe neither explanation is entirely implausible, the truth is that he's still a mortal, albeit one wielding powers well beyond his ken. Ifrit sees himself as a god to whom the lives of mere mortals are playthings. If someone fails to show him the proper respect (meaning, of course, crawling obeisance), he often becomes enraged; he reacts to other frustrations, even petty ones, similarly. His current incarceration is a terrible affront, and everyone responsible will pay dearly for their transgressions against him.

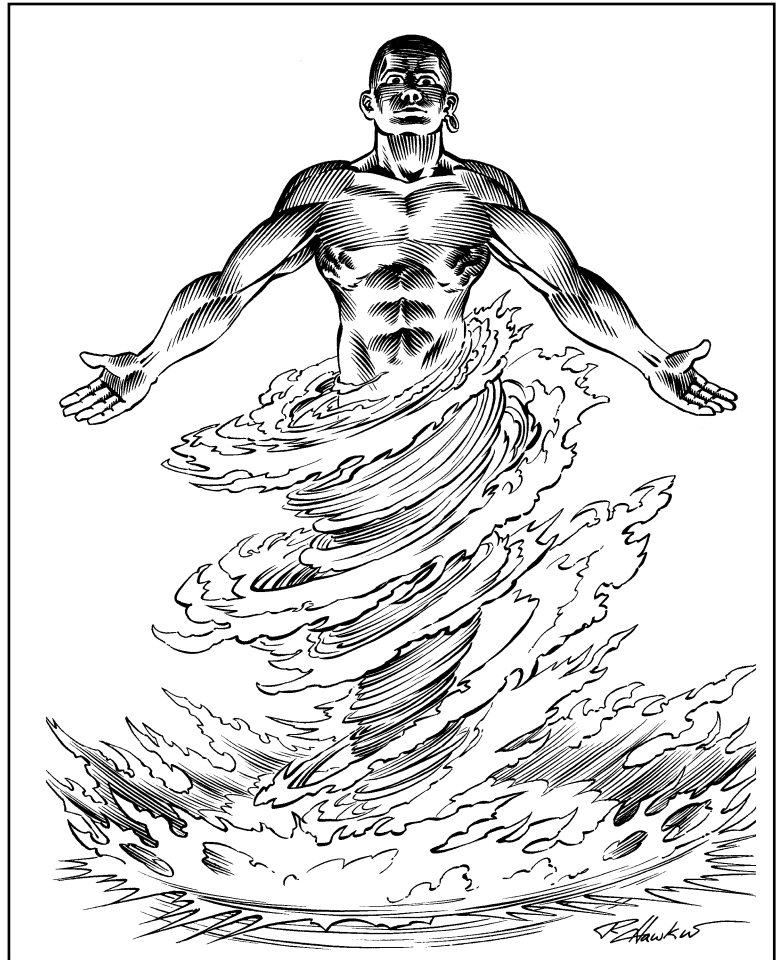
Quote: "Run, little mortals. Flee the terrible fires of Ifrit, for all the good it will do you."

Powers/Tactics: Ifrit's powers derive from his control of mystical fire. He can ignite fires, project blasts of fire from his hands, or coat his body in a burning sheath. He can telekinetically move and sculpt flames, forming them into simple shapes or hurling them at opponents (see *The UNTIL Superpowers Database*, page 92, for information on energy and Telekinesis). He can also change the intensity and nature of his fires — diminish them, make them dazzlingly bright, cause them to give off a thick, blinding smoke.

The Ring of Essential Fire became invisible and intangible after Ifrit put it on, though he can make it solid again by an act of will. He sees no reason to do so, or to ever remove it. Whether taking it off would restore any of his sanity is an open question. Sufficiently powerful mystics may be able to divine its presence anyway, as it has a distinctive magical "signature."

Campaign Use: Ifrit is a handy second-string supervillain, prone to destructive rampages and easily manipulated by clever masterminds — every Champions campaign can always use a few more of those. For a less stereotypical encounter, a mystic super might seek out Ifrit for help with a djinni-magic problem (and undoubtedly wind up disappointed). Or, some day Ifrit might meet a real ifrit or djinni, beings of power far beyond his own. And perhaps one of them may recognize the Ring, and remember what the previous owner used it for....

To increase Ifrit's power, convert his Multi-power into a Variable Power Pool with a 90-point Pool; make it Cosmic to keep the game running



smoother. You could also expand the Pool's special effects to give him djinni-like powers beyond fire manipulation. To weaken him, get rid of his Aura Of Flame and Clouds Of Smoke powers.

Ifrit doesn't Hunt characters (he lacks the discipline and drive) unless they've really insulted or offended him. Even then, he's less likely to actually pursue someone than to take his revenge whenever they next meet.

Appearance: Ifrit is a large, red, hairless man who's usually naked but sheathed in sheets of flame that arc around his lower body. His only adornment is a large gold earring in his left earlobe. While at the Guardhouse he's forced to wear a prisoner's jumpsuit, but he'll burn it off at the earliest opportunity. When he speaks, his voice is deep, booming, and impressive.

**INA'AKASU
PLOT SEEDS**

A PC is caught on camera committing some heinous crimes. Of course he swears he's innocent, but no one believes him. He's been framed by Ina'akasu, but to prove that he has to (a) avoid the police and (b) find and capture the shape-shifting terrorist.

One of the heroes loses his powers for some reason. Desperate to see that he gets them back, the PCs decide to catch Ina'akasu (who once mimicked the hero's powers) and use some sort of genetic analysis to "find" and "copy" the hero's abilities the way you'd dig deleted data out of a hard drive. But can they find him in time?

Ina'akasu's powers change so that he can now mimic the properties of objects and substances as well as the powers of superhumans. After he copies the power of questionite, he becomes incredibly strong and virtually invulnerable. Can the PCs stop him from rampaging through Washington, D.C. and destroying the White House?

INA'AKASU				
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-	
15	INT	5	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
7	PD	4		Total: 10 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	2		
30	END	0		
26	STUN	0	Total Characteristics Cost: 71	
Movement:		Running: 6"/12"		
Cost	Powers			END
444	Power And Skill Mimicry: Variable Power Pool (Mimic Pool), 400 base + 200 control cost; Extra Time (Extra Phase, may take no other Actions; -1), Requires Successful HTH Attack Roll (-½), VPP Mimics Targets's Powers And Skills (-¼), Powers May Only Be As Powerful As Target's Powers/Skills (-½), No Conscious Control (VPP copies the largest power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers/Skills (when character copies other powers, he immediately loses all previously-copied powers; -¼)			var
17	Form Mimicry: Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any humanoid shape), Imitation, Costs Endurance Only To Activate (+¼); Extra Time (Extra Phase, may take no other Actions; -1), Only To Duplicate The Form Of Someone Who's Powers/ Skills He's Mimicking (-1)			4
Talents				
6	Combat Luck (3 PD/3 ED)			
Skills				
8	+4 OCV to touch targets			
3	Combat Driving 13-			
3	Combat Piloting 13-			
3	Demolitions 12-			
2	KS: The Islamic Terrorist World 11-			
2	AK: The Middle East 11-			
1	AK: Indonesia 8-			
3	Language: English (completely fluent; Arabic is Native)			
2	PS: Terrorist 11-			
3	Stealth 13-			
3	Tactics 12-			
3	TF: Helicopters, Large Planes, Small Planes			
Total Powers & Skills Cost: 503				
Total Cost: 574				

200+ Disadvantages

- 25 Hunted: CIA 11- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 25 Hunted: Mossad 11- (Mo Pow, NCI, Capture)
- 10 Physical Limitation: absorbs one or more Disadvantages (physical or mental) from someone he mimics with his VPP on an 11- (Infrequently, Greatly Impairing)
- 25 Psychological Limitation: Devoted To Revolutionary Islamicism (Very Common, Total)
- 15 Social Limitation: Secret Identity (Mus'ad Abdullah Bajubair) (Frequently, Major)
- 254 Experience Points

Total Disadvantage Points: 574

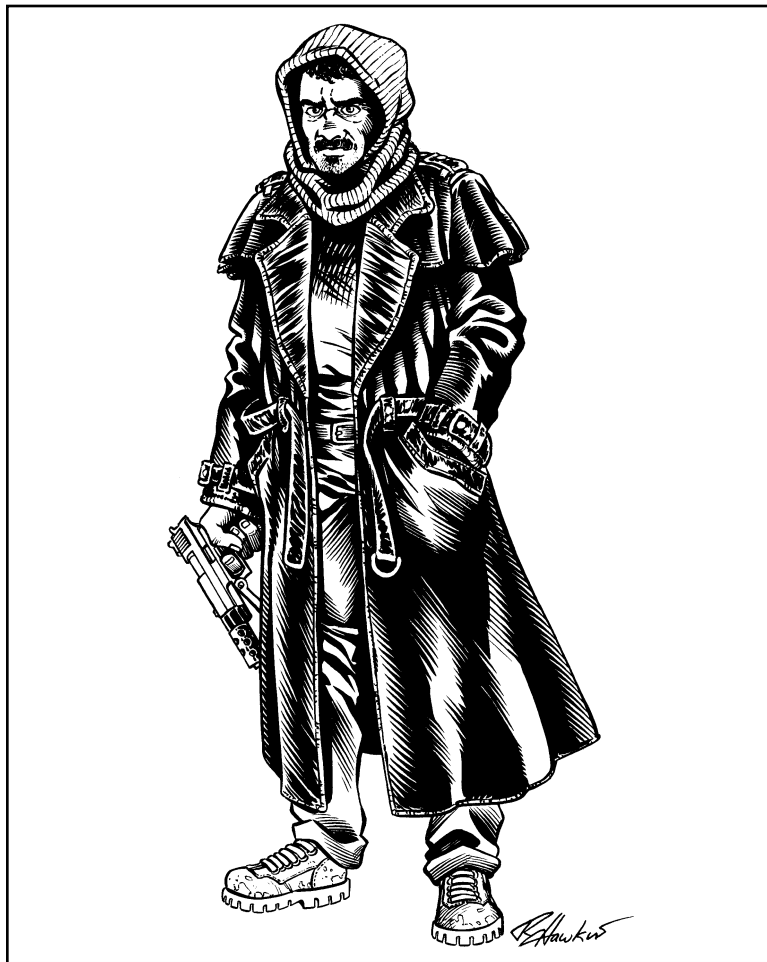
Background/History: The world knows little of the man who calls himself *Ina'akasu*, the Reflection. A few high-ranking Islamic terrorists know that his real name is Mus'ad Abdullah Bajubair, and that he once trained as a terrorist himself, but where he got his powers they don't know. He disappeared in 1999, resurfacing in 2002 with the ability to mimic superhuman powers. Since then terrorist organizations have recruited him to counteract threats posed by superheroes to their missions.

Personality/Motivation: Ina'akasu is a fundamentalist Muslim and a firm believer in the goals of revolutionary Islam. He supports Al-Qaeda, HAMAS, and any other terrorist organization you can name, working for them without thought of recompense or advancement for himself — all he cares about is the cause of destroying Israel and the West.

Quote: "A man can fight many things, but he cannot fight himself."

Powers/Tactics: Ina'akasu is a mimic, able to copy the Skills and powers possessed by another character. He has to touch a target to do this, though, so if possible he arranges the battlefield so he can get close to a powerful hero before the fight begins. It takes an Extra Phase for the mimicry to occur, but he doesn't have to hold on to the target that entire time — one touch will do it. However, while changing he can do nothing else, which leaves him vulnerable to attack if he doesn't have helpers. Also, there's an 11- chance he'll also absorb a physical or mental Disadvantage from his target (typically, the worst one the GM can find). Physical Limitations, Psychological Limitations, Dependences, Enrageds, and some Susceptibilities and Vulnerabilities are appropriate choices; typically Social Limitations and Rivalries are not.

Campaign Use: Ina'akasu is an extremely versatile villain, and thus makes a good foe for nearly any hero team (particularly if he starts a battle with a mimicked set of superpowers). The only restriction is that he fights solely for the cause of radical Islam; a villain who wanted to use him for other purposes would have to trick him into doing the work.



The big question surrounding Ina'akasu is where his powers come from. He might have been genetically manipulated by the likes of Teleios, have suffered a mystical accident of some sort, or sold his soul to the Devil for superpowers. The answer might be wrapped up in the solution to some dilemma or crisis he creates.

may give him away. He usually wears nondescript clothing; the only thing that makes him stand out in a crowd is the dark, heavy trenchcoat he wears regardless of the weather or time of day. He sometimes carries a pistol or other weapons.

To make Ina'akasu more powerful, increase his VPP Pool to 600 or more points so he can mimic the powers of two superhumans at once, or change the Pool so that he temporarily steals powers rather than just copying them. To weaken him, reduce the Pool to 200-300 points.

Ina'akasu only Hunts people he's ordered to Hunt. Unless he has some superpowers that make his mission easier, he usually just stalks his quarry until he's close enough to ambush him and mimic his powers, then destroys him with them.

Appearance: Ina'akasu is an ordinary-looking man in his early forties, with slightly greying hair and no distinguishing marks. When he uses his metamorphic powers, his form shifts to look like his target's; however, his mass never changes, so if he takes on the appearance of somebody much larger or smaller, the differences in weight, stride, and the like

KHANJAR PLOT SEEDS

A Saudi official fears that Khanjar's been hired to kill him, and he in turn hires the PCs to protect him.

After suffering a major setback at the PCs' hands, ARGENT decides to get rid of them once and for all. It hires Khanjar for the job, and equips him with all sorts of ultra-tech gear to make him more of a match for the heroes than ever.

A rash of mysterious killings, all bearing the marks of the Hashishim, occurs in the PCs' city. They can't find who did it without knowing more about the Assassins — and the only person who they can be sure has the true information is Khanjar. All they have to do is find him, and then persuade him to give up his secrets....

KHANJAR				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
26	DEX	48	14-	OCV: 9/DCV: 9
20	CON	20	13-	
13	BODY	6	12-	
15	INT	5	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
12	PD	6		Total: 18 PD (12 rPD)
12	ED	8		Total: 18 ED (12 rED)
6	SPD	24		Phases: 2, 4, 6, 8, 10, 12
10	REC	0		
50	END	5		
40	STUN	2		Total Characteristics Cost: 156
Movement: Running: 25"/200"				
Cost	Powers	END		
17	<i>Deadly Weapons:</i> Multipower, 35-point reserve; all OAF (-1)			
1u	1) <i>Knife Fighting:</i> HKA 1d6+1 (2½d6 with STR), Armor Piercing (+½); OAF (-1)	3		
1u	2) <i>Knife Hurling:</i> RKA 1d6+1, Autofire (3 shots; +¼), Armor Piercing (+½); OAF (-1), Range Based On Strength (-¼), 12 Charges (-¼)	[12]		
1u	3) <i>Garotte:</i> HKA 1d6, Continuous (+1); OAF (-1), Must Follow Grab (-½), No STR Bonus (-½)	3		
118	<i>Poisons And Drugs:</i> Variable Power Pool (Poisons Pool), 100 base + 50 control cost; all slots IAF Fragile (-¾), Only For Poisons And Drugs (-½), VPP Can Only Be Changed Between Adventures (-½)	[var]		
30	<i>Lethal Fighting Arts:</i> Multipower, 30-point reserve			
2u	1) <i>Strikes:</i> HA +6d6; Hand-To-Hand Attack (-½)	3		
3u	2) <i>Deadly Strikes:</i> HKA 2d6 (4d6 with STR)	3		
2u	3) <i>Trained Strength:</i> +30 STR; Only To Disarm, Escape, And Grab (-¾)	3		
34	<i>Super Sprinting:</i> Flight 25", x8 Noncombat; Increased Endurance Cost (x2 END; -½), Only In Contact With A Surface (-¼)	12		
17	<i>Just A Blur:</i> Invisibility to Sight Group, Reduced Endurance (0 END; +½); Linked (to Running, can only be used when Running is used at full value; -¾)	0		
6	<i>Super-Soldier Toughness:</i> Damage Resistance (6 PD/6 ED)	0		
30	<i>Amazing Reflexes:</i> Missile Deflection (non-gunpowder projectiles), Reflection	0		
7	<i>Rapid Healing:</i> Healing 1d6 (Regeneration, 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0		

Talents

- 9 Ambidexterity (no Off Hand penalty)
- 12 Combat Luck (6 PD/6 ED)
- 3 Lightning Reflexes: +3 DEX to act first with Knife Throwing
- 3 Lightsleep

Skills

- 48 +6 with All Combat
- 6 +2 with Climbing, Shadowing, and Stealth
- 3 Acrobatics 14-
- 3 Acting 13-
- 3 Breakfall 14-
- 3 Climbing 14-
- 3 Concealment 12-
- 3 Disguise 12-
- 3 Interrogation 13-
- 1 Language: English (basic conversation; Arabic is Native)
- 1 Language: Hebrew (basic conversation)
- 1 Language: Russian (basic conversation)
- 3 AK: Middle East 12-
- 2 KS: Secret Awadi Government Programs 11-
- 4 KS: The Hashashim 13-
- 1 KS: ARGENT 8-
- 3 Lockpicking 14-
- 3 Mimicry 12-
- 2 Navigation (Land) 12-
- 5 Power: Speed Stunts 13-
- 5 PS: Assassin 14-
- 4 SS: Pharmacology/Toxicology 13-
- 3 Security Systems 12-
- 3 Shadowing 12-
- 3 Stealth 14-
- 3 Streetwise 13-
- 3 Tactics 12-
- 10 Two-Weapon Fighting (HTH)
- 6 WF: Common Melee Weapons, Small Arms, Garrote, Thrown Knives, Axes, and Darts

Total Powers & Skills Cost: 437

Total Cost: 593

200+ Disadvantages

- 25 Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
- 20 Hunted: Iranian government 8- (Mo Pow, NCI, Capture)
- 20 Psychological Limitation: Casual Killer (Common, Total)
- 328 Experience Points

Total Disadvantage Points: 593

Background/History: Jalal Ibrahim is one of the last — if not the last — inheritors of the mantle of the Hashishim, that ancient sect of Assassins which once terrorized the Islamic world. Born into a family that had carefully maintained the ways of the Assassins, he was trained in all the arts of death. For years he followed his family's calling, often working for the likes of Awad, Iraq, various Taqiri gangs, VIPER, and ARGENT. In 2001 the latter group paid him for a job by subjecting him to experimental super-soldier treatments that raised his strength, resilience, and reflexes into the low superhuman level, and made him a blindingly fast runner. Since then he's been deadlier than ever.

Personality/Motivation:

Indoctrinated at a young age as an Assassin, Khanjar is an unusual mix of brutality and piety. He's a devout Muslim who believes that by killing the enemies of Allah (a group to which he deludes himself that any target he's hired to murder belongs) will bring him glory in the after-life. He throws his earnings away on meaningless amusements to entertain himself between jobs, or gives them to charity. He's much more concerned with and motivated by the next world than this one.

The one real joy in Khanjar's life is the thrill of the hunt — the challenge of a dangerous, wary, and elusive foe. He's found that the best way to experience this is taking contracts to kill superheroes.

Quote: "You've been an entertaining diversion, and I thank you. But now it's time to die."

Powers/Tactics: The experimental ARGENT superhuman-soldier treatments Khanjar underwent have given him superhuman speed and an enhanced physique. He can run at a speed of nearly 450 miles per hour on a relatively straight course, and his reflexes and reaction time have been enhanced to match. His rapid metabolism allows him to heal quickly from injuries.

Khanjar is a master of knife combat, both hand-to-hand and thrown (his enhanced speed makes his thrown weapons particularly deadly). He's also skilled with the garrote, which is his preferred method of assassination if time and circumstances permit. He's been trained extensively in the use of poisons by the Hashishim, and generally carries several different types with him at any time.



Despite his remarkable abilities, Khanjar knows he's not a front-line fighter against most superhuman targets. He prefers to strike from surprise when his victims are off-guard. He stalks his target for hours or days if necessary, waiting for the right moment. But if forced into open battle he's a lethal opponent, especially if he has a chance to bring one of his poisons into play by surprise.

Campaign Use: Khanjar is a nasty opponent for PCs due to his combination of speed, knife-work, and poisons. As a mercenary, he might work for any criminal mastermind or organization who can afford his fees, so the PCs never know where he might turn up.

To make Khanjar more powerful, give him some reliable "Speedster Tricks" instead of forcing him to use his *Power Skill* periodically. You could also increase his SPD. To weaken him, remove his Poisons VPP.

Khanjar Hunts heroes when hired to do so; see Powers/Tactics regarding his methods.

Appearance: Khanjar wears black leather boots and pants with a wide orange sash that goes around his waist and over one shoulder — otherwise his chest is bare. Attached to his belt are many sheaths and small pouches that hold his knives and various poisons in small bottles or vials. His hair is shoulder length, slightly curly and black, and he has a thick black goatee.

TURS AL-SH'AB PLOT SEEDS

Turs al-Sh'ab gets a new job working as a bodyguard for a major Awadi politician. The US government recruits the PCs to enter Awad covertly, capture him, and bring him to America for trial.

The heroes get a tip that Turs al-Sh'ab is hiding out in a lonely cave in northern Syria. They descend on the place to capture him... only to find out that the monster hiding there is actually Grond! Angry at having his rest disturbed, Grond decides to make mincemeat out of the PCs. And who knows? Maybe the ruckus will attract Turs al-Sh'ab's attention....

Turs al-Sh'ab sends word to the PCs offering to surrender to them, claiming he was brainwashed by Saddam Hussein and that he's come to his senses and wants to set things right. Is it just a trap, or does he really want to atone for his career as a vicious dictator's bodyguard?

TURS AL-SH'AB				
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
17	DEX	21	12-	OCV: 6/DCV: 6
30	CON	40	15-	
22	BODY	24	13-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
35	PD	25		Total: 35 PD (35 rPD)
35	ED	29		Total: 35 ED (35 rED)
5	SPD	23		Phases: 3, 5, 8, 10, 12
20	REC	8		
60	END	0		
62	STUN	0	Total Characteristics Cost: 221	
Movement:		Running: 6"/12" Leaping: 10"/20"		
Cost	Powers			END
60	Crushing Grip: RKA 2d6, No Normal Defense (defense is PD Force Field; +1), Does BODY (+1), Continuous (+1); Must Follow Grab (-½), No Range (-½)			12
20	Street-Fighter's Eye: Find Weakness 13-with Punch			0
35	Indestructible: Damage Resistance (35 PD/35 ED)			0
13	Tough Guy: Life Support (Immunity: all terrestrial poisons and chemical warfare agents; Safe Environments: High Pressure, Low Pressure/Vacuum)			0
10	Strong Legs: Leaping +10" (20" forward, 10" upward)			1
7	Fast Healer: Healing 1d6 (Regeneration, 1 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)			0
Perks				
9	Contact: former members of the Iraqi government 12- (Organization)			
Skills				
20	+4 HTH			
3	Breakfall 12-			
3	Climbing 12-			
3	Combat Driving 12-			
3	Concealment 11-			
2	Gambling (Dice Games) 11-			
1	High Society 8-			
7	Interrogation 15-			
2	AK: Syria 11-			
2	AK: Iraq 11-			
2	KS: The Former Iraqi Military 11-			
1	Language: Armenian (basic conversation; Arabic is Native)			
1	Language: English (basic conversation)			
3	Mechanics 11-			
2	Navigation (Land) 11-			
3	PS: Bodyguard 12-			
3	Streetwise 13-			
2	Survival (Desert) 11-			
4	TF: Equines, Large Motorized Ground			

Vehicles, Tracked Military Vehicles, Wheeled Military Vehicles
2 WF: Small Arms

Total Powers & Skills Cost: 223

Total Cost: 444

200+ Disadvantages

- 10 Distinctive Features: badly scarred (Noticed And Recognizable; Concealable With Effort)
- 15 Enraged: when his honor or manhood is insulted (Common), go 11-, recover 14-
- 30 Hunted: US Military 11- (Mo Pow, NCI, Capture)
- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 5 Money: Poor
- 20 Psychological Limitation: Sadistic And Brutal (Very Common, Strong)
- 15 Psychological Limitation: Overconfidence (Common, Strong)
- 15 Social Limitation: Public Identity (Zaid Kahil bin-Mahmoud) (Frequently, Major)
- 109 Experience Points

Total Disadvantage Points: 444

Background/History: Zaid Kahil bin-Mahmoud was raised in Iraq by a loyal Ba'ath Party family that held a high position in the Saddam Hussein government. After finishing school he joined the military, and his induction medical exam showed that his biochemistry fit the profile of potential subjects for a superhuman-soldier program being jointly developed by Iraq and Awad. When ordered to report to the laboratory, he did so gladly, ever eager to serve.

Months of agonizing tests and procedures followed, but in 1995 the program achieved its one and only success with him. He emerged from the lab tall, immensely strong, and resistant to most forms of injury (though the process left him badly scarred). Impressed with what he saw, Saddam Hussein made bin-Mahmoud his personal bodyguard, christening him *Turs al-Sh'ab* ("the Shield of the People").

When Hussein's regime fell in the Iraq War, al-Sh'ab fled into hiding with Hussein. Unfortunately for the one-time president, but fortunately for al-Sh'ab, he was elsewhere when American forces found and captured Hussein in December 2003. Since then he's been on the run, hiding from the Americans and their allies (often in Syria) and earning money as a mercenary supervillain.

Personality/Motivation: Turs al-Sh'ab isn't a complex person. He's a bully and sadist who deeply enjoyed being so near the top of the Iraqi government because it gave him the political influence to match his physical muscle. Many an Iraqi political dissident spent his last few moments of life in agonizing pain as Turs al-Sh'ab beat him to death or literally ripped him limb from limb. He's hoping to find another employer who'll offer him similar opportunities for "recreation"; in the meantime he satisfies himself beating up superheroes.

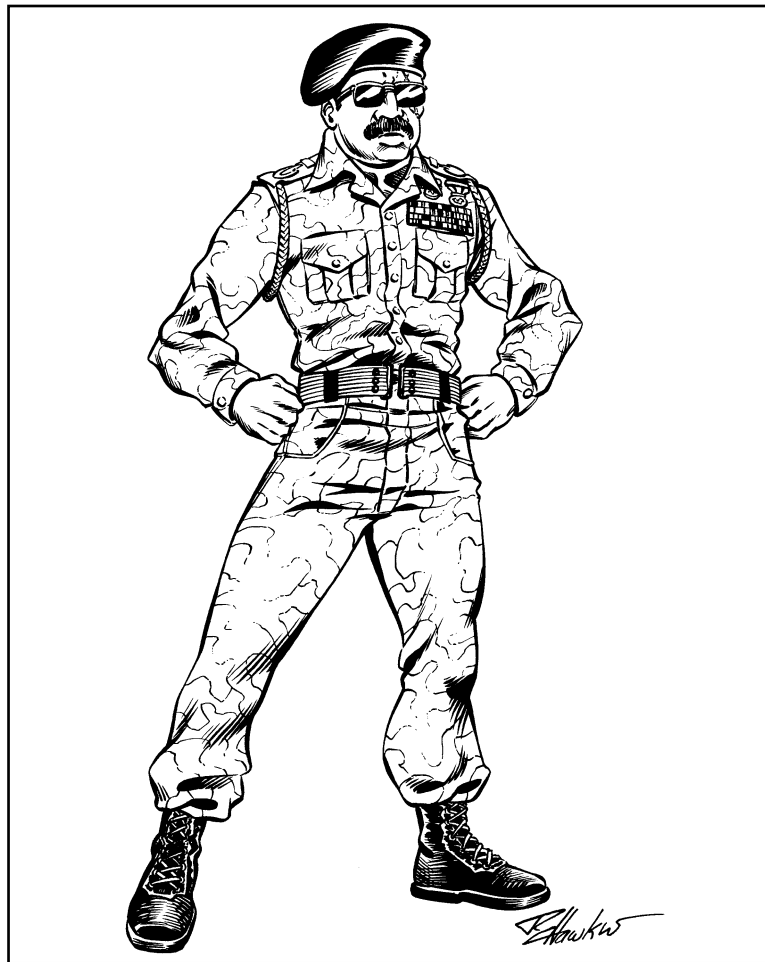
Quote: "Ha! What a weakling. I will enjoy killing you."

Powers/Tactics: Turs al-Sh'ab is mostly a straightforward brick, but he's got a few abilities that make him more of a threat than your average strongman. First, he's skilled at finding the weak points in an opponent's defenses and exploiting them. He lacks the raw STR of an Ironclad or Durak, much less Grond, but a character who only gets to apply half his defenses after Turs al-Sh'ab uses Find Weakness on him probably won't appreciate the difference much. Second, he's developed a special "crushing grip" move that lets him squeeze the life out of nearly anyone, even powered armor wearers and malleable-bodied metamorphs; the only protection against his grip is a PD Force Field.

Campaign Use: Every game needs a few utterly evil, totally irredeemable opponents, and Turs al-Sh'ab fills one of those slots in the Champions Universe. Sadistic, vicious, lecherous, sexist, racist, and ruthless, he has no good qualities at all. Player characters should learn to love smashing him into defeat.

To make Turs al-Sh'ab more powerful, increase his STR (and, if necessary, his defenses). A few more "brick tricks" or a point of SPD would also ratchet up his deadliness. To make him less effective, remove his Find Weakness.

Turs al-Sh'ab doesn't Hunt heroes — that's not his style, and as of 2005 he's still on the run anyway. But if someone hurts or offends him, he won't forget it and will get his revenge during their next encounter.



Appearance: Turs al-Sh'ab wears a variation of the standard Iraqi military fatigues. His long-sleeve shirt and pants are light tan with faded camouflage markings. On his feet he wears black canvas ankle boots and atop his head there's a black beret. The upper left side of his chest is covered with ribbons and medals. His left eye has a scar that runs above and below the socket and pulls the skin slightly out of shape — he frequently hides his eyes behind a pair of sunglasses. Large scars cover many other parts of his body as well. He has a thick but carefully-trimmed mustache and fairly dark skin.

CHAPTER FOUR: AFRICA

Rumors of supervillain participation in the “conflict diamond” trade (see the text box on page 162) are true. The Warlord and Eurostar support their operations in part by trafficking in (or simply stealing) conflict diamonds and gold, and villains such as Anubis, Holocaust, Interface, and Zorran the Artificer have been associated with conflict diamonds at one time or another.

CAIRO

Cairo, the capital of Egypt, has the most active and diverse underworld on the continent. Most of it's based in the Butneya area south of Al-Azhar University. The gangs and gangsters of the Butneya sell drugs, run protection rackets, and commit robberies all over the city. Aside from VIPER (see below), some of the more powerful local players include:

Katib Ahmed ben Kadir: Although Katib comes from a long line of scholars, imams, and holy men, he doesn't seem to have taken after his ancestors. As a rebellious teenager he drifted onto the streets and hooked up with one of the Butneya gangs. But that wasn't enough for him; he was more ambitious than that. He got into drug dealing, selling heroin to any and all buyers. So far he's always stayed a step ahead of the law, and his heroin distribution business has just kept growing. Today he receives shipments direct from the Golden Crescent and indirectly through Nigerian transshippers. He sells about a fourth of the heroin in Cairo, and sells the rest to Turkish and Italian gangsters who in turn send it on through the “Balkan Route” to Western Europe and America. In the past he's hired supervillains as “bodyguards” or “shock troops” on several occasions.

Muhunnad (“The Sword”): This mysterious gangster and killer is known only by his sobriquet — not even the Cairo police or Interpol know his real name. Although he runs a gang of thieves, thugs, and legbreakers, he's best known for his work as an assassin. He's cold, quick, calculating, and clever, pulling off his jobs with an almost infernal fiendishness which has led some to nickname him Asad al-Shaitan (“The Devil's Lion”). He prefers to work with hand weapons such as daggers and swords, but is no stranger to guns and heavy weapons if the job requires that sort of approach. He's also said to be skilled with disguises and languages. While his gang restricts itself to Cairo, the territory in which he takes “jobs” is much broader — all of North Africa, the Middle East, and Europe. The CIA has received reports that Muhunnad is mulling over an offer from an as-yet unidentified hostile foreign government to kill the President of the United States.

Al'Alim ibn Wasim Tamir Najjar: Known in the Cairo underworld as “the Bald Man” for obvious reasons, Al'Alim rules Cairo's gambling and vice worlds. Games of chance and pleasures of the flesh are strongly frowned upon by fundamentalist Muslims, but Al'Alim has kept his “markets of sin” operating smoothly despite the troubles in Egypt. An avid

sampler of his own wares, he can usually be found in the Red Door, one of his gambling clubs, playing cards. He's accompanied at all times by his bodyguard, an enormous strongman he refers to only as “Black.” Black is a Turk and a practitioner of *yagliguresh*, or Turkish wrestling. They say Black's strong enough to break a man's back with his bare hands. They also say he and the Bald Man are secretly lovers — but they whisper that much more quietly.

Karif ben Aban Zahid Hassan: Karif is Katib's main competition as a gangster and drug dealer, despite the fact that he's known to be a devout Muslim. An enigmatic figure who hardly ever leaves his house to do business, he sends a tall woman with green eyes who wears full Islamic woman's garb in the Saudi Arabian style to convey his messages. What no one knows or suspects is that this “woman” is Karif himself, in disguise! The robes conceal his slight frame perfectly and allow him to make deals without being suspected or threatened.

PAGE 52 — DEMON

See page 130 of the *DEMON* sourcebook for more information about DEMON activities in Africa.

PAGE 52 — VIPER

VIPER is particularly active in Africa, as discussed on pages 18, 39, and 42 of the *VIPER* sourcebook. In many ways it regards the continent (particularly sub-Saharan Africa) as its own particular criminal playground, and may in effect work with your PCs by fighting any organization or villain team that tries to “move in” on its “turf.”

New Karnak

Other than the Johannesburg and Lagos Nests, the main VIPER Nest in Cairo — known as New Karnak — is the largest and most active in Africa (it also participates in VIPER activities in the Mediterranean region). In addition to its complement of VIPER Agents, it has two permanently-assigned superhuman operatives: Sutekh, a villain somewhat like Anubis who claims to have received his powers from the god Set; and Epoch, a chronomanipulator. Sutekh is known to have attacked radical Muslims on several occasions, and even to have prevented some of their terrorist acts; Epoch has clashed with Captain Chronos at least once.

Like most Nests, New Karnak is located underground — beneath the part of Bulaq nearest to the central business district. It has three entrances. The first and oldest is through a private residence where Jibril Sayyid ben Kaliq Bashshar-Bari — better known as The Pharaoh, the Nest's Leader — lives in his civilian identity. The second entrance is from an office building in the central business district; a long tunnel runs from a secret door in the bottom of the elevator and elevator shaft to the base itself. The third entrance, built only a few years ago when Cairo was modernizing and extending its sewer system, is from the sewers themselves. This entrance is rarely used, for obvious reasons, but would make an excellent escape route.

All of the secret entrances are well-concealed and locked with electronic locks that require agents to use a special keypad to enter a code and then place their thumb on a vitaprint reader (*i.e.*, one that can detect whether the thumb pressed against it is alive, and won't open for dead or false thumbs). There's a -5 penalty to Security Systems rolls to get inside, and -8 to do it without alerting the base's Serpentine computer. Inside the doors there's even more security. The office building and sewer entrances both open into a guard chamber that has walls as tough as the vault-like doors. The guard chambers are monitored by closed-circuit television, with two heavily-armed and armored guards on duty at all times. The private residence entrance doesn't have a separate guard chamber — it's just a corridor leading into what's now the medical facility — but there's one guard on duty all the time. The doors leading out of the guard chambers or corridor are just like those leading in.

New Karnak is decorated in an "ancient Egyptian" motif mixed with modern high-tech. The motif is most striking in the "Processional Hall" that leads from the office building entrance to the Conference Chamber. It's decorated like a pharaoh's tomb, with beautiful and elaborate wall paintings depicting the Pharaoh as a real pharaoh, and VIPER agents as his servants.

New Karnak has a complement of 24 agents, plus officers and support/technical personnel; there are also numerous "secondary" agents (those who can do little more than fire a VIPER blaster and use a few code words) scattered throughout Cairo who heed the Pharaoh's call but don't know New Karnak's location.

The base's agents reside in their own barracks, with an attached dining hall and a recreation area that has television and video games to keep the troops happy. The nerve center of the base is Operations & Command, where the Pharaoh and his chief minions can usually be found; extensive communications, monitoring, and tactical electronic equipment is also located here (including a link to the Serpentine Network). Heavy-duty meetings are conducted in the War Room or Conference Room nearby. The computer and communications systems are master-controlled from another nearby room. The Nest can create or repair weapons and gadgets in the extensive laboratory section.

In addition to its Nest Leader, the Pharaoh, New Karnak has six officers: Gezim Abd al Jabbar is the Field Commander and has overall command of the Nest's squadrons of agents. He also functions as the Pharaoh's second-in-command. The three Squadron Commanders, each commanding eight agents, report directly to him. Intelligence Commander Riyad Khoury ibn Marid is responsible for gathering intelligence on law enforcement organizations and possible targets for crimes, ferreting out infiltrators and undercover policemen who try to join the organization, and maintaining communications with VIPER command. Security Commander Saghir Gadi ben Fahd is responsible for all of the base's security.

The Pharaoh: Jibril Sayyid ben Kaliq Bashshar-Bari started out as a petty thief, con artist, and fence dealing in Egyptian antiquities both fake and real. His cleverness at obtaining artifacts and skill at negotiating their sale impressed a local VIPER agent, who brought him to the attention of the Cairo Nest Leader and, ultimately, got him into VIPER as an agent.

Ben Kaliq saw VIPER as a route to true power and riches. He'd always envisioned himself as an unquestioned leader of men, a veritable modern-day pharaoh whose word would be law. VIPER gave him a chance to obtain that power, at least in the underworld. He applied himself, learned well, carried out his tasks ruthlessly, and, when he saw the chance, eliminated his predecessor and became Cairo Nest Leader. The Council Of Thirty summoned him to Europe to explain his actions, but he satisfied them as to his fitness to lead and was allowed to keep his newly-won position.

That was six years ago. Since then, he's adopted the *nom du crime* "the Pharaoh" to fit his own ambitions and tastes. He also redecorated the Nest in an ancient Egyptian motif and rechristened it New Karnak. He wears a modified VIPER uniform — his is white, with a raised round collar that looks like a cross between a *klaft* (the traditional Egyptian striped headdress, like that seen in Tutankhamen's funeral mask) and a cobra's hood. He carries a cane shaped like the shepherd's-crook scepter of the pharaohs which conceals a powerful six-shot blaster weapon. He also carries a standard VB-S1 blaster pistol in a holster on his right hip, and a dagger patterned after ancient Egyptian daggers in his right boot; the dagger's blade is often poisoned with asp venom.

PAGE 54 — MA'AT PLOT SEEDS

Here are three plot seeds for Ma'at:

A mystic PC experiences a strong, urgent call for help emanating from Egypt. Traveling there, the PCs find Ma'at sickened and weak. Something so threatens the natural order of things that its very existence is poisoning her. She's so weak she can barely interact with the PCs at all; they must unravel the meaning of a few cryptic statements she makes to find and eliminate the threat before she dies.

Set decides to use Ma'at as his catspaw to eliminate those meddling PCs. He places a curse upon them that makes it seem as if they violate the natural order merely by existing. Now they have to fend off Ma'at while figuring out who the real villain is and lifting his curse.

Anubis attacks the PCs... with Ma'at at his side, now serving him as his queen! How has he taken control of her — and can the PCs survive the pair's combined assault long enough to figure it out?

PAGE 56 — GAZELLE PLOT SEEDS

Here are three plot seeds for Gazelle:

Teleios wants biological samples from persons exposed to kelvarite, so he kidnaps Gazelle. The PCs get wind of this and have to rescue their friend (and other people) from the fiendish mastermind.

Gazelle discovers that a new gang has moved into southern Africa to peddle a strange new drug that seems to grant its users superpowers... but only for a short time, then it kills them. There's obviously something big going on, so he asks the PCs to help him investigate. (See *Villainy Amok* for plenty of ideas for "superpowers drugs" scenarios.)

Gazelle's anti-smuggling activities are putting a hurting on southern African VIPER Nests, so they hire the Ultimates to eliminate him. He barely escapes the first attack with his life and gets off a desperate call for help to the PCs.

PAGE 58 — OGUN PLOT SEEDS

Here are three plot seeds for Ogun:

UNTIL recently recruited Ogun to help it build a new West African base in record time. But things keep going wrong — there've been a whole host of minor accidents and disasters in the building, many of them traceable (to one degree or another) to the metal work. Ogun's completely puzzled by it. Has Eshu, trickster-god of the Yoruba, played a malicious prank of some sort on him? Or is there a more mundane explanation?

Ogun disappears. The PCs, investigating the disappearance of their friend, uncover clues that suggest Dr. Destroyer is involved. Has the evil Doctor kidnapped the Master of Metal to get him to help Destroyer build a new, more powerful than ever suit of powered armor? And if so, how can the PCs stop the scheme?

Ogun discovers he has cancer and is dying. The god Ogun appears to him in a dream and tells him he must find a successor before he dies. Too weak to undertake much of a search, Ogun appeals to the PCs to help him find a worthy inheritor for his powers.

TOP FIVE CRIMES FOR SUPERVILLAINS IN AFRICA

1) The Egyptian Museum: The Egyptian Museum boasts one of the largest and most spectacular collection of Egyptian artifacts in the world. There's enough to see here to occupy a character for days. Besides the world-famous Tutankhamun artifacts, some of the Museum's treasures include: the jewelry of Queen Ah-hotep; the mummies of Tuthmosis I-III, Seti I, and Ramses II and III; funerary equipment from the tomb of the noble Sennedjem; mummies and coffins of the priests of Amen; objects from various Middle Kingdom tombs; objects from the tomb of Prince Maherperi of the Eighteenth Dynasty; artifacts from the tomb of Amenophis II, including 14 royal mummies; finds from the tomb of Hetep-here; funerary items from the tomb of Akhenaten, the pharaoh who tried to convert Egypt to monotheism; and monuments and artifacts from several other tombs. Any of them would be a rich prize for an evil collector or clever thief.

2) Become President For Life: With the constant tension, conflict, and rebellion that seems to beset some African countries and regions, it's possible for a power-hungry supervillain to set himself up as a nation's leader... for a while, at least.

3) Conflict diamonds: "Conflict diamonds" (also called "blood diamonds") are diamonds mined in a war-torn area and, by implication, used to support a rebellion or a repressive regime. Recent wars in Angola and Sierra Leone have supposedly involved conflict diamond funding, and some organizations assert that conflict diamonds helped pay for the September 11 attacks. A ruthless supervillain could easily get involved with this trade.

4) Lost civilizations: In the pulps, Africa was full of long-lost civilizations and hidden cities, and there's no reason this can't apply in your Champions game as well. The "Kingdom of the Apes" mentioned on page 127 of *Champions Universe* is one example.

5) Plagues: Ebola, HIV, and many other virulent diseases originated in and/or beset Africa, and it's possible Teleios or other villains could try to use them as part of some scheme.

Supervillains Of Africa

IRONHORN

Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 [5]
20	DEX	30	13-	OCV: 7/DCV: 7
28	CON	36	15-	
20	BODY	20	13-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
16	PD	5		Total: 32 PD (16 rPD)
12	ED	6		Total: 26 ED (14 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
17	REC	0		
56	END	0		
62	STUN	0		Total Characteristics Cost: 171

Movement: Running: 11"/22"
Leaping: 11"/22"

Cost Powers END

47	<i>Right Gauntlet Concussion Blaster:</i> Energy Blast 8d6, Double Knockback (+¾); OIF (-½), 16 Charges (-0)	[16]
5	<i>Left Gauntlet Concussion Blaster:</i> Another Concussion Blaster (total of 2)	[16]
12	<i>Battle Helmet Horns:</i> HKA 1½d6 (3d6+1 with STR); OIF (-½), Only When Performing A Move By/Through (-½)	2
33	<i>Natural Toughness:</i> Armor (12 PD/10 ED)	0
8	<i>Armored Costume:</i> Armor (4 PD/ 4 ED); OIF (-½)	0
7	<i>Battle Helmet:</i> Armor (8 PD/8 ED); OIF (-½), Activation Roll 8- (Only Protects Hit Locations 3-5; -2)	0
7	<i>Polarized Helmet Lenses:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
10	<i>Powerful Leg Muscles:</i> Running +5" (11" total)	1
6	<i>Helmet Radio:</i> High Range Radio Perception (Radio Group); OIF (-½), Affected As Sight And Hearing Group As Well As Radio Group (-½)	0

Perks

9	Contact: Pan-African Brotherhood 11- (very useful Skills or resources, Organization)
4	Contact: Bantu Mvave, cousin and armorer 12- (useful Skills or resources)

Skills

6	+3 OCV with Move Through
10	+2 HTH
3	Bribery 12-
3	Demolitions 12-
2	AK: Johannesburg 11-
2	KS: Marxism 11-
3	KS: South African Smuggling Operations 12-
1	Language: Afrikaans (basic conversation; Swazi is Native)
2	Language: English (fluent conversation)
3	Oratory 12-
1	PS: Smuggler 8-

2	PS: Bodyguard 11-
3	Streetwise 12-
4	Survival (Deserts, Mountains) 12-
2	WF: Small Arms

Total Powers & Skills Cost: 195

Total Cost: 366

200+ Disadvantages

10	Distinctive Features: Mutant (Not Conceal- able; Always Noticed; Detectable Only By Unusual Senses)
20	Hunted: South African Police 8- (Mo Pow, NCI, Capture)
10	Hunted: Gazelle 8- (As Pow, Capture)
15	Psychological Limitation: Genuinely Cares About Downtrodden Blacks (Common, Strong)
10	Psychological Limitation: Greedy; Enjoys Luxuries (Though He Pretends Otherwise) (Common, Moderate)
15	Social Limitation: Secret Identity (Msizi Sekoto) (Frequently; Major)
5	Unluck: 1d6
81	Experience Points

Total Disadvantage Points: 366

Background/History: Born in a small village near Johannesburg in 1973, Msizi Sekoto was blessed by a wise man who told Msizi's mother the child would grow up to be a mighty warrior, stronger than an ox. The old man was correct — as Msizi grew up, he gradually became stronger and stronger until he was able to lift a truck over his head with ease. For fear of his being taken away by the apartheid government, Msizi and his family hid his abilities.

After the fall of the apartheid system, some of his family's allies came out from the underground, taking positions in the new government and working within the system. But the Sekoto family believed the revolution hadn't gone far enough... and that the movement was in danger of being co-opted. They joined the Pan-African Brotherhood (PAB), an extremist group with a vaguely Marxist revolutionary vision, and committed themselves to continuing to oppose the government and eventually bringing about a true Workers' Revolution. As a symbol of the PAB, Msizi adopted the costumed identity of Ironhorn, wearing a bronze helmet and using weapons designed by his brilliant cousin Bantu Mvave to battle the South African government.

Personality/Motivation: Ironhorn is a Marxist terrorist. He wants to finish what the anti-apartheid movement started by creating a workers' paradise in South Africa, then export that revolution northward. While he deliberately hurts white people and commits other terrorists acts, he genuinely wants to help the downtrodden blacks of South Africa, and often goes out of his way to help them. For example, he might rob a bank, then distribute the money in poor black neighborhoods.

Quote: "The time is coming when the people won't need symbols like me, for they will have risen up and destroyed exploiters like you."

IRONHORN PLOT SEEDS

The Pan-African Brotherhood incites a revolution in Namibia with Ironhorn's help. Since a superhuman was involved, UNTIL takes an interest, and it requests that the PCs team up with UNITY to bring the coup to an end. Will the PCs get involved in a political situation, and if so what repercussions will doing so have for them?

The Warlord provides Ironhorn with much more powerful Gauntlet Blasters, a suit of more protective personal powered armor, and a large supply of blaster rifles for PAB soldiers. His hope is that they'll start a war in South Africa. The PCs get wind of this through the grapevine and have to stop the war before it starts by defeating the PAB and taking away its new high-tech weaponry.

To raise a major stake for an upcoming Pan-African Brotherhood campaign, Ironhorn comes to the States and joins a villain team (such as the Ultimates, the Crimelords, or Cirque Sinister). With him pushing them, the villains launch a crime spree that the PCs have to stop.



Powers/Tactics: Ironhorn is a “brick” who can lift fifty tons, run at thirty MPH for hours without tiring; and withstand the effect of small arms fire without injury. In addition to his strength, he has two gauntlet-mounted blasters that allow him to attack at range.

Ironhorn’s favorite tactic is to open combat with a Move Through, which may prove lethal due to the horns on his helmet. He’ll keep trying Move Bys/Throughs if they’re effective, but switch to brawling, punches, or his blasters if not. He goes for the showy and destructive every time, even if it eventually puts him at a tactical disadvantage — he’d rather look good and frighten away any possible opposition.

Campaign Use: You can use Ironhorn one of two ways — as part of a story actually involving the terroristic Pan-African Brotherhood’s efforts to overthrow the South African government (either as a main plot, or as a backdrop to another story taking place in the area), or as a henchman in somebody else’s scheme that he’s participating in to raise funds for his organization. In the second case, his political aspirations might only serve to give him a bit of added dimension beyond the typical hench-brick, or they might eventually lead the heroes into getting involved with South African politics.

To make Ironhorn tougher, increase his STR to 60-70, give him some “Brick Tricks” Martial Arts, or add a few “Strength tricks” special abilities to his character sheet. To weaken him, get rid of his Gauntlet Blasters, or decrease the number of Charges they have.

Ironhorn only Hunts heroes if the Pan-African Brotherhood orders him to. In that case, he simply tracks them down and charges; he’s not a sophisticated combatant.

Appearance: Ironhorn is a large, heavily-muscled African man, 6’5” tall and weighing over three hundred pounds. He wears a sleeveless, skintight red costume with black and gold highlights and heavy black boots. His helmet is shaped to form stylized horns; its sides extend down to the base of his jaw on either side while leaving the face open below the brow.

THE LIVING SPHINX

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
32	DEX	66	15-	OCV: 11/DCV: 11
35	CON	50	16-	
23	BODY	26	14-	
25	INT	15	14-	PER Roll 14-
25	EGO	30	14-	ECV: 8
30	PRE	20	15-	PRE Attack: 6d6
10	COM	0	11-	
35	PD	26		Total: 35 PD (35 rPD)
35	ED	28		Total: 35 ED (35 rED)
8	SPD	38		Phases: 2,3,5,6,8,9,11,12
25	REC	18		
70	END	0		
80	STUN	16		Total Characteristics Cost: 368

Movement: Running: 18"/36"
Leaping: 9"/18"

Cost	Powers	END
90	<i>Sphinx's Claws:</i> HKA 2½d6 (4d6 with STR), +1 Increased STUN Multiplier (+¼), Armor Piercing (+½), Affects Desolidified (+½)	9
12	<i>Bite:</i> HKA 1d6 (2d6 with STR); No Knockback (-¼)	1
35	<i>Monstrous Toughness:</i> Damage Resistance (35 PD/35 ED)	0
30	<i>Monstrous Toughness:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
50	<i>Immortal Physiology:</i> Life Support: Total, including Longevity: Immortality	0
24	<i>Astonishing Speed:</i> Running +12" (18" total)	2
40	<i>Walking Between Worlds:</i> Extra-Dimensional Movement (any physical location in the Quaternion), x2 Increased Mass	4
11	<i>Scenting The Divine:</i> Detect Extradimensional/Divine Beings 14- (Smell/Taste Group), Discriminatory, Telescopic (+2 versus Range Modifier)	0
9	<i>Catlike Senses:</i> +3 PER with all Sense Groups	0
5	<i>Cats' Eyes:</i> Nightvision	0
20	<i>Catlike Senses:</i> Tracking with Hearing and Smell/Taste Groups	0
10	<i>Powerful Mind:</i> Mental Defense (15 points total)	0
10	<i>Immortal Form:</i> Power Defense (10 points)	0
34	<i>Alter Form:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Instant Change	3
25	<i>Monstrous Healing:</i> Healing 1d6 (Regeneration; 1 BODY per Turn), Can Heal Limbs, Resurrection (stopped by cutting off his head or killing him in Ma'at), Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0

Talents

24 Universal Translator 18-

Skills

15	+3 HTH
3	Acrobatics 15-
2	Animal Handler (Felines) 15-
3	Breakfall 15-
3	Concealment 14-
3	Conversation 15-
3	Deduction 14-
10	Defense Maneuver I-IV
3	Disguise 14-
4	Gambling (Board Games, Dice Games) 14-
3	AK: Egypt 14-
3	KS: Ancient Egyptian History 14-
3	KS: The Realms Of Faerie 14-
3	KS: The Egyptian Gods 14-
5	KS: Riddles 16-
3	Mimicry 14-
3	Oratory 15-
3	Seduction 15-
3	Shadowing 14-
3	Sleight Of Hand 15-
13	Stealth 20-
3	Tactics 14-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 530

Total Cost: 898

200+ Disadvantages

10	Distinctive Features: Radiates Supernatural/Divine Evil (Not Concealable; Causes Major Reaction; Detectable Only By Unusual Senses)
15	Hunted: Ma'at 11- (As Pow, Capture)
10	Hunted: Dr. Ka 8- (As Pow, Capture)
20	Psychological Limitation: Loves To Taste The Death-Throes Of Mystical Beings (Common, Total)
10	Psychological Limitation: Enjoys Terrorizing The Weaker And Creating Fear And Chaos (Common, Moderate)
15	Psychological Limitation: Overconfidence (Common, Strong)
10	Reputation: terrifying extradimensional killer, 11- (Extreme; known only to the Mystic World)
20	Vulnerability: 2 x STUN from Fire (Common)
20	Vulnerability: 2 x BODY from Fire (Common)
568	Experience Points

Total Disadvantage Points: 898

THE LIVING SPHINX
PLOT SEEDS

The classic Living Sphinx plot: the Living Sphinx "scents" a PC mystic, and the chase is on! The PCs have to fight him off in a variety of exotic locales until they obtain an arcane super-weapon that can kill or banish him.

The Living Sphinx "eats" the soul of a Morbane and gets sick. Now he's even deadlier as he rampages across Africa, half-crazed, slaughtering everyone he meets. Only the PCs can stop him now!

The Trismegistus Council believes it's found a way to expel the Living Sphinx from this plane of reality permanently. However, for the ritual to work the Living Sphinx must be brought to a specific location and kept there long enough for the spell to be cast. It falls to the PCs to lure the monster into the trap.



Background/History: The Living Sphinx is a unique mystical creature who lives primarily in the extra-dimensional world of Ma'at, the part of Faerie that's home to the ancient Egyptian pantheon (see *The Mystic World*). A terrifying monster, the Living Sphinx periodically visits Earth to spread fear, chaos, and destruction, which he loves. He's terrorized Egypt periodically over centuries, but he reappears much more frequently now — Earth's become a buffet of delicacies since 1938.

Personality/Motivation: The Living Sphinx's sole overriding desire is the kill. The death of any living being in his presence, whether he's the killer or not, provides him with spiritual sustenance and intense physical sensations of pleasure, as he psychically "tastes" the target's soul as it passes from this plane. However, the sensations are much stronger if the deceased is the bearer of strong mystical powers, so the Living Sphinx makes a particular point of pursuing and killing magical beings and masters of the Arts Arcane.

Quote: "Sweet your soul will taste."

Powers/Tactics: A mighty fighter, with incredible speed, strength, resilience, and magically-enhanced claws that can rend even the bodies of astral or otherwise insubstantial beings, the Living Sphinx is a terrifying opponent, especially for mystics or on those rare occasions when he "teams up" with villains. He cannot be destroyed on Earth's plane — destruction of his mortal

form merely causes it to be reborn in Ma'at, though it takes several years for his mystical energies to coalesce again. He retains his full memories from his "previous life," and will no doubt attempt to take revenge on whoever defeated him. He can be physically and permanently destroyed in Ma'at itself, though on his home plane he's even more powerful.

Campaign Use: The Living Sphinx is a killing machine with a particular taste for magical victims. He makes a great straightforward adversary for any mystic PC. As a unique and magical "beast" he could be the object of an adventure — to fulfill some task or quest, the PCs have to fetch one of his claws as an ingredient for a powerful spell, or win some other device, boon, or information by challenging him to a game of riddles.

To make the Living Sphinx tougher, increase his Damage Reduction or keep boosting his Characteristics

until he's powerful enough to frighten the bejesus out of your PCs. You could also give him a small Variable Power Pool for magic spells he can cast. To weaken him, reduce his Characteristics (especially SPD), get rid of his Damage Reduction, and/or reduce the DCs in his HKAs.

The Living Sphinx Hunts anyone he feels like Hunting, primarily mystics in Egypt. He pursues his quarry tenaciously and without stopping to sleep or eat.

Appearance: The Living Sphinx is a horrifying creature, as much beast as man. His chest and lower body is vaguely catlike, complete with short black fur, clawed feet, and a long tail. Unlike his mythical namesake, however, the Living Sphinx stands upright... and, at 7'6" tall, towers over most people. His neck, shoulders, and arms are humanoid, though he has long, thick, wickedly sharp claws in place of fingernails. Its head and face are generally human, but twisted into bestial anger, with fiery golden eyes and thick reddish-brown hair that falls like a mane around his shoulders and back. His voice is deep, disturbing, and obviously non-human.

JOSEPH OTANGA

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
24	DEX	42	14-	OCV: 8/DCV: 8
28	CON	36	15-	
15	BODY	10	12-	
15	INT	5	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
20	PD	12		Total: 20 PD (10 rPD)
20	ED	14		Total: 20 ED (10 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
14	REC	0		
66	END	5		
50	STUN	1		Total Characteristics Cost: 206

Movement: Running: 17"/34"
Swimming: 9"/18"
Flight: 15"/30"

Cost Powers **END**

22	<i>Transform Others Into Animals:</i> Major Transform 3d6 (humans into animals; heals back normally, or through another application of this or a similar power), Improved Results Group (any natural animal; +¼), Area Of Effect (One Hex Accurate; +½), MegaScale (hex covers the entire planet; +1¼); OAF Expendable (human sacrifice, Extremely difficult to obtain; -2), Concentration (0 DCV throughout activations; -1), Extra Time (ritual takes 1 Hour to perform; -3)	13
36	<i>Animal Form:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any African animal or hybrid-animal shape), Costs Endurance Only To Change Shape (+¼)	4
17	<i>Large Or Small Animal Forms:</i> Multipower, 25-point reserve; all Linked (to Shape Shift; -½)	
2u	1) <i>Bigger Form:</i> Growth (+20 STR, +4 BODY, +4 STUN, -4" KB, -2 DCV, +2 PER Rolls to perceive character), Costs Endurance Only To Activate (+¼); Linked (to Shape Shift; -½)	2
2u	2) <i>Smaller Form:</i> Shrinking (0.5 m tall, 0.25 m wide, 1.6 kg mass, +6" KB, +4 DCV, -4 PER Rolls to perceive character), Costs Endurance Only To Activate (+¼); Linked (to Shape Shift; -½)	2
35	<i>Claws, Teeth, Horns, And Other Natural Weapons:</i> HKA 2d6 (4d6 with STR), Indirect (can originate at any of several points on Otanga's body, depending on his shape; +¼); Linked (to Shape Shift; -¼)	4
20	<i>Animal Form Movement:</i> Multipower, 30-point reserve; all Linked (to Shape Shift; -½)	
1u	1) <i>Winged Flight:</i> Flight 15"; Restrained (-½), Linked (to Shape Shift; -½)	3
1u	2) <i>Swift Running:</i> Running +11"; Linked (to Shape Shift; -½)	2
1u	3) <i>Swift Swimming:</i> Swimming +7" (9" total); Linked (to Shape Shift; -½)	1

10	<i>Batlike Sonar:</i> Active Sonar (Sense); Linked (to Shape Shift; -½)	0
7	<i>Powerful Nose:</i> Discriminatory (Smell/Taste Group); Linked (to Shape Shift; -½)	0
7	<i>Powerful Nose:</i> Tracking (Smell/Taste Group); Linked (to Shape Shift; -½)	0
8	<i>Animal Senses:</i> +4 to PER Rolls for all Sense Groups; Linked (to Shape Shift; -½)	0
10	<i>Tough Body:</i> Damage Resistance (10 PD/10 ED)	0
11	<i>Rapid Healing:</i> Healing 1d6 (Regeneration; 1 BODY per Turn), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½); Extra Time (1 Turn; -1¼), Self Only (-½)	0
10	<i>Lucky Man:</i> Luck 2d6	0

Perks

12	Contact: US State Department 8- (access to major institutions, very useful Skills or resources, Organization)	
10	Fringe Benefits: Head of State	
1	Fringe Benefit: Passport	
15	Money: Filthy Rich	

Talents

25	Danger Sense 12- (immediate vicinity, out of combat)	
3	Lightsleep	

Skills

20	+4 HTH	
3	Acting 15-	
2	Animal Handler (Felines) 15-	
3	Bribery 15-	
1	Bureaucratics 8-	
1	High Society 8-	
3	Interrogation 15-	
3	AK: Lugendan Jungles 12-	
1	KS: Blood Magic 8-	
3	KS: Lugendan History And Government 12-	
1	Language: English (basic conversation; Lugendan is Native)	
2	Language: French (fluent conversation)	
3	Mimicry 12-	
2	Navigation (Land) 12-	
3	PS: Soldier 12-	
3	PS: Dictator 15-	
3	Stealth 14-	
2	Survival (Tropical/Subtropical) 12-	
3	Tactics 12-	
3	Tracking 12-	
3	Trading 15-	

Total Powers & Skills Cost: 329**Total Cost: 535****200+ Disadvantages**

0	Dependence: loses most of his powers if he doesn't perform one sacrifice per week (see text)	
5	Distinctive Features: scarred face and broken nose (Easily Concealed; Noticed and Recognizable)	
20	Enraged: if insulted or defied publicly (Common), go 11-, recover 11-	

JOSEPH OTANGA PLOT SEEDS

The biggest plot seed surrounding Joseph Otanga is the question of where his powers come from. Who left those ruins and that altar behind? Were the ruins once an Elder Worm city? Is the altar a Valdorian relic survived to modern times just like the serpent Nama? Will too much bloodshed free some dark spirit there?

Rebellion In Lugendu:

Yesterday an UNTIL Intelligence Corps agent, Peter Bahmban, who was undercover among one of the tribes that has never accepted Otanga's rule, sent a message to his superiors in Nairobi about Otanga's use of sacrificial blood magic against his enemies. Then his transmission was cut off by the sound of gunfire.

Before UNTIL can mobilize, a full-scale revolt breaks out. The rebels start by seizing one or more offshore drilling platforms and wiring them with explosives to deny Otanga their revenues and draw international attention to Lugendu's plight. Every reporter who comes to Lugendu and files a story for CNN or AP is a victory for the rebels from their current viewpoint. But the truth is, they care nothing for the "justice" they so blithely talk about; they just want to take Otanga's money and power for themselves.

Depending on the PCs and who they work for (and what their goals are), this situation might play out in several ways. UNTIL will try to rescue its operative (and other agents who are in harm's way) while maintaining

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his cover. It must determine whether Otanga really is using dangerous magics to support his regime, which would turn international opinion strongly against him. It might call on the PCs for all sorts of help, ranging from transporting IC agents to fighting against Otanga and/or the rebels. If you want, you could turn this into a major story arc.

- 25 Enraged: if takes BODY damage in combat (Uncommon), go 11-, recover 11-, Berserk
- 10 Hunted: Lugendan Rebels 11- (Less Pow, Kill)
- 10 Hunted: UNTIL 8- (Mo Pow, NCI, Watching)
- 15 Physical Limitation: loses animal powers if the spirit monument is not “fed” every week (Infrequently, Fully Impairing)
- 15 Psychological Limitation: Brutal And Violent (Common, Strong)
- 15 Psychological Limitation: Won't Refuse A Fight (Common, Strong)
- 15 Social Limitation: Public Identity (Frequently, Major)
- 5 Unluck: 1d6
- 200 Experience Points

Total Disadvantage Points: 535

Background/History: *I will drink their blood!* he thought to himself as he marched through the jungle, his loyal followers behind him.

It had happened so swiftly, the moment of betrayal. For years Joseph Otanga had served Lugendu as a soldier, working under a succession of short-term Presidents-For-Life as he slowly but surely ascended the ranks. After he became a colonel, his rivals took note of his intelligence and ambition. One of them, now Minister of Defense, arranged for President-For-Life Mutebu to find “evidence” implicating Otanga in a coup plot. Rather than face the firing squad, Otanga fled Nahambane and returned to his native tribal lands with his loyal followers. He was alive, but he was disgraced and humbled, and that he would not stand for.

“Great Leader! Great Leader!”

“What is it, Corporal?”

“I have the report from the field team, sir.”

Otanga snatched it from the man's hand and dismissed him. His eyes scanned the paper eagerly. *Native superstitions*, it said. *Primitive tribal animism*. *Witchdoctors*. *Gullible tribesmen*. *Sorcery as a tool to manipulate the foolish*. Well, that sort of language was to be expected; Captain Inteke was a hard-nosed realist if there ever was one. But Otanga thought differently. He'd seen and heard too much growing up among the tribes to dismiss native beliefs so easily. This witchdoctor Inteke referred to, the one he'd been sent to find — rumors said he could heal wounds and command animals. Those were powers Otanga could make good use of in his return to power.

With a squad of hardened troops at his back, Otanga headed into the interior. The trip was long and arduous, but soon enough he found the old sorcerer — Inteke's directions, were, as always, flawless.

The witchdoctor looked him up and down in a frank appraisal. “I cannot help you,” he said. “You know not what you ask, and you would pervert my knowledge for selfish ends.” But no one said “No” to Joseph Otanga for long. After he broke all the fingers on the old man's granddaughter's right hand, the witchdoctor begged to babble his secrets.

The source of his magic was a strange, small monument — an altar to ancient gods — located

in the middle of a ruined city deep in the jungle. The witchdoctor led him to it and explained that the altar's magical powers could only be tapped with blood. Every week the witchdoctor sacrificed a chicken to the monument in exchange for the power to heal a wound, cure a disease, or bring luck to the local hunters.

After the old man finished explaining, Otanga thanked him for sharing his wisdom. Then, with one brawny arm, he grabbed the witchdoctor by the neck and slammed him down on the altar. With his other hand he drew his knife and plunged it into the man's chest in the way he'd been told to. For good measure, he sacrificed the granddaughter as well; his men had finished toying with her, so he had no use for her anymore.

Power! Mystic energies surged through Otanga's body, charging every cell with power. He raised his arms and bellowed at the sky — and his body changed! His head became that of a lion, his hands lion's paws. With a flicker of thought, he changed again, becoming a crocodile, an eagle, a gazelle, a leopard. Finally he resumed human form... and the sound of his laughter made even his most loyal followers cringe in fear.

“S-stay back! As, as President-For-Life, I comm....”

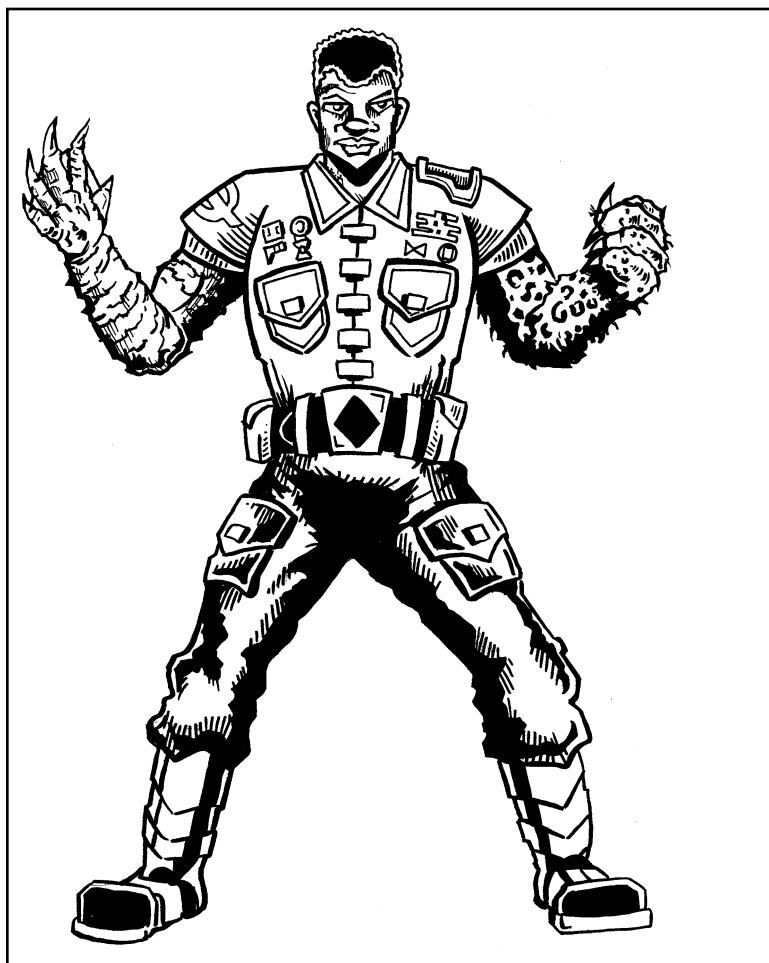
Otanga's claws ripped out Mutebu's throat and ended his pathetic pleading. Tossing the body aside, he glanced out the window into the courtyard of the Presidential Palace. On the dusy ground below he could see where his men had staked the Minister of Defense to the ground through his wrists and calves. They'd already cut off his eyelids; soon, the ants would come.

With his new strength and powers, Otanga had had little difficulty persuading his tribesmen to rebel. Leading them back to Nahambane, he cut a bloody swath through the President's army. Now the survivors had sworn loyalty to him, and he was President-For-Life... a job he intended to hold for many, many years.

It's good to be the strongest lion in the pride, he thought with an evil grin as he sat in the old President's chair and helped himself to one of the man's cigars.

Personality/Motivation: Joseph Otanga, never a kind or principled man, cheerfully and willingly sold his soul for power. With the powers given him and maintained by the ancient jungle altar, he rules Lugendu with an iron fist, casually wielded; in truth he's nothing more than a thug. His government is a monument to corruption, terror, and greed. His temper is legendary; he's prone to fits of horrific violence that pass with surprising speed, leaving him laughing and joking with his confederates, who hate and fear him as much as the oppressed citizenry but hide it well.

Otanga has cultivated a relationship with some of the more practical (and occasionally less savory) parts of the US intelligence community. He's promised them he'll do his part rooting out terrorists and other enemies of the state, as well as



keeping the offshore drilling programs of American businesses satisfied. These contacts, together with his extensive smuggling networks and the “cut” he gets of every crime committed in Nahambane, keep Otanga’s personal coffers filled to bursting, and allow him to hand out patronage among the army to keep a cadre of satisfied bodyguards watching his back. Any other enemies he has he can take care of with his powers.

Otanga’s one worry is that someone else will discover the ruins and the altar deep in the jungle. He’s already killed anyone who accompanied him the day he got his powers, as well as every single resident of the old witchdoctor’s village, by sacrificing them, but he’s still worried word may leak out.

Quote: “You think you know anything of strength, of power? Let me show you the true nature of power!”

Powers/Tactics: Thanks to the sacrifices performed on the ancient altar, Joseph Otanga has gained several superpowers. First, he’s superhumanly strong, durable, and fast. Tales of his strength have already become local legends. Most are greatly exaggerated, but Otanga doesn’t mind if people believe he can move mountains and shrug off any attack.

Second, and more importantly, he has the power to transform himself into any type of African animal. He doesn’t even have to change wholly into a single animal; he can adopt shapes that feature parts of two or more. His favorites include a sort of lion-man shape, a leopard-centaur form, and a lion-crocodile combination. In

game terms, these abilities involve a combination of his Shape Shift plus various Linked powers (Growth and Shrinking to change size, an HKA for claws/teeth/horns, various Movement Powers for wings and legs, and different Enhanced Senses).

You should only give him the Linked powers appropriate to his form, and should limit the amount of HKA damage he does based on his size; only in his large animal forms can he do his full HKA 4d6. (See *The HERO System Bestiary* for guidelines about the damage various animals’ natural weapons should do, but don’t forget Otanga’s STR.) When Otanga transforms himself, his broken nose and extensive scarring carry over to his alternate forms in whatever way best fits.

Third, by performing a special human sacrifice at the altar, Otanga can transform an enemy into an animal of his choosing. (In game terms this is a MegaScaled Accurate attack, meaning Otanga can easily “hit” the target of the

curse anywhere in the world.) When he forces other people into animal forms, they stay that way either until he reverses the spell, or they heal back normally — though of course, Otanga rarely plans to let them live that long. Otanga enjoys using this power to make his enemies “disappear,” and he usually selects forms in which his victims can’t defend themselves. For example, he’s fond of turning dissidents into chickens and then feeding them to the crocodiles who live in the moat surrounding his compound. Others he sacrifices to maintain his power. Occasionally he’s transformed his most trusted bodyguards into carnivorous beasts or swift birds for some mission, but people he trusts with knowledge of his powers are few and far between. Despite all of his secrecy, dark rumors continue to circulate.

Otanga retains his powers only as long as he makes at least one sacrifice of a chicken-sized or larger animal per week. (At the GM’s option, a human sacrifice may extend the time until he has to make another sacrifice.) If a week passes with no sacrifice, Otanga loses his shapeshifting and transforming powers, but his Characteristics will take months to fade.

His personal superpowers aside, Otanga rules Lugendu and maintains an extensive “gang” of smugglers and criminals all over Africa (which is one reason why he’s clashed with VIPER on several occasions; it views him as “poaching” on its territory and threatening its ultimate plans for the Dark Continent). That makes him incredibly wealthy,

PRIDEMASTER PLOT SEEDS

The classic Pridemaster plot: the PCs come to Kenya for some reason, and he mistakenly believes they pose a threat to his people. In defeating him, they may learn to respect him — at least his cause, if not his methods.

The PCs track a criminal to Kenya and discover he's hiding out in the savannah. Unable to find him on their own, they have to call on Pridemaster for help. But are they willing to work with a known murderer?

Pridemaster finds his consciousness expanding until he can communicate with and command cats all over the world. Time for some ecological payback....

gives him diplomatic immunity, and puts at his command a large and well-equipped (for Africa) army. He's used his power and wealth to build up morale as much as possible in the army; he doesn't want the soldiers turning on him the way they've turned on his predecessors.

Otanga has performed so many sacrifices on the altar that his occult link to it has become strong enough that any bloodshed on the site helps to maintain his powers, whether he makes the sacrifice or is even present. To ensure a steady stream of blood, he cleared away most of the ruins and built Lugendu's new prison where they once stood. The execution ground stands over the now-hidden altar, with a grate right above it where the firing-squad victims stand. The warden of the prison and the guards and soldiers who work there are all Otanga's tribesmen and fiercely loyal to him; they don't know his secret but would fight to the death to help him.

Campaign Use: Joseph Otanga can generate all sorts of plots. His oppressive rule, his criminal activities, his political ambition, the mystic background of his powers, his conflict with VIPER — all can create problems the PCs have to solve. He's the closest thing Africa's got to a native master villain.

To make Otanga tougher, increase his Characteristics, or make his Shape Shift better with Reduced Endurance (0 END) and Instant Change. Some Damage Reduction might make him tough enough to take on an entire team of superheroes, at least for a short time. To weaken him, increase the END cost of his shapechanging powers, or reduce his STR and SPD.

Otanga will Hunt anyone who offends him... but not on his own. He'd rather unleash his governmental apparatus, his contacts in the US, and other "weapons" against his foes. If necessary, he'll transform a soldier into a predator and send him out on an assassination mission. If he needs blood, he'll capture his foe and sacrifice him.

Appearance: Joseph Otanga is a 6'2" tall, broad-shouldered, well-muscled African man in excellent shape. He's earned a few scars in his lifetime, including a prominent one on his forehead, and has had his nose broken more than once. (The scars and broken nose remain when he uses his shapechanging powers.) In his ordinary form he usually wears a Lugendan military uniform decorated with plenty of medals, ribbons, and gold piping; at more casual times he wears well-tailored men's suits. When he changes shape, the appropriate parts of his body take on the appearance of the animal in question: when he uses his sonar his face and ears become batlike; when he wants claws, his arms become leonine; and so forth. If he uses more than one power at once, his body may look like a jigsaw puzzle of different animal shapes.

PRIDEMASTER

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-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
18	COM	4	13-	
8	PD	4		Total: 14 PD (8 rPD)
7	ED	3		Total: 13 ED (8 rED)
5	SPD	17		Phases: 3, 5, 8, 10, 12
8	REC	0		
36	END	0		
31	STUN	0		Total Characteristics Cost: 118

Movement: Running: 11"/22"
Leaping: 3½"/7"
Swimming: 4"/8"

Cost	Powers	END
48	<i>Call Lions:</i> Summon 8 200-point Lions, Devoted (+¾); Arrive Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	10
33	<i>Dominate Cats:</i> Mind Control 10d6 (Animal class of minds); Limited Class Of Minds (cats; -½)	5
20	<i>Feline Bonding:</i> Telepathy 6d6 (Animal class of minds); Limited Class Of Minds (cats; -½)	3
15	<i>Magical Staff:</i> HA +6d6, Reduced Endurance (½ END; +¼); OAF (-1), Hand-To-Hand Attack (-½)	1
2	<i>Natural Toughness:</i> Damage Resistance (2 PD/2 ED)	0
10	<i>Swiftness:</i> Running +5" (11" total)	1
2	<i>Swift Swimmer:</i> Swimming +2" (4" total)	1
6	<i>Catlike Senses:</i> +2 PER with all Sense Groups	0
4	<i>Cat's Nose:</i> +2 PER with Smell/Taste Group	0
10	<i>Tracking Scent:</i> Tracking with Smell/Taste Group	0
5	<i>Cat's Eyes:</i> Nightvision	0

Talents

3	Bump Of Direction
12	Combat Luck (6 PD/6 ED)
25	Danger Sense (immediate vicinity, out of combat) 12-
3	Lightsleep
2	Trackless Stride (see <i>Fantasy Hero</i> , page 107)

Skills

10	+2 HTH
9	Animal Handler (Birds, Canines, Elephants, Felines, Raptors, Reptiles & Amphibians) 14-
3	Breakfall 14-
3	Climbing 14-
3	Concealment 12-
3	AK: Kenya 12-
2	KS: Poachers And Illegal Traders 11-
5	KS: Great Cats 14-
2	Language: Swahili (fluent conversation; Eng-

- lish is Native)
- 3 Paramedics 12-
- 3 Shadowing 12-
- 3 Stealth 14-
- 4 Survival (Temperate/Subtropical, Tropical) 12-
- 3 Tactics 12-
- 3 Tracking 12-
- 4 WF: Common Melee Weapons, Small Arms

Total Powers & Skills Cost: 263

Total Cost: 381

200+ Disadvantages

- 20 DNPC: Bakmeru Tribe 11- (Normal; Group DNPC)
- 20 Enraged: when animals are killed for sport or commerce (Common), go 11-, recover 11-
- 5 Hunted: Kenya Wildlife Services 8- (Less Pow, Capture)
- 5 Money: Poor
- 20 Psychological Limitation: Devoted To Protecting Wildlife, Especially Lions (Common, Total)
- 10 Psychological Limitation: Will Kill Poachers (Uncommon, Strong)
- 101 Experience Points

Total Disadvantage Points: 381

Background/History: Born to the Bakmeru tribe in Kenya in the late 1950s, Dedan Ouko was the latest scion of a family that had protected the tribe and possessed a special ability to commune with lions for centuries. But by the late twentieth century, both the prides and the Bakmeru had dwindled. Distraught at seeing his heritage and his charges diminish, Ouko has adopted much harsher tactics to protect them. With his lion companions and natural abilities, he's attacked and murdered dozens of poachers, industrial developers, and other threats in his effort to preserve the wildlife and indigenous peoples of eastern Africa.

Personality/Motivation: Pridemaster believes he's fighting a war to defend both his tribe and Kenyan wildlife (particularly lions and other big cats). In his mind the two are inextricably linked: the Bakmeru's fortunes have fallen because they haven't done enough to preserve the old ways. Since he's at war, nearly any tactic is acceptable; he'll use whatever level of violence seems necessary, and while he regrets the deaths of innocents he regards them as the unfortunate byproducts of his righteous battle.

Quote: "Humans have no idea what the true law of the jungle is. But we can show them."

Powers/Tactics: Pridemaster's primary power is his ability to mentally summon and command big cats, primarily lions but also panthers, leopards, and even tigers. (He can also command and "speak" with other types of cats, but rarely does.) They're devoted followers and put themselves at risk to assist him. He tries not to place them in harm's way intentionally, but he considers them fellow soldiers, so if necessary he orders them into dangerous situations (though nothing that he's not also willing to risk himself).

Along with his mystical connection, Pridemaster shares several abilities with lions, including enhanced senses and speed (he can run at over forty miles per

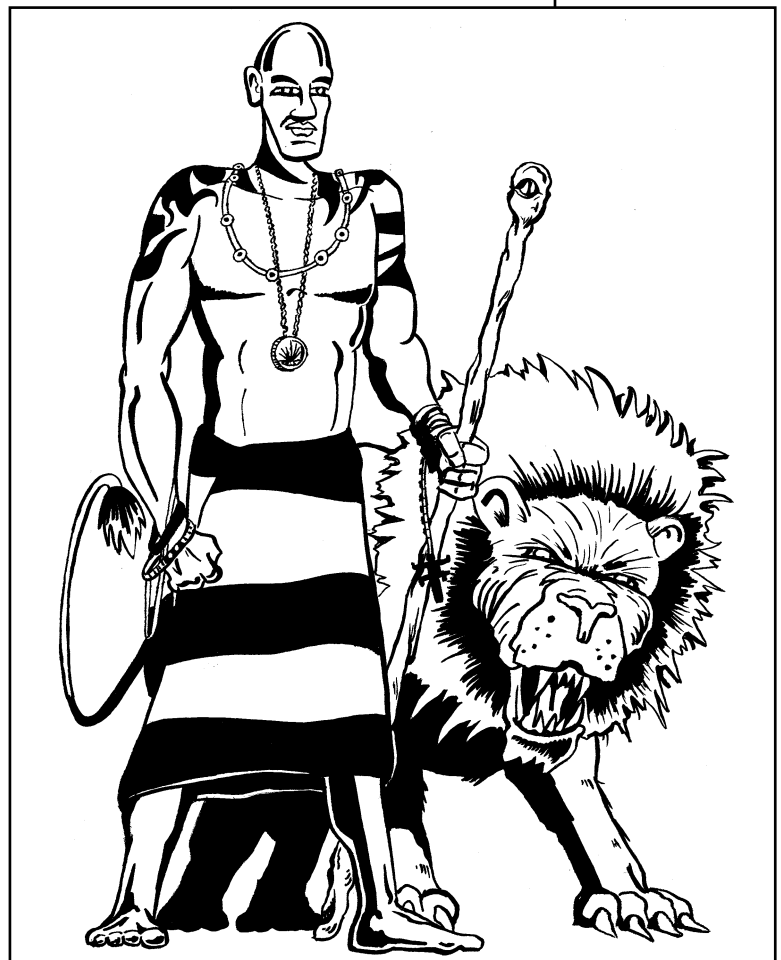
hour and track an individual by his scent across the most barren plain). He fights with a staff blessed by the Bakmeru shamans of ancient days.

Campaign Use: Pridemaster is definitely a villain, but one with a righteous cause who may make the PCs question what they're doing when they try to capture him. At the very least, in stopping him they may also gain the knowledge to tackle the poaching problem.

To make Pridemaster tougher, increase his physical Characteristics and the number of lions he can Summon at once. To weaken him, remove his Staff, making him wholly dependent on his feline friends.

Pridemaster Hunts anyone he feels is hurting African wildlife (especially lions) or the Bakmeru.

Appearance: Pridemaster is a tall, thin Kenyan man, standing 6'4" and weighing 180 pounds. He wears little in the way of clothing. His upper body is mostly bare, with dark tribal tattoos on his shoulders and neck. On his lower body he wears a simple red sarong that has three wide white horizontal stripes (one at the belt line, one at the hem, and one in between). He wears several necklaces and bracelets, some in silver or gold but more consisting of small charms hanging from twisted leather straps. His feet are bare. He usually carries a staff made of gnarled and knotted baobab wood. The staff is topped by a disk that has a gem in the shape of a lion's eye embedded in the center. He's usually accompanied by at least one great cat.



CHAPTER FIVE: INDIA AND WESTERN ASIA

For DEMON's current activities in India, see page 131 of the *DEMON* sourcebook. VIPER's presence there is detailed on page 38 of the *VIPER* book, though as noted in the main text the organization has suffered some setbacks recently in the subcontinent.

PAGE 63 — DR. DESTROYER

Destroyer's attack on southern India was a bluff. He felt UNTIL has coming too close to finding out about his major stronghold in the Vale of Javangari (see *Conquerors, Killers, And Crooks*, page 9), so he staged the southern India attack to draw its attention away from northern India. His other goal was to kill the Project Shiva agents involved in the northern India investigation during the fighting, and in this he succeeded. Shiva's records on the matter have been lost.

PAGE 64 — RASHINDAR PLOT SEEDS

Here are three plot seeds for Rashindar:

Thanks to the machinations of the goddess Kali, Rashindar becomes convinced the PCs have been irretrievably possessed by demons. Now the heroes must contend with one of the world's most powerful super-mages while also trying to combat Kali's other plots against them.

An evil extra-dimensional entity tricks Rashindar into a trap... but not before he gets off a message to the PCs. It's a journey across the Multiverse as they race to rescue Rashindar before the entity transforms him into an undead minion!

Rashindar awakens one morning to find out that his four extra arms are gone! Who could have done this? Unable to cast many of his spells, he appeals to the PCs to unravel the mystery and retrieve his arms.

PAGE 67 — ANVIL PLOT SEEDS

Here are three plot seeds for Anvil:

After he accidentally breaks a school, Anvil's ordered to do some high-profile charity work to earn some good PR. During one of his "appearances," Dr. Destroyer has him kidnapped! The PCs have to help the Superhero Division rescue the happy-go-lucky hero before Destroyer does something to him that will ruin his good nature forever.

After he accidentally breaks a suspension bridge, Anvil decides to help rebuild it with questionite so that won't happen again. But the only being who has that much questionite is Mechanon! He asks the PCs to help him get it.

After he accidentally breaks a small mountain, Anvil agrees to make up for it by leading a dangerous spelunking expedition that could yield important geological data for the prevention of earthquakes. But after the expedition's been gone a couple of days, it's cut off in mid-radio transmission... and then a short, severe earthquake hits the area around where they entered the earth! The PCs have to go down and find out what happened.

PAGE 69 — SABA DEVATAO PLOT SEEDS

Here are three plot seeds for Saba Devatao:

Some of Saba's duplicates begin turning downright nasty. They become mean, spiteful, and cruel. She's not sure what's going on, and she's scared to tell the Superhero Division about it for fear they'll pull her from duty, so she asks her friends the PCs for help.

Half of Saba's duplicates stop appearing for some reason. No matter how hard she concentrates, they don't show up. Concerned, she asks a PC with science or medical skills to examine her and figure out what's wrong.

The Myanmar government decides Saba Devatao should really be working for it and kidnaps her, intending to brainwash her into submission. With the Superhero Division busy trying to prevent a war in Kashmir, it's up to the PCs to rescue her.

TOP FIVE CRIMES FOR SUPERVILLAINS IN INDIA AND WEST ASIA

1) Demolish the Taj Mahal: What better way to demonstrate one's sheer evil than to destroy a thing of such beauty?

2) Tap the mystic power of Madura: Far in the south of India stands Madura, a Hindu holy city second only to Benares on the Ganges. Hundreds of years ago a Hindu ruler named Tirumala Nayak built there a vast temple, over a thousand feet (154") long on each side and with ten gopuras — stucco pyramid-towers 200 feet (31") tall. Carved in plaster on the walls and the towers are an estimated thirty million figures of gods, demons, monsters, animals, and men. Painted in red, blue, green, and other colors, they make a garish sight... but who knows what mystic power they might hold for the likes of DEMON or Dark Seraph to tap? And if that's not enough to tempt villains, at the center of the temple is a treasure-room where pilgrims have brought gold, jewels, silver, and other valuables for hundreds of years....

3) Rob the diamond industry: Diamond mining and polishing are important sectors of India's economy. The mines and polishing plants may represent a rich prize for some villains.

4) Foment religious strife: If a villain needs to distract the Indian police or the Superhero Division from some scheme, stirring up bad feelings between Hindus and Muslims, Hindus and Sikhs, or Sikhs and Muslims could lead to protests, riots, and other problems to keep the authorities occupied.

5) Augment the monsoon: For a villain who wants to inflict havoc and destruction, finding a way to make India's monsoon rains even worse would definitely fit the bill.

Supervillains Of India And Western Asia

BLACK TIGER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
14	BODY	8	12-	
23	INT	13	14-	PER Roll 14-
20	EGO	20	13-	ECV: 7
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
7	PD	4		Total: 17 PD (10 rPD)
6	ED	2		Total: 16 ED (10 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
40	END	0		
32	STUN	0		Total Characteristics Cost: 123

Movement: Running: 6"/12"

Cost Powers END

30 *Pulson Pistol*: Energy Blast 12d6, OAF (-1), 16 Charges (-0) [16]

Martial Arts: Army Training

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Choke Hold	-2	+0	Grab One Limb; 2d6 NND
4 Chop	-2	+0	HKA ½d6 (1d6+1 with STR)
4 Cross	+0	+2	5d6 Strike
4 Escape	+0	+0	30 STR vs. Grabs
3 Throw	+0	+1	3d6 +v/5, Target Falls

10 *Fearsome Aspect*: +20 PRE; Only To Make Fear/Intimidation-Style Presence Attacks; -1) 0

10 *Armored Costume*: Armor (4 PD/4 ED); IIF (-¼) 0

15 *Surprisingly Tough*: Physical Damage Reduction, Resistant, 25% 0

Perks

50 Contact: 50 points' worth in the Espionage World and underworld

5 Fringe Benefit: Membership: Head of Major Smuggling Ring

15 Money: Filthy Rich

Talents

12 Combat Luck (6 PD/6 ED)

15 Danger Sense (self only, out of combat, Intuition) 14-

3 Lightsleep

5 Resistance (5 points)

Skills

6	+3 OCV with <i>Pulson Pistol</i>
16	+2 with All Combat
3	Breakfall 13-
7	Bribery 16-
3	Bureaucratics 14-
3	Computer Programming 14-
4	Forgery (Documents, Money) 14-
2	Gambling (Card Games) 14-
3	High Society 14-
3	Interrogation 14-
5	AK: India 16-
3	KS: Asian Smuggling Operations 14-
3	KS: The Espionage World 14-
4	KS: International Gold, Silver And Diamond Markets 15-
2	KS: VIPER 11-
3	Lockpicking 13-
3	Persuasion 14-
3	PS: Smuggler 14-
3	Seduction 14-
3	Shadowing 14-
3	Stealth 13-
3	Streetwise 14-
3	Tactics 14-
7	WF: Common Melee Weapons, Small Arms, General Purpose/Heavy Machine Guns, Grenade Launchers, Shoulder-Fired Weapons
3	Linguist
1	1) Language: Arabic (fluent conversation; English is Native)
1	2) Language: Bengali (fluent conversation)
2	3) Language: Hindi (completely fluent)
1	4) Language: Mandarin (basic conversation)
1	5) Language: Russian (fluent conversation)

Total Powers & Skills Cost: 300

Total Cost: 423

200+ Disadvantages

30	Hunted: Indian Police Service 14- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Hunted: VIPER 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Powerhungry And Greedy (Common, Total)
15	Psychological Limitation: Believes In Survival Of The Fittest (Common, Strong)
15	Social Limitation: Secret Identity (Pran Balisa) (Frequently, Major)
103	Experience Points

Total Disadvantage Points: 423

Background/History: Pran Balisa spent most of the Seventies and Eighties as the costumed mercenary *Kala Bagha* — the Black Tiger. He retired in 1988 to establish a secret espionage and “security” organization to serve his former underworld employers, but before long the Black Tiger Society (*Kala Bagha Mandali*) had become a full-fledged smuggling and organized crime group in its own right. Since then he's struggled with VIPER for control of India's underworld. He spends more time running his organization than he'd like, and looks forward to the times when he can once again don his costume and take to the field. He still occasionally per-

BLACK TIGER PLOT SEEDS

Wanting to obtain an edge in his ongoing struggle with VIPER, the Black Tiger decides to “enlist” the PCs in the Society by secretly slipping them information on VIPER activities so they can put a stop to them.

The Black Tiger and a PC discover that they're father and child! How will they deal with this revelation?

An old KGB adversary of the Black Tiger's challenges him to one last duel of wits and skill. The PCs have to prevent innocent bystanders from getting hurt and capture both combatants as they stalk and fight their way across Bombay.



forms assassinations or other missions for favored employers willing to meet his high prices.

Personality/Motivation: The Black Tiger could have gotten out of the game a long time ago and retired in style with all the money he made through mercenary work and clever investments. But he can't stand the thought. First, he wants more power, more influence, more wealth. However much he has, it's not enough; to retire would be to surrender and admit that someone else is better than he is at getting these things. Second, he loves the thrill of being part of the underworld. In his mind, if you're not active, you're dead; he wants to keep experiencing the rush of making a deal, killing a target, defeating an enemy.

Third, the Black Tiger has a "survival of the fittest" philosophy. He's top dog, and he doesn't want to be anything else; you don't quit when you're the man in charge. If he can't hold on to his position, he doesn't deserve to keep it — but he's damn sure not just going to walk away from it. He holds his men to the same standard: if they can't do their jobs right and avoid the police, they deserve to be

defeated, captured, or killed. If a member of the Society goes to jail, he knows he can't look for any help; the Black Tiger expects him to get out on his own. This has cost the organization heavily on more than one occasion, but with his Nietzschean outlook the Black Tiger feels he's only making the Society stronger in the end.

Quote: "An arrangement can be made... for a price."

Powers/Tactics: The Black Tiger isn't superhuman; he's simply a highly-trained, well-equipped normal human with copious resources to call upon. Despite being nearly fifty, he remains remarkably agile and tough. He's survived in the Superhuman World and underworld for nearly thirty years now and shows no signs of slowing down.

The Black Tiger prefers not to get drawn into direct combat himself; he'd rather send underlings and hirelings to fight his battles for him. But he'll fight if he has to, using his martial arts skills and pulson pistol to give a good accounting of himself. These days he prefers to take cover and shoot at his enemies rather than mixing it up HTH.

Campaign Use: The Black Tiger is a powerful crimelord in India, and thus something of a second-tier master villain. His power lies not in superhuman abilities but wealth, influence, and skill, which may make him a difficult opponent for PCs used to more traditional superhero confrontations.

To make the Black Tiger tougher, make him a low-level superhuman by increasing his Primary Characteristics to the 20-30 range and his SPD to 5. You could also give him some Extra DCs for his Martial Arts or more Combat Skill Levels. To weaken him, get rid of most of his Combat Skill Levels, or reduce the number of Charges his Pulson Pistol has.

As a Hunter, the Black Tiger is as cagey and clever as his namesake. As he has since he began his career, he studies his prey carefully, then whittles away at the target's social support structure (job, family, loved ones) before making his final attack — though if an opportunity for an effective ambush presents itself, he takes it.

Appearance: In the field, the Black Tiger wears an armored bodysuit that's black with white and orange tiger stripes across his back, shoulders, arms, and legs. A detailed, intricate tiger mask covers his face; it has thick black stripes and only thin lines of orange. A black holster on his right hip holds his blaster pistol. In his office, he may wear more relaxed and comfortable outfits, from designer business suits to silk bathrobes, but he always keeps the mask on.

KATAR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
24	DEX	42	14-	OCV: 8/DCV: 8
20	CON	20	13-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
8	PD	4		Total: 16 PD (3 rPD)
8	ED	4		Total: 16 ED (3 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
8	REC	0		
40	END	0		
36	STUN	6		Total Characteristics Cost: 128

Movement: Running: 8"/16"

Cost Powers **END**

20	Dark Moon Katar: HKA 1½d6 (2d6+1 with STR), Armor Piercing (+½); OAF (-1) plus +1 with Block; OAF (-1)	2
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Martial Arts: Kalaripayit

	Maneuver	OCV	DCV	Notes
5	Block	+1	+3	Block, Abort
4	Dodge	—	+5	Dodge, Affects All Attacks, Abort
5	Flying Kick	+1	-2	10d6 Strike
3	Kattaram	+0	-1	Grab One Limb, +15 STR for holding on
4	Marman Strike	-1	+1	3d6 NND
4	Strike/Punch	+0	+2	8d6 Strike
5	Straight Kick / Roundhouse Kick	-2	+1	10d6 Strike
3	Throw	+0	+1	6d6 +v/5, Target Falls
8	+2 Damage Classes (already added in)			
1	Use Art with Blades			
10	<i>Armored Costume:</i> Armor (5 PD/5 ED); OIF (-½)			
4	<i>Swift:</i> Running +2" (8" total)			
20	<i>Assassin's Eye:</i> Find Weakness 13- with Katar			
6	<i>Perceptive:</i> +2 PER with all Sense Groups			
5	<i>Trained In Darkness:</i> Nightvision			

Talents

3	Ambidexterity (only suffers a -2 Off Hand penalty)
6	Combat Luck (3 PD/3 ED)
15	Combat Sense 12-
3	Lightsleep

Skills

12	+4 with <i>Katars</i>
6	+2 with <i>Kalaripayit</i>
9	+3 with Acrobatics, Breakfall, and Contortionist
3	Acrobatics 14-
3	Acting 13-

3	Breakfall 14-
3	Climbing 14-
3	Concealment 12-
3	Contortionist 14-
3	Disguise 12-
3	Interrogation 13-
2	KS: Black Tiger Society 11-
1	Language: English (basic conversation; Hindi is Native)
3	Lockpicking 14-
4	PS: Assassin 13-
5	Rapid Attack (HTH)
3	Security Systems 12-
3	Shadowing 12-
3	Sleight Of Hand 14-
3	Stealth 14-
3	Streetwise 13-
5	TF: Common Motorized Ground Vehicles, Helicopters, Small Planes, Two-Wheeled Motorized Ground Vehicles
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 222

Total Cost: 350

200+ Disadvantages

5	Distinctive Features: scarred face (Easily Concealed; Noticed and Recognizable)
10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: Indian Police Service 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
10	Hunted: Mongoose 8- (As Pow, Capture)
15	Psychological Limitation: Code Of The Mercenary (Common, Strong)
20	Psychological Limitation: Casual Killer (Common, Total)
15	Social Limitation: Secret Identity (Ebrahim Vidyashankar) (Frequently, Major)
35	Experience Points

Total Disadvantage Points: 350

Background/History: Ebrahim Vidyashankar was born in 1971 in Bangalore. As a young man he was a troublemaker and a bully, twice getting arrested for petty offenses. Hoping to provide him with some self-discipline and drive, his parents arranged for him to study the Indian martial art of Kalaripayit.

Ebrahim proved to have a real talent for the fighting arts, becoming one of his school's most proficient students in just a few months. But studying Kalaripayit didn't help him mature and grow as his parents hoped it would; his fighting skills merely made him a better bully and enforcer. He dissembled well, feigning respect for and obedience to his *gur-rukal* (teacher) so well that he was given a special gift — the Dark Moon Katar, a fighting blade of distinctive appearance and a long and honored history. On that fateful day when his master discovered that he was committing crimes with his skills, Ebrahim used the Dark Moon Katar to kill him.

Moving ever deeper into the underworld, Ebrahim adopted the codename Katar and became well-known as an assassin, enforcer, and

KATAR PLOT SEEDS

Katar decides to dispose of his old enemy Mongoose once and for all. He lures the martial artist crimefighter into a trap and takes him prisoner, intending to torture his secrets out of him before killing him. The PCs have to find and rescue Mongoose before Katar slowly kills him.

Katar learns that the Dark Moon Katar supposedly once possessed magical powers. He goes on a quest to unlock them... and succeeds! With a powerful enchanted blade in his hand, he's deadly enough to hurt even the toughest superheroes, and the Black Tiger sends him on a mission to eliminate some of his worst enemies: the PCs!

The ghost of the *gur-rukal* whom Katar murdered long ago possesses a young girl as his instrument of vengeance. Suddenly gifted with martial arts prowess and minor mystical powers, this girl feels compelled to attack and defeat Katar, but knows she lacks the experience to fight him effectively. She asks the PCs to take her under their wing as an "apprentice" crime-fighter.

thief. On several occasions he encountered and fought the superhero Mongoose; they remain sworn enemies to this day. In the early Nineties Katar joined the Black Tiger Society, and since then has worked his way up through the ranks to become the right-hand man and bodyguard of the Black Tiger himself.

Personality/Motivation: Katar is a cold-hearted killer who operates with a studied ruthlessness. He worships Kali as the goddess of war and death, and believes this age is temporary and pointless — the gods wait only for a sufficient number of people to die unenlightened before they weary of humanity and start the universe over again. (He doesn't share these beliefs with anyone, preferring to be thought of as grim, motiveless force of nature.) Despite this attitude, he remains completely loyal to the Black Tiger, whom he considers largely responsible for his increasing power and wealth. He hopes someday to lead the Society.

Quote: "Death is an inevitability — for you, it has simply come earlier than expected."

Powers/Tactics: Katar is a swift, strong, highly-trained martial artist who wields the katar (punch-dagger, also called a bundi) as his primary weapon. He's skilled enough with it to find vulnerable points on his target and strike them accurately. In combat he prefers to fight offensively, Finding Weakness as much as he can and then hitting his opponent hard. He may use his Sleight Of Hand or Acrobatics to obtain Surprise Move bonuses.

Campaign Use: Katar works closely with the Black Tiger Society as its leader's bodyguard, and as such probably won't be encountered by the PCs unless they're fighting the Society or interfering with its business.

If Katar's not tough enough to face your PCs, give him more Combat Skill Levels and Extra DCs until he poses a real threat, or increase his defenses and SPD into truly superhuman ranges. To reduce the threat he poses, remove his Find Weakness.

Katar Hunts anyone the Black Tiger orders him to, however the Black Tiger orders him to.



Appearance: Katar is an Indian man who stands 5'9", weighs 160 pounds, and has a runner's build. He has short black hair and a thick mustache. On his lower body he wears black sandals and dark blue calf-length pants with gold trim that gather below the knee. He wears a black vest with the emblem of a gold katar against a dark red crescent moon on each breast. On his back is another such symbol in gold and silver. Around his waist he wears a gold belt that holds his katar sheath.

THE LORD OF RATS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
18	CON	16	13-	
13	BODY	6	12-	
13	INT	3	12-	PER Roll 12-
9	EGO	-2	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
15	PD	12		Total: 20 PD (15 rPD)
15	ED	11		Total: 20 ED (15 rED)
4	SPD	9		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 91

Movement: Running: 6"/12"
Leaping: 5"/10"

Cost	Powers	END
20	<i>Lord Of Rats:</i> Elemental Control, 40-point powers	
48	1) <i>Summon Hordes Of Rats:</i> Summon up to 2,000 Rats, Slavishly Devoted (+1); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	10
10	2) <i>Command Rats:</i> Mind Control 8d6 (Animal class of minds); Limited Class Of Minds (rats and similar vermin; -1)	4
11	3) <i>Speak With Rats:</i> Telepathy 5d6 (Animal class of minds), Area Of Effect (3" Radius; +1); Limited Class Of Minds (rats and similar vermin; -1), No Range (-½), Communication Only (-¼)	5
30	4) <i>My Spies Are Everywhere:</i> Clairsentience (Sight, Hearing, and Smell/Taste Groups), x16 Range (4,480" or about 5.5 miles), Mobile Perception Point, Reduced Endurance (½ END; +¼); Only Through The Senses of Mice and Rats (-1)	3
15	<i>Claws:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Fearsome Aspect:</i> +30 PRE; Only To Make Fear/Intimidation-Style Presence Attacks; -1)	0
10	<i>Ratty Toughness:</i> Damage Resistance (10 PD/10 ED)	0
10	<i>Armored Robes:</i> Armor (5 PD/5 ED); OIF (-½)	0
5	<i>Rat's Eyes:</i> Nightvision	0
6	<i>Rat's Senses:</i> +2 PER with all Sense Groups except Sight	0
5	<i>Rat's Nose:</i> Discriminatory with Normal Smell	0
5	<i>Rat's Nose:</i> Tracking with Normal Smell	0

Talents

3 Lightsleep

Skills

15	+3 HTH
9	+3 with Concealment, Shadowing, and Stealth
3	Acrobatics 13-
4	Animal Handler (Insects & Anthropods, Rats & Rodents, Reptiles & Amphibians) 12-
3	Breakfall 13-
3	Climbing 13-
3	Concealment 12-
9	Contortionist 16-
3	AK: Sewers And Alleys Of Calcutta And New Delhi 12-
3	CK: Calcutta 12-
3	CK: New Delhi 12-
2	Language: Bengali (fluent conversation; Hindi is Native)
2	Language: English (fluent conversation)
3	Lockpicking 13-
3	Mimicry 12-
2	Navigation (Underground) 12-
3	Security Systems 12-
3	Shadowing 12-
3	Sleight Of Hand 13-
3	Stealth 13-
9	Streetwise 14-
2	Survival (Urban) 12-

Total Powers & Skills Cost: 286

Total Cost: 377

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
15	Enraged: when taunted about appearance or manner (Common), go 11-, recover 14-
20	Hunted: Indian Police Service 8- (Mo Pow, NCI, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
5	Physical Limitation: Completely Color Blind (Infrequently, Slightly Impairing)
15	Physical Limitation: Poor Sight (suffers -2 to Sight Group PER Rolls in direct sunlight or similar bright light) (Frequently, Greatly Impairing)
15	Psychological Limitation: Collects Pretty/Shiny Objects (Common, Strong)
15	Psychological Limitation: Hates Attention; Compulsive Lurker (Common, Strong)
15	Psychological Limitation: Curious; Loves Finding Out Secrets (Common, Strong)
15	Social Limitation: Secret Identity (Ananth Chawla) (Frequently, Major)
20	Vulnerability: 2 x Effect from Light-based Sight Group Flashes (Common)
12	Experience Points

Total Disadvantage Points: 377

LORD OF RATS PLOT SEEDS

After an "insulting" article about him is published in a local paper, the Lord of Rats deluges the paper's office building with rats. Hundreds of people are being held hostage by, and tormented by, thousands of rats. It's the PCs to the rescue against a decidedly different foe than the ones they usually face....

An outbreak of bubonic plague in Calcutta has the authorities terrified that an epidemic's about to occur. They need someone to try to find out how much of the rat population is infected. They ask the PCs to recruit the one person suited to the job — the Lord of Rats. But can they trust a man who's more fond of rats than people?

In his travels through Calcutta's underground, the Lord of Rats comes upon an ancient, long-lost temple to Kali. Now armed with the mystical artifacts he found there, he's powerful enough to threaten the entire city.

Background/History: Ananth Chawla was born in Calcutta in 1965. Ugly and ratlike in appearance, he was abandoned by his parents on the steps of an orphanage, which raised him until he was six years old. At that point, preternaturally intelligent for a child, tired of being taunted about his appearance, and already aware of his power to speak with rats and mice, he ran away to live in the sewers and alleys. By the time he was 16 he was already known as “the Lord of Rats” (*Saradara Chuha*) and was a feared power in the underworld because of his ability to hide where others refused to go, ferret out peoples’ secrets, and attack with hordes of squealing rats. In the early Nineties, as the Black Tiger was putting together his organization, the Lord of Rats recognized the value in being part of the group. He went to work for the Black Tiger Society as a spy and information-gatherer, calling upon his unseen armies to keep the Tiger informed of everything that goes on in the dark.

Personality/Motivation: Though wretched in appearance and sneaky in manner, the Lord of Rats has a surprising, quiet dignity about him. Knowing his value to the Society, he won’t tolerate those who make fun of his bizarre physical appearance



or unusual habits (such as his preference for dark, enclosed places, his habit of politely talking to any small vermin he meets as if they were people, and his fascination with collecting small, shiny objects). The Black Tiger is one of the few people who treats him with the respect he feels he deserves, so he’s become extremely loyal to the crimelord.

Quote: “My eyes are everywhere, and I know all your secrets. Do not presume to mock me!”

Powers/Tactics: The Lord of Rats has two ways to attack his foes. The first are his claw-like fingernails, with which he can gouge and tear flesh; even worse, they’re usually dirty, making a nasty infection a real possibility. Second, he can summon a swarm of rats to attack his enemies (see *The HERO System Bestiary*, page 172, for the “Tiny Mammal” character sheet for rats). He finds the latter tactic particularly effective because it terrifies people; if possible he calls up at least a handful of rats before any dangerous situation so he can keep them on his shoulders, in his hands and pockets, and skittering around his feet to unnerve whoever he has to deal with.

If there’s one thing the Lord of Rats doesn’t care for besides bright light, it’s open combat. He has a rat’s nature and would rather attack from ambush or surprise than fight a real battle. If he can’t beat his opponent quickly, he prefers to retreat (if possible through a sewer pipe too small for anyone to follow) and try again later.

Campaign Use: The Lord of Rats is another of the Black Tiger’s superhuman operatives, and a particularly valuable one due to his ability to perform reconnaissance and move around major cities unseen. It’s unlikely the PCs will encounter him in battle, but he’s probably the first member of the Black Tiger Society they’ll meet if the organization captures them because of his ability to intimidate and frighten.

To make the Lord of Rats more powerful, give him other rat-related powers, such as Tunneling or a Multiform into rat shape. To weaken him, reduce the number of rats he can Summon at once.

The Lord of Rats Hunts anyone the Black Tiger orders him to, however the Black Tiger orders him to.

Appearance: The Lord Of Rats is a little under five feet tall and weighs about 125 pounds. He wears only a thick, dark green, knee-length, tattered-edged robe tied loosely at waist with a black rope. A cowl over his head casts his face in shadow. The hems of the robe are lined with an inch of black material and the wrists and bottoms have a short black fringe. The two front pockets of the robe are usually full of shiny objects and are also lined in black. His feet are clad in cheap sandals and loose wrappings of cloth. His fingernails have become short but nasty-looking claws, and his eyes glow bright red from beneath the shadow of his hood.

MONSOON				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
17	DEX	21	12-	OCV: 6/DCV: 6
16	CON	12	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
5	PD	3		Total: 16 PD (11 rPD)
5	ED	2		Total: 16 ED (11 rED)
5	SPD	23		Phases: 3, 5, 8, 10, 12
5	REC	0		
42	END	5		
23	STUN	0		Total Characteristics Cost: 78
Movement: Running: 6"/12"				
Swimming: 46"/92"				
Flight: 22"/44"				
Cost	Powers	END		
82	<i>Monsoon Creation:</i> Multipower, 82-point reserve			
8u	1) <i>Call Local Monsoon:</i> Change Environment (create monsoon rainstorm) 16" radius, -4 to Hearing Group PER Rolls, -4 to Sight Group PER Rolls, Multiple Combat Effects, Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3		
5u	2) <i>Call Large Monsoon:</i> Change Environment (create monsoon rainstorm) 4" radius, -4 to Sight Group PER Rolls, -4 to Hearing Group PER Rolls, Multiple Combat Effects, MegaScale (1" = 10 km; +½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½)	3		
22	<i>Wind And Water Control:</i> Elemental Control, 44-point powers			
51	1) <i>Commanding The Waters:</i> Telekinesis (60 STR), Affects Porous, Reduced Endurance (½ END; +¼); Only Works On Water (-1)	5		
23	2) <i>Drowning:</i> RKA ½d6, No Normal Defense (defense is Life Support [Expanded Breathing: Underwater or Self-Contained Breathing; +1], Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½)	0		
24	3) <i>Wind Blasts:</i> Energy Blast 6d6, Double Knockback (+¾); Not Underwater Or In Vacuum; -¼	5		
18	4) <i>Gusts Of Wind:</i> Telekinesis (30 STR); Affects Whole Object (-¼)	4		
27	5) <i>Shields Of Wind Or Water:</i> Force Wall (7 PD/7 ED; 2" long and 2" tall), Variable Special Effects (wind or water; +¼)	5		
22	6) <i>Wings Of Wind:</i> Flight 22"	4		
22	7) <i>Water Propulsion:</i> Swimming +44" (46" total)	4		
8	<i>Aquatic Adaptation:</i> Life Support (Expanded Breathing: Underwater; Safe Environments: High Pressure, Intense Cold)	0		

5	<i>Adapted Eyes:</i> Nightvision	0
8	<i>Armored Costume:</i> Armor (4 PD/4 ED); OIF (-½)	0

Talents

3	Environmental Movement: Aquatic Movement (no penalties on Underwater Movement)
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Skills

16	+2 with All Combat
3	High Society 12-
3	AK: Indian Coastline 12-
4	KS: Fine Cuisine 13-
2	Language: English (fluent conversation; Hindi is Native)
7	Power 14-
4	PS: Chef 13-
2	SS: Meteorology 11-

Total Powers & Skills Cost: 369**Total Cost: 447****200+ Disadvantages**

25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
20	Hunted: Indian Police Service 8- (Mo Pow, NCI, Capture)
25	Psychological Limitation: Greedy; Looks Out For "Number One" (Very Common, Total)
15	Psychological Limitation: Manipulative (Common, Strong)
10	Psychological Limitation: Trusts No One And Prefers Solitude (Common, Moderate)
15	Social Limitation: Public Identity (Jitendra Patil) (Frequently, Major)
10	Vulnerability: 1½ x STUN from Heat/Fire (Common)
10	Vulnerability: 1½ x BODY from Heat/Fire (Common)
5	Vulnerability: 1½ x STUN from Ice/Cold (Uncommon)
5	Vulnerability: 1½ x BODY from Ice/Cold (Uncommon)
97	Experience Points

Total Disadvantage Points: 447

Background/History: Born in small town on the eastern coast of India, Jitendra Patil grew into a beautiful young woman. While working at a coastal resort, she met a handsome young man from America, and their friendship soon blossomed into a full-fledged romance.

One night she went to sleep with him... and woke up in a laboratory. "Glad to see you're awake," he said. "The procedure was a complete success."

"Procedure?" she asked, puzzled and afraid.

"My little vacation is over, but we had such a fun time I thought I'd give you a present. See that bowl of water over there?"

"Yes," she said, getting more worried.

"Think at it."

"Think at it?"

"Humor me."

She thought at it — and suddenly the water flowed out of the bowl, through the air, across

**MONSOON
PLOT SEEDS**

Teleios left a few genetic "surprises" in Monsoon's DNA. Suddenly her powers begin expanding, covering the elements of earth and fire as well. At once thrilled at the new power and terrified at what else he might have done to her, she agrees to return to the Guardhouse if the PCs figure out what he did to her first. That, of course, means having a "talk" with Teleios....

The authorities detect another major tsunami heading for India. They need Monsoon's powers to blunt its effects as much as possible and save tens of thousands of lives... but she's nowhere to be found. The PCs have to track her down and get her to help. The clock is ticking....

Monsoon's sister recognizes her in a news broadcast. Convinced Monsoon really doesn't mean to hurt anyone and has just been mentally affected by what was done to her, she asks the PCs to catch and "cure" her.



the room, and into her hand! It stayed there in a column supported by her palm until she stopped thinking at it and it splashed onto the floor.

Her boyfriend, it seemed, was the master geneticist Teleios... and as a lark he'd given her superpowers. Furious at being "violated" that way, she attacked him, only to discover that a minnow in the Superhuman World had little chance against one of the sharks on his own turf. But before he could contain her, she smashed her way out of the lab and escaped, rampaging across southern India.

She remained at liberty for nearly a year, committing crimes to survive and taking out her rage against anyone who crossed her path — but finally the Superhero Division caught her. Sentenced to the Guardhouse, she stayed there for several years until the authorities offered to reduce her sentence in exchange for her help rescuing people from the effects of the 2004 tsunami. She did what they asked, saving hundreds of lives... but as soon as a guard got careless, she escaped. She's been free ever since, and intends to stay that way.

Personality/Motivation: Being involuntarily mutated by Teleios changed Monsoon from a more or less ordinary person to a self-centered, violent, manipulative supervillainess. She figures that since she's now a "freak," she's got to look out for herself. Everyone else is going to want to use her or capture her, so she doesn't trust any

of them — and if anyone so much as looks at her the wrong way, she's likely to react with an attack. She makes a poor employee for most master villains, but her powers (and level of power) are too useful for too many schemes, so she manages to get work despite her attitude problem.

Quote: "You could sooner contain the raging storm than defeat me, fool."

Powers/Tactics: Monsoon has limited control over weather, wind, and water. She can't transform herself to water the way Riptide can, but she can create blasts or walls of water or wind, push herself through the air or water at great speeds, and psychokinetically manipulate water. She can create monsoon-like rainstorms over large areas, an ability she's found makes it easy to cover an escape ("Your choice, hero — capture me or save all the people for 20 miles around who'll drown if this rain keeps up").

Monsoon knows little about combat tactics. She simply attacks fast and hard, hoping to overwhelm her opponent with raw power. If she can afford the END, she'll always whip up a monsoon to blanket the area while she fights; it doesn't hinder her at all but makes life difficult for her foes.

Campaign Use: Monsoon is one of those mercenary villains that every Champions campaign needs plenty of. Her connection to Teleios might generate some interesting plot seeds, though.

To make Monsoon tougher, expand the range of her water and wind powers. Give her the ability to create blasts of water, or even change her body into watery form; let her Knock people Out by sucking the wind from their lungs. To weaken her, remove her Flight and Combat Skill Levels, and/or reduce her SPD to 4.

Monsoon doesn't Hunt heroes; she's not that focused. If she gets angry, and whoever she's angry at isn't there, she just goes on a rampage.

Appearance: Monsoon is a thin Indian woman in her early twenties, attractive but rather stern-featured. Her costume is sky blue near the neck and gradually darkens to deep, ocean blue at her feet. Her black hair is wild and wavy, and has hundreds of tiny streaks of blue.

SURVALESH

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
21	DEX	33	13-	OCV: 7/DCV: 7
30	CON	40	15-	
20	BODY	20	13-	
25	INT	15	14-	PER Roll 14-
28	EGO	36	15-	ECV: 9
30	PRE	20	15-	PRE Attack: 6d6
6	COM	-2	10-	
25	PD	15		Total: 25 PD (25 rPD)
25	ED	19		Total: 25 ED (25 rED)
6	SPD	29		Phases: 2, 4, 6, 8, 10, 12
16	REC	0		
60	END	0		
60	STUN	0		Total Characteristics Cost: 265

Movement: Running: 6"/12"
Teleportation: 20"/40"

Cost	Powers	END
135	<i>Demonic Magics:</i> Multipower, 135-point reserve	
12u	1) <i>Pure Demonic Energy:</i> Energy Blast 20d6, Reduced Endurance (½ END; +¼)	5
8u	2) <i>Demonic Fury:</i> Energy Blast 9d6, Double Knockback (+¾), Area Of Effect (17" Cone; +1); No Range (-½)	12
11u	3) <i>Breath Of Fire:</i> RKA 4d6, Autofire (3 shots; +¼), Armor Piercing (+½), Reduced Endurance (½ END; +½); Limited Range (8"; -¼)	5
12u	4) <i>Corruption Of The Thought:</i> Ego Attack 10d6, Reduced Endurance (½ END; +¼)	5
13u	5) <i>Corruption Of The Mind:</i> Drain INT 6d6, Reduced Endurance (½ END; +¼), Ranged (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½)	6
13u	6) <i>Corruption Of The Will:</i> Drain EGO 6d6, Reduced Endurance (½ END; +¼), Ranged (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½)	6
13u	7) <i>Corruption Of The Self:</i> Drain PRE 6d6, Reduced Endurance (½ END; +¼), Ranged (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½)	6
13u	8) <i>Corruption Of The Form:</i> Drain STR 6d6, Reduced Endurance (½ END; +¼), Ranged (+½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½)	6
12u	9) <i>Corruption Of Magic:</i> Dispel Magic 33d6, any Magical power one at a time (+¼)	13
13u	10) <i>Chains Of Essence:</i> Entangle 9d6, 9 DEF, Reduced Endurance (½ END; +¼), Cannot Be Escaped With Teleportation (+¼)	5

13u	11) <i>Protective Walls Of Demonic Force:</i> Force Wall (15 PD/15 ED/5 Mental Defense/5 Power Defense; 3" long and 2" tall), Reduced Endurance (½ END; +¼)	5
5u	12) <i>Portals To The Netherworld:</i> Extra-Dimensional Movement (any physical location in the Quaternion [see The Mystic World]), x8 Increased Mass	5
7u	13) <i>Short-Range World-Walking:</i> Teleportation 20", No Relative Velocity, x2 Increased Mass, Reduced Endurance (½ END; +¼)	2
5u	14) <i>Long-Range World-Walking:</i> Teleportation 5", No Relative Velocity, MegaScale (1" = 1,000 km, can be scaled down to 1" = 1 km; +1¼), Reduced Endurance (½ END; +¼)	2
37	<i>Demonic Claws:</i> HKA 1½d6 (3d6+1 with STR), Penetrating (+½)	4
50	<i>Demonic Essence:</i> Life Support: Total (including Longevity: Immortality)	0
20	<i>Demonic Thoughts:</i> Mental Defense (26 points total)	0
20	<i>Demonic Power:</i> Power Defense (20 points)	0
25	<i>Three Heads:</i> Increased Arc Of Perception (360 Degrees) with all Sense Groups	0
27	<i>Mystic Sense:</i> Spatial Awareness (no Sense Group), Range	0
22	<i>Detect Magic:</i> Detect Magic 14- (no Sense Group), Discriminatory, Range, Telescopic (+4 versus Range Modifier), Tracking	0
25	<i>Demonic Strength:</i> Damage Resistance (25 PD/25 ED)	0
40	<i>Spirit Form:</i> Desolidification (affected by Magic)	4
5	<i>Three Heads:</i> Extra Limbs (3), Inherent (+¼); Limited Manipulation (-¼)	0
6	<i>Eight Arms:</i> Extra Limbs (6), Inherent (+¼)	0

Talents

25 Universal Translator 19-

Skills

24	+3 with All Combat
3	Acting 15-
3	Conversation 15-
3	Interrogation 15-
3	AK: The Netherworld 14-
3	AK: India 14-
3	KS: Arcane And Occult Lore 14-
4	KS: Hindu Cosmology 15-
4	KS: Rashindar 15-
2	Navigation (Dimensional) 14-
3	Oratory 15-
7	Power: Demonic Magic 16-
3	Seduction 15-

Total Powers & Skills Cost: 652

Total Cost: 917

**SURVALESH
PLOT SEEDS**

Survalesh decides to use his powers to provoke a major war in Kashmir — won't that be fun? The PCs have to figure out what's ratcheting up the tension in the region and prove what's going on to the satisfaction of jingoistic politicians and generals on both sides.

One day, to the horror of hundreds of millions of Hindus, the holy Ganges River turns to blood! Clearly Survalesh is up to something, so the PCs have to find him and stop him before the evil spreads.

Survalesh realizes he can spread maximum havoc, carnage, and despair by attacking some of India's major religious festivals. He initiates an elaborate plot to distract Rashindar, the Superhero Division, and the PCs so he can ravage one of the festivals unhindered; the heroes have to figure out what's going on in time to save the day.

200+ Disadvantages

- 5 Distinctive Features: radiates demonic magic (Concealable With Effort; Causes Major Reaction; Detectable Only By Unusual Senses)
- 15 Hunted: Rashindar 11- (As Pow, Capture)
- 5 Physical Limitation: Large (9' tall) and Wide (Infrequently, Slightly Impairing)
- 25 Psychological Limitation: Devoted To Breaking Humanity's Spirit (Very Common, Total)
- 25 Psychological Limitation: Very Overconfident In Dealing With Mortals (Very Common, Total)
- 15 Psychological Limitation: Strongly Attracted To Beautiful Gems And Stones (Common, Strong)
- 5 Vulnerability: 1½ x STUN from Ingested Poisons (Uncommon)
- 5 Vulnerability: 1½ x BODY from Ingested Poisons (Uncommon)
- 617 Experience Points

Total Disadvantage Points: 917

Background/History: Survalesh is a demon from Naraka, the Hindu area of the Netherworld ("Hell," so to speak; see *The Mystic World*). Tired of purifying souls of their sins through torture, he decided it would be a lot more fun to torture living people for no particular reason other than to listen to them scream. He tricked a foolish wizard into conjuring him, then killed the man and started his new life on Earth. Since then he's plagued the peoples of India, and has battled Rashindar, Ushas, and even the whole Superhero Division periodically.

Personality/Motivation: Survalesh is a demon — wicked, evil, and cruel. He wants to inflict torment on humanity for fun, to break peoples' spirits and enjoy their suffering. He considers mortals (even powerful ones like Rashindar) foolish and weak-willed, so he often underestimates them or overextends his power when dealing with them... but he never learns not to. The only thing that tempts him as much as the chance to cause suffering on Earth are beautiful gems and stones. On two occasions Rashindar has defeated him by sprinkling a handful of cheap industrial diamonds on the ground and then confining him in mystic chains when he stopped to scoop them up for his horde.

Quote: "Ha ha ha ha ha! Foolish little mortal, what hope have you against the power of Survalesh?"

Powers/Tactics: Survalesh is a demon — strong, impregnable to most forms of harm, possessed of vast magics. While he's not as tough or resilient as some supervillains, he's got more than enough power to face many a superteam. His main Achilles's heel is his overconfidence; he may suffer a defeat or three before he really learns to take a particular hero (or team) seriously.

In combat, Survalesh usually lets his mortal opponents make the first attack; he knows he can withstand their puny powers! But then he responds with everything he's got... and if the heroes make him angry, he's likely to start Pushing his powers without much regard for his END total.

Campaign Use: Survalesh is a straight-up bad guy with no redeeming features whatsoever (indeed, redeeming him is impossible barring miraculous intervention — he's a demon). While he's powerful enough to give the PCs a good fight if that's all you want, he's clever enough to concoct far more elaborate schemes than that if necessary.

To make Survalesh tougher, hike up his defenses a little and give him some Damage Reduction so teams can't whittle him down so easily. A Variable Power Pool of Thaumaturgy (super-magic) would improve his adaptability in combat. To weaken him, reduce some of his exotic defenses and make his Teleportation and Extra-Dimensional Movement take longer to use so they're not instant-escape powers.

Survalesh rarely Hunts humans; he's just not that interested in any one of them when there are billions of them to play with. But for someone who defeats or humiliates him repeatedly, like Rashindar, he might make an exception.

Appearance: Survalesh is a horrible-looking three-headed, eight-armed demon who's over nine feet tall. His flesh is pale green in color, and the nails on his hands and feet are dark green and large and sharp enough to function as claws. His heads are identical, with two upward-curving tusks in each mouth and thin, yellow eyes that close vertically like a snake's. On his upper body he wears only a pair of tight black sashes that go over opposite shoulders and crisscross at his chest. His dark gray pantaloons sag down to his knees and have a burgundy stripe up the side of the legs. His feet are bare and three-toed.



CHAPTER SIX: EAST ASIA

For information on VIPER's activities in eastern Asia, see pages 37-38 of the *VIPER* sourcebook; for details on what DEMON's up to, see pages 131-32 of *DEMON: Servants Of Darkness*.

One threat not mentioned in the main text because few people know about it is the Cult of the Red Banner, which is discussed on page 128 of *Champions Universe* and page 155 of *DEMON*. The Cult, which once had some ties to DEMON but now seems utterly opposed to it, worships and works to free the Death Dragon, an ancient entity of great malevolence (see page 121 of *Champions Universe* and page 143 of *The Mystic World*). Even in the Mystic World, few have heard of the Cult, and the few Chinese officials who've heard the name dismiss the group as a meaningless fringe religion. In fact, the Cult commands the allegiance of thousands of members, some of them highly-placed military, government, and business personnel. If and when the time comes for the Cult to take serious action, it will pose a terrible danger to the world — though ironically, one that might get both the Morbanes of DEMON and the inscrutable Dr. Yin Wu to work with the PCs for the greater good. Doctor Wu in particular hates the Cult and would be glad to stamp it out.

PAGE 72 — ARGENT

As the text hints, ARGENT is heavily involved in Asia, particularly Japan, where it has in effect taken control of at least one major *keiretsu* (group of interwoven companies) and wormed its way into several others. Its workers and allies troll through the Tokyo business and scientific worlds gathering information however they can, engaging in corporate espionage, and supplying high-tech gear to supercriminals and their ilk.

PAGE 73 — DR. YIN WU

The speculation about Dr. Wu's involving in various Chinatowns is accurate. He spends plenty of time in cities outside of China, since even for an immortal sorcerer seeing the same view outside his window day after day after day becomes tiresome. See *Champions Universe*, page 138, for more information about him.

PAGE 74 — BÁI HÓU PLOT SEEDS

Here are three plot seeds for Bái Hóu:

Bái Hóu's gone to work for the Red Dawn Triad! The PCs have to find out what's caused this saddening change of heart in their crime-fighting friend.

Bái Hóu stumbles on a plot involving Shanghai officials, three Triads, and VIPER. Realizing he's in over his head, he asks the PCs to help him bring the villains down.

After being severely trounced by a supervillain, Bái Hóu rededicates himself to training. He tells the PCs he's earned the right to study at a secret temple in the Himalayas. But when he doesn't come back or send word after a year, they

begin to suspect something's gone wrong and have to investigate.

PAGE 76 — CHARM GIRL PLOT SEEDS

Here are three plot seeds for Charm Girl:

When the Teen Dream (see *Teen Champions*) comes to Tokyo on a world concert tour, it's the Battle of the Gorgeous Superpowered Teen Celebrities! The magazines speculate wildly about a "rivalry" between them (though they've never met) and who'd win a fight between them. Naturally, events spiral out of control to create that fight (perhaps because of the machinations of an unethical reporter), and the PCs have to step in to calm things down.

An anonymous tip informs Charm Girl that her parents are being held captive by the Warlord. She asks the PCs to help her rescue them.

An army of strange extradimensional soldiers invades Earth, focusing on Japan. The invaders insist that they'll leave if humanity turns Charm Girl over to them. What's going on... and how will the heroes stave off the invasion?

PAGE 78 — DĪSHÈNG LÓNG PLOT SEEDS

Here are three plot seeds for Dīshēng Lóng:

At some point after the PCs meet and befriend Dīshēng Lóng, the Chinese government catches him. Now they have to find a way to rescue him before he's executed or brainwashed... and preferably without anyone knowing they were involved.

During a pro-democracy rally, Dīshēng Lóng's girlfriend Teng disappears. The case quickly moves beyond his investigatory abilities, so he asks the PCs to help him find her.

The teleporting villainess Shatter decides she's going to reform Dīshēng Lóng by turning him to crime for real so they can be together. To do that, she has to completely wreck his life and cut him off from everything he knows and loves... and it's up to the PCs to keep her from ruining his life.

PAGE 80 — SHONEN NO KUFU PLOT SEEDS

Here are three plot seeds for Shonen no Kufu:

Giant monster attack! With Tetsuronin off-planet on some mission and Charm Girl in Europe on a publicity tour, it falls to Gadget Boy to fend off the combined might of several giant monsters. Unable to handle it by himself, he calls the PCs for some emergency assistance.

Gokin "breaks free" from Gadget Boy's control, beats him into a coma, and goes on a rampage that the PCs have to stop. How did he suddenly get so powerful? Could it be that Mechanon's upset at seeing a machine work for a human as a "servant"?

The Japanese government locates a crashed Hzeel starship and calls Shonen no Kufu to investigate. But the Warlord, many of whose devices depend on "Blueboy" technology, wants the wreck for himself. He attacks while Gadget Boy's examining the wreckage; Katsuro gets off a frantic cry for help to the PCs before being knocked out. Time for a rescue!

PAGE 83 — SILVERWING PLOT SEEDS

Here are three plot seeds for Silverwing:

Two UNTIL agents try to kill Silverwing! Convinced there's something strange going on, but not knowing who in the organization he can trust, he asks the PCs to help him investigate.

Silverwing disappears. After he misses two public events, the Singaporean government contacts UNTIL for help finding him, and UNTIL asks the PCs to take part in the search.

Silverwing learns that he may not actually be a mutant — that his genetics might have been tampered with *in utero* to give him superpowers. He asks the PCs to help him find out if this is true, and if so who's responsible.

PAGE 85 — SOARING EAGLE PLOT SEEDS

Here are three plot seeds for Soaring Eagle:

Soaring Eagle receives an anonymous tip that der Schwarze Tod killed her predecessor. She knows enough to know she can't take the deadly German superhuman by herself, so she asks the PCs to help her. The tip was, of course, provided by Pursuer in the hopes of eliminating a rival.

Soaring Eagle busts up a VIPER crime ring smuggling in something valuable from the United States. Eager to put an end to the entire plot, she travels to the US to root out the rest of the smugglers and teams up with the PCs to take on the snakes.

Soaring Eagle's Telekinesis suddenly becomes more precise... and much more powerful. She has no idea why, and asks the PCs to help her figure out what's happened to her.

PAGE 87 — TETSURONIN PLOT SEEDS

Here are three plot seeds for Tetsuronin:

Menton (or the Varanyi, or some evil extradimensional *thing* with mental powers) takes over Tetsuronin. How can the PCs defeat one of the world's most powerful heroes without hurting him... and break the control?

A series of odd incidents over the past year or so tends to suggest that Tetsuronin is going insane.

TOP FIVE CRIMES FOR SUPERVILLAINS IN EAST ASIA

1) Gyeongju National Museum. Located in Gyeongju Province, South Korea, this institution holds Korean cultural treasures, including many from the Silla kingdom period and from Anapji Pond. Nearby attractions include the royal tomb complex, Banwolseong Palace, and the Gyerim forest.

2) The Forbidden City, Beijing, China. Formerly home to the Emperors of the Ming and Qing Dynasties, the palace once forbidden to the public on pain of death is now a public museum and home to many ancient treasures that many supervillains and unscrupulous but wealthy collectors would no doubt love to get their hands on.

3) The Petronas Twin Towers, Kuala Lumpur, Malaysia. Briefly the tallest buildings in the world (and still the tallest freestanding towers at 452 m [226"]), the Petronas Towers are home to a concert hall, science museum, several shopping malls, and hundreds of offices (over 50,000 people work in them). Whatever a villain might want, from money, to high tech, to kidnapping victims, he can find it there.

4) Hong Kong banks. Hong Kong is one of the world's most active financial centers, and its banks' vaults contain a veritable trove of art treasures, gold, silver, jewelry, and other valuables.

5) The Killing Fields. These sites in Cambodia, where Pol Pot and the Khmer Rouge carried out mass killings of criminals and political enemies, are infused with necromantic energies that villains like Takofanes, Dark Seraph, or Talisman could make terrible use of.

The Japanese government asks the PCs to investigate this possibility... and, if necessary, take the hero out of the game for good to protect Earth. Is he really cracking up, or is something else going on?

Tetsuronin asks the PCs to help him test out a new space vehicle... but the test goes awry, sending all of them hurtling thousands of light-years across the Galaxy. How are they all going to get home?

Supervillains Of East Asia

ATOLL				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
17	DEX	21	12-	OCV: 6/DCV: 6
30	CON	40	15-	
18	BODY	16	13-	
12	INT	2	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
21	PD	14		Total: 21 PD (21 rPD)
21	ED	15		Total: 21 ED (21 rED)
4	SPD	13		Phases: 3, 6, 9, 12
13	REC	0		
60	END	0		
52	STUN	1		Total Characteristics Cost: 177
Movement: Running: 6"/12"				
Leaping: 7"/14"				
Swimming: 4"/8"				
Tunneling: 6"/12"				
Cost	Powers	END		
56	<i>Earth Manipulation:</i> Elemental Control, 112-point powers			
37	1) <i>Geokinesis:</i> Telekinesis (60 STR), Reduced Endurance (½ END; +¼); Only Works On Earth/Rock (-½)	4		
45	2) <i>Bonds Of Stone:</i> Entangle 4d6, 6 DEF, Area Of Effect (6" Radius; +1), Selective (+¼); Only Versus Targets On The Ground (-¼)	11		
48	<i>Water Manipulation:</i> Elemental Control, 96-point powers			
38	1) <i>Hydrokinesis:</i> Telekinesis (60 STR), Affects Porous, Reduced Endurance (½ END; +¼); Only Works On Water (-1)	5		
32	2) <i>Blast Of Water:</i> Energy Blast 11d6, Double Knockback (+¾); OIF (requires sufficient amounts of nearby water; -½)	10		
21	<i>Rocky Body:</i> Damage Resistance (21 PD/21 ED)	0		
17	<i>Bizarre Physiology:</i> Life Support (Safe Environments: High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum; Self-Contained Breathing)	0		
2	<i>Swift Swimming:</i> Swimming +2" (4" total)	1		
46	<i>Move Through Earth:</i> Tunneling 6" through 8 DEF material, Fill In	5		
Talents				
3	Environmental Movement: <i>Aquatic Movement</i> (no penalties in water)			

Skills

- 8 +1 with All Combat
- 6 +2 with *Earth Manipulation* Elemental Control
- 3 +1 with *Water Manipulation* Elemental Control
- 3 Climbing 12-
- 2 AK: The South Pacific 11-
- 2 Language: English (fluent conversation; Tagalog is Native)
- 3 Navigation (Land, Marine) 11-
- 5 Power: Earth Manipulation Tricks 12-

Total Powers & Skills Cost: 377

Total Cost: 554

200+ Disadvantages

- 10 Enraged: if tricked or betrayed (Uncommon), go 8-, recover 11-
- 25 Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
- 10 Psychological Limitation: Wants To Redeem Himself (Common, Moderate)
- 10 Psychological Limitation: Greedy (Common, Moderate)
- 20 Psychological Limitation: Bad-Tempered; Assumes The Worst From Everybody (Very Common, Strong)
- 279 Experience Points

Total Disadvantage Points: 554

Background/History: Marcelo Luna was born in El Nido, Philippines in 1980. He had a completely ordinary childhood and schooling; he didn't stand out from the pack at all. After graduating he went to work in a phosphate mining and processing facility. The work was dull, but of the jobs he could get it paid the best.

One day while Marcelo was at work, a nearby battle between Tetsuronin and the Ultimates spilled over into the factory. Before he could flee, the factory was collapsing all around him from the effects of the titanic blows and powerful energy beams. A load of phosphates and a tank of water were both spilled on him... just as one of Tetsuronin's powerful energy blasts ricocheted off of Blackstar's super-dense body and struck him!

The next thing Marcelo knew he was in the hospital.... and he wasn't human anymore. His body looked like it was made out of volcanic rock, his eyes glowed orange, and he only had four fingers. First depression set in. Then came glum acceptance. Finally, he realized that now he had the power to take what he always wanted.

Giving in to his greed, Marcelo named himself Atoll and became a supervillain. After he spent a few brief but undistinguished years as a criminal, UNTIL captured him and he was sentenced to the Guard-house. There he languished until the December 2004 tsunami. UNTIL agreed to parole him provided he helped with tsunami relief, and he agreed.

Atoll threw himself into alleviating the effects of flooding, shoring up tidal wave defenses, and helping to repair buildings with a will. He wanted to show that he deserved his parole. Thanks to his efforts, hundreds of lives were saved and the tsunami's effects were mitigated in many areas. He discovered he really enjoyed being appreciated instead of feared. He made a prom-

ATOLL PLOT SEEDS

Atoll's hired by a multinational corporation for a big salary to help it with construction projects and PR efforts. Everything goes great for a while... until he discovers that his employer's actually owned by ACI, which expects him to use his powers to assist some of its "less ethical" business projects. He secretly asks the PCs to help him with this dilemma. Can they save him from ACI's retaliation when it learns what he's done?

Atoll and Kazan team up for the ultimate earth-water-fire combination — a deadly pairing, given the archipelagoes, coastal cities, and volcanism of the Pacific region! The PCs have to stop them before their constant use of their powers in proximity to one another triggers earthquakes, eruptions, or other disasters.

Atoll asks the PCs to let him join their team. Are they willing to take on a relative novice and teach him how to be a hero... and if so, will they regret it?



ise to himself to try to “go straight” and get a legitimate job, or even become a superhero. It remains to be seen how good a job he’ll do of keeping it, though.

Personality/Motivation: Atoll is basically an okay sort of guy — he’s just greedy. He wants money and nice things, and when temptation rears its ugly head it’s hard for him not to give in to his baser impulses and use his powers to get them. But he genuinely likes the feeling he gets from using his powers to do something other than destroy things and hurt people, so he really wants to “go straight” if he can. If he could find someone who’d pay him a hefty salary to use his powers for good, the problem would be solved.

Quote: “Things getting a little rocky for you?”

Powers/Tactics: Atoll has limited powers over both earth and water. He can manipulate either substance telekinetically, burrow through the ground

at great speed, and imprison his opponents in bonds of stone or blast them with bolts of water. He’s tried to expand his powers to achieve the effects other earth- and water-manipulators can, but so far he’s had no success.

Atoll prefers to open combat with a surprise attack from below: he hides beneath the ground, then bursts up using Tunneling and hits his foe with water bolt (if there’s enough water nearby for him to use) or an Entangle (if not). Retreating underground via Tunneling is his escape tactic when things go wrong.

Campaign Use: Atoll presents your heroes with a real opportunity to do some permanent good. He wants to reform, and will if he has half the chance. If the PCs treat him like just another villain, they’re likely to push him back into crime; if they treat him with respect and help him find a way to put his powers to good use for

enough money to satisfy his greed, he’ll no longer be a problem to them or anyone else.

To make Atoll tougher, add slots to either (or both) of his Elemental Controls. Just about anything — more attacks, faster Swimming, a stone Force Wall, boulder riding — would expand his options in combat. Another point of SPD wouldn’t hurt, either. To weaken him, reduce his Telekinesis powers to 40 STR each.

Atoll doesn’t Hunt heroes; he’s too laid-back for that.

Appearance: Atoll appears to have been carved from living black volcanic rock, leaving his “skin” bumpy and jagged. Though he stands only 5’10”, he’s extremely wide and bulky. His eyes glow with an internal fire, and his hands and feet have only four thick digits each.

THE EEL

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
29	DEX	57	15-	OCV: 10/DCV: 10
17	CON	14	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
7	PD	4		Total: 10 PD (3 rPD)
6	ED	3		Total: 9 ED (3 rED)
5	SPD	11		Phases: 3, 5, 8, 10, 12
6	REC	0		
34	END	0		
34	STUN	7		Total Characteristics Cost: 120

Movement: Running: 8"/16"
Leaping: 5"/10"

Cost	Powers	END
5	<i>Malleable Body:</i> Stretching 1"	1
33	<i>Electro-Shock Gloves:</i> Energy Blast 9d6, Reduced Endurance (0 END; +½); OIF (-½), No Range (-½)	0
20	<i>Blinding Mist Projector:</i> Sight Group Flash 9d6; IIF (hidden in gloves; -¼), No Range (-½), 8 Charges (-½)	[8]
6	<i>Armored Costume:</i> Armor (3 PD/3 ED); OIF (-½)	0
8	<i>Slippery Costume Coating:</i> +20 STR; OIF (-½), Only To Escape Grabs, Holds and Entangles (-1)	2
8	<i>Mask Rebreather:</i> Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 1 Hour (+0); IIF (-¼) [1cc]	
4	<i>Swift:</i> Running +2" (8" total)	1
2	<i>Good Jumper:</i> Leaping +2" (5" forward, 2½" upward)	1
5	<i>Supreme Climber:</i> Clinging (normal STR); Requires A Climbing Roll (-½), Not On Ceilings Or Angles Greater Than 120 Degrees (-¼), Cannot Resist Knockback (-¼)	0
15	<i>Supreme Hiding:</i> Invisibility to Sight and Hearing Groups, Reduced Endurance (0 END; +½); Only When Not Moving (-1), Requires A Stealth Roll (-½)	
6	<i>Incredibly Observant:</i> +2 PER with all Sense Groups	0
6	<i>Skilled Feet:</i> Extra Limbs (feet usable as hands) (1), Inherent (+¼)	0

Talents

20	Danger Sense (self only, out of combat) 12-
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Skills

20	+4 DCV
9	+3 with Shadowing, Sleight Of Hand, and Stealth
9	+3 with Acrobatics, Climbing, and Contortionist
3	Acrobatics 15-
3	Breakfall 15-
3	Bugging 12-

3	Climbing 15-
3	Concealment 12-
3	Contortionist 15-
5	Defense Maneuver I-II
3	Disguise 12-
3	CK: Seoul 12-
3	Lockpicking 15-
3	PS: Thief 12-
7	Security Systems 14-
3	Shadowing 12-
3	Sleight Of Hand 15-
3	Stealth 15-
3	Streetwise 13-

Total Powers & Skills Cost: 230

Total Cost: 350

200+ Disadvantages

10	Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
10	Hunted: Soaring Eagle 8- (As Pow, Capture)
20	Hunted: Korean Police 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Greedy (Common, Strong)
15	Psychological Limitation: Overconfidence (Very Common, Moderate)
10	Psychological Limitation: Wise Guy — Can't Resist Taunting People (Common, Moderate)
15	Social Limitation: Secret Identity (Cho Young) (Frequently, Major)
55	Experience Points

Total Disadvantage Points: 350

Background/History: Little kids love to crawl around, squeezing themselves into and under things too small for adults. Cho Young was even better at it than most — he found out at an early age that he could stretch his body out of shape so he could fit through tiny apertures. When his parents discovered what he could do, they reacted with horror, labeling him a freak. Soon they were virtually ignoring him, unable to stand the sight of him.

With a family life like that, it's no surprise Cho started getting into trouble when he was still young, or that he eventually became a thief. It turned out his powers were perfect for stealing; he could squeeze his way into buildings other people considered locked up tight. He trained hard, and today he's known as one of the best thieves in the world.

Personality/Motivation: The Eel is a greedy, unprincipled bastard. He looks out for himself and doesn't care about the harm he inflicts on others. He's rarely encountered a target he couldn't rob, which has given him both a strong streak of overconfidence and a desire to find ever more interesting challenges to tackle. It's also made him smug and obnoxious; when fighting or encountering others he often taunts them with their inability to stop or capture him. All in all, he's thoroughly annoying.

Quote: "What a loser. You couldn't catch a half-dead beetle, much less a slippery Eel."

THE EEL
PLOT SEEDS

Some extremely important government documents have been stolen, and detectives found an odd trace of a grease-like substance at the crime scene. They ask the PCs to bring in the Eel — but when they catch him, he insists he had nothing to do with it. In fact, he offers to help catch whoever did, to clear his name. Can the PCs trust him enough to work with him?

A Focus-dependent PC has his Focus stolen. He thinks he knows where it is, but without his powers he can't get it back. So, he has to hire the Eel to steal it back for him....

VIPER hires the Eel to steal some gadgets from ARGENT. Then ARGENT, not knowing who pulled the job, hires him to steal them back. Then both organizations find out who stole from them. Caught in the middle, the Eel flees to the PCs for safety.

Powers/Tactics: The Eel is a low-powered mutant with the ability to stretch and deform his body slightly. He's trained himself to be a superb climber, sneak, contortionist, and infiltrator. He wears a formfitting costume made of a stretchy dark green material with a silvery sheen that comes from a coating of a slick substance that makes it difficult for other people to hold on to him (and for him to squeeze through narrow openings). Built into his gloves are mechanism that contain the batteries for his "shock touch" weapon and his mist generators; his mask contains a breathing apparatus so he can remain underwater for long periods of time.

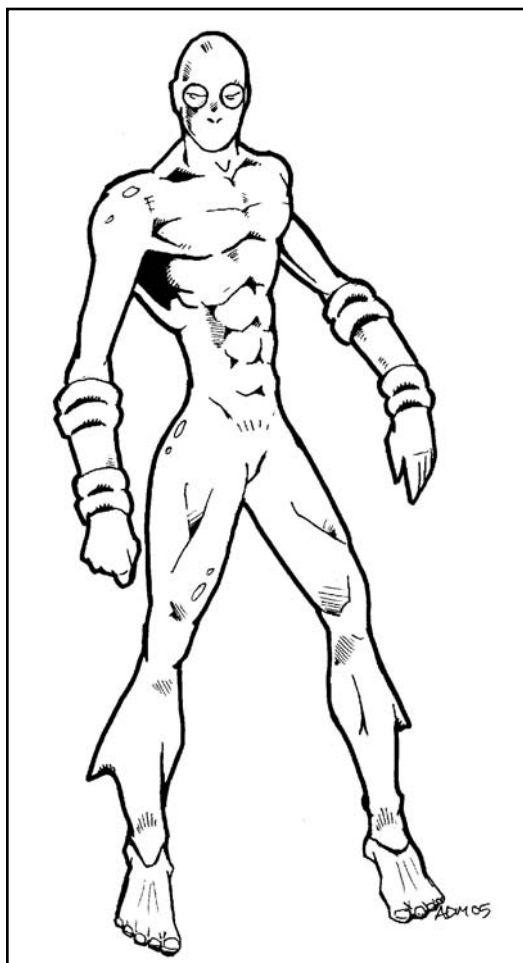
The Eel has no interest in fighting. If confronted by someone who wants to battle or capture him, he uses his wits and powers to escape.

Campaign Use: The Eel makes a great "plot device" for locked-room mysteries, scenarios in which a master villain wants to steal something without alerting anyone, and other such adventures. Plenty of villains need to add a little subtlety to their plans, and the Eel's got subtlety in spades.

To make the Eel more powerful, give him a few more inches of Stretching or stretching-related powers (such as Limited Desolidification so he can fit through really tiny openings). To weaken him, make his Stretching take Extra Time to use, and/or reduce his DEX.

The Eel doesn't Hunt anyone; there's no money in it.

Appearance: The Eel's formfitting costume is made of a stretchy dark green material with a silvery sheen. Above the wrist his gloves have bulky rings that hide the mechanisms for his mist generators and electric shockers. He wears no shoes so he can manipulate objects with his long, deft toes. He covers his face with a mask that has the face of an



eel painted on it and functions as an oxygen mask. When he doesn't need it, he pushes the mask to the top of his head to keep his long black hair out of his face. Out of costume, Cho Young is a young, nondescript Korean man, 5'8" and 150 pounds.

KAZAN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
12	BODY	4	11-	
18	INT	8	13-	PER Roll 13-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
8	PD	5		Total: 18 PD (10 rPD)
9	ED	5		Total: 19 ED (10 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
7	REC	0		
50	END	5		
30	STUN	0		Total Characteristics Cost: 109

Movement: Running: 6"/12"

Cost	Powers	END
120	<i>Tectonic Forces:</i> Multipower, 120-point reserve	
10u	1) <i>Localized Earthquake:</i> Energy Blast 12d6, Explosion (+½), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Only Affects Targets On The Ground (-¼)	5
9u	2) <i>Big Earthquake:</i> Energy Blast 10d6, Explosion (+½), Personal Immunity (+¼), MegaScale (1" = 1 km wide, broad, and deep; +¼), Reduced Endurance (½ END; +¼); Only Affects Targets On The Ground (-¼)	5
6u	3) <i>Lava Burst:</i> Energy Blast 13d6, Indirect (always from beneath the ground; +¼), Reduced Endurance (½ END; +¼); Target Must Be Within 4" Of The Ground (-¼), Side Effects (frequent property damage near the character; -¼)	5
9u	4) <i>Prison Of Flowing Rock:</i> Entangle 9d6, 9 DEF, Reduced Endurance (½ END; +¼); Only Versus Targets On The Ground (-¼)	4
4u	5) <i>Create Tunnels:</i> Tunneling 8" through 8 DEF material, Fill In, Reduced Endurance (½ END; +¼); Only Through Earth/Stone (-½)	2
8	<i>Stone Vision:</i> N-Ray Perception (Sight Group), Telescopic (+4 versus Range Modifier); Only Through Earth/Stone (-½)	
20	<i>Armored Costume:</i> Armor (10 PD/10 ED); OIF (-½)	0
40	<i>Immune To Heat And Fire:</i> Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attack (heat/fire; -½)	0
2	<i>Heat Resistant:</i> Life Support (Safe Environment: Intense Heat)	0

Skills

9	+3 with <i>Tectonic Forces</i> Multipower
3	Computer Programming 13-
3	Electronics 13-
3	AK: Japan 13-
3	KS: Japanese "Tectonic Events" 13-
2	KS: The Superhuman World 11-
3	Paramedics 13-
7	Power: Tectonic Manipulation 15-
3	SS: Geology 13-
3	SS: Physics 13-
5	SS: Tectonics 15-
3	SS: Vulcanology 13-
3	Streetwise 12-
4	Survival (Temperate/Subtropical, Mountain) 13-
3	Tactics 13-

Total Powers & Skills Cost: 285

Total Cost: 394

200+ Disadvantages

15	Hunted: Charm Girl 8- (Mo Pow, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
15	Psychological Limitation: Anarchist; Hates Authority (Common, Strong)
15	Psychological Limitation: Greedy (Common, Strong)
15	Social Limitation: Secret Identity (Ishikawa Yuki) (Frequently, Major)
114	Experience Points

Total Disadvantage Points: 394

Background/History: Ishikawa Yuki was a vulcanologist — a geologist who specialized in studying volcanoes. His hope was to find a way to protect Japan (and other nations) from earthquakes and eruptions by developing an accurate away to predict such events.

After years of effort, Ishikawa believed he'd developed a device that would predict eruptions and earthquakes if placed in close proximity to a volcano or faultline. Determined to test it at once, he drove to the nearest active volcano and began setting up his equipment without performing any safety checks. Ironically, just as he was finishing, an earthquake struck. Unable to keep his footing as the ground trembled and shook, he fell... and then he and his gear tumbled down a rift into the heart of the volcano.

When the quake subsided, his assistants searched for him, hoping against hope he'd made it out alive. Suddenly, he did — but not in the way they expected. From within the volcano Ishikawa burst forth in a blast of rock and flow of lava that killed two of his students and made the others run screaming away.

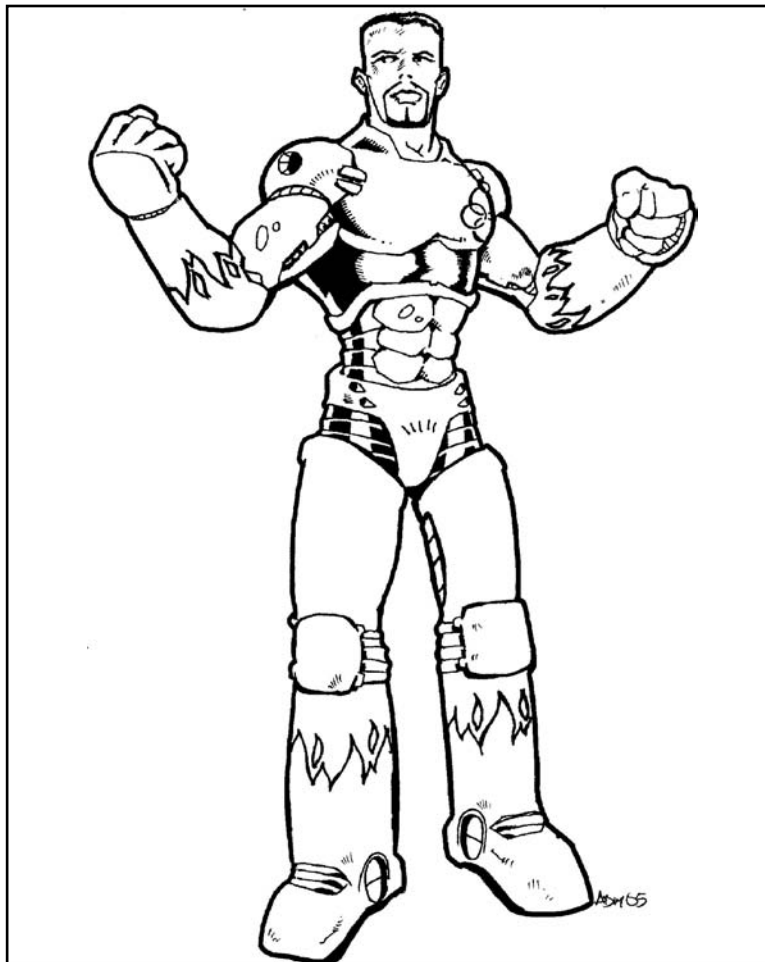
Never one to tolerate authority well, Ishikawa didn't take kindly to the Japanese government's suggestion that he "apprentice" himself to the Swift Team, the Tokyo Super Squad, or some other team of heroes. He had no interest in sacrificing himself to protect others or serving the common good anymore. Now it was time to obtain the riches and power he deserved. He left the hospital and a few days later debuted as *Kazan* ("Volcano"), Japan's

KAZAN PLOT SEEDS

Japanese geologist predict that Mt. Fuji is about to erupt! The death toll will be enormous... unless authorities can stop, blunt, or channel the eruption. The only person who can do that is Kazan, and he's nowhere to be found. The PCs have to track him down and "persuade" him to help.

A series of police stations throughout Japan are destroyed by having their foundations collapsed. Is this Kazan's work, or is something else going on?

Kazan's powers expand until he can feel pockets of lava and other substances under the surface of the Earth anywhere on the planet. He offers to sell information about untapped oil deposits to petroleum companies for billions of dollars. Will the PCs and the world community tolerate this? Does Kazan have some other angle?



newest supervillain. Since then he's worked with over a dozen other villains and caused incredible amounts of destruction; the Japanese government and UNTIL would both dearly love to capture him.

Personality/Motivation: Kazan's transformation into a superhuman affected his mind, taking what little interest he had in helping people (which was mainly just a "side effect" of wanting to become famous for finding the first reliable earthquake prediction method) and shredding it. Now he's out to enrich himself and have a good time. His tendency to ignore or disobey authority figures, which prevented him from becoming a major figure in academic circles in his old life, has gotten worse. Now he actively hates authority and wants to tear it all down; he often goes out of his way to destroy government buildings, attack cops, and the like.

Quote: "Even the mightiest buildings fall before my power — you will, too!"

Powers/Tactics: Kazan's powers involve control of earth, rock, and lava. He can create earthquakes over large or small areas, and cause pockets of lava to rise up and burst out of the ground and burn his enemies. He can also make stone "flow" like lava to imprison his enemies or move out of his way and create tunnels he can walk through.

With his knowledge of geology, Kazan realizes his powers may pose a danger to millions of people. If he uses them too much, or in the wrong place, and triggers an actual earthquake or volcanic eruption, the death toll could be enormous. At first this bothered him a little, but at this point he no longer really cares. He won't go out of his way to cause a disaster (after all, he might get hurt), but he won't hold back because of the possibility.

Campaign Use: Kazan is a typical supervillain, suitable for a wide variety of scenarios, except for his intense dislike of authority and the danger he poses to Earth's

tectonic stability. Heroes have to be careful not to antagonize him into making attacks that might lead to a tragedy of epic proportions.

To make Kazan tougher, add slots to his Multipower, such as Telekinesis to control rock and lava, other lava blasts, and the like. An Elemental Control could expand his power to give him more movement and defenses. To weaken him, reduce his SPD to 4.

Kazan generally doesn't Hunt people. If an authority figure got him angry enough he might go out of his way to attack that person's building or the like, but fits of temper are a different thing from stalking a foe.

Appearance: Kazan is a Japanese man in his late thirties, with close-cropped black hair and a neat goatee. He wears a suit of dark blue armor, highlighted by bands of dark brown and circles of reddish-orange on his chest. His gloves and boots have a "flame" motif, emphasizing his powers over lava.

LAM KUEI				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
25	DEX	45	14-	OCV: 8/DCV: 8
26	CON	32	14-	
18	BODY	16	13-	
18	INT	8	13-	PER Roll 13-
24	EGO	28	14-	ECV: 8
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
11	PD	5		Total: 23 PD (12 rPD)
9	ED	4		Total: 21 ED (12 rED)
6	SPD	25		Phases: 2, 4, 6, 8, 10, 12
11	REC	0		
52	END	0		
46	STUN	0		Total Characteristics Cost: 192

Movement: Running: 6"/12"
Leaping: 18"/36"

Cost	Powers	END
70	<i>Ch'i Mastery:</i> Multipower, 70-point reserve	
5u	1) <i>Cause Imbalance:</i> Drain BODY 2d6, Invisible to Hearing and Sight Groups (+¾), Delayed Return Rate (points return at the rate of 5 per Week; +1¾); Activation Roll 14- (-½)	6
6u	2) <i>Ch'i Blast:</i> Energy Blast 8d6, Double Knockback (+¾); Limited Range (10"; -¼)	7
4u	3) <i>Ch'i Fireball:</i> Energy Blast 9d6, Area Of Effect (One Hex; +½); Gestures (-¼), Reduced By Range (-¼)	7
6u	4) <i>Ch'i Fireflash:</i> Sight Group Flash 14d6; Reduced By Range (-¼)	7
2u	5) <i>Ch'i Healing:</i> Healing BODY 3d6, Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½)	1
5u	6) <i>Ch'i Protection:</i> Missile Deflection and Reflection (any ranged attack at any target)	0
1u	7) <i>Mighty Leaps:</i> Leaping +12" (18" forward, 9" upward)	1
7u	8) <i>Negative Ch'i:</i> Dispel Ch'i Powers 18d6, any Ch'i power one at a time (+¼)	7

Martial Arts: Tai Ch'i Chuan

Maneuver	OCV	DCV	Notes
4 Block	+2	+2	Block, Abort
4 Disarm	-1	+1	Disarm; 50 STR to Disarm
4 Escape	+0	+0	55 STR vs. Grabs
3 Grab	-1	-1	Grab Two Limbs, 50 STR for holding on
5 Joint Break	-1	-2	Grab One Limb; HKA 1d6 (2d6 with STR), Dis-able
5 Kick	-2	+1	12d6 Strike
4 Shove	+0	+0	55 STR to Shove
4 Strike	+2	+2	10d6 Strike, Must Follow Block
4 Sword Finger	-1	+1	3d6 NND

3	Throw	+0	+1	8d6 +v/5, Target Falls
8	+2 Damage Classes (already added in)			
11	<i>Sword:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½); OAF (-1)			2
12	<i>Armored Costume:</i> Armor (6 PD/6 ED); OIF (-½)			0
30	<i>Tough:</i> Physical and Energy Damage Reduction, Resistant, 25%			0
4	<i>Rooted Stance:</i> Knockback Resistance -5"; Cannot Move In Phase In Which KBR Is Used (-1), Costs Endurance (-½)			1

Perks

20	Contact: 20 points' worth in the Chinese underworld
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Talents

12	Combat Luck (6 PD/6 ED)
27	Danger Sense (immediate vicinity, out of combat, Sense) 13-

Skills

20	+4 HTH
3	Acrobatics 14-
3	Acting 13-
3	Breakfall 14-
3	Bribery 13-
3	Climbing 14-
3	Concealment 13-
3	High Society 13-
3	CK: Beijing 13-
2	Language: Cantonese (fluent conversation; Mandarin is Native)
5	Power: Ch'i Powers 15-
3	Shadowing 13-
3	Stealth 14-
3	Streetwise 13-
8	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Small Arms

Total Powers & Skills Cost: 338

Total Cost: 530

200+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: Tiger Squad 11- (Mo Pow, Capture)
20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
10	Hunted: Shadowdragon 8- (As Pow, Kill)
15	Psychological Limitation: Code Of The Thief/Assassin (Common, Strong)
15	Psychological Limitation: Ruthlessly Greedy And Self-Serving (Common, Strong)
5	Rivalry: Professional (with other martial artists)
10	Unluck: 2d6
225	Experience Points

Total Disadvantage Points: 530

LAM KUEI PLOT SEEDS

The real Blue-Faced Demon takes it amiss that Lam Kuei has "stolen" his name. He kidnaps the assassin for a lifetime of torment in a Chinese hell. The PCs may not like Lam Kuei, but he doesn't deserve that, so they've got to go rescue him. (If they think he deserves it, arrange things so he has some information they desperately need and can't get anywhere else.)

Lam Kuei hears about a special martial arts tournament for super-humans — and he wasn't invited! Incensed, he ambushes a martial artist PC and steals his invitation. Now the PC has to make his way to the tournament, explain what happened, and beat Lam Kuei in a match to teach him a lesson.

The PCs get word that someone's hired Lam Kuei to kill them — and that he plans to draw them out by threatening their DNPCs and friends. They've got to find a way to stop him before someone they love gets killed... and then track down his employer and teach him that some tactics are absolutely unacceptable.

Background/History: Liang Ning was once an ordinary student of Tai Ch'i Ch'uan — a promising student, perhaps, one with greater skill and power than most, but nevertheless ordinary. He lacked the talent to win major tournaments or make a name for himself in the Martial World. Envy of other, better, fighters ate at him like a worm burrowing through an apple.

At last he couldn't take it anymore. He had to find a way to improve himself so he could be the best. For years he'd heard whispered rumors of ancient, hidden temples where fighting secrets could still be learned. Determined to find one of them and study there, he equipped himself for a long, arduous journey and set out into the mountainous wilds of western China.

He found what he was looking for... but not in the way he expected. While toiling up a wild mountain valley one day, he passed through a dimensional portal into a strange land of even stranger spirit-beings. At first, not knowing what he was, the creatures examined and tested him in ways he found torturous — but they didn't recognize his screams for what they were. Their curiosity at last satisfied, they found a way to communicate with him and learned what they'd done. In recompense, they offered to give him a gift, and the gift he chose was mastery of the martial arts and his *ch'i*.

Liang's spirit-training took what to him seemed years... but when he at long last returned to Earth, he discovered only a few days had passed. But his time

in the spirit realm had altered him physically as well as mentally — his skin was now a bright blue. So be it, he thought, not regretting the experience at all. Now I will show them all who is supreme!

Personality/Motivation: *Lam Kuei* ("Blue-Faced Demon") is a bitter and self-centered person. Unable to take any pleasure in the accomplishments or good fortune of others, he can only look for ways to make himself better, to show that he is more fortunate, to prove that he is superior. And since he's better, he deserves the riches and other rewards that society heaps on the accomplished. Having failed to achieve the acclaim he felt was his due legitimately, he's put his skills and powers to work as an assassin and thief.

Lam Kuei quickly becomes consumed with jealousy if he encounters someone who seems to be as good (or better) a martial artist as he is, and he won't stop until he's proven that his fighting skills are better. Only his professional code, his devotion to his employer, or his greed can override his desire to demonstrate his superiority.

Quote: "There is but one true master of the fighting arts here, and that is me. Challenge me, and you die."

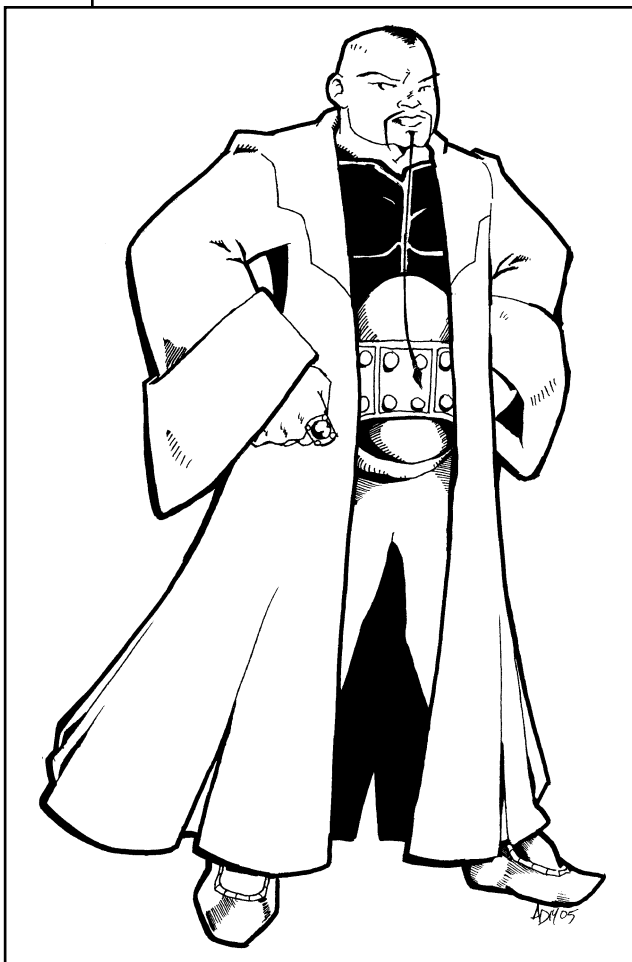
Powers/Tactics: Lam Kuei is a skilled martial artist with the ability to manipulate and project his *ch'i*, or life energy, in various spectacular ways. He can blast his enemies, drain their *ch'i* or negate their *ch'i* powers, and heal injuries. In combat he likes to open up with Blasts, Fireballs, and Fireflashes in the hopes of weakening and cowing his foes; if that doesn't work he'll switch to a mix of Martial Arts and *ch'i* powers, using his speed, agility, and acrobatic skill to move around the battlefield and keep his enemies off-balance.

Campaign Use: Lam Kuei is a martial arts assassin with a twist. If they haven't heard of him, the PCs may think he's "just another ninja"... until he starts cutting loose with his *ch'i* powers.

If Lam Kuei needs toughening up to fit into your game, increase the strength of his *ch'i* powers or add Extra DCs to his Martial Arts until he's at or slightly above the campaign's average damage. If he's already too tough, start reducing DCs until he's at that same level.

Lam Kuei Hunts people if someone hires him to; otherwise, he doesn't bother. He uses Shadowing and Stealth to stick close to the target until he's found an opportunity for a sneak attack.

Appearance: Lam Kuei has Chinese features, but his skin is a cerulean shade of blue. He's slightly overweight and appears out of shape, belying his remarkable abilities. His black beard is long and runs in a thin line down from his chin to his belt, while his black moustache is also thin, long, and runs down the sides of his mouth to his chin. He wears long, flowing maroon robes over a tight black padded bodysuit, and black slippers on his feet.



LI CHUN THE DESTROYER

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [5]
30	DEX	60	15-	OCV: 10/DCV: 10
35	CON	50	16-	
25	BODY	30	14-	
20	INT	10	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
30	PD	20		Total: 30 PD (30 rPD)
30	ED	23		Total: 30 ED (30 rED)
8	SPD	40		Phases: 2, 3, 5, 6, 8, 9, 11, 12
25	REC	16		
70	END	0		
100	STUN	32		Total Characteristics Cost: 381

Movement: Running: 20"/40"
Flight: 15"/480"
Leaping: 30"/60"
Teleportation: 25"/50"

Cost Powers **END**

Martial Arts: Hsing-I, Kung Fu, Pakua, and Tai Ch'i Ch'uan

Maneuver	OCV	DCV	Notes
4 Block*#\$\$	+2	+2	Block, Abort
5 Def. Block*\$	+1	+3	Block, Abort
4 Disarm#%	-1	+1	Disarm, 70 STR
4 Dodge#\$	—	+5	Dodge, Abort
4 Dragon Claw#	+0	+0	16d6 Crush, Must Follow Grab
5 Escaping Throw%+0	+0		75 STR vs. Grabs; Target Falls
5 Flying Kick#	+1	-2	16d6 Strike
3 Grab#%	-1	-1	Grab Two Limbs, 70 STR for holding on
5 Joint Break%	-1	-2	Grab One Limb; HKA 2d6 (4d6 with STR), Dis-able
4 Knife Hand#	-2	+0	HKA 2d6 (4d6 with STR)
3 Legsweep#\$	+2	-1	13d6; Target Falls
Palm Strike/Kick*#\$\$	-2	+1	16d6 Strike
4 Punch*#	+0	+2	14d6 Strike
4 Root\$%	+0	+0	STR 75 to resist Shove; Block, Abort
4 Shove/Uproot*#%	+0	+0	75 STR to Shove
3 Strike%	+1	+2	14d6 Strike, Must Follow Block
4 Sword			
Finger*#%	-1	+1	NND(1) 3d6
3 Throw*#%	+0	+1	12d6 +v/5; Target Falls

* = Hsing-I maneuver # = Kung Fu maneuver
\$ = Pakua maneuver % = Tai Ch'i Ch'uan maneuver

8 +2 Damage Classes (already added in)
9 Use Art with Axes/Maces/Picks, Blades, Chain & Rope Weapons, Clubs, Hook Sword, Polearms, Staff, Three-Sectional Staff, Wind And Fire Wheels

75	<i>Demonic Powers:</i> Multipower, 75-point reserve	
7u	1) <i>Demonic Blast:</i> Energy Blast 15d6	7
7u	2) <i>Agony Infliction:</i> Ego Attack 5d6, Reduced Endurance (0 END; +½)	0
7u	3) <i>Possession:</i> Mind Control 12d6, Reduced Endurance (½ END; +¼)	3
7u	4) <i>Illusions:</i> Mental Illusions 12d6, Reduced Endurance (½ END; +¼)	3
7u	5) <i>Phantasms:</i> Images to Sight, Hearing, and Smell/Taste Groups, -4 to PER Rolls, Increased Size (16" radius; +1), Reduced Endurance (½ END; +¼)	3
5u	6) <i>The True Rendering:</i> Major Transform 5d6 (humans to insects; heals back through another application of this or a similar power); Limited Target (humans; -½)	7
7u	7) <i>Demon Hand:</i> Telekinesis (40 STR), Reduced Endurance (½ END; +¼)	3
1u	8) <i>Create Storms:</i> Change Environment (create storms) 1" radius, -1 to Sight Group PER Rolls, Megascall (1" = 10 km wide, broad, and deep; +½), Reduced Endurance (0 END; +½)	0
15	<i>Demonic Resilience:</i> Hardened (+¼) for 30 PD/30 ED	0
37	<i>Demonic Resilience:</i> Damage Resistance (30 PD/30 ED), Hardened (+¼)	0
60	<i>Demonic Resilience:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
15	<i>Iron Tower Of The Mind:</i> Mental Defense (20 points total)	0
15	<i>Demonic Eyes:</i> Sight Group Flash Defense (15 points)	0
10	<i>Demonic Resilience:</i> Lack Of Weakness (-10) for Normal Defenses	0
10	<i>Cloak Of The Immortals:</i> Power Defense (10 points)	0
50	<i>Demonic Form:</i> Life Support: Total (including Longevity: Immortality)	0
50	<i>Demonic Travel:</i> Multipower, 50-point reserve	
5u	1) <i>Cloudriding:</i> Flight 15", x32 Noncombat	5
5u	2) <i>Pathway Of The Immortals:</i> Teleportation 25"	5
2u	3) <i>Demonic Cricket Leap:</i> Leaping +20" (30" forward, 15" upward)	2
3u	4) <i>Demonic Running:</i> Running +14" (20" total)	3
40	<i>Eyes Of The Immortals:</i> Clairsentience (Sight Group), x16 Range (1,600", or about two miles)	4

Talents

27	Danger Sense (self only, out of combat, Sense) 18-
3	Simulate Death
20	Universal Translator 13-

LI CHUN PLOT SEEDS

Li Chun appears once more... and perceptive PCs may ask "Why now?" Is it possible that the time of the Tournament of the Dragon (*Champions Universe*, pages 60, 121) is approaching, and the gathering energies of the Death Dragon aroused him? If so, is there some connection between the Dragon and the demon who possesses Li Chun? And if there is, how does the Cult of the Red Banner factor in to his appearance?

Doctor Yin Wu tracks down and "captures" Li Chun. Knowing he can't control so powerful a being for very long, he decides to unleash it where it will do the most harm: downtown Beijing, as near the government's main offices as possible. When the Destroyer's initial attack puts nearly half of the Tiger Squad out of commission, the PCs have to respond quickly to keep Li Chun from wrecking China's capital.

Li Chun and Survalesh (page 181) join forces in a demonic double-team designed to inflict as much misery on mankind as possible. They've decided to target Singapore. The PCs have to help Silverwing and other local heroes defeat the fiendish pair.

Skills

- 16 +2 with All Combat
- 30 +6 HTH
- 3 Acrobatics 15-
- 3 Breakfall 15-
- 3 High Society 17-
- 3 Interrogation 17-
- 3 Stealth 15-
- 10 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons, Hook Sword, Three-Sectional Staff, Wind And Fire Wheels, Off Hand
- 3 Scholar
- 2 1) KS: Analyze Style 13-
- 2 2) KS: Chinese Healing 13-
- 2 3) KS: Chinese Philosophy 13-
- 2 4) KS: Hsing-I 13-
- 2 5) KS: Kung Fu 13-
- 2 6) KS: Pakua 13-
- 2 7) KS: Tai Ch'i Ch'uan 13-

Total Powers & Skills Cost: 663**Total Cost: 1,044****200+ Disadvantages**

- 10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
- 5 Distinctive Features: radiates demonic magic (Concealable With Effort; Causes Major Reaction; Detectable Only By Unusual Senses)
- 20 Enraged: if challenged or attacked (Common), go 11-, recover 11-
- 35 Enraged: Berserk if injured or harmed (Uncommon), go 14-, recover 8-
- 25 Hunted: the Tiger Squad and the Chinese government 11- (Mo Pow, NCI, Capture/Kill)
- 25 Psychological Limitation: Demon-Posessed; Utterly Evil For Evil's Sake (Very Common, Total)
- 20 Susceptibility: to human saliva, takes 2d6 instantly (Very Common)
- 30 Susceptibility: to salt, takes 2d6 per Phase (Very Common)
- 5 Unluck: 1d6
- 669 Experience Points

Total Disadvantage Points: 1,044

Background/History: Approximately 600 years ago, there lived a devout Taoist monk named Li Chun. His piety, wisdom, martial arts skill, and magical powers were known far and wide, and many disciples came to study at his small temple in the wilds of Yunnan Province.

One day some of the students came to Li Chun's room to assist him with his morning routine, as was their duty. Much to their surprise, their master was missing! A search of the temple and the surrounding area found Li Chun in a nearby cave, meditating and staring at the wall. Mindful of the tales of the master Bodhidharma, who meditated and stared at a cave wall for nine years, the disciples left their master to his devotions.

And so it went for several years, with the monks tending to the business of the temple and

their studies while Li Chun devoted himself to his meditations. Then a marauding gang of bandits swept down upon the temple to loot it of its treasures. The terrified monks fled for their lives, completely forgetting their master in the process. Such is the measure of a weak man's loyalty in the face of adversity.

The bandits looted and wrecked the temple, but they never found Li Chun. In fact, no one found Li Chun, for his disciples never returned and he was soon forgotten by a populace intent on daily survival. But Li Chun was still alive, and he was not meditating. Ever since the morning his students first found him in the cave, he'd been engaged in a battle with a fearsome demonic entity that wanted to take over his body and use his magical powers to wreak havoc. For a dozen years, and a dozen after that, and yet a third dozen, Li Chun strove to drive away the demon and keep the people safe.

Victory was not, however, to be his in the end. For all his powers, Li Chun was only a man, and without sustenance and comfort no man can withstand the indefatigable attacks of the evil entities that come from the Realms of the Yama Kings. Li Chun's defenses finally collapsed and the demonic being possessed him. But it did not possess him completely: as his last, desperate act, Li Chun cast his body into a trance so deep and so strong that not even the demon could break it. The demon was trapped in an earthly shell, unable to move or use its own powers to escape.

Over the centuries Li Chun's body slept. The nearby temple finally collapsed, and Li Chun slept. Generations were born, had children of their own, and died, and Li Chun slept. Dynasties fell and rose, and still Li Chun slept. Within him the demon screamed, driven insane by the torment of its imprisonment.

Eventually the last of the dynasties collapsed, and a new form of government came to China. But it did not last, and soon the Communists took over the Middle Kingdom. During the 1960s, a team of Communist archaeologists and anthropologists working on Peking's behalf uncovered Li Chun's ancient temple, and noted it on a list of sites for potential exploration or destruction, as their Communist masters willed. These men gave Li Chun, no longer a gentle Taoist monk but a being of fearsome evil power, the key to unlock the gates of slumber. One of them chanced too close to Li Chun's cave looking for other temple buildings and had the misfortune to be mauled to death by a wild animal — or so his comrades thought.

In truth, the demonic thing that was now Li Chun had finally achieved a sufficient level of power to perform some minor acts despite the trance Li Chun had imposed upon it. As if dreaming, it sensed the nearby life-force of the archaeologist, and summoned one of its lesser brethren to slay the human gnat. The human's dissipating life force and blood gave the demonic being more power, enough to slowly cast off the chains Li Chun had set upon it. Nearly three decades it took the demon to free itself completely, but in 1995 its task was at long last complete. It emerged from the cave,

looked about, and grinned with pleasure. Then its rampage of destruction began. The Tiger Squad responded, and after a two-day running battle the Chinese superteam succeeded only in driving Li Chun the Destroyer away. Where it went, and when it will return, no one knows.

Personality/Motivation: The thing that was once the Taoist monk Li Chun is now a human shell motivated by a demonic being of unknown nature and powers — and what is worse, a demon driven mad by centuries of helpless captivity in a human body. It is thoroughly and utterly evil, intent only on destruction, mayhem, murder, and fulfillment of its lusts. If not stopped, it will do its best to destroy the world and all of the human insects that inhabit it.

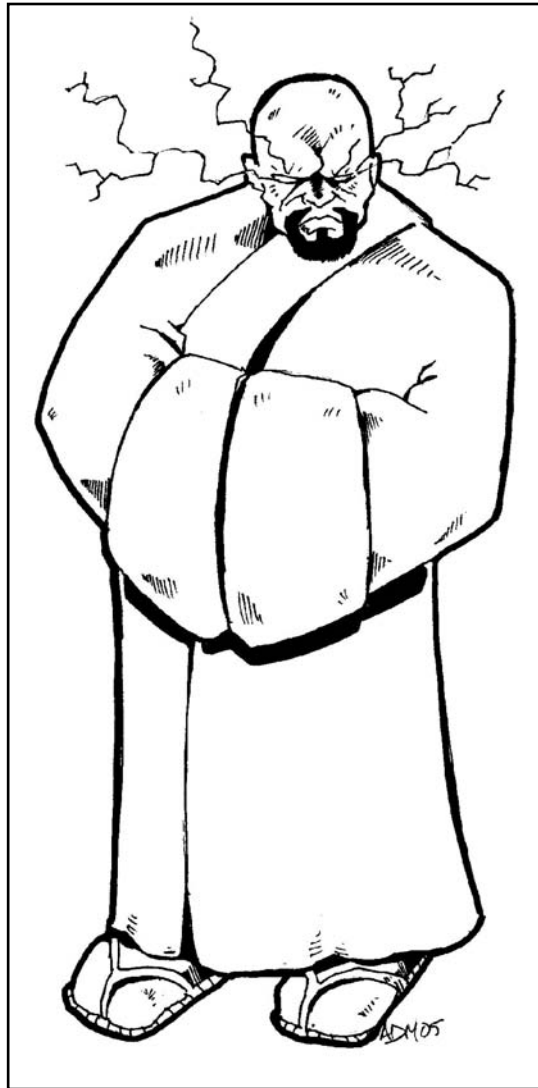
Quote: “Insects will be squashed.”

Powers/Tactics: Li Chun the Destroyer can make use of its host body's martial arts prowess and some of its own demonic powers, mainly those relating to deception and confusion, as well as certain innate demonic abilities (such as resistance to injury). Fast, strong, and cruel, it uses whatever ability is most likely to psychologically or physically harm its enemies, and it shows no mercy. Insane from centuries of imprisonment, Li Chun begins its attacks on mankind as orgies of destruction, only turning to deception and subterfuge when it has satisfied its bloodlust.

There's almost nothing left of Li Chun himself inside his own body. It would take an incredible amount of mystical or mental power simply to contact the last remaining spark of his essence, and an even greater amount to somehow free that spark. But he can never reclaim his body — it's too far gone into corruption.

Campaign Use: Li Chun is intended to take on entire groups of PCs, either subtly or in a knock-down-drag-out fight. If it cannot fulfill this role in your campaign, beef it up or change it so that it can.

If you need to make Li Chun stronger, you have plenty of options. As it becomes accustomed to its body, it will likewise become able to use more of Li Chun's magical Taoist powers. It will also be able to use more of its demonic abilities (such as the power to create bolts of flame even more destructive than its Demonic Blast). These abilities are most likely to emerge in combat, particularly when Li Chun has gone Berserk.



Li Chun doesn't Hunt anyone in particular. The entire world is its hunting-ground, all humanity its prey.

Appearance: Li Chun the Destroyer resembles a short, bald, middle-aged Taoist monk. It wears simple brown robes. However, the fact that it's been possessed by a demon and the power that it wields are obvious to anyone who looks at him: its face appears oddly distorted or distended, its eyes are solid blood-red, and energy sometimes crackles around it.

STRANGLER PLOT SEEDS

Two people turn up dead in your campaign city, their throats practically cut by a vicious garrote attack. It looks like the Strangler's brought his particular brand of assassination to America; the heroes have to track him down and stop him before more people die.

A high-ranking North Korean diplomat contacts the PCs. He claims the Strangler works for renegade elements in the North Korean military who want to foment a war with the South. He asks the PCs to stop the Strangler and root out this "corruption" so that the two nations remain at peace. But could this be a trap?

Following a skirmish between North and South Korea, an international commission is established to investigate the matter. The PCs are asked to join (or assist) the commission. But showing up for the job means putting themselves on the Strangler's hit list....

STRANGLER				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
18	PRE	8	13-	PRE Attack: 3½d6
14	COM	2	12-	
13	PD	6		Total: 13 PD (12 rPD)
13	ED	9		Total: 13 ED (8 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
11	REC	0		
40	END	0		
43	STUN	0	Total Characteristics Cost: 138	
Movement:		Running: 8"/16" Leaping: 7"/14" Swimming: 4"/8"		
Cost	Powers			END
6	Concealed Questionite Wire Garrote: HKA 1d6 (2d6 with STR), Armor Piercing (+½); IAF (-½), Must Follow Grab (-½), Must Target The Head/Neck (-1), Two-Handed (-½)			1
	Martial Arts: Hwarang-Do			
	Maneuver	OCV	DCV	Notes
4	Block	+2	+2	Block, Abort
4	Choke Hold	-2	+0	Grab One Limb; 3d6 NND
4	Finger Strike	-1	+1	3d6 NND
4	Hand/Elbow Strike or Snap Kick	+0	+2	11d6 Strike
5	Joint Break	-1	-2	Grab One Limb; HKA 2d6 , Disable
4	Joint Lock/Throw	+1	+0	Grab One Limb; 2d6 NND; Target Falls
5	Kick	-2	+1	13d6 Strike
3	Throw	+0	+1	9d6 +v/5, Target Falls
8	+2 Damage Classes (already added in)			
15	Brick Wall: Physical Damage Reduction, Resistant, 25%			0
10	Incredibly Tough: Damage Resistance (12 PD/8 ED)			0
10	Shin Gong Iron Will: Mental Defense (13 points total)			0
5	Shin Gong Form Of Iron: Power Defense (5 points)			0
15	Shin Gong Body's Mastery: Life Support (Diminished Sleep: only has to sleep 8 hours per week; Immunity: all terrestrial diseases and biowarfare agents; Safe Environments: Intense Cold, Intense Heat)			0
4	Swift: Running +2" (8" total)			1
2	Swift Swimmer: Swimming +2" (4" total)			1
6	Perceptive: +2 PER with all Sense Groups			0

Perks

5 Money: Well Off

Talents

15 Combat Sense 11-

3 Lightsleep

Skills

20 +4 HTH

6 +3 OCV with *Garrotes*

3 Acrobatics 13-

3 Breakfall 13-

3 Bribery 13-

3 Climbing 13-

8 Defense Maneuver I-III

3 Interrogation 13-

2 KS: The Espionage World 11-

2 KS: Hwarang-Do 11-

3 KS: Korean Healing 12-

3 KS: Korean Organized Crime 12-

2 Language: English (fluent conversation; Korean is Native)

1 Language: Japanese (basic conversation)

3 Paramedics 11-

3 Stealth 13-

3 Streetwise 13-

4 WF: Common Melee Weapons, Garrote, Staffs

Total Powers & Skills Cost: 212

Total Cost: 350

200+ Disadvantages

10 Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)

20 Enraged: when taunted or disrespected (Common), go 11-, recover 11-

20 Hunted: South Korean Police 8- (Mo Pow, NCI, Capture)

15 Hunted: Hwarang 11- (As Pow, Capture)

15 Psychological Limitation: Brutal And Cruel; Enjoys Inflicting Pain (Common, Strong)

15 Psychological Limitation: Vain About His Size And Strength (Common, Strong)

15 Social Limitation: Secret Identity (Jeong Shin) (Frequently, Major)

40 Experience Points

Total Disadvantage Points: 350

Background/History: Unknown. The Strangler, thought to be an agent of the North Korean government who sometimes also works as a freelance assassin, first appeared in 1996 when he murdered two high-ranking South Korean government officials. So far the South Koreans haven't been able to definitively tie the Strangler to North Korea, which is why he can get away with attacking the South's leaders and soldiers without provoking a war. The North Korean government has formally condemned the Strangler's actions; it's possible he works for one or more rogue elements within the North Korean government rather than holding any official position.

Personality/Motivation: The Strangler is cruel, brutal, malicious, and sadistic; he seems to enjoy inflicting pain on and killing people. His weapon of choice, the garrote, confirms this; there are simpler, more efficient ways to kill quietly, so the garrote must have personal significance for him. In several encounters with his arch-enemy, the South Korean hero Hwarang, he's expressed a pride in his strength and appearance that may indicate a weak point a significantly stronger hero could exploit by taunting him.

Quote: "That's it — struggle. It won't help you, but it's amusing to watch."

Powers/Tactics: Despite the great strength of which he's so proud, the Strangler is a sneak and an assassin who prefers to attack his targets from behind. If possible he uses his garrote, ensuring a rapid kill against most normal foes and offering a good chance of one even against many superhumans (since he must target the head [-8 OCV], he gets the benefits of striking that Hit Location if he hits). In other situations he falls back on his Hwarang-Do, hitting hard and fast in an effort to put his target down with a minimum of fuss. Unless goaded into a fight by someone who insults his strength or size, he'll usually flee rather than get drawn into open battle.

Campaign Use: As a possible (probable) employee of North Korea (or elements within that country), the Strangler provides you with a way to get the PCs involved with the Espionage World and international politics. Just as the Strangler's attacks may have diplomatic implications, so may efforts to stop or capture him.

To make the Strangler a tougher opponent, increase his STR and defenses so he's even more of a "brick," or make him more like a speedster with a higher DEX and SPD and more movement. To weaken him, convert his garrote into an NND attack, and/or reduce his STR.

The Strangler Hunts many a target, and does so cautiously and intelligently. He prefers to use Stealth, Streetwise, and patience to gather information on his target, then prepare an ambush that lets him get close enough to use his garrote. He'll resort to other methods (even guns) if he has to, but considers that crude.



Appearance: The Strangler wears a pitch-black costume that clings tightly to his extremely muscular body and completely covers his head (including his eyes, mouth, and ears). He ties a flowing red headband around his forehead, and a similar one around his waist. His hands are protected with black gloves that have a red line across the palm. Around the neck the costume's adorned with what appears to be a ring of dripping blood; several of the "drops" reach as far down as his chest in the front and his waist in back.

TETSURYU PLOT SEEDS

ARGENT didn't sell Inohara his armor just to make a profit — it has other plans. The armor contains sensors that allow it to track where it goes and monitor the wearer's vital signs. Soon it will start using these devices to drive Inohara insane as it subtly increases the armor's power (to test the effects of stress on superhuman combat, of course). If the PCs don't figure out what's going on in time and help Inohara, he'll be tested to destruction... and then someone else will get the chance to buy the Iron Dragon armor.

Tetsuryu feels he doesn't get enough respect from the underworld, so he kidnaps one of the PCs' DNPCs and challenges that PC to a duel. He plans to defeat the PC and tape the fight so everyone can see how powerful he is. Of course, if the PCs go along with this, who knows what other enemies might start challenging them....

Thunderbird wants to finish the job he started years ago, but he needs to flush Tetsuryu from cover. He starts sending anonymous tips to the PCs about Tetsuryu, hoping they'll use their powers to track him down and make him run... with Thunderbird waiting in the wings to pick him off.

TETSURYU					
Val	Char	Cost	Roll	Notes	
10+30	STR	0+15*\$	11-/17-	Lift 100 kg/6,400 kg; 2d6/8d6 [¼]	
14+9	DEX	12+13*\$	12-/14-	OCV: 5/8/DCV: 5/8	
15	CON	10	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-		
6	PD	4		Total: 26 PD (20 rPD)	
6	ED	3		Total: 26 ED (20 rED)	
3+2	SPD	6+13*		Phs: 4, 8, 12/3, 5, 8, 10, 12	
5	REC	0			
30	END	0			
40	STUN	15		Total Characteristics Cost: 100	

*: OIF (powered armor; -½)

\$: No Figured Characteristics (-½)

Movement: Running: 6"/12"
Leaping: 30"/60"

Cost	Powers	END		
58	<i>Dragon's Breath:</i> Multipower, 70-point reserve, 30 Charges (+¼) for entire reserve; all OIF (-½)	[30]		
4u	1) <i>Concentrated Fire:</i> RKA 3d6, Area Of Effect (One Hex; +½); OIF (-½), Limited Range (7"; -¼)			
2u	2) <i>Widespread Fire:</i> RKA 2d6+1, Area Of Effect (7" Cone; +1); OIF (-½), No Range (-½), Requires 2 Charges Per Use (-¾)			
15	<i>Claws:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½); OIF (-½)	2		
	<i>Martial Arts: Karate</i>			
	Maneuver	OCV		
	DCV	Notes		
4	Atemi Strike	-1	+1	2d6 NND(1)
4	Block	+2	+2	Block, Abort
4	Disarm	-1	+1	Disarm, 50 STR
4	Dodge	+0	+5	Dodge all attacks, Abort
3	Legsweep	+2	-1	9d6 Strike; Target Falls
4	Punch/			
	Snap Kick	+0	+2	10d6 Strike
5	Side/Spin Kick	-2	+1	12d6 Strike
50	<i>Powered Armor:</i> Armor (20 PD/20 ED), Hardened (+¼); OIF (-½)			0
7	<i>Internal Oxygen Supply:</i> Life Support (Self-Contained Breathing), 1 Continuing Fuel Charge lasting 6 Hours (+0); OIF (-½)			[1cc]
15	<i>Boot Jumpjets:</i> Leaping +22" (30" forward, 15" upward); OIF (-½)			2
3	<i>Thermalvision System:</i> Infrared Perception (Sight Group); OIF (-½)			0
3	<i>Tail:</i> Extra Limb (1 tail); OIF (-½)			0

Skills

10	+2 HTH
3	Acrobatics 12-/14-
3	Breakfall 12-/14-
2	Gambling (Dice Games) 11-
2	KS: Karate 11-
2	KS: The Yakuza 11-
1	Language: English (basic conversation; Japanese is native)
3	Sleight Of Hand 12-/14-
3	Stealth 12-/14-
3	Streetwise 12-
6	WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 223

Total Cost: 323

200+ Disadvantages

10	Distinctive Features: Style (Not Concealable, Noticed And Recognizable, Detectable By Large Group)
20	Hunted: Tokyo Police 8- (Mo Pow, NCI, Capture)
10	Hunted: Thunderbird 8- (As Pow, Kill)
20	Psychological Limitation: Casual Killer (Common, Total)
15	Psychological Limitation: Sadistic Bully (Common, Strong)
15	Social Limitation: Secret Identity (Inohara Takuji) (Frequently, Major)
33	Experience Points

Total Disadvantage Points: 323

Background/History: Some years ago, there lived near Tokyo a renegade scientist named Sugiyama Okakura. "Professor" Sugiyama had been rejected by both the academic and military establishments for some of his more radical ideas about technology in general and the future of powered armor development in particular. Determined to prove his rivals wrong, Sugiyama set to work with a will, sacrificing every yen and relationship he had to his goal.

In the end, he succeeded. He fashioned a suit of powered armor, and for a lark gave it the motif of an Oriental dragon. As a joke he added a flamethrower weapon to the helmet so the wearer could "breathe flame" like Western dragons, since even he lacked the technology to give the suit water and weather control powers appropriate to an Eastern dragon.

Sugiyama had one interest aside from building powered armor: gambling. Unfortunately, he wasn't nearly as good at that pursuit. A few days after he finished his *Tetsuryu* ("Iron Dragon") armor, a man named Kono Akio showed up on his doorstep. Kono worked for the local yakuza oyabun, to whom Sugiyama's gambling debts were owed. By the time Kono left, Sugiyama lay bleeding to death on the floor — and Kono was wearing the armor.

Rather than return to the yakuza, Kono launched a career as a freelance supervillain and super-mercenary. He did all right for himself for a few years, until he hired on for a job that took him

to Millennium City. There he ran afoul of the vigilante Thunderbird, who blew a hole in the armor's chestplate the size of a fist and left Kono dead on the street.

The Tetsuryu armor was taken into custody by the MCPD, who put it in secure storage — but not secure enough. An ARGENT contact bribed a cop to let him take the armor, then turned it over to the organization for study. ARGENT beefed up the armor so Thunderbird's weapons wouldn't be so effective against it and then sold it on a lease-to-buy plan to a Japanese criminal named Inohara Takuji. Since 2002 Inohara's been committing crimes as Tetsuryu, kicking back a quarter of his earnings to ARGENT to pay for the suit.

Personality/Motivation: Iron Dragon is a classic bully — a loud, obnoxious, arrogant swaggerer who loves to push other people around and make himself feel big and important. With the power of the armor to back him up he's become even worse, casually killing people just for the feeling of power it gives him. He blusters and threatens constantly, but if challenged to back up his words only fights if he feels he has the advantage.

Quote: “Did you think that the dragons of old were fearsome, round-eyes? Now an Iron Dragon stands before you, to teach you the true meaning of fear!”

Powers/Tactics: Tetsuryu is a competent karateka whose fighting abilities have been greatly enhanced by the powered armor he wears. In addition to the fact that it multiplies his strength dozens of times, the armor's tail allows him to make Surprise Move attacks — most fighters are only used to dealing with four-limbed opponents. Additionally, the armor's flamethrowers

and claws expand his arsenal considerably. Once he's paid off the armor, he hopes to earn enough money to hire ARGENT to upgrade the suit with more weapons: a knockout gas projector, a sonic “roar,” laser eyebeams, and more.

Iron Dragon favors a strong offense, immediately leaping to the attack and raining blows upon his opponent. If this doesn't work he'll try his weapons or more subtle maneuvers (such as the Legsweep or Atemi Strike); if still outmatched he flees or looks for some other advantage.

Campaign Use: Tetsuryu is a typical mercenary villain, though his ties to ARGENT might offer some plot possibilities. Since his powers derive from a suit of armor, it's easy to have successors take his place if he dies... or even to confront the PCs with a group of similarly-armored enemies (the Iron Dragon Legion).

To make Tetsuryu tougher, give him some more weapons (see above for some suggestions), convert his Boot Jumpjets to Bootjets that provide Flight instead of Leaping, or give him some Extra DCs. To weaken him, remove some Martial Maneuvers or reduce his SPD to 4.

Tetsuryu's not likely to Hunt anyone, since there's not much money in that. But he can hold a grudge, and might start coming after a PC who defeats or humiliates him one too many times.

Appearance: Tetsuryu wears a suit of iron-grey powered armor with some red highlights. It's constructed with a dragon motif. The helmet resembles an Oriental dragon's head, and includes a miniaturized flamethrower that allows Tetsuryu to “breathe” flame. The suit also has a tail and glossy black claws.

YING PLOT SEEDS

When PSI comes to Hong Kong as part of a plot, Ying and Torment meet. It's love at first sight, so they run off together. She helps him learn how to manage his pain without drugs, but also turns him to crime for good... and then it's two, two, two times the fun as the prince and princess of pain go on a spree of robbery and assault. It's up to the PCs to stop them — and to keep PSI and the Red Dawn from killing them both.

Ying's powers begin to backfire, causing her to experience any pain she inflicts. Unable to handle the torment, she turns herself in to the PCs and begs them to help her. But the Red Dawn might have something to say about this defection....

A famous scientist believes he has a way to cure chronic pain in many individuals — but to manufacture his formula he needs samples of Ying's spinal fluid. He asks the PCs to capture her and bring her in for the procedure.

YING				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
10	BODY	0	11-	
18	INT	8	13-	PER Roll 13-
23	EGO	26	14-	ECV: 8
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
7	PD	4		Total: 12 PD (5 rPD)
8	ED	4		Total: 13 ED (5 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
9	REC	4		
46	END	5		
36	STUN	10		Total Characteristics Cost: 132
Movement: Running: 6"/12"				
Cost	Powers	END		
70	Psychic Pain Manipulation: Multipower, 70-point reserve			
7u	1) <i>Infllict Pain</i> : Ego Attack 7d6		7	
7u	2) <i>Continuing Pain</i> : Ego Attack 3½d6, Continuous (+1)		7	
7u	3) <i>Group Pain</i> : Ego Attack 3½d6, Area Of Effect (4" Radius; +1)		7	
4u	4) <i>Paralyzing Pain</i> : Entangle 5d6, 4 DEF, Cannot Be Escaped With Teleportation (+¼), Takes No Damage From Physical Attacks (+¼); Vulnerable (mental attacks; -½), Cannot Form Barriers (-¼)		7	
7u	5) <i>Blinding Headache</i> : Sight Group Flash 7d6, BOECV (Mental Defense applies; +1)		7	
30	<i>Finding Minds</i> : Mind Scan 6d6		3	
10	<i>Armored Costume</i> : Armor (5 PD/5 ED); OIF (-½)		0	
Talents				
5	Eidetic Memory			
3	Lightsleep			
Skills				
12	+4 with <i>Psychic Pain Manipulation</i> Multipower			
3	Acting 12-			
3	Bureaucratics 12-			
3	Concealment 13-			
3	Disguise 13-			
7	Interrogation 14-			
2	KS: The Chinese Superhuman World 11-			
2	KS: Red Dawn Triad 11-			
2	Language: English (fluent conversation; Mandarin is Native)			
2	Language: Cantonese (fluent conversation)			
5	Power: Pain Manipulation 14-			
3	Stealth 13-			
3	Streetwise 12-			
3	WF: Small Arms, Blades			
Total Powers & Skills Cost: 203				
Total Cost: 335				

200+ Disadvantages

- 10 Hunted: Soaring Eagle 8- (As Pow, Capture)
- 15 Hunted: Tiger Squad 8- (Mo Pow, Capture)
- 25 Hunted: Chinese Law Enforcement 11- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Coward (Common, Strong)
- 20 Psychological Limitation: Enjoys Hurting People (Common, Total)
- 10 Psychological Limitation: Fears The Triads (Common, Moderate)
- 15 Social Limitation: Secret Identity (Lee San Zan) (Frequently, Major)
- 20 Social Limitation: Subject To Orders From Red Dawn Triad (Very Frequently, Major)
- 20 Susceptibility: must use one of her Psychic Pain Manipulation powers at least once per Hour or suffer 3d6 STUN and BODY (Very Common)

Total Disadvantage Points: 350

Background/History: Lee San Zan was a perfectly normal — if petty and spiteful — person until she was in a major automobile collision in 1999. The wreck causes major damage to her brain and nervous system, and her doctors were worried that she might never wake up or walk again. To their surprise she actually awakened quickly, and could move her legs, but was suffering intense pain the doctors couldn't explain. Then she happened to touch one of them as she was thrashing about, and suddenly the pain flowed out of her and into him. He fainted in agony, but she felt wonderful.

It didn't take long for Lee to realize the crash had somehow altered her neurobiology. The result was bouts of intense pain... unless she "passed on" the pain to someone else psionically. A little practice and she was able to do it without having to touch her target and could vary the effect. But if she didn't hurt someone at least once an hour, the pain would recur in her own body.

Some people would have experienced a moral dilemma over this, but not Lee. Getting rid of her pain felt so good that she didn't care that it hurt other people — after all, the torture they experienced was temporary and non-fatal, so what was the problem? She soon drifted into supercrime using the name *Ying* ("Cherry," a symbol of beauty in China). When she got into some trouble with the Tiger Squad, the powerful new Red Dawn Triad saved her, but at the price of her going to work for it. Since then she's been the Red Dawn's chief enforcer.

Personality/Motivation: Ying has gone from being merely selfish to actually sadistic. When her own comfort depends on tormenting others, she learned to hurt people without feeling any pangs of guilt, and over time began to enjoy it. Now she looks for opportunities to inflict her pain on others. But she fears pain herself, doing her best to avoid danger or injury.

Quote: “Hurt much?”

Powers/Tactics: As a coward, Ying prefers not to fight at all; she doesn’t want to attack anyone unless she can do it from surprise or when backed up by overwhelming force. She takes advantage of cover as much as possible — her powers only require her to have Line Of Sight, and she can obtain that by peeking out from behind a wall or rock. If the danger becomes too much for her (*i.e.*, she’s directly threatened and fails her EGO Roll), she flees.

Campaign Use: Ying is a villain your PCs will love to hate, since her sadism and malice are enough to earn the enmity of a saint. Encounters with her can also draw them into the nebulous, complex, and dangerous Chinese underworld.

To make Ying more powerful, give her some Martial Arts, or some gadgets that let her move and defend herself better; getting rid of her *Coward* Psychological Limitation might also help. To weaken her, make her powers take a Full Phase or Increased Endurance to use.

Ying only Hunts people when ordered to by the Red Dawn Triad, and in that case follows her orders.

Appearance: Ying is a diminutive Chinese woman, about five feet tall and weighing under 100 pounds. She wears a grey bodysuit with a thin black belt, plus a “ninja-style” mask covering her entire head except for her eyes. The only ornamentation on the suit is a small embroidered “Red Dawn” symbol (a red sun emerging over a horizon line) on the left breast and right sleeve.

CHAPTER SEVEN: AUSTRALIA AND OCEANIA

VIPER has a few isolated testing facilities or labs in Oceania, as discussed on page 40 of the *VIPER* sourcebook. DEMON's activities in Australia and at Pohnpei (Ponape) are detailed on pages 15-16 and 132 of *DEMON: Servants Of Darkness*; DEMON could easily hatch another plot there, or try to exploit the mystic traditions and resources of various Oceanic tribes. And don't forget that the Slug (*Conquerors, Killers, And Crooks*, page 198) first returned to Earth at an Elder Worm ruin in Oceania; other such ruins may still exist among the archipelagoes.

PAGE 92 — UNDERSEA LIGHTS

The undersea lights reported near Fiji and the Cook Islands are Lemurian vessels searching for a long-lost Lemurian artifact — a ship of great mystic power that was sunk during the wars with Atlantis aeons ago. A Lemurian wizard's divination spell revealed clues regarding the vessel's location, and King Arvad's had crews looking for it ever since. If found and restored, it would be a major addition to the Lemurian arsenal. See *Hidden Lands* for complete details on the Lemurians.

PAGE 93 — BRIGADE PLOT SEEDS

Here are three plot seeds for Brigade:

What exactly was in that barrel that caused Brigade to transform? Who made (makes?) it, and could there be more of it? If so, what will its inventors eventually want with Brigade?

VIPER kidnaps Brigade's daughter to force him to go along with one of its plots. Desperate to get her back, but unwilling to risk her life by disobeying VIPER, he secretly tries to contact the PCs by leaving clues at the scene of each crime VIPER makes him commit.

Brigade's body keeps mutating from the effects of the substance that gave him his powers. He's becoming bigger, hideous, and less intelligent. Concerned that he's turning into a monster, he asks the PCs for help.

PAGE 95 — HARRIER PLOT SEEDS

Here are three plot seeds for Harrier:

ARGENT wants its gear back, so it kidnaps Harrier's boyfriend David (by random DNPC luck, not because it knows her Secret Identity) and tells her it will kill him if she doesn't turn over the wing-pack and blaster. Knowing ARGENT's watching her and she can't move against it openly, she secretly contacts the PCs and asks them to help her.

Harrier's shocked to discover what seems to be a major criminal conspiracy among the upper echelons of the AFP. She starts investigating on her own... then slips up and reveals what she's doing, forcing the conspirators to kidnap and imprison her. Fortunately, right before being captured she e-mailed her (coded) notes to one of the PCs in case of an emergency. Time for the PCs to decode the notes and come to her rescue.

After defeating some mysterious villains in Perth, Harrier uncovers information concerning a planned Lemurian invasion of Australia! She asks the PCs to help her stop the attack before it starts.

PAGE 97 — WALKABOUT PLOT SEEDS

Here are three plot seeds for the Walkabout:

The classic Walkabout plot: Walkabout shows up one day in the PCs' base, or one PC's house. He claims his "destiny" brought him there and the character(s) will soon face a mystical threat they'll need his help with. Unfortunately, he's right....

Walkabout walks into a situation he can't handle himself — another one of Marmoo's invasions of Earth's reality. His insight tells him only the PCs can provide the help he needs, so he sends a friendly kookaburra with a message requesting their assistance. (See *Hidden Lands* for more information on Marmoo.)

A malevolent spirit from the Dreamtime ambushes Walkabout and transforms him into a pademelon. The PCs, who are visiting Australia for some reason, are surprised to find this small, kangaroo-like animal waiting for them in their room/car/whatever. It's remarkably intelligent, and almost seems to want something....

TOP FIVE CRIMES FOR SUPERVILLAINS IN AUSTRALIA AND OCEANIA

1) Robbing the Botanic Gardens in Christchurch, New Zealand. Founded in 1863, the Botanic Gardens in Christchurch cover 30 hectares (74 acres) and include numerous species of exotic and indigenous plant life. Birds are also abundant. Supervillains could hold the facility hostage, or perhaps concoct special potions or poisons using ingredients obtained there.

2) Destroying the Sydney Opera House or Sydney Harbour Bridge. Both of these marvels of engineering are prominent symbols of Sydney, and threatening or destroying them might factor into any number of villainous plots.

3) Island Conquest: A powerful supervillain could easily take over a small Oceanic country and use it for his own insidious purposes.

4) Rob The Gold Coast: This coastal region, about 70 kilometers (43 miles) south of Brisbane, is a major tourist destination, with fine resorts, shopping, and dining. In other words, there's a lot of money there, and money attracts supervillains....

5) Polynesian Magic: DEMON isn't necessarily the only villain or organization interested in the mystical traditions and artifacts of Polynesia, Melanesia, and Micronesia. Who knows what power might be lurking among the islands, just waiting for the right (or wrong) person to find it?

Supervillains Of Australia And Oceania

ANATHEMA

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6 / DCV: 6
16	CON	12	12-	
12	BODY	4	11-	
14	INT	4	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
6	PD	3		Total: 9 PD (3 rPD)
5	ED	2		Total: 8 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
6	REC	0		
32	END	0		
27	STUN	0		Total Characteristics Cost: 97

Movement: Running: 6"/12"

Cost Powers END

74	<i>Negative Emotion Infliction:</i> Elemental Control, 148-point powers	
37	1) <i>Individual Emotion Infliction:</i> Mind Control 15d6 (Human and Animal classes of minds), Telepathic (+¼), Reduced Endurance (0 END; +½); Only To Inflict Negative Emotions (-½), Does Not Provide Mental Awareness (-¼), Normal Range (-¼)	0
47	2) <i>Negative Emotion Field:</i> Mind Control 10d6 (Human and Animal classes of minds), Area Of Effect (9" Radius; +1), Personal Immunity (+¼), Telepathic (+¼), Reduced Endurance (0 END; +½); Only To Inflict Negative Emotions (-½), No Range (-½), Does Not Provide Mental Awareness (-¼)	0
11	<i>Pistol:</i> RKA 1½d6; OAF (-1), 2 clips of 8 Charges (-¼)	[2x8]
6	<i>Armored Costume:</i> Armor (3 PD/3 ED); OIF (-½)	0
6	<i>Natural Mental Shields:</i> Mental Defense (10 points total)	0
6	<i>Observant:</i> +2 PER with all Sense Groups	0

Talents

3	Resistance (3 points)
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Skills

6	+2 with <i>Negative Emotion Infliction</i> Elemental Control
3	Breakfall 13-
3	Concealment 12-
3	Conversation 13-
5	Disguise 13-
3	High Society 13-
3	AK: Australia And New Zealand 12-
3	KS: The Down Under Underworld 12-
1	KS: The Psionic World 8-
1	Language: Arabic (basic conversation; English is Native)

1	Language: Japanese (basic conversation)
1	Language: Russian (basic conversation)
3	Oratory 13-
3	Paramedics 12-
7	Power: Emotion Infliction 14-
3	Seduction 13-
3	Shadowing 12-
3	Stealth 13-
3	Streetwise 13-
3	Tactics 12-
2	WF: Small Arms

Total Powers & Skills Cost: 253

Total Cost: 350

200+ Disadvantages

20	Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
20	Psychological Limitation: Misanthropic (Common, Total)
15	Psychological Limitation: Enjoys Spreading Chaos And Fear (Common, Strong)
15	Psychological Limitation: Hates Being Manipulated Or Controlled (Common, Strong)
15	Social Limitation: Secret Identity (Carlene Gullick) (Frequently, Major)
65	Experience Points

Total Disadvantage Points: 350

Background/History: Carlene Gullick grew up poor in an Adelaide home where her gambler father abused her physically, her heroin-addicted mother abused her emotionally, and no one paid her any positive attention. It didn't take a fortuneteller with a crystal ball to predict that she'd end up supporting herself as a prostitute.

One night she had a "client" who was kind of strange. He looked sort of funny — oddly dark-skinned, but with bright, almost glowing blue eyes — and he felt sort of "fuzzy," almost like touching a battery but not quite. She didn't want to have anything to do with him, but he was offering a lot more than usual, and she needed the money. A few days later she got sick. At first she thought it was just the flu, but then she passed out and didn't wake up for three days.

When she finally came to, she felt... different. She was stronger, healthier, more alert. It didn't take much time hanging around on the street for her to discover she'd somehow gained the power to make other people share her negative attitude. No matter what emotion she was feeling — disgust, envy, depression — she could make someone else feel the same way by looking at them and concentrating. Before long, she could inflict emotions regardless of the ones she was experiencing at the time.

Recognizing a meal ticket when she saw it, Carlene abandoned streetwalking for the more lucrative field of supercrime. A mob boss she worked for briefly dubbed her Anathema, and she kept the name because she likes the sound of it.

ANATHEMA PLOT SEEDS

The biggest plot seed surrounding Anathema is this: who gave her her powers? Was it done deliberately, or did she get them from her strange "client" by accident? If the former, why?

Since Anathema didn't develop her powers for several days after she encountered her strange "client," she might have passed whatever he did to her on to other "clients" as well before she got sick. An epidemic of bizarre mental powers may be about to sweep over Australia....

Takofanes decides to cast a spell that will inflict fear throughout the world, and rather than prepare one of his usual lengthy rituals he kidnaps Anathema for use as a "mystic battery" to power the incantation. The PCs have to rescue her before they (and everyone else on Earth) are too terrified to oppose the Undying Lord at all.

Personality/Motivation: Anathema is a bitter, hateful person who takes out her general dislike of existence on everyone around her. Other people suck; they breathe her air and talk too much. If she's not using her powers to make them miserable, she's accomplishing the same goal through her constant complaints, sarcastic remarks, and cynical observations. She makes Jean-Paul Sartre seem downright cheerful.

The only thing Anathema can't stand more than people in general is people who try to control or manipulate her in any way (whether through lies, phony compassion, Mind Control, persuasion, guilt, or what have you). If she even thinks someone's trying to manipulate her, she's likely to respond by making her "tormentor" regret his very existence.

Quote: "Something got you down, hero?"

Powers/Tactics: Anathema isn't a front-line combatant, and she knows it. In battle she hangs back, using her powers from behind cover or when no one's looking at her. Her usual tactic is to inflict despair (in the hopes of causing her target to abandon the battle because "it's hopeless") or crippling levels of sadness. Alternately, if she can sense tension between two or more of her enemies, she might try to get one angry enough at the other to attack him instead of her or her allies. If attacked, she's likely to flee unless she feels her side has the advantage.

Campaign Use: Anathema is a low-level mentalist whose unusual powers might inspire some roleplaying in your campaign. When forced to experience negative emotions like sorrow, regret, and despair, a character may react very differently to everyday situations — and in the process learn something about himself and his friends.

To make Anathema tougher, expand the scope of her psionic abilities with some Ego Attack, Telepathy, and the like. To weaken her, reduce her Elemental Control slots to 100-120 Active Points each.



Anathema doesn't Hunt heroes. It's not worth the effort.

Appearance: Anathema is a tall, lovely redhead in her early twenties, with a slim figure and features that are attractive when not twisted with anger and hate. She frequently goes into action disguised as an ordinary bystander, but under her clothes she usually wears a purple and green armored bodysuit with black piping.

LIGHTNING MAN

Val	Char	Cost	Roll	Notes
33	STR	23	16-	Lift 2,400 kg; 6½d6 [3]
18	DEX	24	13-	OCV: 6 / DCV: 6
23	CON	26	14-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
8	COM	-1	11-	
20	PD	13		Total: 30 PD (15 rPD)
25	ED	20		Total: 35 ED (15 rED)
5	SPD	22		Phases: 3, 5, 8, 10, 12
12	REC	0		
56	END	5		
52	STUN	8		Total Characteristics Cost: 159

Movement: Running: 6"/12"
Flight: 15"/30"

Cost	Powers	END
20	<i>Magical Axe:</i> HKA 2d6 (4d6 with STR); OIF (-½)	2
5	<i>Second Magical Axe:</i> As Magical Axe	2
40	<i>Lightning Axes:</i> Multipower, 60-point reserve; all slots OIF (-½)	
4u	1) <i>Lightning Bolts:</i> Energy Blast 12d6; OIF (-½)	6
4u	2) <i>Lightning Flare:</i> Sight Group Flash 12d6; OIF (-½)	6
4u	3) <i>Chain Lightning:</i> Energy Blast 8d6, Explosion (+½); OIF (-½)	6
4u	4) <i>Deadly Lightning:</i> RKA 4d6; OIF (-½)	6
20	<i>Magical Flight:</i> Flight 15"; OIF (-½)	3
5	<i>Supernatural Toughness:</i> Damage Resistance (5 PD/5 ED)	0
20	<i>Armored Costume:</i> Armor (10 PD/10 ED); OIF (-½)	0
7	<i>Protective Helmet Lenses:</i> Sight Group Flash Defense (10 points); OIF (-½)	0
27	<i>Axe Parrying Field:</i> Missile Deflection (any ranged attack), Reflection (at attacker); OIF (-½)	0
Skills		
9	+3 with Axes	
5	+1 HTH	
3	Breakfall 13-	
3	Bribery 12-	
3	Concealment 11-	
2	AK: Southern Australia 11-	
3	Riding 13-	
2	SS: Anthropology 11-	
2	SS: Archaeology 11-	
3	Streetwise 12-	
2	Survival (Desert) 11-	
3	Tactics 11-	
4	WF: Common Melee Weapons, Small Arms	

Total Powers & Skills Cost: 204

Total Cost: 363

200+ Disadvantages

30	Hunted: Australian Federal Police 11- (Mo Pow, NCI, Capture)
15	Hunted: Brigade 8- (As Pow, Capture)
15	Psychological Limitation: Overconfidence (Common, Strong)
15	Psychological Limitation: Impulsive; Acts Without Thinking (Common, Strong)
10	Psychological Limitation: Greatly Enjoys Destroying Things (Common, Moderate)
15	Social Limitation: Public Identity (Riordan Sims) (Frequently, Major)
10	Unluck: 2d6
10	Vulnerability: 1½ x STUN from Magic (Common)
10	Vulnerability: 1½ x BODY from Magic (Common)
10	Vulnerability: 1½ x Effect from Magic (Common)
23	Experience Points

Total Disadvantage Points: 363

Background/History: Mild-mannered Australian archaeologist Riordan Sims was on a dig in Papua New Guinea when he found something startling: two silvery metal axes, buried side-by-side in a hole that didn't appear to be a grave or treasure-chamber. They were completely untouched by rust, and looked more like weapons he'd expect to find in Scandinavia rather than Oceania.

As he was handling them, the two accidentally touched. Suddenly there was a flare of lightning! Terrified, Sims dropped the axes — and when his eyes cleared, was astonished to see that his scrawny body had been turned into a muscular, handsome form! He glanced down at the axes and they leapt into his hands. Visions flashed through his head: battles, a warrior using the axes to fight some sort of monster, a sorcerer in a tower placing an enchantment of thunderbolts upon the weapons. Then the axes began to speak to him, telling him of their powers and urging him on to dark deeds. With little resistance Sims's feeble will gave way to that of the weapons. With a laugh he clashed them together once more, and accompanied by a rolling peal of thunder flew away from his old life to a new one as the Lightning Man.

Personality/Motivation: Possessed by the wicked spirit of twin magical axes forged by an evil wizard during the Turakian Age, the Lightning Man has gone from being a simple archaeologist to a powerful, destructive superhero. Though he can transform back to Sims at will if necessary, he rarely does so because he's come to loath that "weaking" form. He prefers to remain in his superhuman form, an at times almost comically over-the-top Viking-like persona who revels in destruction, battle, and conquest. The Lightning Man thinks there's nothing he can't do and no one he can't defeat in combat, and he welcomes anyone who would dare to challenge his might.

Besides his overconfidence, the Lightning Man suffers from one major problem: he's a "hip-shooter." He acts without thinking, not bothering to reason out what's going on or figure out a plan

LIGHTNING MAN
PLOT SEEDS

The Lightning Man and Stormfront discover they can augment one another's powers. Now they're on a crime spree that only the heroes can stop!

A strange-looking wizard suddenly teleports into the PCs' base. He informs them that he's from the distant past, and has come with a warning: retrieve the Lightning Man's axes, or else great evil will befall the world. "And whatever you do, don't touch the axes together."

Donar, the Teutonic god of thunder, decides that the Lightning Man's stealing his schtick. He orders the PCs to defeat Lightning Man for good, or else he's going to lay waste to part of Australia doing the job himself.



when he can just smash something. He's been captured several times because he didn't bother to take even simple steps to avoid police attention before committing a crime.

Quote: "Ha! You pathetic fool, you haven't a chance against one who is powered by the very thunderbolts themselves!"

Powers/Tactics: The Lightning Man's powers stem from the two magical axes he possesses. They return to his hands if snatched away; they can only be taken from him permanently if he's unconscious and they're removed from contact with him for at least twelve seconds. Not only do they make him strong and tough and give him two weapons to wield, they allow him to project devastating blasts of lightning. By holding them up crossed together, he can also absorb and reflect the power of attacks fired at him.

Lightning Man has little grasp of tactics beyond a warrior's intuitive feel about when it's best to chop and when he should throw a lightning bolt. Other than that, he just charges in and hits hard until whoever it is falls down. He's not a ruthless butcher, but he has no qualms about using his Killing Attacks if he thinks they're the best powers for the job.

Campaign Use: The Lightning Man is a typical multi-purpose villain with a touch of cheesy comedy to him. His in-your-face, I-can-beat-anyone personality may remind the PCs more of professional wrestling than supervillainy... at least until he zaps one of them with a lightning bolt.

To make Lightning Man tougher, turn him into more of a "brick" — increase his STR to around 50 and his defenses proportionately. To weaken him, remove his Missile Deflection/Reflection and his RKA slot.

The Lightning Man doesn't usually Hunt heroes; that's not the way he thinks. But he might develop a "rivalry" with a hero (particularly one with similar powers, or a brick) that would in effect be like a Hunted, because he'd constantly show up to challenge his rival to battle.

Appearance: Lightning Man wears a black bodysuit that bares his muscular arms, and over that a shawl of golden fur that rests on his impressive shoulders. His long brown hair shows under an impressive metallic helmet. He brandishes two axes, each about four feet in length total (haft and blade). His boots and bracelets are brown leather.

TAIPAN				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
30	DEX	60	15-	OCV: 10/DCV: 10
23	CON	26	14-	
15	BODY	10	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
18	PRE	8	13-	PRE Attack: 3½d6
10	COM	0	11-	
9	PD	3		Total: 25 PD (16 rPD)
9	ED	4		Total: 25 ED (16 rED)
12	SPD	80		Phases: 1, 2, 3, 4, 5, 6,
13	REC	4		7, 8, 9, 10, 11, 12
84	END	19		
42	STUN	0	Total Characteristics Cost: 264	
Movement:		Running:	21"/42"	
Cost	Powers			END
54	Taipan's Bite: RKA 3d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); No Range (-½), 4 Charges (-1)			[4]
30	Fighting Arts: Multipower, 30-point reserve			
2u	1) Basic Strikes: HA +6d6; Hand-To-Hand Attack (-½)			3
3u	2) Lethal Strikes: HKA 2d6 (4d6 with STR)			3
1u	3) Trained Strength: +30 STR; Only To Disarm, Escape, And Grab (-¾), No Figured Characteristics (-¼)			3
25	Hyper-Accurate Throwing: Multipower, 44-point reserve; all slots OIF (-½), Range Based On Strength (-¼)			
2u	1) Blunt Objects: Energy Blast 7d6, Autofire (3 shots; +¼); OIF (-½), Range Based On Strength (-¼)			4
2u	2) Sharp Objects: RKA 2d6+1, Autofire (3 shots; +¼); OIF (-½), Range Based On Strength (-¼)			4
20	Armored Costume: Armor (10 PD/10 ED); OIF (-½)			0
7	Mask Lenses: Sight Group Flash Defense (10 points); OIF (-½)			0
10	Immune To Poisons: Life Support (Immunity: all terrestrial poisons and chemical warfare agents)			0
30	Blindingly Fast: Running +15" (21" total)			3
10	Bursts Of Speed: Running +10"; Increased Endurance Cost (x3 END; -1)			6
9	Observant: +3 to PER Rolls with all Sense Groups			0
Perks				
30	Contacts: 30 points' worth among the underworld			
15	Money: Filthy Rich			
Talents				
12	Combat Luck (6 PD/6 ED)			
3	Lightsleep			
3	Resistance (3 points)			
Skills				
30	+6 HTH			
20	Blindingly Fast: +6 DCV; Costs Endurance (-½)			3

3	Breakfall 15-
3	Climbing 15-
3	Concealment 13-
4	Gambling (Card Games, Chess, Craps) 13-
3	High Society 13-
3	Interrogation 13-
3	KS: The Espionage World 13-
3	KS: The Military/Mercenary/Terrorist World 13-
3	KS: The Underworld Of Asia And Oceania 13-
3	KS: Snakes And Other Venomous Creatures 13-
1	Language: Japanese (basic conversation; English is Native)
1	Language: Javanese (basic conversation)
1	Language: Malay (basic conversation)
3	Paramedics 13-
3	Persuasion 13-
3	PS: Assassin 13-
3	Shadowing 13-
3	Sleight Of Hand 15-
3	Stealth 15-
3	Streetwise 13-
6	Survival (Temperate/Subtropical, Tropical, Desert) 13-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 385

Total Cost: 649

200+ Disadvantages

25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)
20	Hunted: Sentinels 11- (Mo Pow, Capture)
20	Psychological Limitation: Utterly Amoral Killer (Very Common, Strong)
20	Psychological Limitation: Code Of The Assassin (Common, Total)
15	Reputation: one of the world's deadliest superpowered assassins, 11- (Extreme)
349	Experience Points

Total Disadvantage Points: 649

Background/History: The identity, background, and history of the man known to the world as Taipan remain a mystery to UNTIL and other authorities despite almost ten years of investigation. What law enforcement officials around the world do know is the record of his activities since his first known appearance in 1997 — an attack that left three Melbourne superheroes and two civilians dead. That attack was apparently carried out for purposes of publicity, and it did the trick. Taipan was hired for numerous other assassination jobs, including over a dozen successful missions involving superhuman targets, during the next three years. It's believed his employers during that time included VIPER, the Warlord, and several rogue governments and terrorist groups. As far as the authorities can tell, his only motivation is money; for a minimum fee of \$10 million, he guarantees that whoever his employer wants killed will soon wind up very, very dead.

The only time he ever failed to live up to that guarantee was his last job in 2000, when a person or persons unknown, but suspected to be VIPER, hired him to murder the Peacekeepers. His initial

TAIPAN PLOT SEEDS

The classic Taipan plot: he gets loose from his Australian prison and the world's superheroes mobilize to recapture him, with your PCs in the forefront of the hunt. For added drama, arrange it so that your PCs are directly or indirectly responsible for his escape.

Someone using Taipan's modus operandi and powers has killed two superhumans in Europe. Yet the guards in Australia report he's still under hot sleep. Could there be two of him, or is an imposter at work?

UNTIL has received information that leads it to believe VIPER or ARGENT is trying to devise a process to recreate Taipan's powers in another human being. It asks the PCs to investigate and put a stop to this; one of him is more than the world needs.

attack killed two of them, the hyper-adrenaline-powered Fury and the “living robot” Transac, but the team regrouped, fought back effectively, and ultimately laid him low with one of the few things that can be as fast as he is: psionic powers. Rapture’s mental control overwhelmed his willpower enough to slow him down so Dwarfstar could beat him into deep unconsciousness.

Before Taipan could wake up, the Peacekeepers arranged for him to be put into one of PRIMUS’s portable temporary “hot sleep” chambers pending a hearing. The hearing determined that he was sufficiently dangerous to merit hot sleep incarceration pending trial. Following a hearing before the World Court, nations with cases pending against him agreed to consolidate all cases for trial in Australia, the site of his first killings.

Taipan was awakened for his trial but bound with neuro-shackles that prevented him from moving or using his powers. His attorney, world-famous criminal defense lawyer Marvin Hendrickson (*a.k.a.* “VIPER’s Mouthpiece”), labored mightily on his behalf, but after an eight-week trial he was convicted of nearly two dozen counts of murder in the first degree. The sentence: hot sleep confinement for the duration of his life.

Aware of the special danger posed by this prisoner, the government of Australia constructed a special prison in the Outback. Located a hundred miles from anything, this facility has but one prisoner: Taipan. A squad of highly-paid guards with full UNTIL training and weaponry stand watch over him and the prison’s state of the art security systems. For the past five years he’s remained there, asleep but not

dreaming, as his life slowly but surely ticks away.

Personality/Motivation: Taipan is a hardened, emotionless killer. He has no sympathy or compassion for anyone but himself, seeing people more in terms of the challenge they present as assassination targets than as human beings. The only human emotion he’s known to feel is loyalty; an employer who hires him can count on his absolute professionalism and discretion.

Quote: None. Taipan is not known to have spoken with any of his victims.

Powers/Tactics: Taipan’s nervous system is hyper-accelerated, giving him blindingly fast reflexes and tremendous speed. In combat he’s one of the fastest and deadliest men in the world, which is why the Australian government has spared no expense to ensure that he remains in hot sleep for the rest of his life.

Using this speed, Taipan brings to bear a wide variety of attacks. The deadliest is Taipan’s Bite, a venomous touch attack. He seems to generate the venom within his body, though he can only create a limited supply every day. In addition to that he seems to have studied a wide variety of fighting arts and maneuvers, and can hurl objects as hyper-velocity missiles.

Taipan’s attacks usually take the form of quick, lethal ambushes — he’s not interested in extended combat, though he’s certainly proven himself capable of taking on entire teams of experienced superhumans and wreaking havoc among them. He usually tries to take his target out with a Taipan’s Bite (possibly combined with a Lethal Strike as a multiple-power attack, just to be sure), then moves on to other targets or makes his escape, as the situation warrants. He doesn’t usually encounter opposition he can’t handle, but if he does he retreats and tries again later.

Campaign Use: Taipan is a lurking threat you can dangle over the PCs’ heads. They just *know* that sooner or later he’s going to escape and get back in the game, and when that time comes it will somehow fall to them to track down and capture a man who’s killed over a dozen superhumans.

Taipan should be frighteningly deadly; even the most powerful of your PCs should hesitate before taking him on. If he’s not at that pinnacle yet, beef him up until he makes them quake in their boots. One good way to make him tougher is to give him some Mental Defense and Power Defense; right now he’s essentially defenseless against Mental Powers and Drains, which gives the heroes a way to take him out but may prove to be too great an Achilles’s heel. If he’s already too likely to overwhelm your PCs, start trimming points of SPD and DCs in his attacks until he’s deadly, but not a campaign-breaker.

See above regarding how Taipan Hunts.

Appearance: Taipan wears a pale gold costume with brown stripes up the sides of the pants and sleeves; it covers his entire body (except for his eyes). His boots and skintight fingerless gloves are brown. On his chest is an image of a coiled snake ready to strike. The mask of his costume resembles the face of a snake with two black eyes and sharp white teeth surrounding the uncovered area, giving the impression that Taipan is looking out of the snake’s mouth.



CHAPTER EIGHT: CENTRAL AND SOUTH AMERICA

VIPER remains very active in this region, despite ongoing leadership struggles there; see the *VIPER* sourcebook for details. DEMON's schemes mainly focus on Voodoo in the Caribbean, the Odessa Demonhome of Buenos Aires, and the Bermuda Triangle; see page 129 of *DEMON*.

PAGE 101 — EL GRIFO ROJO

El Grifo Rojo isn't as powerful as Charm Girl — he's slightly less strong than Ironclad, but can fly. He simply has good press relations thanks to Chiquador's propagandists.

PAGE 103 — ANCANTILADO PLOT SEEDS

Here are three plot seeds for Ancantilado:

The classic Ancantilado plot: a supervillain on the run from the PCs disturbs him. In the resulting confusion Ancantilado gets in a fight with the PCs while the villain escapes. Disturbed at having let the villain get away, and with the fires of heroism slowly coming to light in his heart again, Ancantilado teams up with the PCs to capture the bad guy.

There was more to Raya de Plata's crimes than Ancantilado knew — but Raya can't be sure of that. She's decided that it's time to eliminate Ancantilado once and for all. She plans to somehow antagonize Ancantilado into attacking an urban area so UNTIL or the PCs can finish him off.

Raya de Plata becomes a major player in the Mexican underworld. The PCs decide to take her down, but they want more insight on how she works. Ancantilado offers to help them by providing his unique perspective... provided they take him along to make the capture.

PAGE 105 — EL DORADO PLOT SEEDS

Here are three plot seeds for El Dorado:

El Dorado journeys into the Amazon to check on one of his rainforest preservation projects... only to run smack into the middle of a gang of super-poachers who are illegally mining and harvesting his land. He barely gets off an SOS to the PCs before he's taken prisoner.

El Dorado has come to suspect that there's a massive conspiracy at the top levels of the Brazilian government — one that has something to do with invaders from outer space, as corny as that sounds. He can only throw his political and financial weight around so much without tipping people off, so he asks the PCs to help him investigate the situation covertly.

An accident at one of his manufacturing plants gives El Dorado immensely powerful energy projection abilities. Now he's in a position to really change the world for the better... but will the power go to his head, making him more menace than savior?

PAGE 108 — MACAHUITL PLOT SEEDS

Here are three plot seeds for Macahuitl:

By some estimates, according to the Mesoamerican calendar this age of the world will end on December 21, 2012. If that's true, perhaps Macahuitl was sent to Earth at this time to help stave

off this disaster... or ease humanity's transition to a new age. No doubt it'll be a big task, and he'll need the PCs' help.

The Tzitzimime return once more! The PCs aren't able to resist their powerful magics very easily — but fighting them is Macahuitl's whole *raison d'être*. They have to recruit him to help them find a way to defeat the star-demons world-wide, instead of in just one place at a time.

Tezcatlipoca (see *Arcane Adversaries*) decides Macahuitl is too much of a threat to his plans for Earth. It shouldn't take too much magical manipulation to make him seem like a deadly supervillain to the PCs....

PAGE 111 — ORCHID PLOT SEEDS

Here are three plot seeds for Orchid:

Orchid's closing in on the dealers who sold her brother the heroin that killed him. What will she do when she confronts him? The PCs may need to intervene to keep her from taking the law into her own hands....

Orchid and a male PC develop a romantic relationship. She discovers that being in love significantly enhances her powers... so she won't particularly want to let go when the PC breaks up with her. Or maybe the extreme sorrow of the breakup "infects" her with negative emotions and turns her evil.

The DEA becomes worried that Orchid's spending too much time in the field and putting herself too much at risk. Unable to spare Jetstream right now, it asks the PCs to "take a vacation" in the Caribbean and keep an eye on her.

TOP FIVE CRIMES FOR SUPERVILLAINS IN CENTRAL AND SOUTH AMERICA

1) Destroying (or threatening to destroy) the Itaipu dam on the Paraná River between Brazil and Paraguay. The largest hydroelectric power plant in the world, Itaipu supplies almost a third of Brazil's power and over 90% of Paraguay's. Destroying it would cause massive black-outs and related chaos, and the Paraná would flood its banks and do enormous damage to the nearby city of Punto Mendez.

2) Robbing the Caracas Botanical Gardens, Caracas, Venezuela. Home to over 100,000 different plants, an arboretum and herbarium, and dozens of rare specimens, this facility is sure to attract unscrupulous collectors, mad scientists, and demented "theme" supercriminals.

3) The Museo Del Oro, Bogota, Colombia. This entire museum, owned by the Bank of the Republic of Colombia, is devoted to golden artifacts, mostly pre-Colombian. Its collection includes over 33,000 individual pieces. It's the perfect target for greedy or gold-obsessed villains.

4) Become a banana-republic dictator. Why should sunglasses-wearing, cigar-smoking generals have all the fun?

5) Destroy (or threatening to destroy) the Panama Canal. The Panama Canal is one of the lifelines of the world economy, and holding it hostage could net a villain a pretty penny... if he can get away with it.

ECLIPSAR
PLOT SEEDS

Eclipsar re-appears... as a pawn of the Undying Lord, Takofanes! For reasons of his own he's promised her that he'll blot out the Sun forever if she slays 454 specific people, most of them superheroes or villains. Will she succeed? If so, will he keep his promise? And why those 454 people?

Houston, we have a problem. NASA satellites have picked up a signal that seems to indicate Eclipsar's teleporting herself toward the Sun so she can at long last destroy her enemy! It's up to the PCs to catch her and stop her in the icy depths of space.

Humanity looks to the skies in horror as Eclipsar suddenly appears, looming over the planet, blotting out the Sun. How'd she get so big... and does she intend to destroy Earth first, or the Sun? The PCs and the rest of Earth's heroes (and not a few villains) assemble to drive her away.

Supervillains Of Central
And South America

ECLIPSAR				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
30	DEX	60	15-	OCV: 10/DCV: 10
50	CON	80	19-	
25	BODY	30	14-	
20	INT	10	13-	PER Roll 13-
25	EGO	30	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
20	PD	12		Total: 40 PD (20 rPD)
20	ED	10		Total: 40 ED (20 rED)
8	SPD	40		Phases: 2, 3, 5, 6, 8, 9, 11, 12
40	REC	44		
200	END	50		
120	STUN	50		Total Characteristics Cost: 501
Movement:		Running: 6"/12"		
		Flight: 10"/20"		
		Teleportation: 30"/480"		
Cost	Powers	END		
187	Darklight Blessing: Multipower, 187-point reserve			
19u	1) Darklight Blessing I: Darkness to Sight Group 15" radius, Personal Immunity (+¼)		19	
15u	2) Darklight Blessing II: Darkness to Sight Group 10" radius, Personal Immunity (+¼), Reduced Endurance (½ END; +¼)		0	
16u	3) Darklight Blessing III: Darkness to Sight Group 6" radius, Personal Immunity (+¼), Megascale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Reduced Endurance (½ END; +¼)		7	
105	Darklight: Multipower, 105-point reserve			
10u	1) Darklight Bolt: Energy Blast 20d6		10	
10u	2) Darklight Destruction: RKA 7d6		10	
10u	3) Darklight Blast I: Energy Blast 10d6, Variable Advantage (+½ Advantages; +1)		10	
10u	4) Darklight Blast II: Energy Blast 7d6, Variable Advantage (+1 Advantages; +2)		10	
10u	5) Bindings Of The Darklight I: Entangle 10d6, 10 DEF		10	
10u	6) Bindings Of The Darklight II: Entangle 9d6, 9 DEF, Stops A Given Sense (Sight Group)		10	
37	Darklight Powers: Elemental Control, 75-point powers			
50	1) Darkshield: Force Field (20 PD/20 ED/10 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½)		0	
29	2) Darkwall: Force Wall (12 PD/12 ED, 5" long and 2" high), Opaque (Sight Group), Does Not Work In Direct Light (-½)		7	
25	3) Darklight Travel I: Teleportation 30", x16 Noncombat, Does Not Work In Direct Light (-½)		7	
45	4) Darklight Travel II: Teleportation 15", Megascale (1" = 100 million km, can scale			

	down to 1" = 1 km; +2½), Does Not Work In Direct Light (-½)	7
30	Shadow Form: Physical and Energy Damage Reduction, Resistant, 25%	0
20	Shadow Psyche: Mental Defense (25 points total)	0
20	Shadow Eyes: Sight Group Flash Defense (20 points)	0
10	Shadow Form: Lack Of Weakness (-10) for Resistant Defenses	0
10	Shadow Form: Power Defense (10 points)	0
62	Body Infused With Darklight: Life Support: Total (including Longevity: Immortality), Inherent (+¼)	0
20	Darklight Travel III: Flight 10"	2
40	Darksight: Spatial Awareness (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Telescopic (+6 PER versus Range Modifier)	0

Skills		
32	+4 with All Combat	
3	High Society 17-	
2	PS: Professor 11-	
3	SS: Anthropology 13-	
3	SS: Archaeology 13-	
3	Stealth 15-	

Total Powers & Skills Cost: 846
Total Cost: 1,329

200+ Disadvantages		
25	Distinctive Features: Aura Of Evil (Not Concealable; Causes Fear)	
20	Enraged: when attacked with Light powers (Common), go 11-, recover 11-	
25	Hunted: UNTIL 11- (Mo Pow, NCI, Capture)	
25	Hunted: VIPER 11- (Mo Pow, NCI, Capture)	
25	Psychological Limitation: Utterly Evil And Determined To Destroy The Sun (Very Common, Total)	
20	Vulnerability: 2 x STUN from Light attacks (Common; see text)	
20	Vulnerability: 2 x BODY from Light attacks (Common; see text)	
10	Vulnerability: 2 x STUN from Solar/Celestial attacks (Uncommon)	
10	Vulnerability: 2 x BODY from Solar/Celestial attacks (Uncommon)	
967	Experience Points	

Total Disadvantage Points: 1,329

Background/History: Although she'd barely begun her career as an archaeologist, Lucia Esquivel had already become renowned for her skill (or, as her rivals put it, luck) at finding never before discovered Inca and Moche sites. Already there was talk of granting her tenure, even though she wasn't yet 30, and she felt her latest Andean find would clinch the deal. She didn't know much about the long-lost Inca city yet, but that would come in time. Years of fieldwork lay ahead of her.

As she brushed away the dirt from the grid she was working in, her hands felt something solid. Working quickly, she uncovered a disk the size of a dinner platter. *Must be an Inti*, she thought, referring to the

Inca god of the sun who was usually represented as a face inside a sun disk. But as she uncovered more of it, she realized she was wrong. This wasn't Inti. For one thing, the disk seemed to be made of obsidian. For another, the face it bore was not the benevolent face of the sun god — it looked malicious, cruel, and above all dark. *It's almost an... anti-Inti*, she thought. Suddenly a darkness flowed up and out of the disk. Before she could even scream, it engulfed her... and she disappeared along with the disk.

That was the last anyone ever saw of Lucia Esquivel. Eleven weeks later during the 2000 summer solstice, the being Eclipsar, a living thing of pure shadow and hatred, appeared in the city of Lima. After blotting out the sun over most of South and Central America, she began killing every human being she could see. Only the timely intervention of La Brigada de Victoria, the Justice Squadron, and a small army of UNTIL agents kept her from turning northern South America into a wasteland. Defeated and weakened, she was captured and placed in a cell in the Guardhouse that was not only technologically and mystically shielded, but filled with bright light every second of the day so she couldn't teleport away.

In early 2004, an escape attempt by Obelisque (page 121) caused a temporary power outage in part of the Guardhouse. In the less than two seconds between the loss of power and the activation of backup generators and batteries, Eclipsar vanished. She has not yet reappeared, but the superheroes of Earth know it's only a matter of time before she wreaks havoc once more....

Personality/Motivation: Lucia Esquivel was a gifted and compassionate woman of learning until the day that an ancient Incan demon, a sort of “opposite” or arch-enemy of the sun god Inti, merged with her. Now, her past life almost entirely forgotten, she's a ravaging force of darkness and destruction. Her overwhelming desire is to destroy the Sun and plunge the world into darkness. She can do this in either of two ways. First, she can somehow attack the Sun directly and snuff it out. Her powers aren't normally strong enough to do this, but they might be at times of solstice, or on other days of great evil mystic significance. Second, she can “starve” the Sun to death by removing its source of mystic sustenance, human life-force. In short, she can slaughter every living human being, and thus destroy the Sun.

Quote: “I will make of the Sun a cinder, and upon the likes of you I will feast.”

Powers/Tactics: Eclipsar is an immensely powerful quasi-mystic being who wields a power known as the Darklight. The ultimate embodiment of shadow, darkness, and evil, the Darklight allows her to blast her enemies, confine them in bindings or spheres of pure force, protect herself, and travel instantaneously across planetary distances. It also infuses her body, making her very difficult to harm or affect in any way.

Eclipsar's power comes with some corresponding weaknesses — to light, solar, and celestial attacks (not including Flashes, just attacks that do STUN and/or BODY). Normally Light attacks are “Uncommon,” but in this case she's so obviously vulnerable to them that they become Common. (Solar and Celestial powers are also an obvious weakness, but aren't frequent

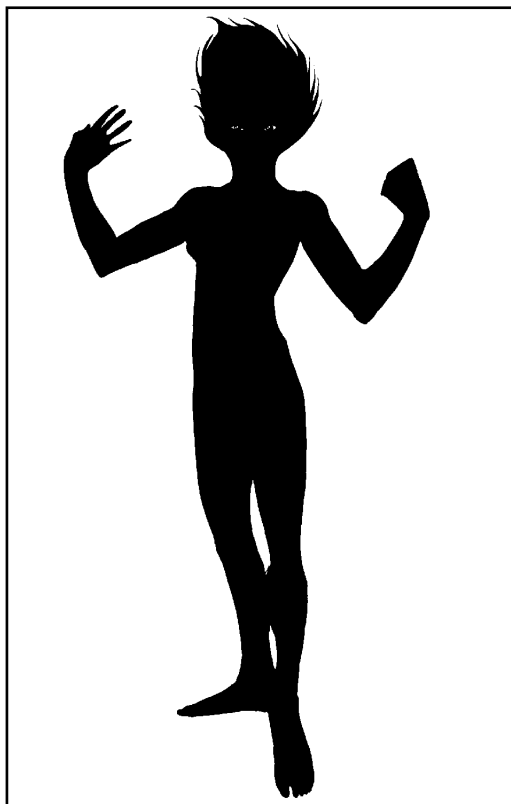
enough to qualify as Common regardless.) Similarly, surrounding her with bright light prevents her from using her Teleportation (she cannot overcome this restriction using her own Darkness powers; she has to get out of the light naturally).

Eclipsar has little in the way of combat tactics; she simply shows up, begins destroying whatever she feels she must destroy, and reacts to attackers in a swift, brutal fashion. She doesn't pull her punches or test her foes' strengths with lesser-powered attacks; she opens the battle with the most powerful or effective attack she can. If confronted by multiple foes, she tries to restrain as many as possible with Entangles or Force Wall bubbles before polishing off the remainder, then returns to the captured heroes to finish the job.

Campaign Use: Eclipsar is a terrifyingly powerful villainess, almost a force of nature more than a person, and should be used as such. If she's not tough enough to take on your entire team of PCs, improve her until she is — increase her Damage Reduction, add attacks (or DCs to her existing attacks), and boost Characteristics until the PCs learn to treat her with the respect and fear she deserves. If she's too powerful for your campaign as-is, start shaving points off Characteristics until she's more reasonable.... but still dangerous.

Eclipsar has yet to show any inclination to Hunt anyone; her rage and evil seem focused on the world and humanity in general rather than specific persons or groups.

Appearance: Eclipsar looks like her former self — a 5'8" tall, slender, attractive woman — made out of pure shadow. Her “body” is so dark that it's usually not possible to see facial features unless she's in profile or light strikes her from the right angle. She radiates malice and evil so strongly that even ordinary people can feel it.



RAYA DE PLATA PLOT SEEDS

The Mexican government believes it's got a line on Raya's current location. It wants to bring her in, but due to corruption in the police can't trust the local authorities not to tip her off. Instead, it asks the PCs to capture her.

After Raya de Plata is captured, the Mexican government asks the PCs to escort her to the Guardhouse. However, Dr. Destroyer has other plans for her, and sends Gigaton and some Black Talons to liberate her during the transfer trip. What does he want with her?

Raya de Plata becomes a vocal spokeswoman for a "Superhumans First!" political movement that begins sweeping the world. She's a good speaker, but not that good. Who's behind the whole thing, and what's his real goal?

RAYA DE PLATA				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
30	DEX	60	15-	OCV: 10/DCV: 10
22	CON	24	13-	
11	BODY	2	11-	
18	INT	8	13-	PER Roll 13-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
12	COM	1	11-	
10	PD	6		Total: 22 PD (12 rPD)
9	ED	5		Total: 25 ED (16 rED)
8	SPD	40		Phases: 2, 3, 5, 6, 8, 9, 11, 12
9	REC	2		
54	END	5		
32	STUN	0		Total Characteristics Cost: 176
Movement: Running: 6"/12" "Flight": 37"/592"/Special				
Cost	Powers	END		
89	<i>Super-Running:</i> Multipower, 111-point reserve; all slots Only In Contact With A Surface; -¼)			
9u	1) <i>Superspeed:</i> Flight 37", x16 Noncombat, Reduced Endurance (½ END; +¼); Only In Contact With A Surface; -¼)	4		
1u	2) <i>Serious Superspeed:</i> Flight 5", MegaScale (1" = 10 km, can be scaled down to 1" = 1 km; +¾); Only In Contact With A Surface; -¼)	2		
61	<i>Speedster Tricks:</i> Multipower, 61-point reserve			
3u	1) <i>Hyperaccelerated Blunt Missiles:</i> Energy Blast 8d6, Autofire (5 shots; +½); OIF (items of opportunity; -½), Range Based On Strength (-¼)	6		
3u	2) <i>Hyperaccelerated Sharp Missiles:</i> RKA 2½d6, Autofire (5 shots; +½); OIF (sharp objects of opportunity; -½), Range Based On Strength (-¼)	6		
2u	3) <i>Grab Everything:</i> Telekinesis (18 STR), Area Of Effect (3" Radius; +1), Selective (+¼); Only To Grab/Disarm (-1), No Range (-½)	5		
2u	4) <i>Big Tie-Up:</i> Entangle 6d6, 6 DEF; OIF (items of opportunity; -½), Extra Time (Extra Phase, -¾), DEF Depends on Materials Used (-½)	6		
4u	5) <i>High-Speed Activity:</i> Change Environment 8" radius, Long-Lasting, Varying Effect (anything she could do at normal speed; +½); No Range (-½)	6		
3u	6) <i>Sonic Boom:</i> Energy Blast 12d6; No Range (-½), Linked (to Superspeed; -½), Doesn't Work In A Vacuum (-¼)	6		
<i>Martial Arts: Speed Fighting</i>				
	Maneuver	OCV	DCV	Notes
5	Flying Dodge	—	+4	Dodge All Attacks, Abort; FMove
4	Martial Escape	+0	+0	35 STR vs. Grabs
5	Passing Strike	+1	+0	4d6 +v/5; FMove

5	Passing Throw	+0	+0	4d6 +v/5; Target Falls; FMove
30	<i>Protective Aura:</i> Force Field (8 PD/12 ED), Protect Carried Items, Reduced Endurance (0 END; +½); Linked (to Superspeed; -½)	0		
8	<i>Armored Costume:</i> Armor (4 PD/4 ED); OIF (-½)	0		
5	<i>Quick Blink Reflexes:</i> Sight Group Flash Defense (5 points)	0		
9	<i>Perceptive:</i> +3 PER with all Sense Groups	0		
12	<i>Megaswift Sight:</i> MegaScale (1" = 10 km; +½) for Normal Sight, Reduced Endurance (0 END; +½); Only With MegaMovement (-½)	0		
9	<i>Quick Processing:</i> Rapid (x1,000) with Normal Sight	0		

Talents

3	Lightning Calculator
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Skills

16	+2 with All Combat
15	+3 DCV
6	+3 with Flight
3	Breakfall 15-
3	Bribery 12-
3	Concealment 13-
3	Contortionist 15-
5	Conversation 13-
10	Defense Maneuver I-IV
3	Disguise 13-
3	AK: Mexico 13-
3	KS: Mexican Organized Crime 13-
1	Language: English (basic conversation; Spanish is Native)
2	Navigation (Land) 13-
7	Persuasion 14-
11	Power: Speedster Tricks 17-
3	Stealth 15-
3	Streetwise 12-

Total Powers & Skills Cost: 372

Total Cost: 548

200+ Disadvantages

25	Hunted: Mexican Federal Police 8- (Mo Pow, NCI, Capture)
15	Hunted: Macahuil 8- (As Pow, Capture)
15	Psychological Limitation: Feels Superior To Normal Humans (Common, Strong)
15	Psychological Limitation: Greedy (Common, Strong)
15	Reputation: infamous Mexican hero-turned-villain, 11- (Extreme)
10	Social Limitation: Public Identity (Jimena Munoz) (Occasionally, Major)
5	Vulnerability: 1½ x STUN from Ice/Cold (Uncommon)
5	Vulnerability: 1½ x BODY from Ice/Cold (Uncommon)
243	Experience Points

Total Disadvantage Points: 548

Background/History: Jimena Munoz was born in a small, poor Mexican village in 1969. Unknown to her, her parents, or anyone else in the village, ACI was using the local dump to hide toxic waste. Jimena often played there, or scavenged for useful bits of junk for her family. One day when she was a teenager she spent too much time in a part of the dump where there was a lot of toxic waste. The next day she got sick and fell into a coma that lasted for nearly a year.

When she awakened, her body had changed. She could now run and move at incredibly fast speeds, and was much stronger and tougher than the biggest, brawniest man in town. After she used her powers to stop some cattle thieves who were preying on the village's herds, the PRI approached her about joining Los Defensores de Méjico.

Jimena agreed, taking the codename *La Raya de Plata* ("Silverray")... but her heart wasn't in it. She liked the fame and attention, but she didn't really want to be a hero; she wanted to get rich. It wasn't long before she was taking bribes from criminals and supervillains to let them go or ignore their activities... and in time she lured several other members of the team into her web of corruption, bribery, and eventually crime.

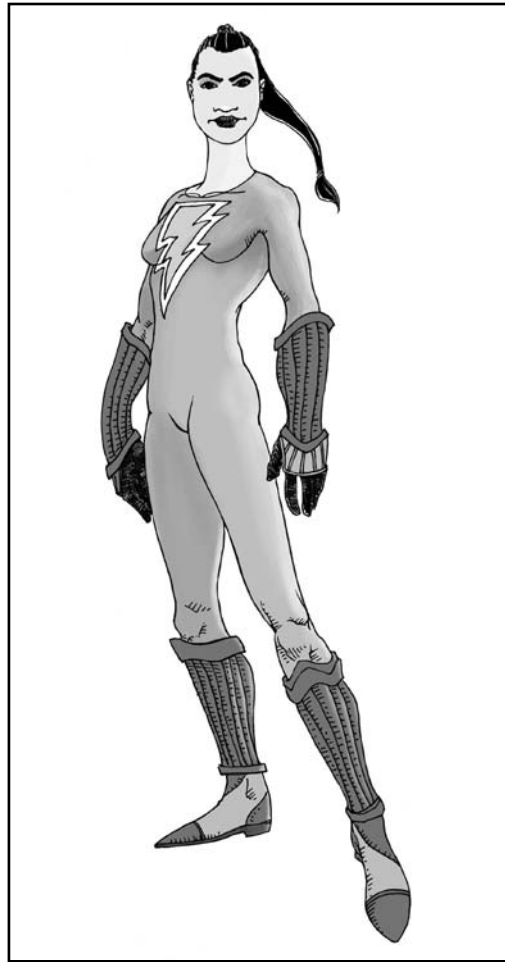
When the Los Defensores scandal broke out, Raya de Plata fled Mexico City. She's been on the run ever since, committing crimes on her own or working for various crimelords as a super-mercenary. She's a lot happier these days... and looks forward to every heist or paycheck.

Personality/Motivation: Growing up in grinding poverty has made Raya de Plata as greedy as can be for wealth and power. She's a two-faced sneak, easily able to ingratiate herself with people to learn about them or take advantage of them, then stabbing them in the back when they're no longer of any use to her. She knows how to argue fine points of morality and stress the "grey areas" so she can convince people to see things her way.

Raya de Plata firmly believes superhumans are superior to normal humans. Supers "deserve" political and financial power to go along with their superpowers. For the time being she's content to seize whatever money and power she can get for herself, but she'd be a ready recruit for a master villain looking to assemble an army to conquer and rule mankind in the name of "superhuman superiority."

Quote: "Of course we should be ruling them. If not us, who? Power is for the taking, my friend."

Powers/Tactics: Raya de Plata is a speedster, able to run at speeds of up to 75,000 miles per hour in the right conditions. She knows how to harness her abilities to attack her foes with miniature sonic booms, hyperaccelerated thrown objects, tying them up in the blink of an eye, or even using the special super-speed fighting maneuvers she's developed. In combat she relies on her speed and agility to attack first and keep attacking so many times that she simply overwhelms her opponent.



Campaign Use: Raya de Plata is one of the types of villains heroes love to hate — the hero gone bad, the dark reflection of themselves who's betrayed or abandoned the ideals they stand for. That makes her a good adversary for nearly any PC or hero team... and she could easily be a part of any scenario involving other former members of Los Defensores.

To make Raya tougher, add slots to her Multi-power (see the "Speedster Powers" sections of *The UNTIL Superpowers Database* and *Database II* for plenty of ideas). The easiest way to weaken her is to reduce her DEX, SPD, and Flight slightly; you could also get rid of her Martial Arts and some of her Combat Skill Levels.

Raya de Plata doesn't Hunt anyone unless there's money in it — in other words, if someone hires her to do so. In that case, she follows her employer's orders.

Appearance: Raya de Plata is a Hispanic woman in her mid-thirties, with a nice, lean figure, long, dark hair kept in a ponytail, and a pleasant face. Her costume is a sleek silver bodysuit with a red and gold lightning-bolt motif on the chest, and red gloves and boots. She no longer wears a mask, though she did in her superheroing days.

**EL SAURIANO
PLOT SEEDS**

The classic El Sauriano plot: el Sauriano finds a way to re-create some dinosaurs, goes through with it, and then unleashes his “pets” on the city. He might have an ulterior motive for doing so (*i.e.*, steal the museum’s fossil collection during the rampage), or maybe he just enjoys watching dinosaurs trample on people.

After a prominent paleontologist denounces El Sauriano’s theories about dinosaurs, the dino-villain kidnaps him and demands that he recant on pain of death. The PCs have to find and rescue the loudmouthed researcher before he gets turned into tyrannosaur feces.

El Sauriano pays Teleios to “unlock” his powers, making him able to assume much more powerful dinosaur forms. Now that he ranks among the most powerful villains on the planet, how will the PCs stop him?

EL SAURIANO				
Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
11	BODY	2	11-	
23	INT	13	14-	PER Roll 14-
18	EGO	16	13-	ECV: 6
14	PRE	4	12-	PRE Attack: 2½d6
14	COM	2	12-	
7	PD	4		Total: 10 PD (3 rPD)
6	ED	2		Total: 9 ED (3 rED)
4	SPD	12		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
27	STUN	0		Total Characteristics Cost: 98
Movement: Running: 6"/12" Swimming: 3"/6"				
Cost	Powers	END		
100	<i>Dinosaur Forms:</i> Multiform (16 forms built on up to 400 points; see text)			0
6	<i>Armored Costume:</i> Armor (3 PD/3 ED); OIF (-½)			0
6	<i>Remarkable Senses:</i> +2 PER with all Sense Groups			0
1	<i>Good Swimmer:</i> Swimming +1" (3" total)			1
Skills				
10	+2 HTH			
4	Animal Handler (Reptiles & Amphibians)	13-		
3	Breakfall	13-		
3	Climbing	13-		
3	Concealment	14-		
3	KS: Famous Fossil Sites	14-		
3	KS: The Academic World	14-		
2	Language: English (fluent conversation; Spanish is Native)			
1	Language: French (basic conversation)			
1	Language: Russian (basic conversation)			
4	Navigation (Air, Land, Marine)	14-		
3	Paramedics	14-		
3	Stealth	13-		
8	Survival (Temperate/Subtropical, Tropical, Desert, Mountain)	14-		
8	TF: Common Motorized Ground Vehicles, Riding Animals, Large Planes, SCUBA, Small Motorized Boats, Small Planes			
3	Scientist			
2	1) SS: Biology	14-		
2	2) SS: Genetics	14-		
2	3) SS: Herpetology	14-		
7	4) SS: Paleontology	19-		
Total Powers & Skills Cost: 188				
Total Cost: 286				

200+ Disadvantages

- 10 Distinctive Features: Mutant (Not Concealable; Always Noticed; Detectable Only By Unusual Senses)
- 25 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Cares Little For Humans Or Human Society; Believes Animals, Especially Dinosaurs, Are More Worthy Than Humans (Common, Strong)
- 10 Psychological Limitation: Desires To Bring Dinosaurs Back From Extinction (Common, Moderate)
- 10 Reputation: Mad Scientist, 8- (Extreme)
- 15 Social Limitation: Public Identity (Manuel Armenta) (Frequently, Major)
- 1 Experience Points

Total Disadvantage Points: 286

Background/History: As a young boy growing up in Buenos Aires in the early 1960s, Manuel Armenta was obsessed with dinosaurs. Something about their size, power, and strangeness intrigued him in ways he couldn’t explain. When his mutant powers emerged during a neighborhood football game, transforming him into a stegosaurus (in the process crushing two other children to death), he figured that must be where his interest came from. Other authorities have speculated that his interest in dinosaurs dictated what he transformed into, and that in theory his shapechanging powers could be much broader.

Once he understood the nature and scope of his dinosaur powers, it was almost inevitable Manuel would slide into insanity. He began thinking of animals, particularly dinosaurs, as being better than “worthless humans.” Driven to find ways to resurrect the dinosaurs, he studied genetics, paleontology, and related subjects, often traveling all over South America in search of fossils and other information about “the once and future rulers of Earth — dinosaurs.”

Manuel’s first attempt to resurrect a dinosaur with cloning went awry, creating a monstrosity that rampaged across Buenos Aires and killed nearly a dozen people before being destroyed by UNTIL. But when the police went to arrest Manuel, he’d already fled, leaving behind a note signed *El Sauriano* (“the Dinosaur Man”) that declared his intention to return Earth to Jurassic times. Since then he’s tried to bring back the dinosaurs on several occasions, sometimes succeeding temporarily, but has suffered defeat at the hands of superheroes each time. As of mid-2005, he remains at large somewhere in South America.

Personality/Motivation: El Sauriano is a lunatic. He thinks dinosaurs, and animals in general, are better than people. He’s obsessed with the idea of bringing the dinosaurs back to life and returning the Earth to their “dominion.” He cares nothing for humans (he doesn’t even think of himself as one), and doesn’t feel the slightest pang of guilt at killing or hurting them. They’re just biological pollution, after all.

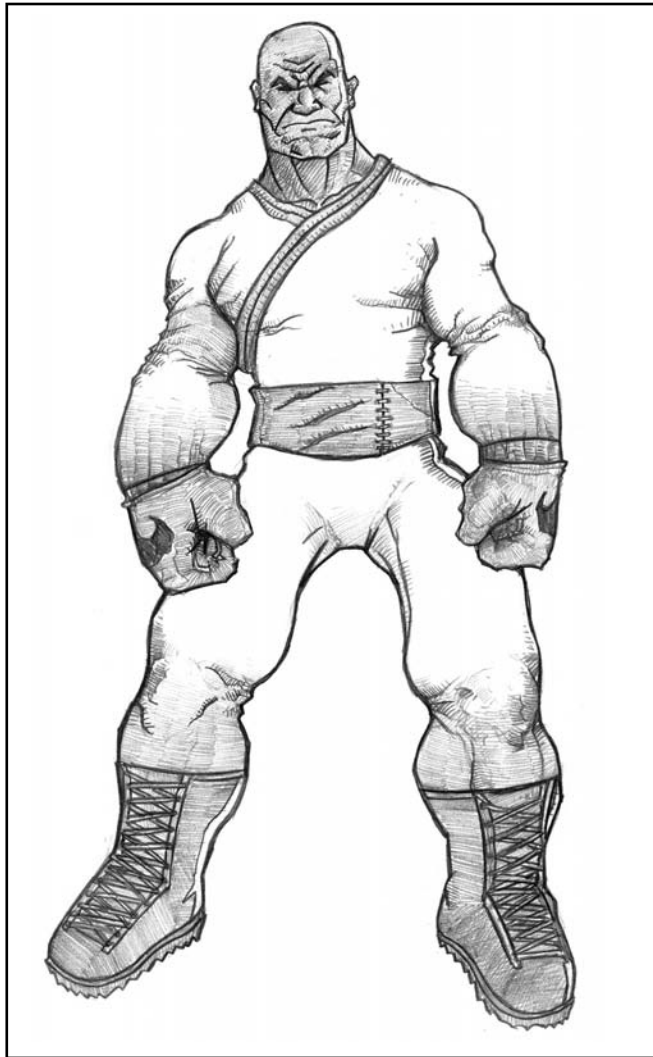
Quote: “At last, the dinosaurs will rule the Earth once more!”

Powers/Tactics: El Sauriano is a mutant with the ability to assume the forms of various dinosaurs, such as tyrannosaurus rex, triceratops, and stegosaurus (see *The HERO System Bestiary*, pages 152-59, for various dinosaurs’ character sheets, but increase their INT to match his, and give them his HTH Levels). He can also take on a half-man, half-dinosaur form built on 400 Character Points, but he doesn’t like the “feel” of that shape and only adopts it when he really needs its power and strength.

El Sauriano’s pride and hatred for those who’d interfere with his sacred quest usually drive him fight for at least a few seconds in the mightiest of his arsenal of dinosaur forms — typically a tyrannosaurus or triceratops. But if he doesn’t quickly rout or kill his enemies, he’s likely to shift to a swift-moving dinosaur shape and try to escape. He can’t complete his project from behind bars, after all.

Campaign Use: El Sauriano is sort of a third-tier master villain... or maybe fourth. He rarely works with other villains, but lacks the power to oppose the PCs on his own for long. His schemes always revolve around re-creating the dinosaurs, stealing famous fossils, kidnapping prominent paleontologists who disagree with his theories of dinosaur evolution, and the like.

To make El Sauriano tougher, expand the number of dinosaur forms he can assume, and the number of points they’re built on — make them “super-dinos,” stronger, faster, and tougher than real dinosaurs. You could also remove his reluctance to spend time in “were-dinosaur” form, so that he’s usually in half-saurian shape and thus more prepared to fight the PCs (you could even make his half-saurian form significantly more powerful than 400 points). To weaken him, reduce his number of dinosaur forms and get rid of the half-saurian one.



El Sauriano doesn’t Hunt anyone unless he feels that person has some long-term benefit to his project. For example, he might pursue a reptilian superhuman whose DNA he believes has “throw-backs” to dinosaur DNA.

Appearance: El Sauriano wears a long-sleeved, long-legged garment that’s orange at the top and gradually darkens to brown at the cuffs of the sleeves and pant legs, plus a black belt and brown gloves with the image of a dinosaur claw sewn into the back of the glove and along the top of the fingers. His boots are also brown, but lack any sort of decoration. He’s completely bald.

EL TIBURON PLOT SEEDS

Who was really behind the experiment that turned El Tiburon into a man-shark — VIPER, ARGENT, Teleios, someone else? And what plans do they have for him?

Apparently El Tiburon wasn't the scientist's only creation. A powerful team of animal-man villains calling itself *Las Bestias* ("The Beasts") begins committing crimes throughout Mexico. The PCs need to catch El Tiburon to analyze his DNA, figure out how these villains were created, and devised a weapon to stop them (or perhaps even reverse their transformations).

El Tiburon takes a cruise ship hostage in the Gulf of Mexico. This seems unusually daring, bold, and intelligent for him — could someone be putting him up to it, and if so, why? More importantly, how can the PCs get out to the ship without being detected and save the hostages?

EL TIBURON

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
18	PRE	8	13-	PRE Attack: 3½d6
6	COM	-2	10-	
20	PD	12		Total: 20 PD (12 rPD)
17	ED	12		Total: 17 ED (12 rED)
5	SPD	20		Phases: 3, 5, 8, 10, 12
13	REC	0		
46	END	0		
55	STUN	8		Total Characteristics Cost: 154

Movement: Running: 6"/12"
Swimming: 18"/72"

Cost	Powers	END
40	<i>Nasty Bite:</i> HKA 2½d6 (5d6+1 with STR)	4
5	<i>Terror Of The Deep:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1)	0
18	<i>Rough Skin:</i> HKA ½d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)	0
20	<i>Speak With Sharks:</i> Telepathy 6d6 (Animal class of minds); Limited Class Of Minds (Sharks, Skates, and Rays; -½)	3
12	<i>Tough Skin:</i> Damage Resistance (12 PD/12 ED)	0
15	<i>Physically Tough:</i> Physical Damage Reduction, Resistant, 25%	0
8	<i>Big:</i> Knockback Resistance -4"	0
21	<i>Good Swimmer:</i> Swimming +16" (18" total) (x4 Noncombat)	2
8	<i>Amphibious Adaptation:</i> Life Support (Expanded Breathing: breathe underwater; Safe Environments: High Pressure, Intense Cold)	0
4	<i>Amazing Nose:</i> +4 PER with Normal Smell	0
5	<i>Amazing Nose:</i> Tracking with Normal Smell	0
10	<i>Amazing Nose:</i> Targeting with Normal Smell	0
5	<i>Electric Field Sensors:</i> Detect Electrical Fields 11- (no Sense Group), Increased Arc Of Perception (240 Degrees)	0
2	<i>Wide-Spaced Eyes:</i> Increased Arc Of Perception (240 Degrees) with Normal Sight	0
Skills		
10	+2 HTH	
3	Concealment 11-	
2	CK: Tampico 11-	
2	AK: The Gulf of Mexico 11-	
1	Language: English (basic conversation; Spanish is Native)	
3	Stealth 13-	
2	Survival (Marine) 11-	

Total Powers & Skills Cost: 196

Total Cost: 350

200+ Disadvantages

- 35 Enraged: Berserk when he tastes blood (Common), go 11-, recover 8-
- 25 Enraged: Berserk when confronted with fire or loud noises (Common), go 11-, recover 14-
- 20 Hunted: Mexican Federal Police 8- (Mo Pow, NCI, Capture)
- 20 Hunted: UNTIL 8- (Mo Pow, NCI, Capture)
- 15 Psychological Limitation: Bloodthirsty (Common, Strong)
- 10 Psychological Limitation: Prefers To Take Orders (Common, Moderate)
- 25 Experience Points

Total Disadvantage Points: 350

Background/History: In 1997, Faustino Rodriguez was just another thug, a little fish drifting through the Mexican underworld, working as a hired gun for whoever'd pay him. He had big dreams, but he wasn't smart, tough, industrious, or determined enough to make them come true. When a scientist who claimed to be working for a "top-secret government superhuman-soldier research project" approached him about participating in an experiment, he decided this was his ticket to the "big time" and signed up.

If Rodriguez had been smarter, he'd've known that what the scientist described was too good to be true. When he showed up to the testing facility, he was bashed over the head. He awoke to find himself strapped to a table and prepped for surgery. Over the next several weeks, the scientist and his assistants performed an elaborate series of procedures that spliced shark DNA to Rodriguez's own.

It worked... sort of. The splicing mutated Rodriguez, turning him into a man-shark hybrid of great strength and terrifying ferocity. But it worked too well. The holding tank the scientist built for the supervillain he christened *El Tiburon* ("The Shark") was too flimsy. El Tiburon broke out, slaughtered the scientist and all of his assistance, and fled to the ocean. Since then he's been a villain-for-hire, living on the margins of the Superhuman World and taking any jobs he could find. He doesn't get much work, since everyone knows how uncontrollable he is, but on the bright side he's never been caught by the police.

Personality/Motivation: El Tiburon sees himself as a monstrosity, a thing no longer bound by the laws or morals of man. Ultimately, he lives by his basest urges — survive, kill, eat — though his human intellect is sufficiently in charge for him to make contacts and get (and even keep) jobs as muscle or security. The truth is, for someone with a reputation as dangerously uncontrollable he follows orders well; he knows he's not smart and is better off doing what someone who is smart tells him (an attitude that's nearly gotten him captured on several occasions as his employer left him holding the bag). But he's only able to control his inner predator for so long before the blood rage inside him rises up and he feels the implacable urge to hunt and kill.



El Tiburon's animal instincts sometimes hold him back in combat. If confronted with fire, loud noises, or other things that typically scare animals, he may hesitate, Holding his Action until he can figure out what's going on. On the other hand, he may just go Berserk.

Quote: "Pretty little morsel. I'm getting hungry...."

Powers/Tactics: El Tiburon is an amphibious third-rate brick... but one with a nasty bite. His teeth can take a huge chunk out of even well-protected superheroes, so his opening move in combat is always to close to HTH Combat range (preferably with a Move By/Through). He attacks in a fast, vicious, aggressive manner, taking advantage of the fear his hideous

appearance usually generates. He can fight tactically when he tries, but most battle plans don't survive the first drop of blood being shed....

Campaign Use: El Tiburon is a useful hench-brick, especially for aquatic-based master criminals (such as Stingray, Steel Shark, or other evil Atlanteans). If you want to add some depth to him, present him as an object of pity, a man who's gotten in over his head and maybe could be cured.

To make El Tiburon tougher, increase his STR and defenses until he's of average power for bricks in your campaign, or give him some Combat Skill Levels or Martial Arts. To weaken him, reduce the DCs in his Nasty Bite.

El Tiburon doesn't Hunt characters; he lacks the discipline and drive to pursue someone that long.

Appearance: El Tiburon is half man and half shark, standing about 6'9" and

weighing over three hundred pounds. His scaly skin is silvery-grey and the oils on the surface of the scales often reflect the entire spectrum, much like abalone shell. The toes on his flipper-like feet are webbed, while his hands are shaped like a normal human's. His hairless head is smooth and angled much like a shark and his mouth holds dozens of razor-sharp serrated teeth arranged in rows. His eyes are a deep, pupilless black. Around his limbs he wears tight-fitting gold bracers and anklets. He wears a single-strap (over his left shoulder) black spandex singlet that covers his groin and lower abdomen. The back of his costume is open, exposing his dorsal fin.

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