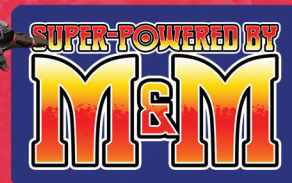


VICIOUS VILLAINS III

SCOUNDRELS OF SCIENCE



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SCOUNDRELS OF SCIENCE



Disclaimer: This book is a work of fiction!

As depressing as this may be to some people (myself included) we simply do not live in a world with super-science. I know. It's a shame. This book is not real.
Sorry.

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SPECIAL THANKS TO:

Saylor, who reminds me every day how wonderful it is to tell stories.

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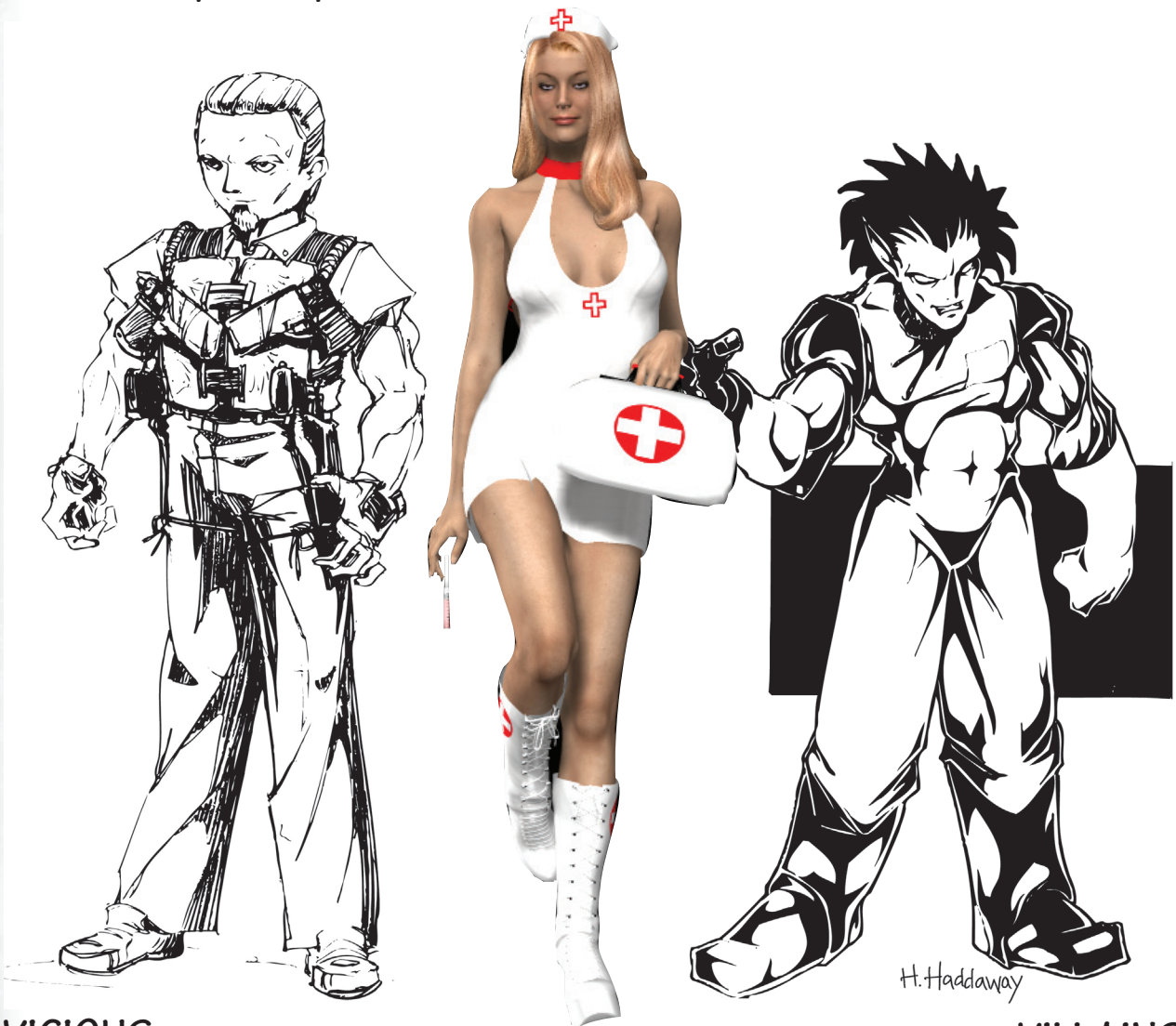
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Continuing the product line we started with **VICIOUS VILLAINS: THE BADDEST OF THE BAD** (available at <http://rpg.drivethrustuff.com/product/104898/>) and **Vicious Villains II: Mystical Monsters** (also available through DriveThruRPG at <http://rpg.drivethrustuff.com/product/107885>) we have decided to put together another collection of bad guys and girls for use in your M&M campaign!

In this book you will find ten villains, ranging from PL6 to PL 15, each with powers and skills drawn from the realm of science! From the boisterous mad scientist with a remote island laboratory to the gritty serial killer who uses the art of medicine as a weapon, all manner of scientific scoundrels can be found in the following pages.

We hope you enjoy this .pdf! Please check out our other gaming materials, films and comics at <http://www.aegisstudios.com>

Thank you for picking up **VICIOUS VILLAINS III!**



VICIOUS

VILLAINS

ACIONNA

Born and raised in an underwater kingdom, Acionna is a vigorous protector of the seas. The youngest of five siblings, Acionna has seen two of her older brothers and countless members of the aquatic species she loves so much die at the hands of surface-dwelling humans. When her brothers went topside to try to stop a band of whalers, they were harpooned and their bodies were taken by human fishermen. Upon learning of her brothers' fate, Acionna swore bloody vengeance on the humans responsible. Heading to the surface, Acionna found that tracking the killers was a greater



ACIONNA (PP TOTAL: 210)							
Gender	F	Height	5'9	Identity		Public	
Age	22	Weight	165 lbs.	Base of Operations		The Seven Seas	
PL	14	Eyes	Green	Group Affiliation		Atlantis	
Abilities (132 PP)							
STR	12	AGI	8	FIG	8	AWE	10
STA	8	DEX	8	INT	4	PRE	8
Offense (0 PP)							
Melee		12		Initiative		16	
Defense (0 PP)							
Toughness (STA)			8		Dodge (AGL)		8
Fortitude (STA)			8		Parry (FGT)		8
Will (AWE)				10			
Skills (25 PP)							
Athletics							4 (16)
Deception							8 (16)
Intimidation							8 (16)
Perception							6 (16)
Sleight of Hand							6 (14)
Stealth							6 (14)
Technology							4 (10)
Vehicles							6 (14)
Advantages (14 PP)							
Close Combat x4, Equipment, Fearless, Improved Initiative x2, Minion(s) x6							
Powers & Devices (53 PP)							
Communication							2
Comprehend (Animals)							2
Immunity (Cold, High-Pressure Environments, Water Breathing)							3
Regeneration (Persistent)							10
Senses (Darkvision)							2
Swimming							18
Complications (-14 PP)							
Communication is Limited: Only Aquatic Life and Limited: Requires Water as a medium, Comprehend is Limited to aquatic life. Regeneration is Limited: Works only when immersed in water, Motivation: Vengeance on land dwellers. Power Loss: Lack of contact with seawater for over 24 hours.							
Equipment, Vehicles & Headquarters							
Trident (Damage 3, Piercing, Critical 18-20)							

challenge than she had anticipated. Attacking and interrogating dockworkers at the marina where the fishermen docked, Acionna drew the attention of a crime boss that ran smuggling thorough the dock. The crime boss met with Acionna, offering his aid in finding her brothers' killers. Not realizing, or caring, who she was dealing with, Acionna took the crime boss's aid and tracked the fishermen down, killing them. Now, Acionna works with the crime boss, who she thinks of as a friend. She also attacks anyone she finds hunting aquatic life or polluting her ocean home.

THE COLLECTOR (PP TOTAL: 135)							
Gender	F	Height	5'6	Identity	Public		
Age	26	Weight	130 lbs.	Base of Operations	Family Estate		
PL	9	Eyes	Brown	Group Affiliation	None		
Abilities (64 PP)							
STR	4	AGI	4	FIG	4	AWE	4
STA	4	DEX	4	INT	4	PRE	4
Offense (0 PP)							
Unarmed	6			Initiative	12		
Pistol	6			Bow	6		
Defense (9 PP)							
Toughness (STA)	4			Dodge (AGL)	4		
Fortitude (STA)	4			Parry (FGT)	4		
Will (AWE)				13			
Skills (21 PP)							
Acrobatics						2 (6)	
Athletics						2 (6)	
Close Combat (Unarmed)						2 (6)	
Deception						2 (6)	
Expertise (Art)						2 (6)	
Expertise (History)						2 (6)	
Expertise (Magic)						2 (6)	
Expertise (Science)						2 (6)	
Expertise (Theology)						2 (6)	
Insight						2 (6)	
Intimidation						2 (6)	
Perception						2 (6)	
Persuasion						2 (6)	
Ranged Combat (Pistol)						2 (6)	
Ranged Combat (Longbow)						2 (6)	
Sleight of Hand						2 (6)	
Stealth						2 (6)	
Technology						2 (6)	
Treatment						2 (6)	
Vehicles						2 (6)	
Advantages (40 PP)							
Artificer, Assessment, Benefit x8 (Ambidextrous, Diplomatic Immunity, Status (Aristocrat), Wealth: Multi-Billionaire), Contacts, Connected, Diehard, Eidetic Memory, Equipment x 10, Improved Initiative x2, Inventor, Minion(s) x10, Quick Draw, Ritualist, Seize Initiative, Well Informed							
Complications (0 PP)							
Motivation: Thrillseeker Responsibilities: Callista is the head of a multinational corporation and a member of the aristocracy. If verifiable proof of criminal activity were to link to her it would be...bad for her reputation.							
Equipment, Vehicles & Headquarters							
Palatial Estate (Size 5, Toughness +8, Communications, Computer, Dock, Fire Prevention System, Garage, Grounds, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Personnel, Workshop, Power System, Security System), Various Vehicles, Weapons and Equipment not to exceed 28 pts. worth of Equipment in a single piece.							

THE COLLECTOR

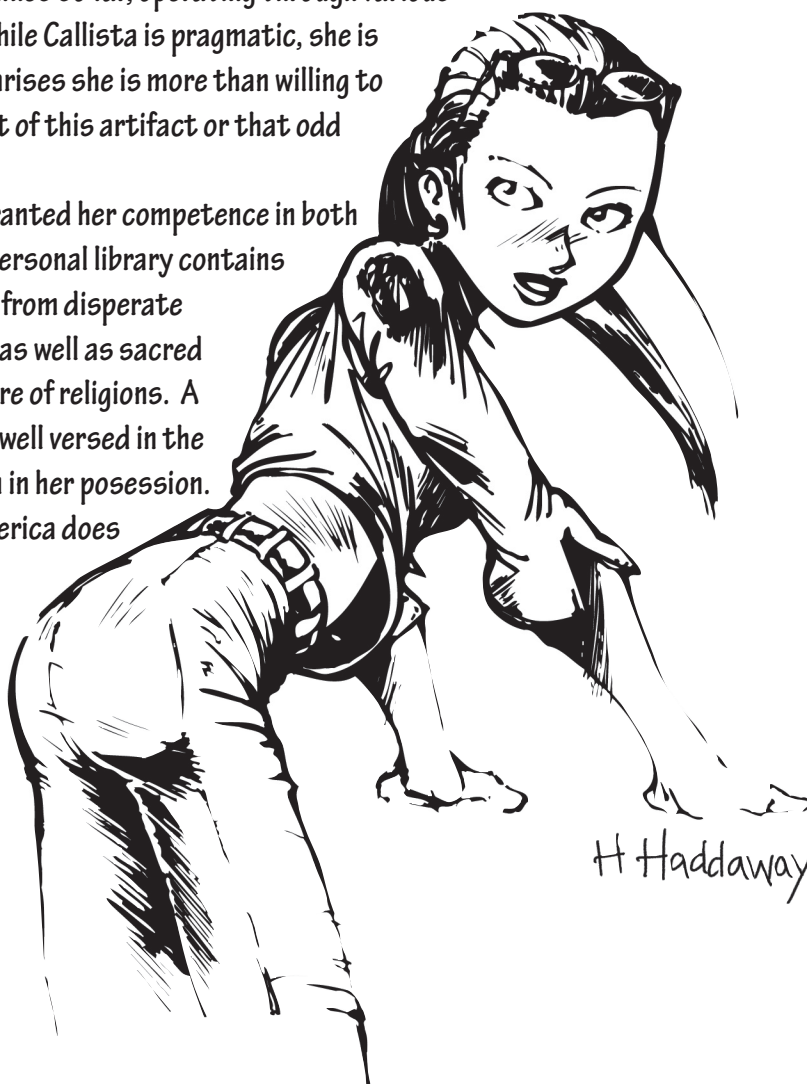
Callista Croft is a wealthy British heiress. Highly educated in the fields of archaeology, anthropology, history and theology Callista has dedicated her adult life to trotting the globe in search of occult relics, ancient ruins and bygone civilizations. Callista's love of history borders on obsession. She has spent hundreds of millions of dollars on archaeological digs, expeditions and research. Universities on four continents enjoy her patronage and generous donations from her corporation have saved more than one academic program from financial collapse. In the eyes of the academic community Callista is practically a saint.

Of course, that's exactly how she wants to be perceived.

Callista is obsessive, tyrannical, reckless and self-involved. She does have a true passion for her fields of study, but she sorely lacks the ethics of most scientists. Callista is not above theft, extortion or even murder to get her hands on that which she desires, and while she has donated several curios and artifacts to various museums, anything of actual value or import is housed within her personal collection at the Croft estate.

Callista's interests have put her at odds with law enforcement, superheroes and supervillains as well as the local citizens of a dozen countries. Diabolical in her subtlety, she has managed to avoid direct attention from her would-be enemies so far, operating through various proxies and fall guys. However, while Callista is pragmatic, she is certainly no coward. If the need arises she is more than willing to get her hands dirty in the pursuit of this artifact or that odd manuscript.

Callista's studies have granted her competence in both scientific and mystic arts. Her personal library contains designs for dozens of inventions from disparate civilizations throughout history as well as sacred empowered Artifacts from a score of religions. A consummate scholar, Callista is well versed in the operations and lore of every item in her possession. Access to this stockpile of esoterica does very little to dissuade her from pursuing any new leads on additional treasures. Her tireless pursuit of these goals has earned her countless deadly enemies. All too often these enemies find out the hard way that the Collector can be equally dangerous.



THE GHASTLY GLIDER

Frank Sanders was a simple dockworker. With no family to speak of, he was able to get by okay on the union wages he made and he never had any particularly grand ambitions. When he was first approached by the union head about doing a little side job for a local crime family, he wasn't interested. Money was nice, but he didn't need it badly enough to risk jail.

All that changed when he met Erin MacDowell.

Erin came from old money. She was the quintessential uptown girl and Frank fell for her, hard and fast. He took work collecting on debts and started to save up the kind of cash that a girl like Erin would

notice. Everything was going smoothly until a collection went south. Frank got shot and wound up paralyzed from the waist down.

Hearing of his plight, the crime boss called in a gambling debt from the Professor. The Professor built Frank the Ghastly Glider suit, enabling him to walk again. In exchange, Frank continues to work for the crime family and will not hesitate to come running to the Professor's aid if called upon.

THE GHASTLY GLIDER (PP TOTAL: 90)							
Gender	M	Height	5'8		Identity		Secret
Age	25	Weight	160 Lbs.		Base of Operations		The Crow's Nest
PL	6	Eyes	Blue		Group Affiliation		None
Abilities (32 PP)							
STR	2	AGI	2	FIG	2	AWE	2
STA	2	DEX	2	INT	2	PRE	2
Offense (0 PP)							
Unarmed		4		Initiative		6	
Defense (4 PP)							
Toughness (STA)		2 (8)		Dodge (AGL)		4	
Fortitude (STA)		2		Parry (FGT)		4	
Will (AWE)				2			
Skills (19 PP)							
Acrobatics							2 (4)
Athletics							2 (4)
Close Combat (unarmed)							2 (4)
Close Combat (Blades)							2 (4)
Deception							2 (4)
Intimidation							2 (4)
Perception							4 (6)
Persuasion							2 (4)
Sleight of Hand							6 (8)
Stealth							6 (8)
Technology							2 (4)
Vehicles							4 (6)
Advantages (3 PP)							
Equipment x2 (Headquarters), Improved Initiative							
Powers & Devices (40 PP)							
Ghastly Glider Suit (Communication: Radio (Area, Selective))							3
-Damage (Adds to Str)							6
-Flight (Gliding)							6
-Leaping							4
-Protection							6
Complications (-8 PP)							
Motivation: Greed. Frank wants to be able to walk, no matter the cost.							
Disability: Paraplegic. Without the use of the Ghastly Glider suit, Frank is unable to walk. Ghastly Glider suit is Removable 1.							
Equipment, Vehicles & Headquarters							
The Crow's Nest (Size +4, Toughness 8, Fire Prevention System, Hangar, Living Quarters, Secret (hidden within an office building), Security System)							





ICARUS

A frustrated inventor with a penchant for steampunk and a badly damaged moral compass, Dr. Virginia Stone was once the laughingstock of the scientific community. Her bizarre experiments seemed to evoke bad science fiction television at best and reckless endangerment of humans and animals at worst. After being censured from more than one scientific institution, Dr. Stone decided to dedicate her considerable talents to the improvement of herself rather than the improvement of mankind. Building a winged flight suit, Dr. Stone took the

name Icarus, after the mythic figure whose wings were melted off from flying too close to the sun. Because she was unable to find legitimate work anywhere in the scientific community, Icarus began using her suit to commit crimes in order to keep a steady stream of research money coming in. In recent months Icarus has made quite a splash within the capes and tights community. She has managed to escape the clutches of several established heroes and has hijacked heists from at least three other supervillains. Icarus is making several enemies and soon there may come a reckoning for her erratic, self-interested behavior. While there is generally no honor among thieves, her actions have deeply offended many powerful players on both sides of the law. It is only a matter of time before someone catches up with her. If she is very lucky it will be superhero. As she could discover the hard way, the villain community is not so gentle.

VICIOUS

ICARUS (PP TOTAL: 180)							
Gender	F	Height	5'7"	Identity		Secret	
Age	31	Weight	155 Lbs.	Base of Operations		Mobile	
PL	12	Eyes	Blue	Group Affiliation		None	
Abilities (68 PP)							
STR	2	AGI	6	FIG	6	AWE	3
STA	2	DEX	6	INT	3	PRE	6
Offense (0 PP)							
Unarmed		6		Initiative		10	
Bludgeon		10		Crossbow		14	
Defense (3 PP)							
Toughness (STA)		2		Dodge (AGL)		6	
Fortitude (STA)		2		Parry (FGT)		6	
Will (AWE)				9			
Skills (36 PP)							
Acrobatics						8 (14)	
Athletics						8 (10)	
Close Combat (Bludgeon)						4 (10)	
Expertise (Science)						10 (13)	
Perception						6 (9)	
Ranged Combat (Crossbow)						8 (14)	
Technology						16 (19)	
Vehicles						12 (18)	
Advantages (37 PP)							
Accurate Attack, Agile Feint, All-Out Attack, Benefit (Wealth) x4, Defensive Attack, Defensive Roll x5, Diehard, Equipment x2, Evasion x2, Fast Grab, Favored Environment (Air), Fearless, Grabbing Finesse, Improved Aim, Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Hold, Improved Smash, Improvised Tools, Inventor, Move-By Action, Power Attack, Quick Draw, Uncanny Dodge, Weapon Bind, Weapon Break							
Powers & Devices (40 PP)							
Icarus Flight Suit (Flight)						10	
-Protection (Impervious)						10	
Complications (-4 PP)							
Flight Suit is Removable 1, Obsession: Advancing and perfecting technology. Temper: Icarus will lash out irrationally at the slightest provocation.							
Equipment, Vehicles & Headquarters							
Crossbow (Ranged Damage 3, Critical 19-20), Warhammer (Damage 3, Bludgeoning Critical 20)							

VILLAINS

MACHINA

Tammy Jones was a beautiful, talented girl with a bright future. She was the valedictorian of her class, head of the cheerleading squad, and was set up to receive a free ride at an ivy league college. Everything was perfect until tragedy struck.

Coming home from a graduation party, Tammy, her boyfriend and a car full of friends were caught in the crossfire between a local superhero and an assassin working for the Professor. Tammy was horribly disfigured and rendered comatose. Her friends were killed.

Unbeknownst to her and her family, Tammy's father was a white collar criminal in the Professor's employ. When he saw what had happened to his daughter, he became enraged. Going to the Professor's laboratory, Tammy's father demanded that the Professor fix her.

The Professor agreed to help. While he felt no particular guilt about indirectly causing Tammy's condition (after all, it was a random occurrence that he did not plan for) the Professor was excited at the opportunity to test out some designs he had been working on for cybernetic enhancement. Taking custody of what was left of Tammy, the Professor went to work, constructing the cyborg monstrosity known as Machina.

There is very little left of the person Tammy was within Machina. Aside from the occasional fleeting memory, viewed with logical detachment, Machina has no connection to or concern for her former life. To pay for the immense costs involved in her development, Machina acts as an assassin for hire, passing her wages on to the Professor.

VICIOUS

MACHINA (PP TOTAL: 195)

Gender	F	Height	6'2	Identity	Public
Age	23	Weight	525 lbs.	Base of Operations	Mobile
PL	13	Eyes	Blue	Group Affiliation	None
Abilities (96 PP)					
STR	4	AGI	13	FIG	7
STA	7	DEX	7	INT	4
Offense (0 PP)					
Unarmed	7		Initiative		25
Blaster	13		Thrown		13
Defense (18 PP)					
Toughness (STA)		7		Dodge (AGL)	
Fortitude (STA)		13		Parry (FGT)	
Will (AWE)			13		
Skills (28 PP)					
Expertise (Science)					10 (14)
Intimidation					15 (14)
Perception					10 (17)
Stealth					10 (23)
Technology					10 (14)
Advantages (22 PP)					
Diehard, Eidetic Memory, Equipment x4, Fearless, Great Endurance, Improved Aim, Improved Initiative x3, Instant Up, Inventor, Jack-of-all-Trades, Quick Draw, Ranged Attack x 6					
Powers & Devices (39 PP)					
Comprehend (Machines, Technological)					2
Communication (Machines, Rapid, Technological)					4
Protection (Impervious, Technological)					6
Regeneration (Persistent, Technological)					5
Complications (-8 PP)					
Communication is Limited: Machines linked to wireless network and Limited: requires medium: Wireless signal), Quirk: Sociopath. Machina does not understand or comprehend the value of human life. Vulnerable to magnetic attacks (Suffers a -2 to resist any attack with the Magnetic descriptor)					
Equipment, Vehicles & Headquarters					
Blaster Rifle (with scope) Ranged Damage 8, Critical 16-20					



VILLAINS

THE MENTALIST (PP TOTAL: 150)							
Gender	M	Height	4'4"	Identity		Publicly known	
Age	45	Weight	165 lbs.	Base of Operations		Mobile	
PL	10	Eyes	Brown	Group Affiliation		None	
Abilities (54 PP)							
STR	0	AGI	4	FIG	1	AWE	6
STA	2	DEX	4	INT	4	PRE	6
Offense (0 PP)							
Unarmed	1			Initiative	4		
Defense (12 PP)							
Toughness (STA)		2		Dodge (AGL)		7	
Fortitude (STA)		2		Parry (FGT)		6	
Will (AWE)				10			
Skills (8 PP)							
Deception						5 (11)	
Insight						4 (10)	
Stealth						6 (10)	
Vehicles						1 (5)	
Advantages (6 PP)							
Assessment, Evasion x2, Hide in Plain Sight, Move-By Action, Seize Initiative							
Powers & Devices (70 PP)							
Variable (Mental powers only)						10	
Complications (0 PP)							
Motivation: Power Lust, Quirk: Megalomania. Any time the Mentalist incapacitates a hero he must spend one round monologuing about his superior intellect. This is often enough time for the hero to recover and find a way to rejoin the fight.							
Equipment, Vehicles & Headquarters							
None.							




THE MENTALIST

Percy Collins was born different. The child of a mad scientist and his research associate, Percy was experimented on while in utero. The experiments gave Percy incredible psychic abilities, but caused him to be deformed. His mutated brain was three times the size of a normal human's causing him to have a massive head. To avoid the inevitable ridicule of his peers, Percy's parents raised him in solitude, training him to assist in their power mad schemes.

As a second generation supervillain, Percy has developed some odd mental quirks. His villainous schemes are centered around the acquisition of power and wealth, though he lacks any actual cohesive goal for what to do with that power and wealth. As the Mentalist, Percy perpetuates a cycle of villainy simply because it is what he knows.

NIGHTINGALE (PP TOTAL: 105)							
Gender	F	Height	5'6"	Identity		Secret	
Age	30	Weight	115 lbs.	Base of Operations		Mobile	
PL	7	Eyes	Blue	Group Affiliation		None	
Abilities (32 PP)							
STR	2	AGI	2	FIG	2	AWE	2
STA	2	DEX	2	INT	2	PRE	2
Offense (0 PP)							
Scalpel	11			Initiative	2		
Defense (25 PP)							
Toughness (STA)		7		Dodge (AGL)		7	
Fortitude (STA)		7		Parry (FGT)		7	
Will (AWE)				7			
Skills (41 PP)							
Acrobatics						3 (2)	
Athletics						2 (4)	
Close Combat (Scalpel)						9 (11)	
Deception						10 (12)	
Expertise (Medicine)						6 (8)	
Insight						6 (8)	
Investigation						8 (10)	
Perception						8 (10)	
Persuasion						6 (8)	
Sleight of Hand						8 (10)	
Stealth						8 (10)	
Treatment						8 (10)	
Advantages (7 PP)							
Attractive x2, Assessment, Benefit (Alternate Identity), Diehard, Equipment, Power Attack							
Complications (0 PP)							
Addiction: Killing, Quirk: Sociopath. Nightingale is a serial killer with no conscience.							
Equipment, Vehicles & Headquarters							
Scalpel (Damage 1, Slashing, Critical 16-20)							



NIGHTINGALE

The serial killer known as Nightingale has wandered the United States for the past several years, claiming dozens of victims of all walks of life. Nightingale's mode of operations is particularly sinister. Posing as a healthcare professional, she selects her victims from patients who have enjoyed miraculous recoveries from terminal illness or extreme injury. This stems from Nightingale's disturbingly clinical view of human life. If someone survives a medical condition despite all indication that they should not make it, Nightingale feels that they have violated the very laws of science and therefore it is her duty to rectify nature's oversight.

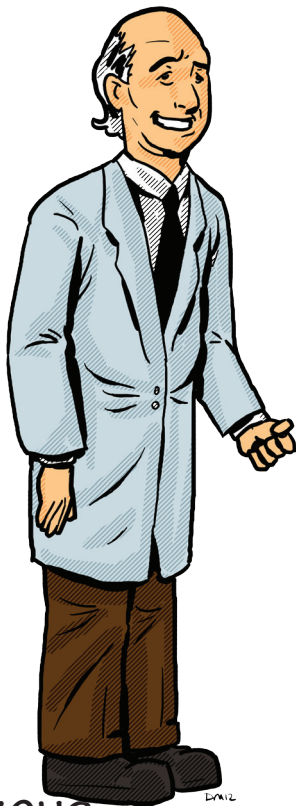
Like most sociopaths, Nightingale is an incredibly adept actress, able to feign concern and emotional connection with others. This is all a carefully constructed ruse to deflect suspicion from her murderous activities. When Nightingale comes to a new city she establishes a false identity and takes a job in the medical profession, often in a critical care unit or in a clinic that specializes in dealing with terminal disease. She then claims as many victims as she can before suspicion is aroused at which point she moves on to the next city.

VICIOUS



VILLAINS

THE PROFESSOR (PP TOTAL: 165)							
Gender	M	Height	5'6"	Identity		Secret	
Age		Weight	145 lbs.	Base of Operations			
PL	11	Eyes		Group Affiliation			
Abilities (56 PP)							
STR	0	AGI	3	FIG	1	AWE	5
STA	3	DEX	2	INT	9	PRE	5
Offense (0 PP)							
Unarmed	1			Initiative	3		
Defense (12 PP)							
Toughness (STA)		3		Dodge (AGL)		6	
Fortitude (STA)		7		Parry (FGT)		2	
Will (AWE)				9			
Skills (5 PP)							
Expertise (Science)						4 (13)	
Insight						3 (8)	
Investigation						1 (10)	
Technology						2 (11)	
Advantages (19 PP)							
Eidetic Memory, Equipment x6, Improvised Tools, Inventor, Minion(s) x8 Skill Mastery (Expertise: Science),							
Jack-of-all-Trades							
Powers & Devices (73 PP)							
Transform (3200 Lbs, Continuous, Reversible)						12	
Complications (0 PP)							
Motivation: Seeking thrills, Identity: Secret							
Equipment, Vehicles & Headquarters							
Eureka Island (Size + 6, Toughness +4, Combat Simulator, Communications, Computer System, Concealed x5,							
Defense System, Dock, Effect: Force Field, Fire Prevention System, Garage, Grounds, Hangar, Holding Cells,							
Infirmary, Isolated, Laboratory, Security System, Workshop)							



THE PROFESSOR

The supervillain known as the Professor is an incredibly prolific and disturbing mad scientist with an extensive web of influence that stretches throughout the supervillain community. His skill with advanced technology is impressive, but his true advantage lies in his mutant ability to control the structure of any matter at a molecular level. This ability has made the Professor a formidable foe and helped him finance his elaborate operation (after all, money is no object to a man who can create diamonds at will).

Several villains come to the Professor for all their technological needs, which means that several villains have a vested interest in keeping the Professor's operation running. Should he need it, the Professor has a vast network of allies he can call upon to come to his aid. The Professor is wise enough to utilize this resource sparingly.

QUIZOTH UTU (PP TOTAL: 232)							
Gender	M	Height	7'	Identity		Unknown to the public	
Age	35	Weight	400 lbs.	Base of Operations		Spaceship	
PL	15	Eyes	Red	Group Affiliation		None	
Abilities (96 PP)							
STR	6	AGI	6	FIG	6	AWE	6
STA	6	DEX	6	INT	6	PRE	6
Offense (0 PP)							
Unarmed		8		Initiative		6	
Blaster		10		Thrown		8	
Defense (30 PP)							
Toughness (STA)		12		Dodge (AGL)		12	
Fortitude (STA)		12		Parry (FGT)		12	
Will (AWE)				12			
Skills (34 PP)							
Acrobatics						2 (8)	
Athletics						2 (8)	
Close Combat (Unarmed)						2 (8)	
Close Combat (Blades)						2 (8)	
Expertise (Medicine)						4 (10)	
Expertise (Science)						6 (12)	
Intimidation						6 (12)	
Investigation						4 (10)	
Perception						4 (10)	
Ranged Combat (Energy Weapons)						4 (10)	
Ranged Combat (thrown)						2 (8)	
Stealth						6 (12)	
Technology						10 (16)	
Treatment						4 (10)	
Vehicles						10 (16)	
Advantages (26 PP)							
Equipment x26							
Powers & Devices (51 PP)							
Communicator (Communication Radio, Visual, Area, Selective, Subtle x2)						3	
-Comprehend (All Languages written/spoken)						4	
Blaster (Blast)						10	
Complications (-5 PP)							
Communicator and Blaster are Removable 2 Motivation: Nihilism.							
Equipment, Vehicles & Headquarters							
Spaceship (Strength 20, Toughness 15, Defense 12, Blast 10, Communication (Radio, Extra type: Visual, Area, Selective Subtle) 5, Concealment 2 (All Visual) (8pt), Flight 10 (20 pt), Immunity 10 (all environmental conditions) (10 pt), Space Travel 3 (6pt)							

QUIZOTH UTU

Quizoth Utu is an extra-terrestrial criminal who has taken a great interest in Earth. Exiled from his home planet for crimes of genocide, Utu took to the stars seeking new worlds to inflict his particular brand of misery upon. His motivations are relatively simple: Utu is miserable and sees the cosmos as a failed experiment that needs to be brought to its ultimate conclusion as soon as possible.

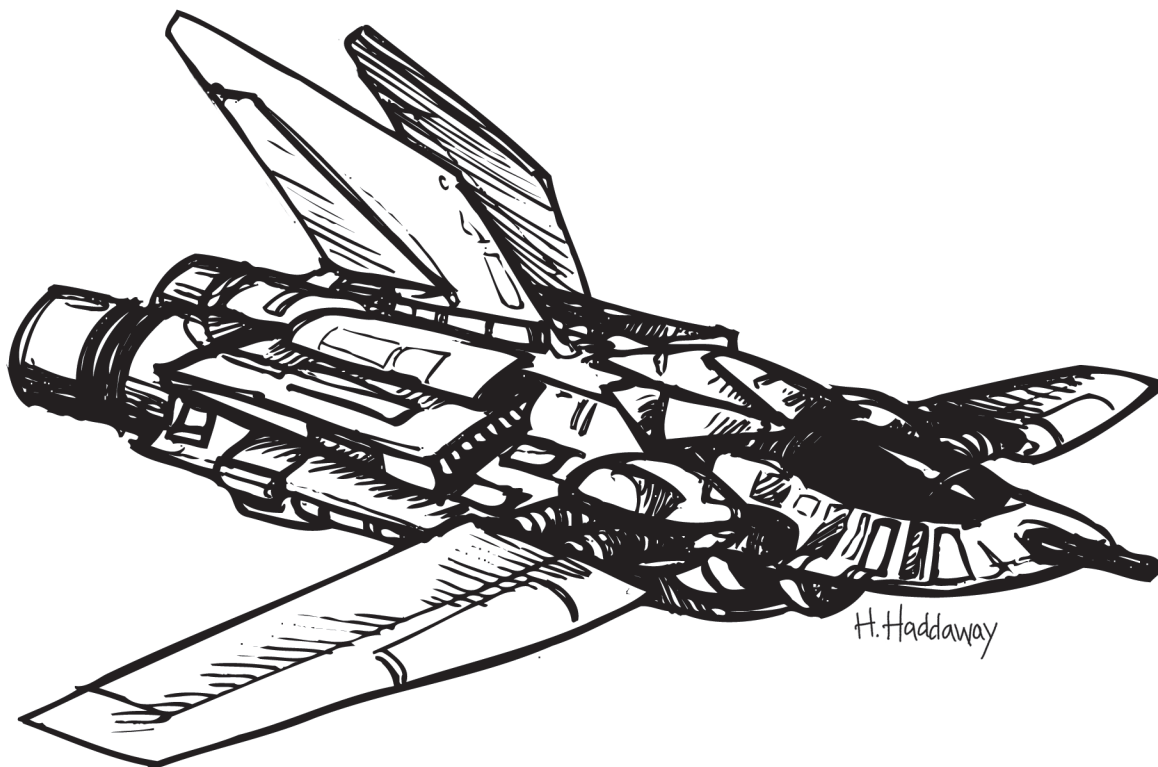
Though nihilistic in the extreme, Utu is not stupid. He is well aware that Earth presents a particularly difficult challenge due to the presence and high concentration of superheroes. This is part of the reason that Utu has targeted Earth as his latest conquest. He feels that if he can eliminate the

superpowered beings that call Earth home, taking down the rest of the galaxy will be that much easier.

Utu is subtle while gaining intelligence and planning and brutal while executing his schemes. He is skilled in taking the measure of his opponents and will do his best to avoid conflicts that he is unlikely to win.

Utu has no respect for any life but his own. He is perfectly content to use human civilians as shields, targets or simple sport. His love of killing is tempered only by his strategic skill. He will not mindlessly slaughter people if his actions will cause an unnecessary risk of defeat.

While not afraid of conflict, Utu is not shy about employing a tactical retreat if a confrontation is not going his way. By his reasoning, as long as there is life to be snuffed out he has work to do. He knows that his goals would be much harder to meet from inside a cage.



SHOTZ (PP TOTAL: 120)							
Gender	M	Height	6'1"	Identity		Secret	
Age	35	Weight	225 lbs.	Base of Operations		Mobile	
PL	8	Eyes	Brown	Group Affiliation		None	
Abilities (68 PP)							
STR	4	AGI	4	FIG	8	AWE	4
STA	4	DEX	4	INT	2	PRE	4
Offense (0 PP)							
Unarmed	8			Initiative	16		
Pistol	13			Ranged	8		
Defense (14 PP)							
Toughness (STA)		4		Dodge (AGL)		10	
Fortitude (STA)		6		Parry (FGT)		10	
Will (AWE)				8			
Skills (13 PP)							
Acrobatics						4 (8)	
Athletics						4 (8)	
Deception						2 (6)	
Intimidation						4 (8)	
Ranged Combat (Pistol)						5 (9)	
Sleight of Hand						3 (7)	
Stealth						3 (7)	
Vehicles						1 (5)	
Advantages (25 PP)							
Accurate Attack, All-out Attack, Diehard, Improved Aim, Improved Initiative x3, Move-By Action, Quick Draw, Ranged Attack x4, Second Chance, Equipment x5, Skill Mastery (Ranged Combat: Pistol)							
Powers & Devices (6 PP)							
Unlimited Armory (Teleport (Extended Range, Limited: Only weapons)						3	
Complications (1 PP)							
Motivation: Seeking Thrills. Quirk: Calling Card, Greed, Unlimited Armory is Removable 1							
Equipment, Vehicles & Headquarters							
Shotz can have access to ANY weapon with an equipment cost of 25 points or less by virtue of the Unlimited Armory. He may only access 25 Equipment points worth of weaponry at any given time.							

SHOTZ

Shotz is a soldier of fortune and an assassin. Trained by the U.S. military, Shotz is incredibly accurate with a pistol and well versed in the art of killing. While working black ops in Eastern Europe, Shotz made connections among the international mercenary community. Once his enlistment ended, Shotz began utilizing those contacts to find work as a hired gun.

Taking a particularly challenging assassination on behalf of the Professor, Shotz was compensated with his gadget, the Unlimited Armory, which allows him to teleport weapons to himself from a secret location. This allows him to have immediate access to virtually any weapon, making him a one-man arsenal.

Shotz was the assassin responsible for the car accident that ultimately created Machina. Machina is unaware of this fact. Shotz knows though and is incredibly uncomfortable when in Machina's presence.



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