

SILVER AGE
SENTINELS
THE SUPERHERO ROLE-PLAYING GAME
CHAMPIONS
SUPERPOWERED ROLEPLAYING

M&M
SUPERLINK

\$22.95
JAN 2004

OMNILEVEL

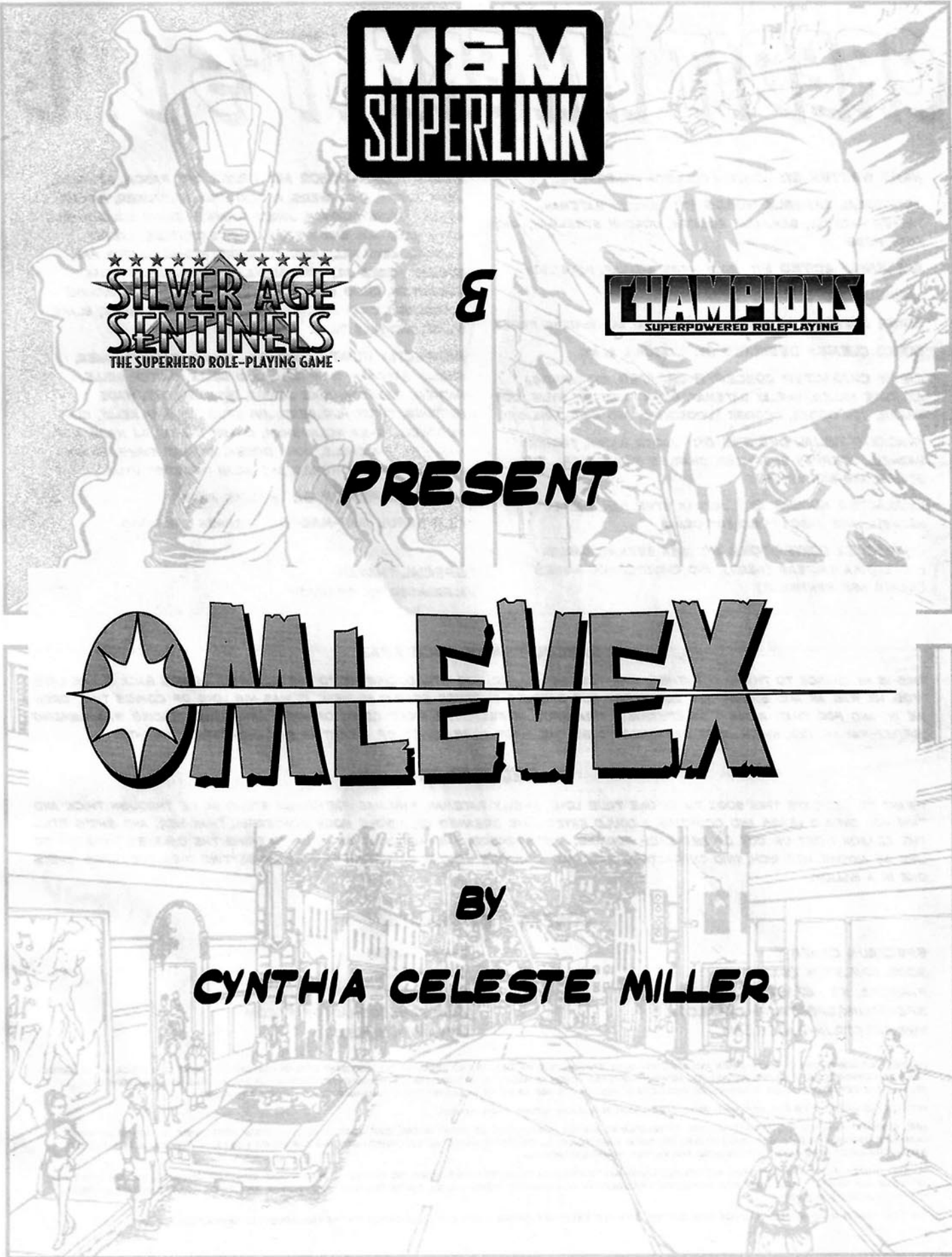
#1



A DYNAMIC
SILVER AGE

SETTING FOR

M&M SUPERLINK, HERO, AND SILVER AGE SENTINELS!



**M&M
SUPERLINK**

★★★★★
**SILVER AGE
SENTINELS**
THE SUPERHERO ROLE-PLAYING GAME

&

CHAMPIONS
SUPERPOWERED ROLEPLAYING

PRESENT

OMLEVEK

BY

CYNTHIA CELESTE MILLER

CREDIT WHERE IT'S DUE

WRITELY WRITTEN BY: CYNTHIA CELESTE MILLER

ADDITIONAL AFFABLE WORDS BY: SHELLY BATEMAN, TREVER HARWELL, BENJAMIN ROGERS, JORDAN STEELMAN, AND EDDY WEBB

ENDLESSLY EDITED BY: EDDY WEBB AND J.P. MEYERSON

LOVINGLY LAID OUT BY: JEFF STEPHENS

COVER CLEVERLY DRAWN BY: BONG DAZO AND EUGENE PEREZ

COVER CLEARLY DESIGNED BY: JASON L BLAIR

CRAZY CHARACTER CONCEPTS CREATED BY: CYNTHIA CELESTE MILLER, SHELLY BATEMAN, BRIAN "MORTIS" WYLIE, JON MILLER, JON OGDEN, GEORGE TODOROVSKI, AND KIRT DANKMYER

VNACIOUS VISUAL DESIGNS BY: JARED BROWN, TREVER HARWELL, STEPHEN SHEPHERD, CHARLES SILBERNAGEL, TIM STILES, AND BEN WISOSOS

CHARACTER EDITING BY: JORDAN STEELMAN, TREVER HARWELL, AND JASON "VALDIER" ORMAN

CHARACTER CONVERSIONS BY: BEN SEEMAN, DARREN WATTS, TINA WALTERS (HERO), AND CHRISTOPHER HAYNES (SILVER AGE SENTINELS)

INDOMITABLE INTERIOR ART DRAWN BY: PASCAL AGUNAOU, JEFF AUSTIN, DICK AYERS, ROBERT THOMAS BAUMER, RAINIER BEREDO, JUNE BRIGMAN, JARED BROWN, V SHANE COLCLOUGH, BONG DAZO, ROL ENRIQUEZ, SAMUEL GALENTREE, TREVER HARWELL, KEVIN HILL, JOEL KLAMPERT, MICHAEL JASON PAZ, EUGENE PEREZ JR., TONY PERNA, ROY RICHARDSON, JOSEF RUBINSTEIN, CRAIG SHEPARD, STEPHEN SHEPHERD, GEORGE TODOROVSKI, CHAD SOLOMON, TIM STILES, HERB TRIMPE, BLAKE WILKIE, AND MIKE ZECK

PERFECTLY PLAYTESTED BY: RYAN "REAPER" BAKER, SHELLY BATEMAN, ANDY BELL, LORI BELLE, SKITCH BELLE, MICHAEL COOKSON, MIKE DENNIS, BRIAN ELLIOTT, WADE HARTUNG, TERRY HURLBERT, JIM KELLY, SHAWNA KELLY, CLAY MCDOWELL, SHEA MCLAUGHLIN, CHASE MILLER, BJ NASH, ROB NASH, SEAN NICHOLS, JOHN OGDEN, GILBERT SMITH, SHAWN WAGGONER, GREG WERTS, AND BRIAN "MORTIS" WYLIE

LOGO WHIPPED UP BY: EUGENE PEREZ

MASTERFUL MAP-MAKING: STEPHEN SHEPHERD

SPECIAL THANKS

ALEXANDER P.Y. FITZHUGH

SPECIAL THANKS ONCE AGAIN

THIS IS MY CHANCE TO THANK MY FATHER, MIKE "GEESE" MILLER, FOR INTRODUCING ME TO THE WORLD OF COMICS BACK IN THE LATE '70S. HE WAS AN AVID SPIDER-MAN COLLECTOR BUT DABBLED IN OTHER SERIES AS WELL. IT WAS HIS LOVE OF COMICS THAT DREW ME IN, AND FOR THAT ALONE I AM ETERNALLY GRATEFUL. IN FACT, THE FIRST COMIC OF HIS I REMEMBER READING WAS AMAZING SPIDER-MAN NO. 129, WHICH JUST HAPPENED TO BE THE FIRST APPEARANCE OF A CERTAIN SKULL-CHESTED VIGILANTE.

DEDICATION

I WANT TO DEDICATE THIS BOOK TO MY ONE TRUE LOVE, SHELLY BATEMAN, WHO HAS FAITHFULLY STOOD BY ME THROUGH THICK AND THIN FOR OVER 11 YEARS AND COUNTING. I COULD NEVER HAVE DREAMED OF ANYONE MORE WONDERFUL THAN HER, AND SHE'S STILL THE REASON I GET UP OUT OF BED EACH MORNING. FURTHERMORE, SHE HAS DONE AS MUCH TO BRING THE OMILEX UNIVERSE TO LIFE AS ANYONE. HER RICH, VIVID CHARACTERS HAVE HAD A STRONG HAND IN SCULPTING THIS CRAZY SETTING OVER THE YEARS. SHE'S ONE IN A MILLION.

CONTACT INFORMATION

SPECTRUM GAMES
3005 APPLETON (#122)
PARSONS, KS 67357
SPECTRUM@SPECTRUM-GAMES.COM
WWW.SPECTRUM-GAMES.COM

Z-MAN GAMES
6 ALAN DRIVE
MAHOPAC, NY 10541
ZMANGAMES@SHADOWFIST.COM
WWW.ZMANGAMES.COM

OMILEX COPYRIGHT 2004 BY Z-MAN GAMES AND SPECTRUM GAME STUDIOS. THIS MATERIAL IS PROTECTED BY THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN CONSENT OF Z-MAN GAMES AND SPECTRUM GAME STUDIOS. THE REFERENCE TO ANY COMPANIES OR PRODUCTS IN THIS BOOK IS NOT MEANT TO CHALLENGE THE TRADEMARKS OR COPYRIGHTS CONCERNED.

MUTANTS AND MASTERMINDS RPG, COPYRIGHT 2002, GREEN RONIN PUBLISHING: AUTHOR STEVE KENSON.

HERO SYSTEM™ IS DOJ, INC.'S TRADEMARK FOR ITS ROLEPLAYING SYSTEM. HERO SYSTEM COPYRIGHT © 1984, 1989, 2002 BY DOJ, INC. D/B/A/ HERO GAMES. ALL RIGHTS RESERVED. CHAMPIONS COPYRIGHT © 1984, 1989, 2002 BY DOJ, INC. D/B/A/ HERO GAMES. ALL RIGHTS RESERVED. ALL DOJ TRADEMARKS AND COPYRIGHTS USED WITH PERMISSION. FOR FURTHER INFORMATION ABOUT HERO GAMES AND THE HERO SYSTEM, VISIT WWW.HEROGAMES.COM

TRI-STAT SYSTEM, SILVER AGE SENTINELS, AND RELATED LOGOS ARE TRADEMARKS OF GUARDIANS OF ORDER, INC. TRI-STAT SYSTEM © 2004 GUARDIANS OF ORDER, INC. THE SILVER AGE SENTINELS AND TRI-STAT LOGOS USED WITH EXPRESSED PERMISSION OF GUARDIANS OF ORDER, INC. ALL RIGHTS RESERVED. FOR FURTHER INFORMATION ABOUT GUARDIANS OF ORDER, VISIT WWW.GUARDIANSOORDER.COM

THE TEXT HEREIN IS DESIGNATED AS OPEN GAME CONTENT, WITH THE EXCEPTION OF THE NAMES AND BACKGROUNDS OF THE PRE-GENERATED CHARACTERS.

TABLE OF CONTENTS

Chapter One: Introduction	4
Foreword by Carl Murphy	4
Welcome to Omlevex	5
Quick History of the Silver Age	5
Defining the Silver Age	5
Omlevex Comics	6
The Omlevex Universe in a Nutshell	7
What's Inside	7

Chapter Two: History of the Omlevex Universe	9
The History of Superhumans and Metazon	9
The Early Years	9
A Century of Change	11
The Early Twentieth Century	13
Recent Years	15

Chapter Three: Metazon	17
The Metazon Islands	17
The Government	19
The Cities	19
Corrington	19
Bay City	20
Tracus	21
Seaboard	22
Middleton	23
Valhalla	24
The Den	25

Chapter Four: Drake Einstein	28
Premise	28
About the Book	28
Supporting Cast	29
Highlights	30
About the Creators	31
Heroes and Villains	31
Other Heroes and Villains	42

Chapter Five: American Gargoyle	44
Premise	44
About the Book	44
Supporting Cast	45
Highlights	45
About the Creators	47
Heroes and Villains	47
Other Heroes and Villains	60

Chapter Six: Cliffhanger	62
Premise	62
About the Book	62
Supporting Cast	62
Highlights	63
About the Creators	64
Heroes and Villains	65
Other Heroes and Villains	77

Chapter Seven: Lacie Delmont	79
Premise	79
About the Book	79
Supporting Cast	80
Highlights	81
About the Creators	81
Heroes and Villains	82
Other Heroes and Villains	96

Chapter Eight: Freedom's Trio	98
Premise	98
About the Book	98
Supporting Cast	99
Highlights	99
About the Creators	100
Heroes and Villains	100
Other Heroes and Villains	117

Chapter Nine: Player's Guide to the Silver Age	118
Creating a Hero	118
Heroes in the Silver Age	118
Concept	119
Name	119
Costume	119
Game Stats	119
Omlevex	119
Playing a Hero	120
Actions Speak Louder than Words	120
But Words Can Be Pretty Loud Too	121
Create a Relationship Sheet	121

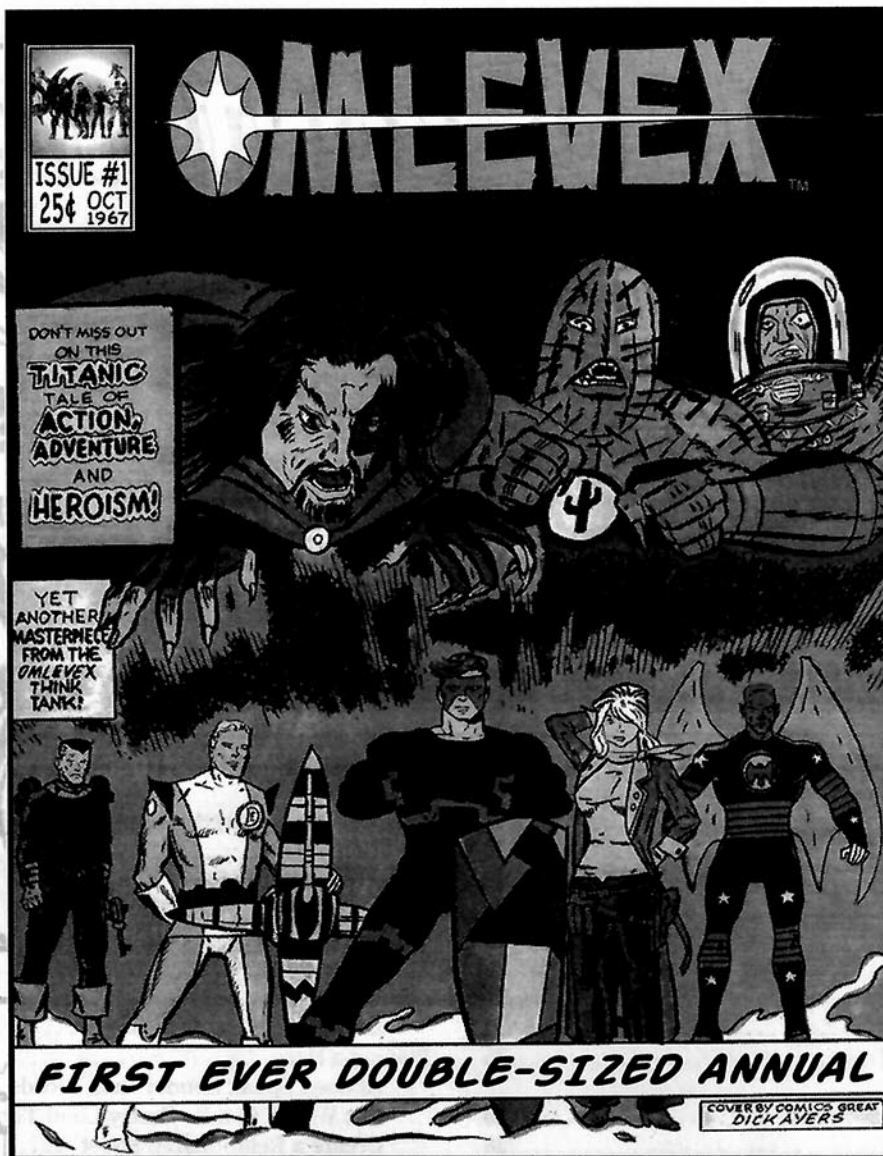
Chapter Ten: Game Master's Guide to the Silver Age	123
Aspects of the Silver Age	123
The Red Scare	123
A Touch of Optimism... But Not Too Much	123
Simple and Fun Stories	124
Anything Can Happen	124
Super-Science	124
Outrageous Villains	124
The Comics Code Authority	125

Appendix One: Source Material	127
--------------------------------------	------------

Appendix Two: Designer's Notes	128
---------------------------------------	------------

Appendix Three: Champions/Hero Conversions	129
---	------------

Appendix Four: Silver Age Sentinels Conversions	138
--	------------



From Omlevex Annual #1 (Oct. 1967)

CHAPTER ONE:

INTRODUCTION

FOREWORD BY CARL MURPHY

When these nutty kids approached me about publishing a game based on the comicbooks my company has been publishing for more than 40 years, I thought for sure they were completely off their rockers! How could they possibly pull off the task of covering so much material in just one small volume? When I asked them that very question, I was given another startle. They only wanted the book to deal with the earliest years of the setting's existence. I mean, these bright-eyed and bushy-tailed youngsters (well, youngsters compared to me) weren't even born when the first Omlevex comicbooks were gracing the magazine

racks at the local drugstore! What did they know about our early tales of action and excitement?

Quite a lot, as it turned out!

They have a passion for the Silver Age Omlevex comicbooks, and they have done their homework. Heck, they know more about the old issues than I do, and I was the one publishing them! Did you know that in *Drake Einstein* issue No. 6, it was stated that Drake landed his first movie role in a flick called *The Call to Arms*, yet in issue No. 47, we erroneously mentioned that Drake's first movie was *The Hero of Earth*? I sure as Pete didn't realize that! But these fine folks did, and that kind of attention to detail is why I gave them permission to publish this magnificent tome!

I've never played a roleplaying game before, but if I ever decide to, I know what book I'll be using! So face forward, Firm Believers, and jump right into the Omlevex Universe. My comrades and I may have invented it, but with this product, it has become your own sandbox to play in. Just make sure to tell American Gargoyle and his pals "hi" for me!

Carl Murphy - Founder/Owner
Omlevex Comics Group

WELCOME TO OMLEVEX

Welcome to the Omlevex Universe, a complete Silver Age setting for use with three of the most popular superhero roleplaying games on the market today—*M&M*, *Champions* for the Hero System, and *Silver Age Sentinels*. Within these pages, you will discover an exciting new universe, complete with dozens upon dozens of characters, information about the world itself, and tips on playing and Game Mastering games set in the 1960s.

Even if you aren't interested in a new setting, *Omlevex* can still be useful. You can mine it for ideas, and the characters presented herein can easily be swiped for your own campaign world - even if your campaign is set in the modern age. Think of this product as a toolkit: you can dig into it and pull out whatever appeals to you.

COMICBOOKS VS. COMIC BOOKS

YOU'RE PROBABLY GOING TO THINK OUR EDITOR WAS ASLEEP AT THE WHEEL WHEN YOU SEE THAT I SPELL "COMIC BOOK" AS ONE WORD RATHER THAN TWO. REST ASSURED, DEAR READER, THAT THIS WAS NO MISTAKE. I SUBSCRIBE TO STAN LEE'S BELIEF THAT SEPARATING "COMIC" FROM "BOOK" IMPLIES THAT THE BOOK IN QUESTION IS A HUMOROUS ONE - LITERALLY A COMIC BOOK, AS IN FUNNY. PLACING THE WORDS TOGETHER GIVES IT A NEW MEANING: IT BECOMES ITS OWN WORD RATHER THAN BEING AN ADJECTIVE AND A NOUN.

QUICK HISTORY OF THE SILVER AGE

Ask any comicbook historian when the Silver Age began and you'll get an answer. Unfortunately, it probably won't be the same answer the next historian will give you. The most common belief, however, is that the Silver Age was ushered in by *Showcase #4* from DC Comics in October of 1956. This particular issue featured a newly revamped version of Flash, one of the company's popular heroes of the 1940s. This put superhero comics back on the map, following a steep decline in sales. But let's step back in time a few years and examine what led up to the decline.

An influential man named Dr. Frederick Wertham began his crusade against the art form late in the 1940s, which came to a head with the publication of his book *Seduction of the Innocent* in 1954. This book single-handedly undermined everything that comicbooks had accomplished, and it caused a vicious public backlash against the industry. As a result of Wertham's ranting, the Senate ordered that a standard code be enacted for all comics, which restricted anything they deemed immoral or damaging to the

youth of America. In response to this ruling, the various comic companies banded together to self-regulate their product. The Comic Magazine Association of America was born. A code was developed to which all members would adhere. A tiny "Approved by the Comics Code Authority" logo was placed on the covers of the books themselves. This lack of freedom drove many comic publishers out of business.

With the rebirth of the Flash, however, things began looking up. Superheroes, which had been mostly absent since World War II ended, were finally back in business, and many more of DC's stalwart costumed crusaders began to resurface. The next big development in comics came along in 1961, with the first issue of Marvel Comics' *Fantastic Four*. It offered readers a fresh take on the superhero formula. The characters had their own distinct personalities, not to mention flaws. Suddenly, comic book heroes were like real people, which was a surprising twist in that era.

Comicbooks rode this newfound wave of popularity for years, with new titles being added all the time. While not as immensely popular as they were in the 1940s, they were once again doing big business. New writers and artists melded together with the old hands to bring the medium to new heights.

By the time the '60s began drawing to a close, so did the Silver Age of comics. The ideas just weren't as fresh as they were before, and sales became sluggish. All good things must come to an end, and this particular era was no exception. Of course, more great things would eventually emerge, but that's a story for another time.

DEFINING THE SILVER AGE

The Silver Age of comics was an era of transition. Comicbooks prior to the Silver Age were very simple, though in a charming way. They featured the exploits of bold and daring superheroes who stepped up to the plate to battle Nazis, common criminals, mad scientists, rampaging monsters, and supervillains. That was pretty much all there was to it: the heroes were infallible, with no character flaws to speak of, while the villains were evil for the sake of being evil. Everything was cut and dried.

Then, the Silver Age came along and began to shake up the four-colored status quo. Suddenly, the heroes seemed more like real people. They bickered, had money problems, dealt with physical handicaps, faced love triangles, and coped with self-doubt. These characters were easy to relate to because they were exactly like us! Well, except for that whole superpower thing, but even the superpowers seemed less important than the trials and tribulations of the heroes' daily lives. This isn't to say that the action was any less dynamic than it was in the Golden Age. Far from it. In fact, the action was enhanced because of it! These

were characters - *people* - that readers could care about. This made it infinitely more exciting when Mr. Incredible was about to be finished off by Dr. Madman, because the readers had a personal attachment to the hero. The protagonist had become so much more than merely a spiffy costume and a collection of powers. He had become something more akin to a friend.



From *Freedom's Trio* #6 (Dec. 1966)

This new development in comics opened up a vast range of possibilities for telling interesting stories, not to mention introducing fresh new characters, including villains. Yes, this radical approach even applied to the bad guys. Where villains were once simply evil, they now came equipped with motivations — reasons (albeit twisted reasons) why they acted the way they did. In many cases, the villains sold readers on the book as quickly as the heroes did.

You may be wondering how this is any different than modern-day comicbooks. To be sure, today's comics display multifaceted characters, believable villains and intricate plots. So, how were the Silver Age comics any different? They had not yet lost their sense of wonder and innocence. Despite all the changes the Silver Age brought about, the heroes remained good guys and the villains weren't ambiguous. The comics were still good vs. evil. They just had more depth during the Silver Age. In the end, the comicbooks of this intriguing era were a half-step between the extremely

optimistic comics of the 1940s and the more cynical ones found in comic stores today. Something old, something new. The comics truly gave us the best of both worlds—complex stories and flawed characters combined with slam-bang action and a distinct view of who was good and who was bad.

OMLEVEX COMICS

Omlevex Comics Group (usually just called Omlevex Comics) was founded in 1961 by Carl Murphy. Murphy was a life-long comicbook fan who entered the publishing field by working his way up the ladder at the National Newspaper Syndicate. Over the years, he had dabbled in comicbook writing, landing a few stories here and there.

When Murphy opened Omlevex Comics, he knew he was stepping into a still-shaky industry. Comics were facing a tremendous amount of negative publicity, and no one knew exactly how it would affect the business once all the dust settled. Murphy decided to give it a go nonetheless. Hiring a small number of staffers and renting a shut-down grocery store, he told the artists and writers, "Write and draw the comics you'd want to buy yourself. Don't worry about that comic code nonsense, either. We can sell funnybooks without their damn approval."

With that in mind, the group worked diligently to create the first issues of three books: *Drake Einstein*, *American Gargoyle*, and *Cliffhanger*. Unfortunately, these books suffered from sluggish sales. Many carriers refused to pick the titles up, preferring to go with established titles from equally established companies. To make matters worse, the subject matter was deemed objectionable by some of the parents who read them.

In 1962, Rev. Mack Copeland, an evangelist from New Jersey who fashioned himself after Frederick Wertham, began a crusade against the "immoral material" published by Omlevex Comics. This manifested itself in the form of a blizzard of newspaper columns and even a few television programs. The tiny company started to generate a buzz due to these fire-and-brimstone rants. The college crowd soon picked up on it, and a very loyal fan following formed almost overnight. Sales went through the roof.

With Omlevex doing such strong business for several consecutive years, Murphy knew it was time to expand. After much deliberation, several new books were added to the lineup in 1966. The two most popular of these titles were *Lacie Delmont* and *Freedom's Trio*. The other expansion titles were popular in their own right, but they appealed to a more niche audience than the mainstream Omlevex books did.

To this day, Omlevex remains a very vital company which still refuses to safely stick to the status quo—a renegade company after all these years.

DID OMLEVEX COMICS REALLY EXIST?

SURE IT DID... IF YOU TRY HARD ENOUGH TO BELIEVE IN IT. ALL JOKING ASIDE, THERE WAS NEVER AN OMLEVEX COMICS GROUP. IT WAS CREATED FOR THE PURPOSE OF BRINGING THE SETTING TO LIFE AND TO MAKE THIS BOOK MORE FUN TO READ. BUT LET'S KEEP THIS OUR LITTLE SECRET, OKAY?

THE OMLEVEX UNIVERSE IN A NUTSHELL

In the Omlevex Universe, there exists a cluster of islands some 465 miles off the coast of Georgia. Collectively, they are known as *Metazon*. Though they are official territories of the United States, each of the major islands within the cluster has its own laws and governmental structure. There is also an overarching government comprised of ambassadors and representatives from each island who call all the important shots.

Metazon is the nexus of superhuman activity in this part of the world, for two reasons. The first reason is that Metazon is so rich in a particular mineral (more on this later) that has been proven to prompt inborn superhuman abilities in fetuses. This mineral has mixed with the water supply and soil content, making the rate of superhuman birth exceedingly high. Secondly, many countries (especially America) have taken a harsh view toward superhumans in general, while Metazon is highly open-minded toward them.

OMLEVEX? WHAT'S AN OMLEVEX?

OMLEVEX HAS THREE DEFINITIONS:

- 1) OMLEVEX COMICS IS THE FICTIONAL COMICBOOK COMPANY THAT "PRODUCED" TITLES SUCH AS *DRAKE EINSTEIN*, *AMERICAN GARGOYLE*, *CLIFFHANGER*, *LACIE DELMONT*, AND *FREEDOM'S TRIO*.
- 2) THE OMLEVEX UNIVERSE IS THE SETTING THAT THE CHARACTERS IN THIS BOOK EXIST IN.
- 3) OMLEVEX IS A MINERAL FOUND IN THE OMLEVEX UNIVERSE. IT IS ONE OF THE PRIMARY CAUSES OF SUPER-POWERS IN THE SETTING.

WHAT'S INSIDE

This book is divided into chapters for the sake of convenience. Let's take a look at what can be found where.

Chapter One: Introduction

This is a general introduction to Omlevex, including a rundown of what's in the book and a quick overview of the *Omlevex Universe* and *Metazon* specifically. The metastory of Omlevex Comics can be found here as well.

Chapter Two: History of the Omlevex Universe

This chapter details the history of Omlevex universe, including a lengthy section about the effects of omlevex itself, the world views on superhumans, and more.

Chapter Three: Metazon

This chapter describes every aspect of the Metazon isles. Each major city will be examined, as will the governments and important non-superhuman personalities.

Chapter Four: Drake Einstein

This chapter discusses the *Drake Einstein* comicbook series during the 1960s. It will give complete write-ups for all the superhuman characters (heroes and villains alike) that appeared in this series.

Chapter Five: American Gargoyle

This chapter discusses the *American Gargoyle* comicbook series during the 1960s. It will give complete write-ups for all the superhuman characters (heroes and villains alike) that appeared in this series.

Chapter Six: Cliffhanger

This chapter discusses the *Cliffhanger* comicbook series during the 1960s. It will give complete write-ups for all the superhuman characters (heroes and villains alike) that appeared in this series.

Chapter Seven: Lacie Delmont

This chapter discusses the *Lacie Delmont* comicbook series during the 1960s. It will give complete write-ups for all the superhuman characters (heroes and villains alike) that appeared in this series.

Chapter Eight: Freedom's Trio

This chapter discusses the *Freedom's Trio* comicbook series during the 1960s. It will give complete write-ups for all the superhuman characters (heroes & villains alike) that appeared in this series.

Chapter Nine: Player's Guide to the Silver Age

This chapter offers advice for creating and playing Silver Age characters.

Chapter Ten: Game Master's Guide to the Silver Age

This chapter deals with setting up and running games set in the Silver Age.

Appendix One: Source Material

Check out these great Silver Age resources.

Appendix Two: Designer's Notes

This is where the author gabs about who-knows-what.



From *The Amazing History of the Omlevex Universe* # 2 (April 1989)

CHAPTER TWO:

HISTORY OF THE OMLEVEX UNIVERSE

THE HISTORY OF SUPERHUMANS AND METAZON

HISTORY AND THE COMICS

MUCH OF WHAT FOLLOWS WAS NOT REVEALED TO READERS OF OMLEVEX COMICS UNTIL AFTER THE SILVER AGE. JUST THE SAME, THE INFORMATION GIVEN IS AN OFFICIAL PART OF THE OMLEVEX UNIVERSE AND CAN BE USED AS THE PLAYERS AND GM SEE FIT.

THE EARLY YEARS

The Asteroid

65 million years before the present day, a large asteroid slammed into the Atlantic Ocean, not far from the continent that would one day become known as North America. The impact eventually caused a volcano to form there, and the remnants of the asteroid formed a series of islands around the volcano, as well as on top of it. These islands would one day be collectively called Metazon. This behemoth asteroid caused the extinction of the dinosaurs, but this wouldn't be the only time it changed the world, for the asteroid contained deposits of a green, crystalline mineral capable of altering the genetic makeup of humans. When the huge rock struck the planet, pieces of this mineral became scattered all about the area. The stage was set for the coming of the superhumans.

Metazon's Native Population

The Metazon islands were cursed. That was the opinion of the Native Americans who made their home in North America. Few had laid eyes on the islands, but

all spoke of the supernatural forces that dwelt in the "Islands of Despair." According to most Native American religions, it had been the home of an evil chief known only as The Great Betrayer, who gave his soul to the Dark Spirits in return for immortality. His tribe split into two factions: the ones who sided with the darkness and those who rebelled. This created two separate tribes - the Wakara and the Semache, respectively.

Whether or not the legend is true is debatable, though the two tribes did (and still do) exist. It is suspected that the tribal elders are the only people who know whether or not there is any truth to the legend of the Great Betrayer.

The Europeans Arrive

While on his first journey across the Atlantic Ocean, Christopher Columbus and his crew got their first glimpse of the New World on the rainy morning of October 6, 1492. They landed their ships on what is now known as East Metazon and set up camp before moving on to the southwest (where they would come across the Bahamas).

During their brief stay, Columbus' men reported unusual and terrifying shapes amongst the forests. Investigations into the matter turned up nothing, leading them to believe this land was haunted. In Columbus' logs, he refers to Metazon as "The Haunted Islands." Originally, he had planned to explore further, but the bad omens led him to decide against it. Most historians believe that the shadowy figures belonged to members of the Wakara tribe who were preparing for an attack, while others believe it was something far more sinister.

Settlers avoided Metazon during the earliest period of colonization, mostly due to the tales of ghosts that lurked in the lush forests. People were far more superstitious than they are today, and these stories were more than enough to ward them off. There weren't any European inhabitants of the islands until a group of French settlers were led there by a man born of great wealth named Alexander DuMauge. Where others saw ill tidings, DuMauge saw opportunity. Here before him lay a land that was free of other nationalities, where his people could live without interference from those not of his Catholic faith.

The first French settlement in Metazon was appropriately enough named DuMauge. It was situated on a tiny island. The settlement prospered, and soon the settlers began branching out into the mainland of East Metazon. Nearly as soon as they stepped foot on the island, they were attacked by the Wakara. The French stood their ground as long as they could, but there were so many Wakara that it was impossible to stave them off forever. The settlers retreated back to DuMauge.

Eventually, more Europeans became bold enough to attempt a claim on the islands. This time, it was the English who brought forth numerous settlers onto the

rocky shores of West Metazon. Having heard about the hostile encounter the French had with the native population, these settlers came in greater numbers, bearing more weapons. However, this was unnecessary, as the area of land they began settling was occupied by the Semache. These tribesmen welcomed the white men with open arms and began trading openly with them.

The English settlers soon became embroiled in the near-constant conflict between the Semache and Wakara tribes. It was widely believed that the Wakara were possessed by demons that, as the Semache say, "walk among the dark mists." Despite the Wakara's presence, more white settlers of varying nationalities spilled over from America onto the Metazon islands to make their homes. As they moved eastward, the settlers found more resistance from the Wakara. Through sheer brute force and firepower, the white men pressed on until only one island was left untouched by them. That island was the largest of the lot - the one known in later centuries as Central Metazon. Whenever settlers would attempt to establish a foothold there, they were repelled by wave after wave of hostile natives.

Colonization and Independence

As time went on, the English began to conquer the settlements of North America, as they had a much stronger presence there than any other nation. They began a colonial reorganization at a time when the original 14 colonies (including Zahn Island) started to think that they could do without British protection and imposed laws. By this time, differences had developed between the mother country and the growing colonies, and in 1775, war broke out between the British and the colonials.

ZAHN ISLAND

THE ISLAND COMMONLY KNOWN AS WEST METAZON WAS ORIGINALLY THE 14TH COLONY, ZAHN ISLAND, NAMED AFTER THE CHARISMATIC ENGLISH EXPLORER/SETTLER THADDEUS ZAHN, THE COLONY PLAYED A CRUCIAL ROLE IN THE REVOLUTIONARY WAR.

Metazon, which was known as the Grey Isles at the time, acted as a gateway to the mainland for British forces, which swept in from the east and made their way to Zahn Island. Secluded from the other colonies, the citizens of the island were all but helpless against the redcoats. They fought bravely, but it was ultimately a doomed effort. With Zahn Island firmly under their control, the English commanders utilized it as their base of operations. They were able to safely and efficiently resupply their campaigns on the mainland without colonial interference.

This alone nearly won them the war, until a miracle happened. The enigmatic and warlike Wakara, with the unlikely help of the Semache, converged on

the British soldiers occupying Zahn Island and handed them a thorough defeat, despite facing superior firepower. The redcoats were driven from the Grey Isles altogether. With so much of the British strategy depending upon the use of the islands, the colonials managed to take advantage of the chaos that ensued, winning the war as well as their independence. The United States of America was now a nation unto itself.

The Superhumans Become Known

Superpowered individuals have been around since the dawn of time. Not in great abundance, but the fact remains that they are as old as the human race itself. In the past, superhumans were condemned as witches, heretics, or demons. This persecution led to paranoia on behalf of those imbued with supernatural powers of any sort. They hid their abilities, trying to pass themselves off as normal humans who led normal lives. In most cases they thought they were alone, the only ones who possessed these powerful traits.

This all changed in 1790 when Jacob P. Nabberwald and Gunnar Sveltson founded the Secret Society of Enhanced Men. Based in Seaboard (the town formerly known as Adam's Bluff), the two gentlemen traveled the world in an effort to locate others like them and bring them into the fold. Within 10 years, the group boasted more than 75 superhumans, spanning all the states and several different countries. For the most part, the Society was benevolent, though they would sometimes use force when all else failed. To conceal their identities, they designed a common uniform, complete with a full mask. This development marked the birth of the costumed superhumans that would become so dominant in the 20th century. With superhumans making themselves more public, townsfolk began fearing for their lives. The clergy prophesized that the end of the world was drawing near, and that these powerful individuals were Satan's harbingers. As could be expected, this quickly spread panic through the masses.

A group of three mysterious men emerged from the chaos. Each wore a distinct costume and had a public name—The Redeemer, Blood Masque, and The Stalker. Together, they were known simply as God's Messengers. It was their belief that God granted them the power to drain the evil from the bodies of "Lucifer's minions." They would hunt down superhumans and torture them for many hours before "cleansing" them. In truth, they too were superhumans. The Redeemer had the power to permanently eliminate the powers of others, and those that resisted were killed.

On October 13, 1806, a large group from the Secret Society of Enhanced Men cornered God's Messengers in the center of a small town in New York. For the first time in history, a true superhuman battle broke out. The misguided trio managed to slay five of the Society members, but in the end God's

Messengers were no more, and the town suffered from massive collateral damage. Superhumans went back underground to avoid the lynch mobs that stalked the streets in hopes of finding the ones responsible for killing their so-called heroes.



From *The Amazing History of the Omlevex Universe*
volume 1 (March 1989)

65 Million Years Ago: An asteroid collided with the earth, killing the dinosaurs, introducing a mysterious green mineral and creating the Metazon islands in one fell swoop.

October 6, 1492: Christopher Columbus and his crew lands on what would later be known as East Metazon.

August 14, 1621: DuMauge is founded.

October 3, 1629: Adam's Bluff is founded on Zahn Island.

April 21, 1633: Middleton is founded.

December 3, 1773: Zahn Island becomes an official colony.

April 19, 1775: The War for Independence begins.

March 3, 1781: Adam's Bluff is renamed Seaboard.

September 6, 1790: Jacob P. Nabberwald and Gunnar Sveltson create the Secret Society of Enhanced Men.

February 20, 1804: The event that is believed by historians to be the first public appearance of costumed superhumans: Three members of the Secret Society of Enhanced Men rescue an innocent girl from being stoned to death by a mob of townspeople in Harbor City, a small town five miles west of where Corrington now stands.

October 13, 1806: The first chronicled battle between superhumans occurs in a small New York town, when members of the Secret Society of Enhanced Men put an end to God's Messengers.

A CENTURY OF CHANGE

The American Civil War

When war broke out between the states, the superhumans came out in full force. Men from all walks of life donned home-sewn costumes and gravitated toward the bloody battlefields of America and the Grey Isles. For the first time, these masked combatants were lauded as heroes and patriots, which encouraged more superhumans to follow suit. Before long, it was rare to find a battle without at least a handful of superhumans on each side.

The press made icons of the superhumans who fought on their respective sides and dastardly villains of those who opposed them. This naturally led to exaggerated stories of their battlefield efforts, effectively portraying them as gods with abilities far beyond anything normal humans could ever hope to obtain. The truth of the matter was that most superhumans of the era had only a few powers, and they were usually minor in comparison to those demonstrated in the following century. That mattered little to the sensationalistic newspapers, who claimed that their heroes were able to perform feats far more impressive than they could in reality. The end result was that the lid had been blown off of the superhuman phenomenon, and those who possessed powers weren't going to step back into the jar. Superhumans were here to stay.

When the Union forces finally stood victorious, only one Confederate state remained intact - Zahn Island. Disgusted with Robert E. Lee's decision to order a charge into the Union center at Gettysburg, Zahn Island governor Artemis L. Pendrough made the decision to pull out of the Confederacy. He had the full support of his citizens, and the declaration was made. Much to his chagrin, this was largely laughed off by the United States government, who felt that warring with the lone state would be a pointless affair that would cost more than it was worth. The mainland states concerned President Lincoln far more than a subsidiary state some 465 miles away. In response to the declaration, Lincoln was quoted as saying, "Should the misbegotten Zahn Island wish to separate itself from both us

and the doomed Confederates, then so be it. They are of little consequence to either side, I am certain."

The Civil War came to a halt not long thereafter, bringing the former Confederate States back into the framework of the United States of America. Zahn Island was all on its own. While it didn't endorse slavery, many of the other southern ideals and traditions were maintained.



From *The Amazing History of the Omlevex Universe*
volume 1 (March 1989)

The Discovery of Omlevex

The year was 1878. A little-known mineralogist named Matthew Berkwood from Bay City, on Zahn Island, discovered a green crystalline rock in a field just outside his hometown. On the surface it seemed to be nothing special, but upon closer examination, Berkwood noticed that it had tiny flecks of green-colored rock inside it. Instead of going public with his find, he kept it to himself and studied it.

Over the next few years, Berkwood learned a great deal about the mineral which he had named Omlevex. For one thing, it was nearly indestructible - more so than diamonds. Secondly, it secreted an unusual red liquid over the course of time. It was this liquid that truly piqued Berkwood's curiosity, even more than the mineral itself. It wasn't until 1885 that

he made a groundbreaking discovery: Omlevex was the primary cause of superhumans. The liquid derived from it seeps into the soil content and the water supply. Exposure to it can not only affect unborn fetuses but fully grown individuals as well, granting them superhuman abilities.

Berkwood soon turned his research over to the United States government, whose scientists carried out numerous experiments in hopes of fully understanding Omlevex's properties. In the end, they learned little more about it than Berkwood did, aside from the fact that Metazon seemed to have the largest amount of Omlevex deposits in the world. In fact, it was determined to be extremely rare in other areas. This certainly accounted for the fact that most of the planet's superhumans seemed to originate from Metazon.

September, 1837: A frightening being known as Spring-Heeled Jack begins terrorizing London, spitting out blue flames and leaping inhuman distances. He continues to assaulting people off and on for the next 83 years before vanishing.

November 1, 1849: Bay City is founded.

April 12, 1861: The American Civil War begins.

July 5, 1861: The battle at Carthage, Missouri introduces the first superhuman action in the Civil War. A non-masked (but still unknown) young man wearing a blue costume with a red cape tries to help the Union forces pull off a victory. He nearly succeeds but is shot down by Confederate soldiers as he wades into their left flank. The press calls this courageous soul The Missouri Kid.

July 21, 1861: During the later stages of the first Battle of Bull Run, two masked men calling themselves Stars and Bars blaze onto the battlefield, helping General E. Kirby Smith's brigade turn the tide against the Union forces.

October, 21, 1861: The most popular Confederate superhero, the Masked Rebel, makes his debut at Ball's Bluff in Leesburg, Virginia. Reports tell that he single-handedly routed a large section of the Federal battle line, sending them fleeing down the bluff and into the Potomac River.

January 4, 1862: President Lincoln makes a bold move by appointing a superhuman named Bernard Wellsby (aka The Face) as a "special agent" of the Army of the Potomac.

March 23, 1862: The Union scores a decisive victory at the Battle of Kernstown. This success is due largely to The Face using his powers to disguise himself as a Confederate scout and telling Stonewall Jackson that there were 3,000 enemy soldiers at Winchester when in fact there were 8,500.

Oct. 8, 1862: The Union's most popular costumed hero, the Patrioteer, debuts at the Battle of Perryville, where he defeats the costumed Confederate heroine known as Whistling Dixie and helps the Federal forces win the battle in the process.

July 1-3, 1863: The Battle of Gettysburg makes history as the battle involving the highest number of superhumans. Upward of 25 costumed superhumans are estimated to be present. Only seven of them survive the fighting - the Patrioteer (Union), Whistling Dixie (Confederate), the Victory Kid (Union), the Rebel Ghost (Confederate), The Walking Ironclad (Union), Sharpshooter (Confederate), and Bronze Eagle (Union). Of note, Stars and Bars and the Masked Rebel take their last breaths at Gettysburg.

July 7, 1863: Zahn Island secedes from the Confederacy and declares itself a separate nation. This is laughed at by the United States, who grants its "freedom".

October 4-December 12, 1863: A group of Confederate guerillas calling themselves Sons of the Masked Rebel conduct a series of highly effective raids on strategic Union locations, prompting the Patrioteer to track them down and capture them on December 12.

April 9, 1865: Robert E. Lee's surrender at the Appomattox Courthouse signals the end of the Civil War. Immediately thereafter, a shadowy man wearing all black bursts through the wall and kidnaps General Lee. Those present later claim that they were completely unable to move, as if some unseen force was holding them in place. The esteemed General is never heard from again, leaving historians to debate his fate for the next century.

May 3, 1968: Corrington is founded.

June 17, 1878: Matthew Berkwood discovers a mysterious mineral (later known as omlevex) just a few miles southwest of Bay City.

March 28, 1880: A costumed criminal calling himself the Red Bandit commits a number of crimes in America's western territories. Numerous other opportunistic superhumans follow suit by starting their own criminal careers.

August 18, 1881: A costumed man wearing an ornately designed red and black costume first appears in Arizona, thwarting those who seek to do wrong. The newspapers refer to him as the Ghost Man. Many consider him to be the first costumed crime fighter.

December 6, 1883: The Ghost Man finally comes face to face with the Red Bandit in Dodge City, Kansas. After a prolonged fight, the Red Bandit flees, only to resume his activities a week later. These two clash more than a dozen more times with neither man killing the other.

February 4, 1884: Tracus is founded.

March 2, 1885: Five members of the Secret Society of Enhanced Men are found murdered, in costume, in a Seaboard alleyway. Despite an investigation, no one is ever brought to justice.

August 23, 1885: Berkwood discovers that omlevex is the cause of superpowers.

September 10, 1885: Berkwood turns his research over to the United States government.

September 29, 1886: The soul vampire known as Count Vlad Darkas makes his home in a North Metazon castle.

October 15, 1893: The Grey Isles become known collectively as Metazon.

THE EARLY TWENTIETH CENTURY

World War I

Shortly after the First World War erupted, in 1914, most of the world's superhumans leapt into action. Wearing unique and often elaborate costumes, these powerful titans were present every time the guns started blazing. The battlefields were practically crawling with superhumans. An unfortunate side effect of this was that a large portion of the superhuman population died during the war.

One positive thing did come from the war, however. The United States government began using the numerous factories of Bay City to produce fighter planes, tanks, and other battlefield necessities, creating a huge influx of people looking for jobs. Bay City became the most prosperous city in all of Metazon. The future for it seemed incredibly bright, at least on the surface.

The Roaring Twenties

During this decade, the crime rate took a drastic leap upward. In 1919, the U.S. government passed the Volstead act, a law that made alcohol illegal. This created a demand for bootlegged and smuggled alcohol, and organized crime wasn't about to pass up such a golden opportunity. In answer to the increased criminal activity, a handful of superhumans emerged, but this time, most of them shunned the traditionally colorful garb in favor of darker, less flashy outfits - trench coats, gas masks, black clothing, and the like. It was a reflection of the times, and these grim vigilantes meted out justice in a manner nearly as harsh as the methods employed by the criminals they faced. Likewise, superhuman criminals were also present, though they seldom bothered with costumes in an attempt to keep a lower profile. In any event, superhumans simply weren't in great abundance in the decades that followed World War I.

Though Metazon had become a territory of the United States in 1910, it was unaffected by Prohibition. The U.S. government couldn't enforce it there, despite trying to convince the Metazon government to adopt the Volstead act. The Metazon government was fully aware that allowing alcohol to remain legal would draw in an extravagant number of visitors looking for a good time, as well as new citizens who were opposed to Prohibition. As a result, Metazon grew in population and prosperity. This was especially true of Seaboard, which became known as "the party capital" of Metazon.

The decade ended on a sour note, though, as the stock market crash of 1929 brought the Roaring Twenties to a screeching halt and foreshadowed the tone of the decade to come.

The Great Depression

With the United States (and much of the outside world) in terrible financial shape, jobs were lost, businesses closed up shop, the rich became poor, and the poor became destitute. In this desperate environment, crime experienced yet another spike in prominence, and where crime existed, costumed types were sure to follow, on both sides of the law.

The gritty vigilantes of the '20s remained a fixture of life in the cities across the globe, though the costumed criminals leaned in the other direction, becoming more colorful, more flamboyant, and more public than ever before. Even their names exuded this twisted flair - the Crazy Ace, Copperhead Pete, Squid Man, the Countess, and Nebularr, to name just a few.

Metazon suffered from the Great Depression nearly as much as the United States, as the islands relied heavily on products from the mainland. When those products were no longer available, Metazon plunged into a downward spiral as well. Even Bay City took a major hit. The only city that was all but unscathed was Seaboard, for many of the same reasons Hollywood remained somewhat stable: people craved entertainment in order to take their minds off of their harsh day-to-day lives. Since both Hollywood and Seaboard were centers of the movie industry, money was flowing.

World War II

The Second World War saw decreased superhuman activity, as so many of them perished just over two decades prior. The superhumans who participated were young and extremely inexperienced, so while they played a part in the conflict, it wasn't as significant a part as in World War I. That said, the superhumans of World War II were recognized more than their predecessors. Perhaps it was because there were indeed

fewer of them, thus making each one seem more distinctive, or perhaps it was because of the prominence of radio broadcasts that painted the superhumans as unstoppable heroes. Whatever the case, the superhumans of World War II were celebrities.

June 29, 1910: The Metazon islands become territories of the United States.

May 30, 1911: The Metazon government is set up, though the denizens of South Metazon decline to accept the terms. It effectively becomes its own government, made up primarily of various Central American people.

August 4, 1914: The First World War begins in Europe.

August 26, 1914: Germany brings forth two superhuman soldiers (Uber Master and Blackcloud) to help defeat the Russians in the Battle of Tannenberg. News of superhuman involvement spreads across the world, causing Allied superhumans to enter the war soon after.

January 27, 1915: A British superhuman calling himself the Flying Sabre downs three Gotha-GI planes without the help of Allied planes.

May 31, 1915: The Flying Sabre cements his place in history by destroying two zeppelins that were moving toward London for a bombing raid. Unfortunately, the inevitable explosion severely injures the hero, who had to sit out the remainder of the war.

April 6, 1917: The United States declares war on Germany

December 4, 1917: A soldier from Corrington seems to absorb all the mustard gas lobbed into his trench by the Germans. Instead of perishing, the man's body becomes gaseous. He goes on to become a real nightmare for the German forces, who named him Yperite (the technical term for mustard gas).

November 11, 1918: The First World War ends.

January 14, 1920: The Eighteenth Amendment is put into effect, following the Volstead Act in October 1919. This prohibits the manufacture, sale, and transportation of alcoholic beverages in the United States.

May 20, 1921: The era's most prolific costumed crime fighter, the Mist, begins his crusade against organized crime in Chicago, Illinois.

September 30, 1922: An anomaly occurs in which an entire 24 hour span of time disappears. No one remembers anything about that day. This becomes known as the Day That Didn't Exist, and despite study from the world's top scientists, no answer is ever found.

July 8, 1924: An ancient trans-dimensional entity tries to conquer Earth but is defeated by four individuals who call themselves the Fearless Four. The group

consists of child prodigy Specs, seven-footer Kilimanjaro, hover-platform-riding Sphere, and rough and tumble Bruiser. This incident starts their two-decade-long career of fighting supernatural menaces all across the world.

February 28, 1929: Alphonsus "Al" Capone is captured by the Mist for orchestrating the St. Valentine's Massacre on February 14. During the battle, the Mist takes two shots to the torso, but miraculously survives the ordeal.

April 16, 1935: Two days after "Black Sunday" (a huge dust storm that seemingly turned day into night in the American Midwest), the costumed hero, Mr. Putty learns that the entire Dust Bowl tragedy had been the machination of a mad scientist named Dr. Roderick Werthan, who had created a contraption he called the Windstorm Machine. The hero quickly brings him to justice.

September 20, 1937: Small-time villain Dr. Boomerang steps into the big time when he kills the beloved Captain Insect. Fearing for his freedom, he goes into hiding and never steps back into the crime game again.

September 1, 1939: World War II begins when Germany invades Poland without a declaration of war. A Polish costumed hero named Tank valiantly gives his life in a futile effort to repel the German invaders.

August 3, 1940: Hitler sanctions the powerful German villain Liege Lord as his own personal agent. News of this shakes up the rest of the world, causing many superhumans to spring into action to fight the Nazi menace.

August 5, 1940: The superhuman known as Atlas Man takes on Liege Lord. The villain nearly wins, but Atlas Man defeats him by damaging a doomsday device which spewed super-heated chemicals on him.

December 7, 1941: America enters World War II following a Japanese sneak attack on Pearl Harbor.

January 1, 1942: Ms. Shield clears out two highly defended Nazi fortifications, scattering the soldiers to the wind. Unfortunately, Liege Lord arrives shortly thereafter and gives her a thorough beating before leaving her for dead.

July 20, 1942: The American Gargoyle makes his presence known for the first time by swooping down for a surprise attack on Hitler himself. Liege Lord intervenes, and the two combatants fight to a standstill while Hitler escapes.

February 2, 1943: The battle of Stalingrad ends in the Russians' favor, thanks in part to Cliffhanger's stealthy ambushes and booby traps.

March 29, 1943: Atlas Man, American Gargoyle, Freedom Belle, and Mr. Putty team up to take on Baron Von Kheel and 10 giant robots created by the Axis. Just when it looks like all is lost, Ms. Shield reappears and helps tip the scales. The heroes walk away triumphant.

June 6, 1944: The Battle of Normandy rocks Europe as the Allies gain a strong foothold in France. Both sides are assisted by a grand total of 85 superhumans, by far the most ever involved in a single battle. Only 12 superhumans survive (eight Allied and four Axis).

May 7, 1945: Germany surrenders to the Allied forces.

April 30, 1945: Adolf Hitler and his new wife, Eva Braun, supposedly commit suicide together in an underground bunker. Braun's body was found, but Hitler's was gone. Even now, no one knows the true fate of the tyrant who caused so much chaos.

August 6, 1945: The United States drops an atomic bomb on Hiroshima.

August 9, 1945: The United States follows up with another atomic bomb on Nagasaki.

RECENT YEARS

The Cold War

In the years after the Second World War, relations between the United States and the Soviet Union deteriorated. What followed was a decades-long struggle for power and prestige known as the Cold War. The West became threatened by Russia's expansionistic behavior, and the traditional Russian fear of incursion from the West continued. This conflict was not overt in most cases. Rather than open warfare, both sides of this conceptual "war" used propaganda, intrigue, and covert actions instead of machine guns, tanks and bombs.

There was an impending feeling that a true war between the United States and Russia was just an inch away, causing much unrest. Families were building fallout shelters and kids were learning how to "duck and cover." It was a tense time in history that could have become something much worse at any moment.

Transmo-Gas

It has come to light in recent years that a twisted man known as the Dehumanizer hatched an equally twisted plot to transform every human on earth into a superhuman in 1950. Several superheroes (Captain Metazon, Falcon Girl, and Atomo) put a stop to this plan, but not before a small amount of the villain's Transmo-Gas was shot out into the atmosphere. This substance mixed with the air and changed our world forever.

As it turned out, the Transmo-Gas made it so that somewhat ordinary events can bestow a person with superhuman abilities. For example, someone struck by lightning may find himself with electrical-based powers, or someone who is exposed to radiation might end up with toxic abilities. There's no pattern to this phenomenon—it's totally unpredictable.

June 25, 1950: The Korean War begins when North Korea invades South Korea. The United Nations quickly condemn the invasion as an act of aggression, demanding the withdrawal of North Korean troops from the South, and calls upon its members to aid South Korea.

September 1, 1951: Ms. Shield is killed along the 38th parallel during a battle with a North Korean superhuman known as the Living Shadow.

July 27, 1953: Following nuclear threats by U.S. President Dwight D. Eisenhower, an armistice agreement was signed, ending the Korean War.

October 9, 1955: The miraculous high-tech city of Valhalla is completed. Half above water and half below, this scientific marvel brings new hope to the human race for a better tomorrow.

November 17, 1958: Dehumanizer is able to unleash some of his Transmo-Gas into the atmosphere following a battle with three costumed heroes.

January 4, 1959: Atomo becomes the first man to land on the moon. He is followed by the Russian superhuman known as Comrade Killgrave. The two duke it out on the lunar surface until they are both attacked by octopus-like moon aliens. Atomo escapes, but his enemy was not so lucky. No one has seen Comrade Killgrave since.

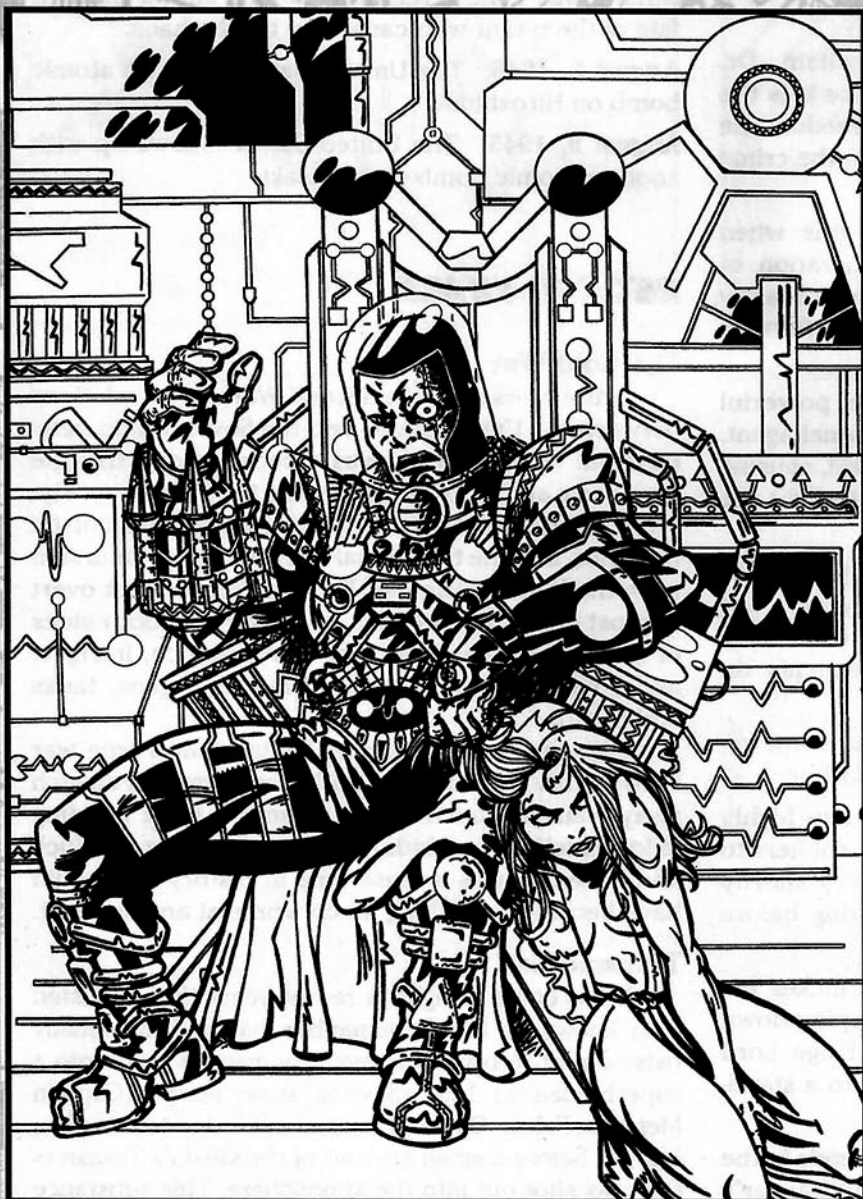
August 1961: The Berlin Wall is erected on the border between East and West Berlin. This would later be extended to cover the entire border between East and West Germany.

May 12, 1962: Captain Metazon learns of a large but clandestine group of Russians operating out of South Metazon, assisting the efforts of their comrades in Cuba. He manages to disperse the group after a near-fatal battle with their superhuman protector, Iron Kurtain.

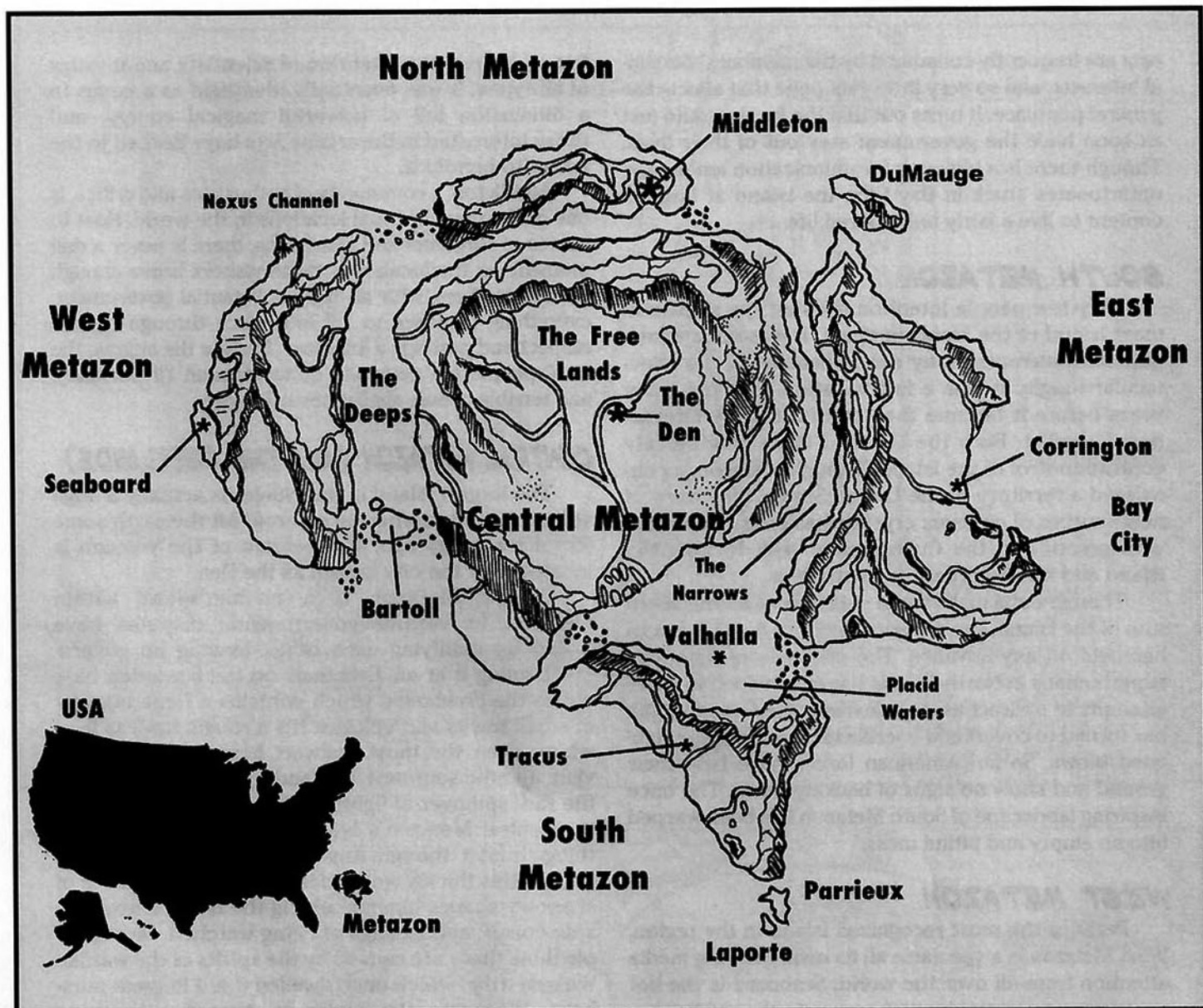
October 22, 1962: U.S. President John Kennedy denounces the production of Soviet missile launching facilities in Cuba and imposes a naval blockade. He declares that any missile launched from Cuba would result in severe retaliatory actions by the U.S.

October 24, 1962: A Russian ship carrying missiles to Cuba is turned back.

October 28, 1962: The Cuban Missile crisis ends abruptly when Russia agrees to withdraw its missiles and dismantle the missile sites.



From *Freedom's Trio* #29 (Dec. 1968)



From *Omlevex Annual #1* (Dec. 1963)

CHAPTER THREE:

METAZON

THE METAZON ISLANDS

Metazon consists of five large and four small islands. The island chain is located 465 miles off the coasts of Georgia and South Carolina. If you compressed the islands into a single land mass, you'd wind up with an area roughly the size of Colorado.

EAST METAZON

East Metazon is a rather eclectic place. It is a mesh of modern and classic, high industry and agriculture, ingenuity and tradition. Likewise, it has the feel of a place on the verge of collapse. Between the luxurious highlights of the Corrington resorts and the soiled streets of Bay City, East Metazon can delight and disgust you all in one day. It attracts enough tourist attention that business is swift throughout the island and the economy is largely self-sufficient. The degeneration of the Bay City industries, however, is dragging the island into the proverbial sinkhole.

The government is made up largely of a committee of U.S. and European bureaucrats and businessmen, all linked in some way to East Metazon's bustling industries. An appointed governor heads the committee and is responsible for executive action and the maintenance of good public relations. The committee's inter-

ests are frequently consumed by the members' personal interests, and so very little gets done that affects the general populace. It turns out that the locals would just as soon have the government stay out of their lives. Though there is a big push for unionization among the unfortunates stuck in Bay City, the island at large is content to live a fairly unhindered life.

SOUTH METAZON

Very few people intentionally visit the southernmost island of the Metazon chain. It was once a lush paradise, surrounded by exotic beaches and a spectacular jungle. It was a hot vacation spot for many years before it became the site of a bloody international conflict. Both the U.S. and Cuba now fiercely contest control of the island. Though Metazon is considered a territory of the United States, discovery of new sources of omlehex crystals has consumed Cuba with greed, and the Cubans now seek to take the island and its resources for themselves.

Though Cuba maintains a steady hold on the south side of the island, the superior might of the U.S. forces has held off any advance. The presence of American superhumans in North Tracus has also helped to deter attempts at a direct assault. Instead, the Cuban militia has turned to covert and guerilla tactics to strike calculated blows. So far, American forces have held their ground and show no signs of backing down. The once inspiring landscape of South Metazon has been warped into an empty and pitiful mess.

WEST METAZON

Perhaps the most recognized island in the region, West Metazon is a spectacle all its own. Drawing media attention from all over the world, Seaboard is the hot spot for many of the biggest names in the public eye, both normal and superhuman. Tourists flock to the island in record numbers during the summer months—as the travel brochures say, “West is best!” The tourist trade is its pride and joy, and it shows in the local flavor, attitude, and often your wallet. With the fighting in South Metazon intensifying, some folks are a bit afraid of local consequences, but the government has taken steps to assure visitors that there is no direct threat. So, life goes on as usual, and West Metazon remains the most exciting and prosperous island in the chain.

NORTH METAZON

North Metazon is the estranged cousin of the island chain. The island was never heavily settled, mostly because the interior of the island is covered in thick marshland. A few settlements emerged, mainly port towns on the northern shore, which was a stopping point for trade ships crossing the Atlantic. When a bizarre energy source was discovered on the island (believed to be the source of many local supersti-

tions), it drew the attention of scientists and mystics of all types. It was eventually identified as a nexus to a dimension full of powerful magical energy, and those interested in the arcane arts have flocked to the island to behold it.

Middleton, a community of enthusiasts and critics, is one of the most unusual locations in the world. Host to scores of sorcerers and charlatans, there is never a dull moment for the locals and those visitors brave enough to stop in. Even with no truly substantial government, everything manages to fall into place through mutual respect and perhaps a little fear. Despite the stigma, the local people are generally quite pleasant (if peculiar), and terrible curses almost never happen.

CENTRAL METAZON (AKA THE FREELANDS)

The largest island in the cluster is actually a huge volcano, created when an asteroid hit the earth some 65 million years ago. The caldera of the volcano is located near the city known as the Den.

Central Metazon is a no-man's-land within Metazon, as various governmental disputes have ended up nullifying each other, leaving no government ruling it at all. Criminals on the lam often hide out in the Freeland, which contains a large number of small towns and villages. It's a rough, lawless land where even the most stalwart hero is reluctant to visit, and the southern Freeland will occasionally get the rare spillover of fighting from Tracus.

Central Metazon's lawlessness isn't the scariest thing about it, though. Anyone who has ever ventured far into this thickly wooded island will tell you tales of shadowy shapes moving among the trees, unexplainable noises, and feelings of being watched. Most people think these are caused by the spirits of the warlike Wakara tribe, which once dwelled there in great numbers. Whatever the cause is, there's something strange afoot in the forests of Central Metazon.

THE SMALLER ISLANDS

There are four minor islands that complete Metazon.

DuMauge: Named after the first French settlement located there, this island is located northeast of East Metazon. There's not much here now aside from two small towns, Dupinsburgh and Cloquet. Citizens of DuMauge are primarily of French descent, even to this day. Officially, it's a part of East Metazon.

Bartoll: Bartoll is situated between West Metazon and Central Metazon. The island holds a tiny town known as Ardensdale, which is known to have very rugged citizens due to its close proximity to the lawless Central Metazon. They often have to defend their homesteads against raiders and thieves from the larger island. Bartoll is officially a part of West Metazon.

Parrieux: Just off the southernmost tip of South Metazon are two islands, of which Parrieux is the larger. Consisting mostly of swampland, it's a rather inhospitable, dismal place with no settlements.

Laporte: This is the smaller of the two islands located near South Metazon. It's situated less than a mile southwest of Parrieux but is much more populated. The only town there is known as Gatorskin, and it resembles a pirate town of old more than a modern community.

THE GOVERNMENT

The government of Metazon is based loosely on the original ideas formulated for the United States. It is a representative government to which local representatives are elected. This body of representatives is simply referred to as the House. This unicameral body is presided over by a governor who is elected by the members of the House from amongst their own membership.

In the larger cities there are also various hierarchies of leadership, culminating at the top in a local magistrate or mayor. City politics is usually less formal and somewhat mundane, but the mayors and aldermen in some of the larger cities carry considerable clout.

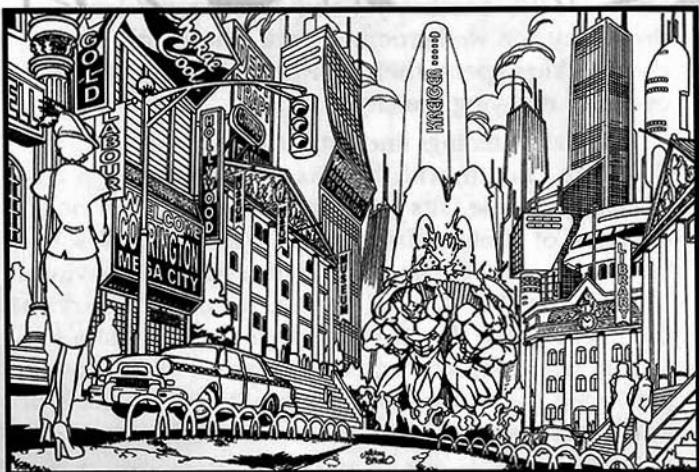
Each isle is responsible for its own law enforcement. Except in the case of North Metazon, the people elect the top law-enforcement officer (The Lady appoints the position in North Metazon). All but one of the isles refers to its head law-enforcement position as "Sheriff," with immediate subordinates called "Deputies." In the Freelands, the position is called "Marshall," with immediate subordinates known as "Rangers".

Metazon is technically a territory of the United States. Although declaring themselves independent, the functional truth is that the islands are governed and protected by the United States. However, there is no Senator from Metazon, nor does Metazon otherwise participate in the governing structure of the United States. There is a strong U.S. military presence in Metazon, and when Cuba moved in to assume control of the southern island, the U.S. was quick to mount a response. Legally, though, Metazon stands alone, and it is a tenuous position at best. Many countries have their eye on the outcome of events on the southern isle. Various groups and movements have begun to form suggesting everything from formal secession to application for statehood to becoming the territory of another government. Politics are in turmoil with many questions about who is in charge, how they got there, and which flag should be flying.

Metazon sits upon amazing resources, and it provides an excellent vantage point from which to spy on, smuggle into, or otherwise threaten the United States. There are many nations eager to assume the role of "bodyguard" for this little archipelago.

THE CITIES

CORRINGTON



From *Drake Einstein* #64 (Dec. 1967)

Corrington is the cultural and financial center of Metazon. Museums dedicated to the history of superhumans share space with high-quality art galleries and posh restaurants on the east coast of the easternmost island. Uptown Corrington is where many of the wealthy and social elite live and spend their time in lavish homes and tasteful boutiques, while downtown Corrington houses the financial and business centers of Metazon, including the head offices of some of the wealthiest companies catering to superhuman needs. It's one of the richest places in the world, and only Corrington's proximity to Bay City and Tracus keeps it from being on the top 10 best cities in the world to live.

The beautiful and majestic architecture of Corrington displays the city's position as the cultural and financial center of Metazon. Large stone buildings with huge columns provide a regal appearance. Banks, federal buildings, and courthouses are sprawling complexes with Greco-Roman archways and columns. Churches and temples have a decidedly gothic look with many influences from the Old World. The downtown center is a stunning display of Old World architecture. City Hall stands at the end of a wide street appropriately named "Broadway." To either side are the First National Bank and the Natural Science Museum. All three buildings accent one another, with

their wide columned frontages standing like temples to the gods of science, government, and finance. Terraced steps lead to the entrance of each of the structures.

In front of these buildings, where Broadway makes a U-turn, stands a tremendous fountain bedecked with numerous statues and other structures of exceptional quality. The heated waters of the fountain flow year-round. During the winter, a beautiful ice coating forms on all the surrounding trees, shrubs, and carved stone. The rest of the median between the eastbound and westbound lanes of Broadway is a well-groomed park where citizens and civil workers spend their mornings, lunch hours, and evenings enjoying the city.

Various buildings line both sides of Broadway. The First City Church, with its massive gothic design and towering steeple, sits directly across from the headquarters of Kreiger Enterprises, which occupies the former location of the old City Hospital and Asylum. The new Krieger Medical Center, intended to service the needs of the downtown area, is located just a few streets over with an outreach program to the underprivileged and homeless who, despite the richness of Corrington, pervade the dark corners of the city.

A few doors down from the Kreiger Enterprises headquarters is the Orpheum Theatre. This massive, ostentatious theatre is home to the finest productions in all of Metazon. Many of the productions rival those in New York City and London. While Corrington has little to do with the entertainment industry, it is the place where many of the finest actors, musicians, and opera stars prove their professional mettle. The Orpheum is home of world-class theatre, symphony orchestras, and operatic productions. Only the richest can afford to sit in the box seats, which are intended as much to provide those below with a good view of the occupants as they are to provide those occupants with a good view of the stage.

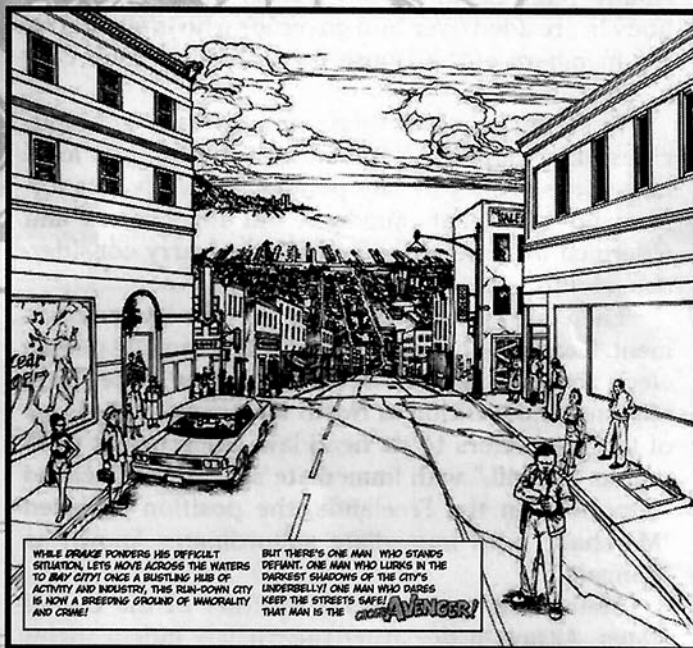
In counterpoint to the massive and somewhat ominous presence of City Hall, Cathcart Towers, Corrington's only five-star hotel, sits at the opposite end of the city center. The hotel stands 30 stories tall, with its top three floors dedicated to some of the most decadent and stunning penthouse suites imaginable. The finest restaurants are located in Cathcart Towers, and more deals are struck within its walls than in the rest of the buildings on Broadway combined.

Beneath the beautiful, cold, and stony magnificence Corrington's architecture, however, is a dark and twisted underbelly. Wander too far from the regal chiseled stone buildings, and one should not be surprised to find ever-present corruption living and breeding in the dark corners. Where there is largesse and culture, there are bound to be those who were

stepped on by others climbing the social ladder. Prostitution, drugs, and even human slavery lurk in the shadows and the sewers.

Kreiger Enterprises is based in Corrington. On the surface, it is a large conglomerate with its fingers in banking, pharmaceutical research, and construction. Beneath the public relations veil is a corporation run by a madman intent on dominating and controlling first Corrington and then the world. Friederich Krieger, the aging chairman of the company, is intent on developing an immortality serum. He is convinced that it can be achieved through the use of omlevex. Many of the city's "undesirables" have disappeared over the years at the hands of his henchmen in the pursuit of this dream. Few have any knowledge of these activities, and those who do will stop at nothing to keep the secret.

BAY CITY



From *Drake Einstein* #30 (April 1964)

Once a prosperous industrial center, Bay City has become a bleak post-industrial town as steel and oil refineries fade and manufacturing tapers off. Located on East Metazon, Bay City has had half of its factories closed down in recent years. As a result, the blue-collar unemployment rate has skyrocketed, and crime has never been more prominent. Corrington started to go the way of Bay City (since many people don't want to live and work near a crime-ridden town), but a few organized crime syndicates have done a brisk trade in keeping Corrington secure, Bay City destitute, and the money from both in their pockets.

Dark, sprawling, and mostly empty warehouses line the docks and dominate the shores of the bay.

Once filled with goods and visited by huge ships, the docks are now quiet. With unemployment rampant and many of its citizens living in squalor, it is quite common to find groups and gangs living in these empty monolithic structures. Known collectively as "the Wharf," the docks surrounding the bay are home to some of the most rough-and-tumble street gangs that Metazon has ever seen. These "Wharf Rat" gangs each have their own name and colors. They vie with one another for turf in an ever-shifting morass of domination games. Sometimes these turf wars can engulf city blocks in "cold war" tension or break down into orgies of violence that threaten the safety of everyone in the area.

Some of the most powerful gangs are tied directly to the organized crime syndicates and take their names and motifs from their big-brother cartels. "The Family," "The Brotherhood," and "Yax" are three such examples. They appear tied to the Italian Mafia, Sicilian Mafia, and the Yakuza respectively. The most unusual, however, are those that have no connection to the crime syndicates and yet seem to hold their own with ease. Dark rumors persist about the true backers of such gangs as "Wendigos," "Yendor's Blood," and "Blackfists." If the word on the street holds any truth, then the reason the Wendigos file their teeth to jagged points is enough to strike fear into anyone facing a mob of such folk. The number of bloodless corpses dragged from the water in the territory of Yendor's Blood should certainly give pause. But what can be made of those who stumble out of Blackfist territory without their hands, eyes, or tongues?

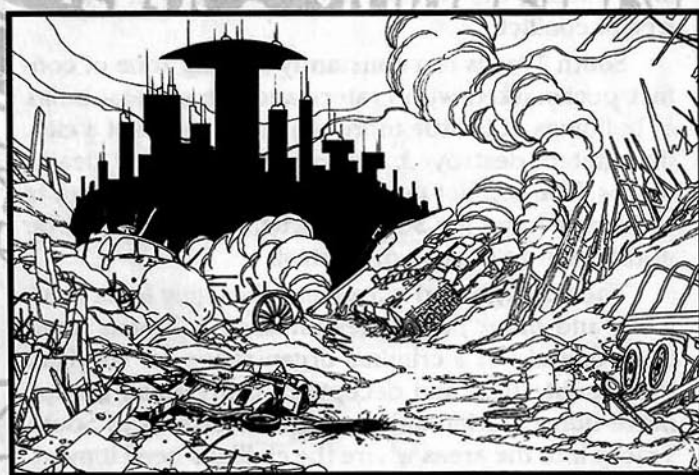
Many minor gangs control lesser territories and form the basis for the larger gangs' recruitment. It is not unusual for entire gangs to be subsumed by the larger ones, their membership shifting, their territory absorbed, and a new turf war set in motion.

Bay City, rife with unemployment, organized crime, and the Wharf Rats, is riding the edge of implosion. Those businesses that have managed to stay in operation toil under the heavy "taxes" imposed upon them by the local crime lords and gang leaders. Protection money has replaced business insurance as the largest drain on resources.

Many of the unemployed blue-collar workers have resorted to unpleasant activities just for survival. Those who do not wish to resort to crime, prostitution, or cheating their fellow man have sought to leave, becoming migrant workers to outlying areas or providing maintenance and janitorial services in nearby Corrington for meager pay. Crime lords are also not above literal enslavement to help the elites in Corrington slake their corrupted tastes through the flesh of the desperate.

There is rumored to be an "underground railroad" in Bay City helping people relocate their lives and rescuing those who have been forced to sacrifice their humanity and dignity. Known simply as "The Movers," this loose-knit organization is dedicated to rescuing people from the clutches of the ever-present criminal organizations. Some claim that there is no such organization; others will swear they know someone who was saved by them. It is said that The Movers include several superhumans in their numbers. No one, however, has ever stepped forward to give credibility to The Movers as anything more than the desperate wish of the hopeless.

TRACUS



From *Freedom's Trio* #13 (Aug. 1967)

The southernmost island of Tracus is a war zone. Several military factions (including United States and communist Cuba) vie for control of South Tracus, which has become a smoking pile of rubble. North Tracus, which isn't too far from the fighting, acts as a supply point for Metazon's military and allied troops. Superhumans of many political affiliations join in this ongoing war, but due to the strong hold that the Metazon-loyal superhumans have on North Tracus, the fighting doesn't often spill over into the other islands.

The city is a real mix. Some portions appear nearly untouched, enjoying a cosmopolitan or urban sense of normality, while others are little more than ruins, destroyed buildings, and burned hulks of vehicles. Tracus is truly a city rent in pieces.

Mostly untouched and enjoying the influx of outside income, North Tracus is host to a number of amenities geared toward the fighting men and women who struggle just a few miles to the south. North Tracus has a tremendous economic influx as

the warriors contribute their paychecks to the local community. Whether it's a bottle of wine to wash out the flavor of MREs ("Meal Ready to Eat") or a full meal to remind the soldier of the sensation of a full belly, North Tracus merchants and citizens are there to provide respite from the conflict. Some of its citizenry are willing to provide other comforts as well, thus driving a flourishing trade in treatments for many different social diseases.

The contrast between North and South Tracus is remarkable. Devastated buildings and blasted surroundings have had a strong impact upon the people of South Tracus. Many still live in the city, carrying out their lives as though the conflict were just a series of bad storms moving through the area. The interest of the South Tracans is less focused on a particular side winning the conflict than it is to live in a world free of conflict.

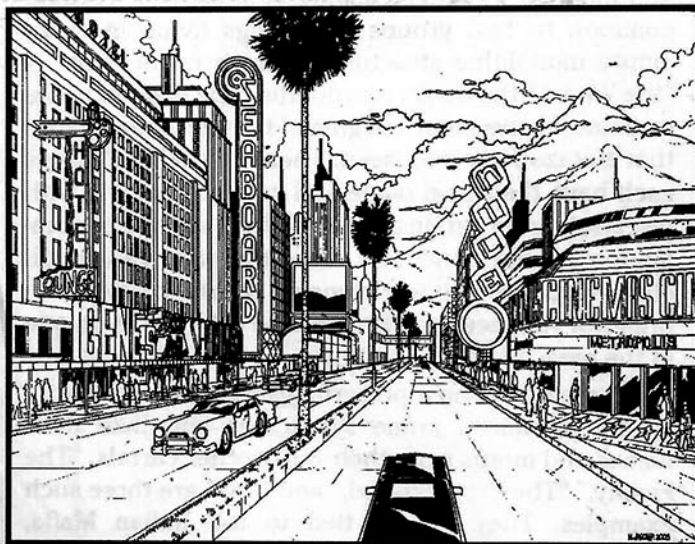
South Tracus is a constantly shifting zone of conflict pockmarked with craters and the skeletal hulks of buildings. It is little more than the corpse of a city, devastated, destroyed, and rocked by violent death-throes. The conflict must be resolved soon if there is to be any hope for South Tracus, else there will be nothing left to occupy or control.

The underground movements bringing food, medicine, and other necessities into South Tracus must often operate as a criminal organization for survival. Using subterfuge and deception, many small groups move humanitarian aid through the streets of South Tracus into the areas where the civilians need it most. Both sides often commandeer these caravans, ostensibly to prevent the resources from falling into the hands of the enemy. Whether this is true or a "polite fiction," the fact remains that much of the resources destined for civilians winds up in the hands of those combatants.

The Movers have a presence in Tracus, which may have given rise to their rumored activities in Bay City. Refugees are often protected by armed groups of masked individuals wearing no insignia. They will escort any civilian out of the war zone. They will engage either side, but only if they (or their charges) are attacked first. They will not participate in the battles, but will only guard and protect refugees. Some of them bear no arms, sparking rumors that they have no need due to their powers.

Based somewhere in the no-mans land between North and South Tracus is the hidden nerve center of The Movers. Though never in a single location for an extended period of time, it is always located close to the relative safety of North Tracus, while providing a way-station for refugees in South Tracus. No one knows who the members of The Movers are, and their leadership is even more deeply hidden.

SEABOARD



From *Cliffhanger* #42 (March 1966)

On the westernmost island of Metazon is the fast-paced, glitzy city of Seaboard. Seaboard is the home of Metazon's entertainment industry, and it is just packed with media stars of all stripes. Seaboard is sometimes referred to as Little Hollywood, and it houses the world's best superhuman talent agencies—many superhumans come here to brush up on their P.R. if they want to increase their visibility to the media.

If you don't have an agent, then there's no hope of getting noticed in Seaboard. That said, there are agents on every street corner. The best agents are those who can secure the most lucrative sponsorships to support the superhuman who still needs to eat and have a modicum of privacy to protect his mundane identity.

Up and coming superhumans will face many trials in Seaboard. The first is being noticed. With the glitz surrounding the city, often even mundane humans will have as much or more notoriety than significant superhumans in other towns. For those not wanting to be noticed, it is fairly easy to blend into the "oddness" that a city like Seaboard attracts. It seems like everyone in Seaboard has either a badly written screenplay or a badly sewn costume. Distinguishing oneself from the crowd becomes a supreme effort where everyone is willing to take credit for someone else's actions just to get noticed. If the wannabe superhumans are not enough of a trial, then there are the aforementioned hordes of agents. Often just a guy who read a book about public relations, most agents provide little benefit to their charges. "Moving and shaking" for them seems to mean little more than waking up at noon, staying

up all night, partying all the time, and avoiding honest work at every turn.

With all these trials, how is a genuine, honest, and hardworking superhuman supposed to get noticed? It's a good question that is usually answered in the question itself: genuine, honest hard work. Superhumans who really are worth their salt will stand out through their consistent ability to perform. A wannabe may shine for a moment, but a superhuman will shine consistently. Eventually, this will garner the attention of the media, the sponsors, and (inevitably) the real agents with all the right connections.

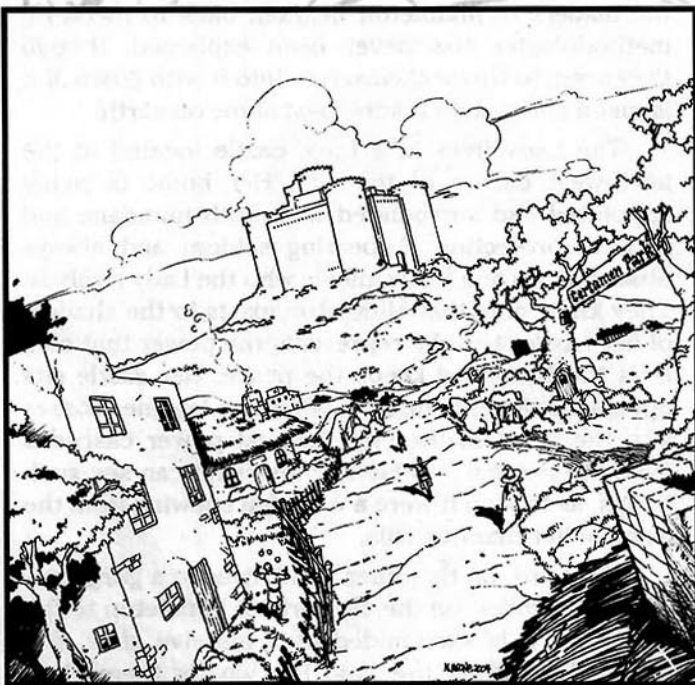
And for the superhuman who doesn't want to deal with the hassle? Well, then one must ask why you're in Seaboard at all? There are plenty of other places with injustice and opportunity to shine elsewhere. If you don't want to be noticed, then Seaboard is just not the town for you. Pack up. Go back to Tracus, Bay City, or even Corrington. Leave the limelight for those who want it.

Aside from the glitz, beauty, and the raucous clamor of dissonance from a population devoted almost entirely to entertainment, Seaboard also has its darker side. Alcohol, drugs, and prostitution are as commonplace as the searchlights that announce the latest film release or celebrity appearance.

Seaboard is located in a stunning valley surrounding a small cove on the sea. Only the richest can afford any sort of seaside residence, and those who live on the cove itself are at the highest echelons of the social structure. Most of the rest of the citizens live in the surrounding valley, with the social status rising again in the hills and mountains surrounding the valley. It is in the hills that most of the leaders of the underworld who supply the exotic demands of the celebrities live, though the most famous of the underworld leaders, Fred Prasse, lives in a large, ostentatious home on the bay.

Seaside Drive is the place to be. All the theatres, best restaurants, and best hotels line the drive. It is where the tourists cruise to see the celebrities, and where the luminaries themselves go shopping to be seen. Seaside Drive is a mixture of Las Vegas and Beverly Hills all in one. It is not uncommon for Seaside Drive to be closed down for the release of a blockbuster, allowing only the limousines full of celebrities to pass. In the fine tradition initiated by Hollywood, Seaside Drive has their own "walk of fame" which includes stars embedded in the sidewalk for celebrities - human and superhuman alike.

MIDDLETON



From *Lacie Delmont* #4 (July 1966)

Middleton is barely a city at all. It has a safe, pleasant exterior where crime is seemingly non-existent, but there's much that goes on beneath the surface. Middleton sits on a dimensional nexus point that focuses and amplifies the magic in the area, making it a thriving community for those who are mystically inclined. Many magicians prefer peace and solitude, and that eccentricity, combined with the populace's healthy fear of wizardry, explains Middleton's curious nature. In the center of Middleton is Certamen Park, where wizards can come to conduct explosive magic duels while the park's mystical shields keep the fallout from affecting the rest of Middleton.

In addition to the duels at Certamen Park, regular events take place in The Ring. Displays for the public occur on a monthly basis. Typical displays include Olympic-style games, jousting, swordfighting, and even circuses. These events are always attended by the leaders of Middleton, who sometimes start and end ceremonies or even offer their colors to the victor to be worn at his next competition.

Whether their magic is potent or put on, mystics of all kinds flock to Middleton. Those in the know will snicker at the crackpots and nutcases who congregate around the open and obvious magic shops. Magic, they will explain, is neither open nor obvious. The true practitioner of magic would keep her power secret, silent, and hidden.

Middleton does not have a mayor or aldermen; instead, it has a Lord, a Lady, and Guildmasters. Why the leaders of Middleton hearken back to medieval methodologies has never been explained, though they seem to throw themselves into it with gusto. If it is just a show, then it's the best show on earth!

The Lady lives in a huge castle located at the northwest corner of the city. Her home is richly appointed and surrounded with both mundane and magical protection. Appearing seldom and always obscured, no one really knows who the Lady really is. They know only that Middleton exists in the shadow of her castle, and she represents the power that controls the town and keeps the peace. Her castle sits upon a mana-fountain, from whence a ley-line crosses into the heart of the city. Magical power cascades from her fortress, visible to those who can see such things, as though it were a waterfall spewing from the gates of her massive villa.

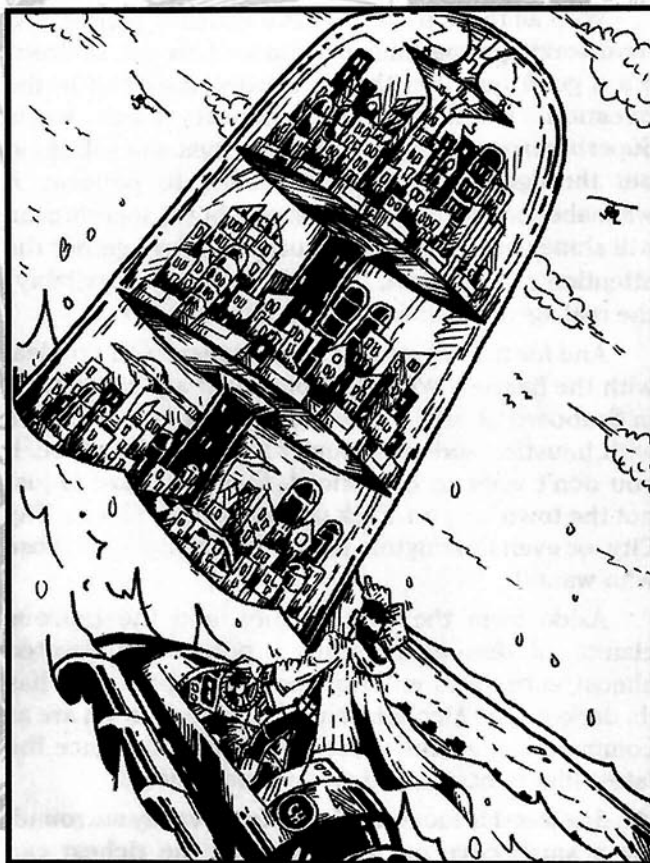
The Lord, on the other hand, lives in a gorgeously wooded forest on the outskirts of Middleton to the southeast. It is surrounded by a massive glow, day and night. During the day, the woods themselves shine as though reflecting the light of the sun, even on overcast days. During the night, the woods glow with a soft, blue omnipresent radiance. Many have tried to enter the woods uninvited. All have been found later wandering the city streets, unable to remember anything about their lives. The ley-line that begins in the Lady's castle terminates in a massive pool at the heart of the Lord's wood. The Lord sometimes walks among the city and makes very obvious trips to the castle of the Lady. There is certainly a meaning to this ceremony, though what it is remains hidden.

In addition to the Lady and Lord, there are leaders for various Guilds: the Merchants Guild, the Miners Guild, the Thieves Guild, the Assassins Guild, the Town Guard, and the Mages Guild. The leader of each Guild and the Lord and Lady sit on a council which dictates the policies of Middleton. A seventh Guild is rumored to exist, though no proof has surfaced. The seventh Guildmaster is most commonly referred to as the "Consort." Who this is and what role he or she might fill is unknown.

Fun Fact!

The villainous Man-Cactus was originally going to be a guy in a cactus suit rather than a human/cactus hybrid. In fact, if you look carefully at the character, his head still resembles a mask and his chest emblem hints at it being a cactus suit as well. "We just forgot to change the art and we were stuck with it," said Carl Murphy with a shrug.

VALHALLA



From *Cliffhanger* #4 (Jan. 1963)

Valhalla is a scientific marvel. This completely man-made, capsule-shaped floating city lies partly on top of the water and partly beneath it. Valhalla is Metazon's center for scientific and technological research, but it maintains its independence from government grants through a brisk tourist trade of its various mechanical marvels, almost like a continual floating World's Fair. The city is located in the Placid Waters southeast of the Freelands, near the southern mouth of the Eastern Narrows.

Travel to Valhalla is typically by means of ships, though special groups sometimes travel to the city by air. On the top of the capsule is a massive airstrip capable of handling even the largest of aircraft. Everyone who travels to or from Valhalla must pass through a complex series of detectors. The specifics of how these detectors work has never been explained, but the Administrator and his staff have used them to prevent spies and infiltrators from entering or sensitive data from leaving.

Controlled exclusively from within, Valhalla is ruled by an august body of some of the best minds on earth. These men and women act as an advisory council to the Administrator. The Administrator has final authority, though he can be overridden by a vote of

two-thirds of the Council. The Administrator serves for a term of five years, and may not serve more than two terms consecutively. The Administrator is selected from amongst the Council by the Council itself. Only one example of the Council selecting an Administrator from outside their membership has ever occurred, and that Administrator was inducted as a Council member moments before the vote was taken.

No government has control over Valhalla. However, many governments provide forces to protect the city from others. They do this because Valhalla agrees to share its "public advances" with any nation that supplies support, and because it prevents other nations from taking control of its technological secrets for themselves.

Rumor has it that the Council has the means to nullify the abilities of superhumans. Some say this is a temporary nullification, others say it is permanent. The Council has issued only one statement on the matter: "No comment."

For those who are able to gain admittance, the city is a veritable technological paradise. Slidewalks, mag-lev cars, pneumatic elevators, and retinal identification systems are some of the more obvious examples of the achievements visible in Valhalla. These, however, are merely the showy items that everyone expects to see from a "technological marvel." Under the surface, the real capabilities of Valhalla are both astounding and controversial. Genetic research, particularly into the development and control of superhumans, is all but admitted to by the Council. It is often claimed that this research is for "the betterment of mankind," but it raises many questions about who shall control the research and who shall be controlled by it. The Council has been clear that it has withheld some of its advancements deemed to be "too potent" for humanity at large.

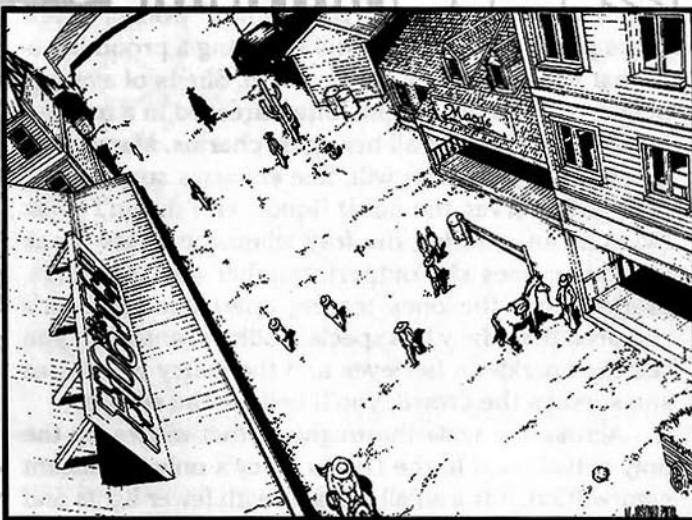
There are no imports of food or water into Valhalla. Presumably, this means that it is entirely self-sufficient. Common conjecture holds that the portions of the city below water level are used to generate power, produce food, and filter water for the daily survival of the city. Less common conjecture ruminates on synthetic and vat-produced foodstuffs. Indeed, some of the most unusual foods and flavors are available from vendors in the public areas of the city.

Another unique aspect of Valhalla is its attitude towards social structure. Admission, rooms, and other accommodations are available for one unchanging price. Whether one is incredibly wealthy or incredibly poor, the price is the same, the accommodations are the same, and the treatment is the same. If anything, the conditions are bland. Social stratification is not based upon wealth. The only exceptions to this policy of identical treatment are made for invited guests. Those invited to visit for the purpose of scientific discussion, research, or relocation to the city

receive slightly nicer accommodations and amenities.

Crime, as it's known in the rest of the world, is virtually absent. The technology of the city makes common crimes nearly impossible. It is the not-so-common crimes that are of more concern. The cold, calculating marginalization of those lacking in intellectual capability and the determination that some people or traits are "undesirable" are the crimes most often laid at the feet of the Council. Its response to accusations that it is attempting to perfect humanity is enigmatic: "No comment."

THE DEN



From *American Gargoyle* #7 (March 1963)

The Den is located in the middle of the heavily-forested Freelands, a desert within a lush paradise. The area surrounding the Den is nothing short of a scientific anomaly, as the world's top scientists have been unable to discern how a desert can exist right in the center of the forest. This city is a larger frontier town than the others, sprawling with hodgepodge buildings made of wood and tin. It's a rowdy, dangerous place only marginally kept in order by the self-appointed superhuman marshals. There is no law in the Freelands, and that fact is never more obvious than in the Den, but that doesn't stop a regular stream of visitors who want to see one of the Den's almost mythic bar fights.

If you have visions of the Old West filling your mind, then you aren't far off. Not only does the Den sport a decidedly western flavor, but there are strange field variances in the surrounding areas that play havoc with electronics. These field variances have no apparent affect on biological or mechanical processes. Anything electronic has a much higher failure rate in the Den. It's not exactly a "dead zone," like the area surrounding The Corral to the north, but it's certainly not a place to take sensitive electronics for any extended

time. Dry and dusty, with air filtration and conditioning systems constantly failing, the saloons and other watering holes provide scant relief from the elements and dismal realities, and where you mix depression, frustration, and alcohol, you're soon to see a humdinger of a fight.

Macy's Saloon is known for some of the most outrageous bar-fights ever. Nearly every piece of furniture has been repaired a hundred times. The gin-joint doesn't sport mirrors on the walls or leave any glass out in the open. It has a standard policy, enforced by its own massive bouncers: no weapons allowed. All weapons are taken and signed for before entry is allowed, and pat-downs are not uncommon. The owner of Macy's Saloon is a cynical woman a few years past her prime, yet still radiating a proud beauty that hearkens back to her youth. She is of average height but notably buxom, often dressed in a manner to take advantage of all her aging charms. Macy has a quick wit and an iron will. She employs some of the best girls, serves the finest liquor, and doesn't think twice about entering the fray when the fights break out. Sometimes she outperforms her own bouncers, dragging out the ones tearing apart her place. It's rumored that Macy has special abilities, and once you see the sparkle in her eyes and the sultry glances as she surveys the crowd, you'll believe the stories.

Across the wide thoroughfare that makes up the only actual road in the Den is Macy's only significant competition. It is a smaller place, with fewer fights and a slightly higher grade of clientele. Known only as "The Hootch," it is adjoined by the Marshal's place. Fights break out very seldom, and when they do they are put down quickly, with those involved dragged into the jail to see the judge the next morning. The Hootch doesn't serve better liquor or have better girls, but for those who don't want to see three or four bar fights erupt each night, it's a place to get a quiet, peaceful drink. Unknown to most, there is a secret cellar under The Hootch where the Marshal and his posse keep special prisoners. Some say there are green crystals lining the walls of the special cells built in the cellar. Those same people also talk conspiratorially to dogs and claim there are secret treasures in spittoons.

The Judge holds court every day from 10 a.m. until 2 p.m. From 2 p.m. until 10 p.m. he drinks and has dinner in the Hootch. He's usually witness to any problems there and readily sentences the guilty offenders the following day. The Judge is a shameless drunk who just manages to stay sober until court is adjourned. He brooks no misbehavior in his court, and tends to lay down rather harsh judgments; the harshest of which is working at The Corral.

Located north of the Den, the Corral sits in the center of an honest-to-goodness "dead zone." Technological devices will not function there at all.

They work fine (well, as fine as possible in the Den) until they pass the perimeter fence, and then they don't work at all. Some are permanently damaged by the effect, while others return to full operation once removed from The Corral. Still others develop strange quirks that never quite go away. Those working at The Corral are subjected to hard labor. It's not particularly nasty or demeaning work—slopping hogs, mucking stables, chopping wood, and working the gold mine behind the great house. It's just that it's hard labor done for free, as the majority of those working are sentenced to "community service" by the Judge. The mistress of the house is the Judge's wife, as this is the Judge's real home—a home he never sees, as he spends most of his time at The Hootch. Madame Avery assigns the workers their tasks for the day and cooks their meals for them. She is an unassuming old woman who has wrestled men twice her size and half her age to the ground with ease. No one messes with Madame Avery.



From *Freedom's Trio* #19 (Feb. 1968)



DRAKE EINSTEIN

HE BEATS THE BAD GUYS! HE SAVES THE INNOCENT
AND HE LOOKS GOOD FOR THE CAMERA!
WHO IS THIS EXCITING NEW HERO?

READ THE NAME AT THE TOP OF
THE COVER, PAL!
IT'S DRAKE EINSTEIN,
THE MOST SENSATIONAL
HERO OF THEM ALL!

BUT CAN HE
DEFEAT...

... THE
SKELETON??

AND WHAT BUSINESS
DOES THIS LUG
HAVE WITH
OUR HERO?

FIND OUT
INSIDE!



Cover of *Drake Einstein* #1 (Sept. 1962)

CHAPTER FOUR:

DRAKE EINSTEIN

PREMISE

The *Drake Einstein* comic revolved around the glory-hound superhero known as Drake Einstein. The series also focused on his friendship with Barry Pellman, who acted as the operation's brains. Throughout the series, readers witnessed Drake's numerous failed romances, which ultimately ended due to his arrogance and self-centered attitude. These two traits were personal demons that Drake battled on a regular basis. When it came down to it, Drake really was a good person, but he had some personality flaws that often eclipsed that fact.

On the more action-oriented side of the comic, Drake had a plethora of bad guys he had to deal with. From the relentless assassin known as Skeleton to the utterly unpredictable King Cockroach, his rogue's

gallery was enough to give any hero fits. Comicbook historian Michael Bowden once commented that "[Drake Einstein] had the craziest collection of villains the comic world has ever seen. Some of them were just downright weird!"

DRAKE'S NUTTIEST NEMESIS

DRAKE EINSTEIN ISSUE 47 INTRODUCED ONE OF THE MOST UNUSUAL BAD GUYS IN ALL OF COMICDOM. JUDGE CALHOUN WAS AN ELDERLY EX-JUDGE WHO WAS TIRED OF BEING IGNORED AND DISMISSED BY OTHERS FOR BEING A "GEEZER." SO, HE ACQUIRED A CANE THAT SHOT LITTLE WOODEN CORKS AND BECAME-IN HIS MIND AT LEAST-AN ASSASSIN. OF COURSE, THE CORKS DID NOTHING MORE THAN RAISE A WELT, BUT NO ONE EVER SAID HE WAS OF SOUND MIND. THE PRESS JOKINGLY DUBBED THE CRAZY OLD COOT THE "CANE SNIPER," BUT HE PRESENTED DRAKE WITH NUMEROUS HEADACHES THROUGHOUT THE ISSUE, SUCH AS WHEN THE JUDGE LOST HIS FOOTING ON A BUILDING LEDGE SOME 10 STORIES UP. AT THE END OF THE ISSUE, AN EXASPERATED DRAKE TOLD BARRY, "I'D RATHER TANGLE WITH SKELETON OR MAN-CACTUS ANY DAY THAN DEAL WITH THAT LOON".

ABOUT THE BOOK

Drake Einstein was created by writer Dean Robison and penciller "Big" Tom Sutton from the original Omlevex lineup. "We couldn't come up with anything worth putting effort into," said Robison in a 1992 interview. "Boy, were we trying hard. Too hard, probably. Finally, Tom [Sutton] and I decided to take a break and go to a little greasy spoon around the corner from my apartment. After we were there awhile, this really handsome fella walked in and started flirting with this gal who was sitting at one of the tables. He was telling her he was a big actor out in Hollywood and blah blah blah. He was laying it on thick. When he left, I saw him get in his car, which was a real lemon. I mean, it was really run-down, you know. I looked right at Tom and said, 'That's our guy.' He stared at me like I was insane, so I explained. 'Our superhero. He can be this guy who's kinda arrogant and isn't afraid to lie to get what he wants.' That's how Drake was first created."

Once the initial concept was forged from that single event, the two creators rushed home to develop him further. Robison said, "We were both poor as dirt back in those days, and it was all I could do to keep my apartment. We didn't have any heat in my place, and this was in November so we were plenty cold [laughs]. We just bundled up and got down to business. Tom hit the nail on the head right away, sketching Drake out perfectly on the first try, but our hero still needed something. I pointed this out and before I knew it, Tom gave him this kooky looking rocket platform. Boom! It was perfect."



From *Drake Einstein* #59 (Nov. 1967)



From *Drake Einstein* #67 (March 1968)

A week later, Robison and Sutton had the penciled book ready to be edited, inked, and lettered by the staffers at the office. Like the other Omlevex titles, the first issue of *Drake Einstein* did mediocre business. It sold well enough to stay afloat, but not by a wide margin. The main problem was the fact that many distributors wouldn't carry non-code approved comics (see Chapter One).

Once the book caught on, however, Drake was considered one of the most hip comicbook heroes around. He talked and acted much like the college kids of the day, which gave him an audience.

"We weren't trying to be hip," said Tom Sutton in his last interview in 1987. "That's just how we acted. Hell, we weren't much more than kids ourselves, so it naturally showed in our work. I cringe now when I read some of it. It was pretty terrible in spots, especially my art. But at the time, it was what the college set wanted, so it caught on."

SUPPORTING CAST

Barry Pellman: Barry Pellman was (and still is, to a certain degree) a nerd. His spare hours were spent either reading books or coming up with crazy inventions in his parents' garage. When he was 34, he patented one of his inventions (an automatic sidewalk

DRAKE'S TECHNOLOGY

AS TIMES CHANGED, SO DID DRAKE'S GEAR. WRITER DEAN ROBISON ALWAYS MADE AN EFFORT TO STAY ON TOP OF TECHNOLOGY. "I'D ALWAYS BEEN INTERESTED IN TECHNOLOGY," SAID ROBISON LATER. "WRITING THE DRAKE BOOK GAVE ME A SOLID REASON TO KEEP MYSELF ABREAST. WHENEVER A NEW TECHNOLOGY WOULD COME ABOUT, I'D BE RUSHING TO BIG TOM'S HOUSE TELLING HIM TO CHANGE THIS OR ADD THAT. HE PROBABLY DREADED SEEING MY BEAT UP OLD CAR PULLING INTO HIS DRIVEWAY. [LAUGHS]"

REGARDLESS, THIS APPROACH PUT DRAKE EINSTEIN ON THE CUTTING EDGE. HIS GLIDER, IN PARTICULAR, WENT THROUGH NUMEROUS CHANGES OVER THE YEARS. AT ONE POINT, AN AUTO-PILOT FEATURE WAS ADDED. AT ANOTHER, THE "STICK" CONTROL WAS DROPPED IN FAVOR OF A JOYSTICK ON A WIRE. DEAN ADDED, "I ENJOYED WRITING FOR BARRY, AND I NEVER IMAGINED HIM AS THE KIND OF INVENTOR WHO SAT ON HIS BUTT WHILE TECHNOLOGY PASSED HIM BY. SO, I KEPT COMING UP WITH CRAZY STUFF FOR HIM TO INVENT."

cleaner), and made a lot of money from it. This led to a job offer from an Ajexx Laboratories, which he snapped up without a second thought. A few years later, Barry met an out of work actor named Drake Eberson, and the two became good friends. Drake offered to pay him to whip up some inventions so he could begin his career as a crime fighter. He took Drake up on it, but only if he became his silent partner in his escapades. Barry's a nice, mild mannered guy who has only recently started to come out of his shell. He'll bend over backward to pull Drake's bacon out of the fire, he but sometimes finds himself irritated by Drake's egotistical behavior.

Sandra Brunning: Sandra is Drake and Barry's maid. Early on, she developed a crush on Drake while hiding it behind a wall of sarcastic remarks. As the series progressed, the two developed an on-again-off-again romance. She's an independent woman who always stands up for herself.

Kayla Bernstein: Kayla is a sarcastic and hateful painter who became obsessed with Drake. Drake, not being able to see through her facade, fell for her, and they were an item for quite some time before all heck broke loose and Drake kicked her to the curb.

Dr. Benjamin Rennaker: Dr. Rennaker was Barry's mentor during his teenage years, teaching him the ins and outs of science and the fine art of invention. When Barry can't figure something out, he takes it to "Ol' Doc Rennaker" to figure out.

HIGHLIGHTS

A partial listing of some of Drake Einstein's greatest issues from the Silver Age!



From *Drake Einstein* #87 (Nov. 1969)

***Drake Einstein* #1 (Sept. 1962):** In the first issue, the assassin known as Skeleton nearly killed Drake. In the end, Drake used his resourcefulness to save his bacon and put the assassin down for the count. The story wrapped up with Skeleton, who narrowly escaped the incoming police, thinking to himself, "I have failed! For the first time in my career, my prey has escaped—no, *defeated*—me! I shall not rest until the job is done! I shall spend my every waking minute planning Drake Einstein's demise!" The last thing the reader saw was a cameo of Man-Cactus, who would be the villain in the following issue.

***Drake Einstein* #4 (Dec. 1962):** A crime wave broke out in Corrington. At the heart of it was the greedy Melt Master who was selling his services to bank robbers. He would melt through the vault doors while his employers would snatch the loot. It worked splendidly, until Drake interceded and defeated him.

***Drake Einstein* #6 (Feb. 1963):** After recuperating from their first meeting, Skeleton came back for more. In a climactic battle that lasted a whopping 12 pages, Drake once again thwarted his attempt at revenge. It appeared as if Skeleton perished, falling from a 400 foot cliff.

***Drake Einstein* #10 (June 1963):** The Chosen Avenger made his debut, coming to Corrington to trail someone who kidnapped several homeless people in Bay City.

***Drake Einstein* #18 (Feb. 1964):** Skeleton was hired by a shadowy patron to assassinate a young girl. When the time came to do the deed, he found himself unable to go through with it. Just as he decided to abandon the job at

hand, Drake smashed his way into the scene and a fight broke out. When the girl explained to Drake that Skeleton wasn't going to kill her after all, the two grudgingly teamed up to thwart the patron, a man named Fenton Moss. Once Moss was defeated, Skeleton attacked Drake and left him for dead.

***Drake Einstein* #38 (Oct. 1965):** Skeleton finally killed Drake Einstein. Unfortunately for him, he had unknowingly entered an alternate world where Drake wasn't nearly as competent. Skeleton became trapped within that reality for quite some time.

***Drake Einstein* #49 (Sept. 1966):** Drake found himself without his adrenaline pellets. Barry ran out of the components to make them, and it was going to be another two weeks before more could be shipped in. Uber-baddie Scratch just happened to select this time to launch a plan to bring all of Corrington into the future so that he could rule it in his native timeline. In a true act of heroism, Drake dashed out to confront the madman without the use of his pellets. As it turned out, the hero's most difficult battle wasn't against Scratch, but with himself. He learned that he had become addicted to the pellets, and while he was duking it out with the villain, he was fighting the addictive nature of the pellets. This was played out in a series of ongoing thought balloons during the fight itself. It was a masterful touch by writer Dean Robison, whose cousin was battling drug addiction at the time. This issue still stands as one of the most thought provoking comics of all time.

***Drake Einstein* #56 (April 1967):** Barry created a new type of pellet with no addictive properties, ending Drake's seven month long battle with his cravings.

***Drake Einstein* #64 (Dec. 1967):** An arrogant and sarcastic painter named Kayla Bernstein entered Drake's life, and somehow won his heart even though Barry warned him that she was bad news. A romance followed, with Drake spending less time fighting crime and more time pursuing Kayla's love.

***Drake Einstein* #75 (Nov. 1968):** Fed up with Kayla's head games, Barry left Corrington and relocated to Middleton where he attempted to lead a normal life. Drake began to realize that perhaps Kayla wasn't the right girl for him. In one panel, he mused, "I want to be with Kayla, but at what cost? I've already lost Barry's friendship as well as a big part of my pride. Is love really worth all that?"

***Drake Einstein* #82 (June 1969):** Skeleton once again went after Drake to put an end to his string of failures. This time, he struck while the hero was in Middleton to reconcile with Barry. In the ensuing struggle, Barry was severely injured and Drake allowed himself to be defeated in exchange for saving his friend's life. Skeleton finally felt avenged, satisfied that he had won their war.

***Drake Einstein* #84 (Aug. 1969):** With Barry and Drake back on good terms, Kayla became very jealous and tried desperately to cause tension between them. This time it didn't work, and Drake told her to hit the road.

One of the highlights of this issue was when Sandra Brunning (Drake and Barry's maid) slapped Kayla across the face. Kayla retaliated by hiring Man-Cactus to kill Barry, Sandra, and Drake. This plan nearly succeeded, though Drake's brains once again proved more powerful than Man-Cactus' brawn. Kayla vowed revenge, and would go on to become one of Drake's most persistent adversaries in the coming decade.

ABOUT THE CREATORS

Dean Robison (1942–present)

Dean Robison was new to comics when he was hired by Omlevex. He had written a few backup stories for other publishers, but that was the extent of his experience in the field. Known for his natural dialogue between characters, Dean capitalized on his strength by including more “character development” scenes than many of his peers. Robison quit Omlevex in 1979, and hasn't written a comicbook since. Instead, he began writing novels and continues to do so to this day.

“Big” Tom Sutton (1940–1987)

Thomas Sutton's comicbook career blasted off when he was 16 years old. His first job was fixing other artists' mistakes at Big-Time Comics. This is where he met comic veteran Pat Borden, who took him under his wing and taught him all the tricks of the trade. Tom was soon promoted to full-fledged penciller for *Captain Fate*. When Carl Murphy founded Omlevex

Comics, the first person he contacted was Borden. Even though Borden turned down the job, he referred him to Sutton, who jumped at the chance to develop his own title. Tom continued drawing comicbooks until 1987. Sadly, he passed away after a massive heart attack two days after he retired.

HEROES AND VILLAINS

DRAKE EINSTEIN



DRAKE HITS THE SMALL SCREEN... ALMOST

IN 1968, OMLEVEX COMICS WAS APPROACHED BY LIFELONG COMICBOOK FAN AND TELEVISION PRODUCER DAVID DARBER, WHO WANTED TO CREATE A LIVE ACTION TELEVISION SERIES BASED ON *DRAKE EINSTEIN*. THE CONTRACTS WERE SIGNED AND PRODUCTION BEGAN SHORTLY THEREAFTER. UNFORTUNATELY, THE SHOW BARELY RESEMBLED THE COMICBOOK AT ALL. IN THIS VERSION, *DRAKE EINSTEIN* (PLAYED BY VETERAN CHARACTER ACTOR ROSS GOESFRED) WAS A GENIUS GIVEN SUPERHUMAN STRENGTH AND EYE BEAMS BY A MYSTIC MONKEY. YES, A MYSTIC MONKEY. NO ADRENALINE PELLETS, NO ROCKET-FLYER, AND NO COSTUME. JUST WHEN YOU THOUGHT IT COULDN'T GET ANY MORE PATHETIC, BARRY WAS REPLACED BY A FORGETFUL ROBOT NAMED GOOBIE.

NONE OF DRAKE'S RATHER EXTENSIVE ROGUE'S GALLERY SHOWED UP TO CAUSE TROUBLE, EITHER. IN MOST CASES, HE TOOK ON THUGS, COMMON CRIMINALS AND, IN ONE REALLY LAUGHABLE EPISODE, A SENTIENT TELEVISION SET. ONLY ONE SUPERVILLAIN APPEARED. HIS NAME WAS DR. DRASTIC, AND HE WORE A JUMPSUIT AND DOMINO MASK. THE FORMER DID NOTHING TO HIDE THE ACTOR'S GIRTH.

THE SHOW AIRED ON ABN AND LASTED EIGHT EPISODES BEFORE THE MERCIFUL TELEVISION EXECS PULLED THE PLUG ON IT, AND AMERICA GAVE A BIG SIGH OF RELIEF.

Drake Ebersson was a good actor who simply had no luck landing any acting gigs beyond a bit part here and there. He went to one audition after another, but to no avail. Most people would've become disillusioned, but Drake wasn't most people. He had a keen mind and was extraordinarily resourceful. With very little money left to his name, Drake decided to *make* himself a hot property in the movie biz. His plan centered around becoming a hero, but he didn't have any powers. With that in mind, he searched high and low for an inventor who could create some gadgets for him that would put him on par with the supervillains that seemed to be crawling out of the woodwork.

That's how he met Barry Pellman, the wealthy inventor who was known to be fascinated with the

superhuman phenomenon. Needless to say, Pellman jumped at this opportunity, but only on one condition - he was to become Drake's silent partner. This seemed like an acceptable situation, so the two men set out to create the next big hero. Drake Ebersson? Nah, it sounded too plain. A bit of brainstorming ensued, and they selected the name Drake Einstein.

Over the next year or so, Drake and Barry crafted every aspect of this new persona, from a flashy costume to an array of nifty gadgets. Finally, in 1962, Drake Einstein made his first public outing by soundly thrashing a horde of robots who were trying to kidnap Corrington City's mayor, Richard Heidlen. Truth to tell, the robots weren't *really* a legitimate threat. They were created by Barry just for this occasion to make Drake look good.

It worked. Drake became a media darling! His good looks made him a heartthrob, his charisma made him win over the populace, and his bravery earned him the respect of his peers in the superhero community. The stage was set for his big screen debut. Movie producers everywhere began offered him lucrative contracts. At first, he declined them all, hoping to create a feverish demand for his services, all the while continuing his career as a costumed do-gooder. Eventually, Drake signed on with Marner-Percy Pictures, the largest film company in Seaboard. He continues to live in Corrington though, refusing to abandon the city he loves so much. Drake Einstein is on top of the world... and he's enjoying every second of it!

He and Barry currently share a high-tech house/headquarters on Corrington Bay.

Personality: Drake Einstein has never been lacking in self-confidence. He's actually quite arrogant, but in a charming way. He's good at what he does, and he's not afraid to admit it. The limelight is where he feels most at home, and he'll do just about anything short of embarrassing himself to remain there. Unfortunately, Drake isn't exactly a team player, which has led to more than one confrontation with other heroes, namely Onyx and Atlas Man. These conflicts do nothing to lessen his immense popularity, though, which only encourages Drake to continue such behavior. Despite it all, he truly is a good person. He'll risk his life to save an innocent bystander, and will generally help anyone in need. In combat, he takes unnecessary risks and likes to verbally taunt his enemies, not only to baffle and befuddle them, but also to look impressive for the cameras.

Powers & Tactics: Drake is a thinking man's hero. He may be overconfident, but he's not a dullard. When he sees an opening, he wastes no time exploiting it. His Rocket-Flyer represents a large chunk of his fighting style, as he integrates it whenever possible - swooping in and clotheslining his foes, for example. He only uses his adrenaline pellets when things start to get hairy.

Appearance: Drake is a medium-sized fellow with nicely developed musculature. He has short blond hair and expressive blue eyes. He wears a tight bodysuit that is primarily white, with gray boots, belt, and gloves. A small "DE" is seen over his left breast. Unlike many superhuman crime fighters, Drake wears no mask, preferring that the cameras show his handsome face.

Campaign Use: Drake can be inserted into your campaign in any number of ways, since he's always seeking that all-important limelight. If you want to play it straight, Drake can team up with the PCs to help battle a particularly tough menace such as Jonah, Liege Lord, or the Dehumanizer. Conversely, you can just as easily play it the other way, so that Drake is trying to steal the PCs' thunder. He's not above letting the players do the hard work and then waltz in to finish the job in order to take credit for the victory. It all depends on how you wish to portray Drake.

Modern-Day Option: Drake needs very little tweaking to make him suitable for modern campaigns. The best way to do so is to modernize his Rocket-Flyer and give it some offensive capabilities - possibly a rack of missiles to get some explosive action into the mix. Drake could also be made into a "street-level" hero simply by changing his attitude to make him more violent. This would work well in conjunction with the modernization of the Rocket-Flyer. In fact, to compensate for the cost of the upgrade, you might want to consider ditching the adrenaline pellets.

Drake Einstein: PL 11

Abilities: Str: 14 (+2), Dex: 16 (+3), Con: 15 (+2), Int: 12 (+1), Wis: 13 (+1), Cha: 19 (+4)

Saves: Damage: +2, Fortitude: +2, Reflex: +3, Will: +1

Miscellaneous: Melee Attack Bonus: +7, Ranged Attack Bonus: +8, Defense: 20/20, Initiative: +3, Speed: 30/50 (Flight), Hero Points: 6

Skills: Acrobatics +8, Bluff +8, Drive +5, Jump +4, Pilot +13, Profession (Acting) +11, Perform +14, Taunt +9

Feats: Aerial Combat, Attractive, Dodge, Fame, Move-By Attack

Powers: Combat Sense +3 [Source: Training; Cost: 1], Neutralize +10 [Extra: Neutralizing Block; Flaws: One Power; Limited - Drake can use the Neutralizing Block effect only; Source: Training; Cost: 1]

Equipment: Rocket-Flyer [Flight +10; Flaw: Device; Source: Super-Science; Cost: 1], Adrenaline Pellets [Boost +8; Extra: Effects all physical Abilities; Flaw: Device; Source: Super-Science; Cost: 2], Satchel of Goodies [Gadgets +10; Source: Super-Science; Cost: 1]

Fun Fact!

Carl Murphy was never a fan of Skeleton's costume. For this reason, he requested alterations seven times during the 1960s. Murphy later commented, "I still don't like how he looks."

SKELETON



Not much is known about Skeleton's past, as no one has ever captured him, and he ain't talking. What is known, however, is that he has some kind of hatred for Drake Einstein. It is widely thought that it's because no one had ever escaped Skeleton until Mr. Einstein came along. Now, it appears to be some kind of personal quest - to finally defeat the egotistical hero and claim victory at last.

Personality: Skeleton doesn't speak much. He lets his actions do the talking, rather than waste his concentration on pointless banter during combat. This seriousness has led to Drake coining several nicknames for him, including "Mr. Talkative," "Loud-Mouth," "Party Pooper," and "Dour Donald." None of these bother the assassin in the least, but they certainly amuse Einstein.

Aside from Drake Einstein, Skeleton never bothers attacking those he's not paid to attack. It's all business in his eyes, and unless he gets some greenbacks for his troubles, he wants no part of the action. Once you grease his palm enough, though, he'll pursue his target with relentless vigor. The only targets he shows mercy to are children - he cannot bring himself to kill them.

Powers & Tactics: Skeleton is a stealthy man, and he incorporates that into his tactics. He seldom exposes his position until it's too late for his target to do much about it. He has no honor, and can't be bothered with such concepts as fair fights and attacking only those who can defend themselves. Skeleton is a swordsman first and foremost. While he can do more damage with his throwing blade, he still prefers to get right in and slice his foes up with his paired short swords. His efficiency is bolstered even further by his incredible strength. When all is said and done, Skeleton is a frightening enemy to face.

Appearance: Skeleton is a massive man just bulging with muscles. He wears a skin-tight black body-

suit with white trim. His mask covers the top half of his head and face, and is tied at the back of his head. The mask is fashioned to look like a dark blue skull.

Campaign Use: Skeleton is an assassin, which makes him easy to use in your games. He can be targeting the PCs, or he can go after a friend/relative/love interest of one or more of the PCs. Alternatively, Skeleton might be homing in on a celebrity. Whatever the case may be, you'll need to choose (or create) someone who's pulling the strings. Skeleton never acts alone. He only strikes because he gets compensated with loads of cash, so be sure you know who his employer is when introducing him to your campaign. There's also the possibility that Skeleton has acquired a hatred for one or more of the PCs, making him attack them without the motivation of money, much like he does with Drake Einstein.

If you wish to get kooky, Skeleton might actually be hired to save someone rather than kill them. This "someone" just happens to be a person the PCs are attempting to save as well. Hero/villain team-ups are always fun.

Modern-Day Option: The best way to use Skeleton in a modern setting is to jack up his PL to 12 or 13 and enlarge his selection of weapons, like adding a sniper rifle. This will get him over as a seemingly unbeatable assassin whose lethality is undisputed. Truthfully, Skeleton is already set to be used in a contemporary game world in terms of stats and concept, since assassins are more commonplace in today's comicbooks than in those of the '60s. His costume could be modernized a little, adding bandolier belts, pouches, and other details. Lastly, play up the darker side of being a hired killer. The Silver Age version of Skeleton would certainly slice a victim with his swords, but you can take it a step further in a modern world - decapitation, mutilation, and disembowelment. Assassination can get pretty damn messy.

Skeleton: PL 11

Abilities: Str: 18 (+4), Dex: 16 (+3), Con: 18 (+4), Int: 15 (+2), Wis: 16 (+3), Cha: 14 (+2)

Saves: Damage: +6, Fortitude: +6, Reflex: +3, Will: +3

Miscellaneous: Melee Attack Bonus: +13, Ranged Attack Bonus: +12, Defense: 20/17, Initiative: +3, Speed: 30

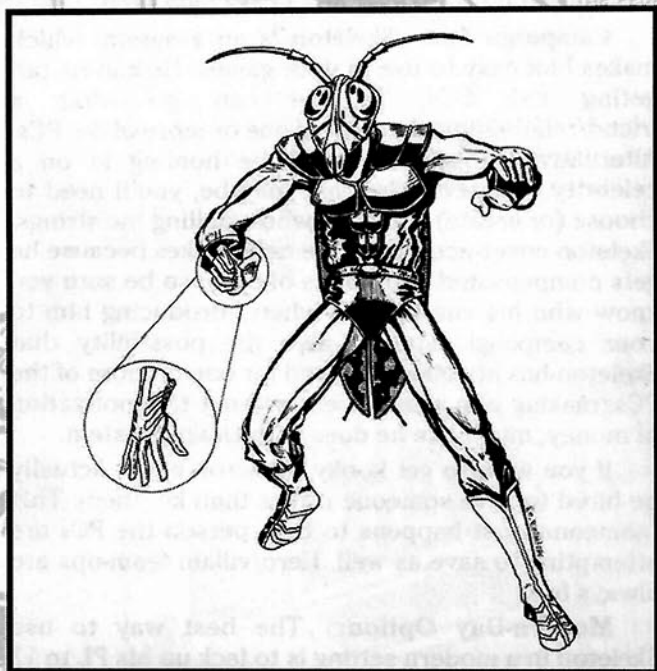
Skills: Acrobatics +8, Climb +11, Gather Information +5, Hide +7, Intimidate +6, Move Silently +7, Spot +6

Feats: Great Fortitude, Ambidexterity, Two-Weapon Fighting, Improved Two-Weapon Fighting, Move-By Attack, Toughness, Assessment, Improved Critical, Startle

Powers: Super-Strength +4 [Source: Training; Cost: 4]

Equipment: Protective Costume [Armor +4; Source: Super-Science; Cost: 1], Entrapment Bolo [Snare +5; Source: Super-Science; Cost: 1], Short sword [Weapon +3L; Source: Super-Science; Cost: 1], Short sword [Weapon +3L; Source: Super-Science; Cost: 1], Throwing Blade [Weapon +4L; Extra: Mighty Ranged Weapon; Source: Super-Science; Cost: 2]

KING COCKROACH



Walter Frelborn was never right in the head. Even as a child, he would space out for hours on end, having conversations with people who weren't really there. He was completely incapable of functioning in society, and this became more and more apparent to his parents as he grew older.

By the time Walter was a teenager, he was living in Oakhurst Asylum outside of Corrington. Locked away in the darkest chambers of the institution, he had no one to talk to. Even his invisible friends had abandoned him, and he began to develop a growing sense of bitterness and hatred. Everyone had left him, and no one even visited except for the cockroaches who gave him company night and day. *They* were the only ones who cared, the only ones who wanted him.

These thoughts led to hallucinogenic visions of the cockroaches electing him their leader... their king. Like Walter, these insects were shunned. They were stomped, sprayed, or otherwise decimated by humans. Yes, it was the humans' fault. Humans were the creatures who should be destroyed once and for all, and he would be the one to lead the cockroach masses in their war of glory!

Using his survival instinct, the normally sedate Walter bull-rushed the guard who came in to feed him. He escaped his cell, but ran right into the exterminator, whose chemicals spilled out from the impact. Walter's entire body was drenched in the toxic chemicals. It was at this point that something happened. Something began changing inside Walter's body, making him more like those he led. The change was subtle at first: he grew in stature though remaining skinny, he developed mandible-like pincers, and it

wasn't too long before he discovered that he had other abilities as well. It was fate. He was destined to rule the cockroaches, and the entire world as well!

Personality: "Loony" is the best word to describe King Cockroach. Everything he does, he does for the good of his imagined Cockroach Empire. It's not that he's evil or anything, he's just certifiably bonkers. In truth, King Cockroach has no concept of morality. The concept eludes his mind, no matter how many times someone tries to explain it to him. This makes it all but impossible to deal with him in a logical manner, as what he deems "right" one day may very well be "wrong" the next.

All of this points to him being dangerous and unbelievably unorthodox. You may think you have his plot pegged when, all of a sudden, he changes in mid-stream. The typical response from a hero upon learning that King Cockroach has infested his town is a prompt head-slap followed by a groan.

Powers & Tactics: King Cockroach's tactics are about as subtle as his costume! He avoids combat as much as possible, but when cornered, he just comes on strong with his dangerous mandibles. He does tend to bounce around a great deal, using his clinging and high agility to baffle and perplex his enemies.

King Cockroach can, unsurprisingly, control large hordes of cockroaches. They may not make terribly apt combatants, but they can perform mundane tasks for him such as turning off light switches, fetching his food, and so on.

Appearance: King Cockroach is a tall, lanky man in a skintight brown bodysuit and black boots with matching short gloves. He wears a full, slightly circular helmet that exposes no part of his face at all, save for his mandible-like pincers when he decides to pop them out. Two goofy-looking antennae protrude from the top of it. The helmet has two red eye lenses that give him a "creepy crawly" look.

Campaign Use: King Cockroach is a wild card. Whenever you get a idea for an outlandish crime, you can always count on ol' Kingy to give it a whirl, because his goals and motivations are so warped that virtually anything is within the realm of possibility. Truth be told, you don't even need to concoct a full-fledged scheme for this goofball to hatch. His plots are usually so disjointed and loopy that it's easy to simply ad-lib them. They don't really make much sense anyway, so it works out nicely.

Modern-Day Option: There are two viable approaches to bringing ol' Cockroach into our era. Oddly enough, they are exact opposite of one another. The first method is to make him more comedic. Sure, he's still a threat, but play him as a complete goober. The other approach is to add a very sadistic, dark side to the character. Make him vicious and cruel. Let him torture humans before killing them, and don't forget to change his pincers from +7S to +7L.

His appearance can be updated too, but it shouldn't take much, especially if you're going for a more humor-based approach. If you want him darker, ditch the antennae and give him a grungy costume—torn, tattered, and unkempt.

King Cockroach: PL 8

Abilities: Str: 10 (+0), Dex: 16 (+3), Con: 12 (+1), Int: 10 (+0), Wis: 19 (+4), Cha: 12 (+1)

Saves: Damage: +0, Fortitude: +0, Reflex: +14, Will: +4

Miscellaneous: Melee Attack Bonus: +5, Ranged Attack Bonus: +8, Defense: 25/17, Initiative: +12, Speed: 30/50 (Clinging)

Skills: Acrobatics +11, Balance +10, Hide +11, Knowledge (Cockroaches) +9

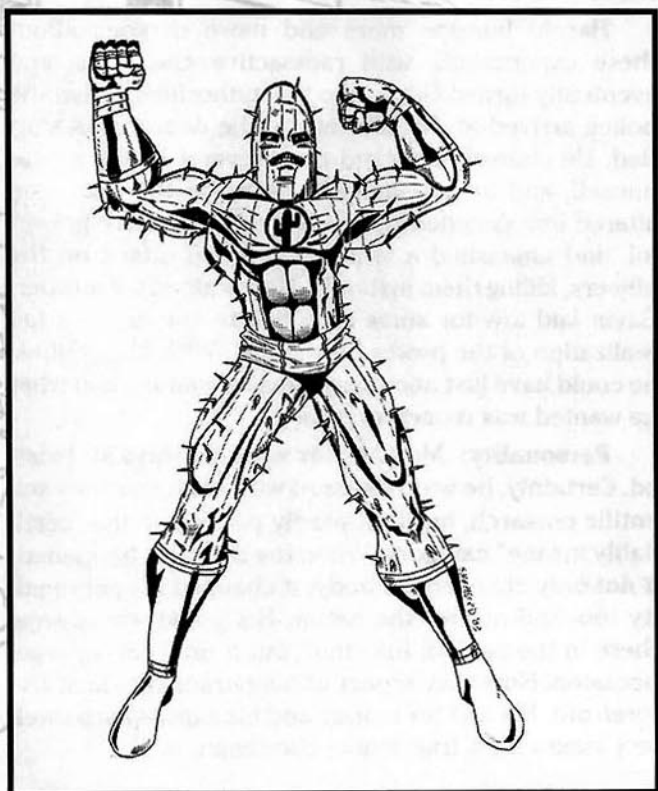
Feats: Dodge, Improved Initiative, Instant Stand, Lightning Reflexes, Immunity (Radiation)

Powers: Amazing Save (Reflex) +5 [Source: Mutation; Cost: 1], Clinging +8 [Source: Mutation; Cost: 1], Mind Control +8 [Extra: Area; Flaws: Limited - Animal Control; Limited - Cockroaches; Source: Mutation; Cost: 1], Natural Weapon +7S (pincers) [Source: Mutation; Cost: 2], Super-Dexterity +5 [Source: Mutation; Cost: 4]

Weakness:

- **Susceptible—Insecticides:** King Cockroach can actually be harmed by exposure to bug repellants and the like.

MAN-CACTUS



Chuck Holloway had lived a life of crime ever since he was knee high to a grasshopper. He wasn't big-time by any means—hell, he wasn't even close to the big time. Chuck never had the brains for that kind of stuff. Instead, he resorted to mugging, stealing, and burglarizing. Eventually, Chuck's large size landed him a well-paying gig with a powerful organized crime boss named Gino Barducci. He was just an enforcer, but he got paid to rough people up, which was all he could ever ask for out of life. Well, almost.

At one point, Chuck had the opportunity to steal one hundred thousand big ones from Barducci, and like an idiot he went for it. Little did he know that Barducci was testing his loyalty, and Chuck earned a big, fat "F" on that report card.

With Barducci's men hot on his tail, Chuck fled the scene and soon lost his pursuers by heading into the Freelands. Looking for shelter there, he stumbled across a hidden greenhouse. It wasn't like other greenhouses he'd seen before: this one was extremely high-tech and contained thousands of unusual plants and cacti. Suddenly, the owner entered the greenhouse. In his effort to leave unseen, Chuck bumped into a very strange cactus, pricking himself with its spines. The owner spotted him, but Chuck still managed to escape, going into the woods. Within hours, he began sweating profusely. His skin turned green and tightened up, becoming hard to the touch. With that, he slipped into unconsciousness. When he came to, he found that he had been transformed into a human cactus, complete with pointy spines! Where most people would be angry, though, Chuck saw potential.

He returned to Corrington and looked Barducci up, in hopes of getting his job back. Of course, he wasn't about to tell the crime boss who he really was, since he wasn't recognizable in the least. After showing Barducci what he could do, Chuck once again became part of the organization. That said, he's always willing to sell his services to anyone else looking for some muscle.

Personality: No one ever accused Chuck Holloway of being all that bright. He's got a criminal's low cunning, but that's about all he has going for him in the brains department. He's nothing more than a superhuman bully, but unlike most bullies, he isn't afraid to go toe to toe with someone on par with him.

Man-Cactus also lacks any leadership qualities, which makes him a great lackey. He generally does what he's told so long as he's getting paid for it. He figures he should leave the thinking to the money-holders. He'd much rather just go in and bust heads on command.

Powers & Tactics: No one ever claimed Man-Cactus was much of a thinker. Of course, with powers like he has, a person doesn't need to do much thinking in order to be effective in combat. His superhuman strength allows him to lift more than 50 tons over his head, enabling him to smash things, throw cars,

and pound heroes into hamburger. Plus, as he takes damage, he becomes even stronger! Add to that the sharp spines that cover his body, and you've got a force to be reckoned with. In general, Man-Cactus will single out the biggest, baddest looking hero of the bunch and attempt to decimate him, hoping that the others will be intimidated. Once that's accomplished, he'll randomly target the remaining heroes without any logic or strategy to back him up.

Appearance: Man-Cactus has rigid green skin with red spines protruding from his body in irregular patterns. While his body frame is much like a human, albeit a gargantuan human, his head and neck are shaped like the top of a cactus. His eyes and mouth are visible, though no ears or nose can be seen.

Campaign Use: Man-Cactus will usually be encountered while performing his mob duties, which can range from extortion to rub-outs. In addition to his job with the mob, he also accepts other gigs to pull in extra cash. This opens him up to be used as a strong-arm for less physically capable villains. Imagine the players' surprise when they thought they were just dealing with Skullduggery, and it suddenly comes to light that he has paid Man-Cactus to do his dirty work for him!

Modern-Day Option: Making the whole Man-Cactus shtick work in a modern setting isn't an easy task, but it's definitely within the realm of possibility. The first thing you'll need to do is strip him down to his core concept: a big, tough guy who gets stronger as he absorbs damage. The name might need to be changed, as "Man-Cactus" is a relatively campy moniker. The "cactus" shtick can still be utilized, though you should consider changing his appearance. Maybe give him a more human-shaped head.

Man-Cactus: PL 12

Abilities: Str: 20 (+5), Dex: 9 (-1), Con: 20 (+5), Int: 10 (+0), Wis: 10 (+0), Cha: 10 (+0)

Saves: Damage: +12, Fortitude: +7, Reflex: -1, Will: +0

Miscellaneous: Melee Attack Bonus: +7, Ranged Attack Bonus: +1, Defense: 14/14, Initiative: -1, Speed: 30

Skills: Intimidate +6, Profession (henchman) +8, Survival +10

Feats: Great Fortitude, Toughness, Immunity to Starvation

Powers: Absorption +7 [Effect: Boost - Strength; Extra: Both Types; Source: Mutation; Cost: 4], Immovability +9 [Source: Mutation; Cost: 1], Regeneration +2 [Extra: Regrowth; Source: Mutation; Cost: 3], Super-Strength +8 [Source: Mutation; Cost: 4], Natural Weapon (sharp spines) +9L [Extra: Quills; Extra: Range (two levels, making it normal range); Source: Mutation; Cost: 5], Amazing Save +5 (Damage) [Source: Mutation; Cost: 1]

Weakness:

- **Disturbing:** He is part cactus, you know. That's pretty darn unsettling.

MELT MASTER



Dr. Gavin Veldermass was ahead of his time. As a scientist he was brilliant, but outside of his field of expertise he was a total loser. To compensate for that, he buried himself in his work, conducting highly dangerous experiments with the help of his assistant, Harold Harbor.

Harold became more and more nervous about these experiments with radioactive chemicals, and eventually turned Gavin into the authorities. When the police arrived at his laboratory, the doctor was startled. He clumsily knocked over several beakers onto himself, and he screamed in agony as the toxic goo altered him genetically. Suddenly, he felt more powerful, and unleashed a lethal heat-based attack on the officers, killing them instantly. Now wanted for murder, Gavin laid low for some time before coming to a full realization of the power he wielded. With his abilities, he could have just about anything he wanted, and what he wanted was monetary gain!

Personality: Melt Master wasn't always so twisted. Certainly, he was obsessed with his hazardous scientific research, but that hardly put him in the "certifiably insane" category. When the accident happened, it not only changed his body, it changed his personality too, and not for the better. His greed was always there in the back of his mind, but it only emerged on occasion. Now that aspect of his personality is at the forefront. His lust for money and his razor-sharp intellect makes for a frightening combination.

His speech patterns are overly dramatic (even for a supervillain), and he tends to use the word "shall" a great deal. Though this may make him sound a little kooky, one should not take him for a fool, for he is anything but.

Powers & Tactics: Melt Master can reduce metal to slag in mere seconds by producing a beam of irradiated heat, and can do much the same to his hapless victims, but this isn't his only asset when combat breaks out. Perhaps his greatest weapon is that he's easy to underestimate. He looks rather weak, so many heroes tend to close in on him to negate his wicked ranged attack, only to find out that he's blessed with highly enhanced strength! In fact, he is able to lift more than 2 tons above his head. Melt Master's body may look normal on the surface, but his body's consistency is goop-like, enabling him to stretch his appendages up to 30 feet (or 60 feet as a full action). His pliable structure also serves to protect him from harm.

More than anything else, Melt Master has a keen intellect. This gives him an edge over heroes who lack his mental capacity. He never does anything without first thinking it through. Combat is like a game of chess to him, with each participant possessing its own strengths and weaknesses. He enjoys the challenge of deciding which enemy to attack and how best to attack them. Nothing stimulates him more.

Appearance: Melt Master is a normal sized man, void of any real musculature or physique. He looks like an average guy on the street. This causes many people to underestimate him, which is a big mistake. He wears a skintight purple bodysuit with green trunks over it. To hide his face, Melt Master dons a mask that covers everything but his mouth. His boots, belt, and gloves are a dull orange in tone. A field of heat radiates from his body at all times, though he's not hot to the touch.

Campaign Use: If a crime is motivated by greed, Melt Master could very well be the guy behind it... and let's face it, that covers a vast array of different crimes. In addition to such schemes, Melt Master is always looking to increase his powers or gain new powers in addition to those he already has. Given that he's a scientist, he has the know-how to pull it off, but he may lack the equipment or materials.

Modern-Day Option: For starters, devise a new costume for him, or at least go with a less gaudy color scheme. Black and yellow or black and red would make the existing outfit look more passable in today's comic settings. A new name might also be in order - Meltdown, Sludge, or something along those lines would be less campy. The Elasticity thing could be expanded upon to do more subtle things like shapeshifting or changing his appearance to resemble someone else.

Melt Master: PL 12

Abilities: Str: 12 (+1), Dex: 14 (+2), Con: 14 (+2), Int: 17 (+3), Wis: 15 (+2), Cha: 13 (+1)

Saves: Damage: +4, Fortitude: +2, Reflex: +2, Will: +2

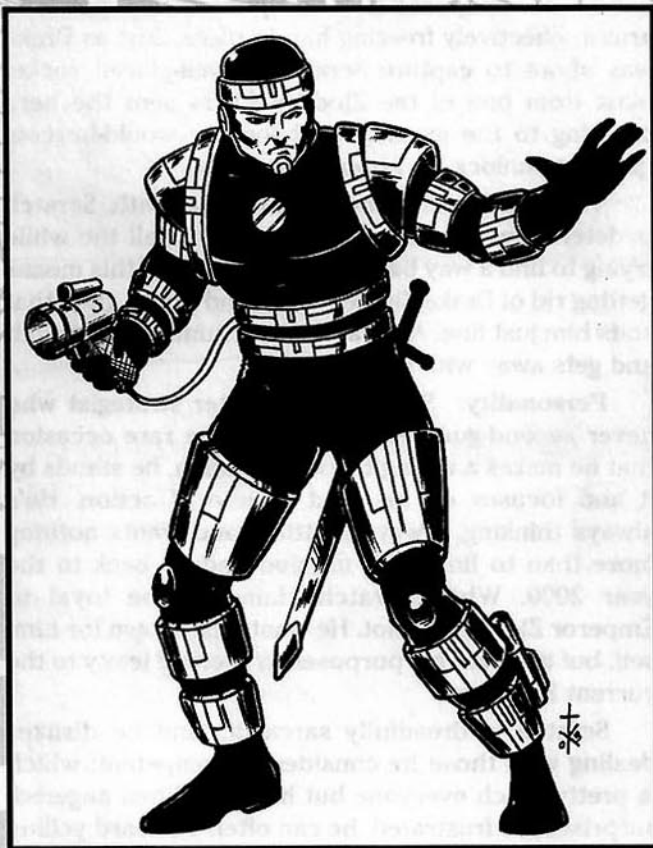
Miscellaneous: Melee Attack Bonus: +9, Ranged Attack Bonus: +10, Defense: 19/17, Initiative: +2, Speed: 30/35 (Flight)

Skills: Bluff +5, Science (Nuclear Physics) +11, Sense Motive +5

Feats: Power Attack, Toughness, Durability, Immunity to Radiation

Powers: Disintegration +11 [Extra: Disruption; Source: Mutation; Cost: 3], Elasticity +6 [Extra: Protection +4; Source: Mutation; Cost: 4/5], Super-Strength +5 [Source: Mutation; Cost: 4], Flight +7 [Source: Mutation; Cost: 2]

SCRATCH



In the year 2000, the world of the future was up for grabs as numerous factions vied for control, though none had managed to pull ahead of the rest. The Ziodd Empire, however, sought to change that. It focused all its resources toward developing a time machine. With such a powerful device in its clutches, the Ziodd Empire would be able to ensure that its rival factions would never have existed, thus securing its place as the dominant nation in the world.

The resulting piece of equipment was glitchy at best. The inventors told Emperor Ziodd this, but they were dismissed as being “weaklings who were scared of their own work.” In the Emperor’s mind, there was no time to waste. The world was to be his for the taking!

Ziodd’s military mastermind was a man who simply went by the name Scratch. By all accounts, he earned the nickname because he was said to be like the devil himself on the battlefield—cold, vicious, and evil. It was a no-brainer that Scratch would be chosen to lead the first mission into the past. He was assigned a large number of soldiers and sent off to eliminate certain key individuals in the year 1963. Upon their arrival, the time machine malfunctioned, exploding into a million pieces 10 miles outside Corrington. When police officers went to investigate the source of the explosion, a battle ensued, which led to an intervention by Drake Einstein. Drake and Scratch engaged in a neck-and-neck slugfest until Drake used his legendary resourcefulness to temporarily lock up Scratch’s powered armor, effectively freezing him in place. Just as Drake was about to capture Scratch, a well-placed rocket blast from one of the Ziodd soldiers sent the hero crashing to the ground, enabling the would-be conqueror to unlock his armor and escape.

Trapped in a time he’s not familiar with, Scratch is determined to carry out his mission, all the while trying to find a way back to his own time. If this means getting rid of Drake Einstein once and for all, then that suits him just fine. After all, no one humiliates Scratch and gets away with it!

Personality: Scratch is a master strategist who never second-guesses himself. On the rare occasion that he makes a wrong tactical decision, he stands by it and focuses on his next course of action. He’s always thinking, always plotting, and wants nothing more than to finish his mission and go back to the year 2000. While Scratch claims to be loyal to Emperor Ziodd, he’s not. He wants the crown for himself, but it serves his purposes to pretend fealty to the current Emperor.

Scratch is dreadfully sarcastic, and he dislikes dealing with those he considers incompetent, which is pretty much everyone but himself. When angered, surprised, or frustrated, he can often be heard yelling out colorful curses that reference his futuristic world—“Suffering Synth-Lasers!,” “Leaping Lunar Lizards!,” and “Jumping Jetcars!”

Powers & Tactics: Strategy and tactics are two things near and dear to Scratch. He delights in devising new ways to defeat his enemies, but he’s never afraid to jump into the fray and do the fighting himself. While most leaders stay to the rear as their soldiers do the fighting, Scratch prefers to lead the charge. And why not? He’s decked out in Zanium

powered armor that protects him as well as offers him heightened strength and endurance. Add to that his blaster pistol, sword, and boot jets, and you’ve got a dangerous opponent on your hands.

Appearance: Scratch is a well-built man in metallic silver and black body armor. He wears a matching helmet on his head that covers none of his very handsome face. He’s seldom seen without his trusty Quasar Pistol in his hand and his sword suspended from his belt.

Campaign Use: Scratch’s ploys will almost invariably be geared toward one of two things - eliminating one of the targets required by his mission or devising a way to travel to the year 2000. Within that framework, many possibilities exist. It’s no accident that the names of his targets are left unsaid. This allows you, as GM, to use him as a plot device for your games. Perhaps one of the heroes is a target, or maybe a friend of one of the heroes, or even a prominent politician. The sky’s the limit. When using Scratch as the primary bad guy, do your best to make his plots cunning and extremely multi-faceted.

Modern-Day Option: Having Scratch come from the year 2000 isn’t going to cut it. You could establish that he’s from an alternate reality rather than the future, but if so, you’ll need to concoct a reason for his mission. As with many other Silver Age characters, you’re probably going to want to upgrade his look. The armor is reflective of what people in the ‘60s thought the future held. Sleeker and more contoured would be good. Scratch’s gun should probably be something larger and more menacing as well.

Scratch: PL 11

Abilities: Str: 15 (+2), Dex: 16 (+3), Con: 15 (+2), Int: 16 (+3), Wis: 16 (+3), Cha: 16 (+3)

Saves: Damage: +6, Fortitude: +6, Reflex: +3, Will: +3

Miscellaneous: Melee Attack Bonus: +8, Ranged Attack Bonus: +9, Defense: 21/18, Initiative: +3, Speed: 30/35 (Flight)

Skills: Acrobatics +7, Bluff +9, Computers +8, Escape Artist +7, Intimidate +10, Knowledge (Strategy) +9, Spot +5, Taunt +7

Feats: Aerial Combat, Attractive, Leadership, Minions, Point Blank Shot, Precise Shot, Rapid Shot

Equipment: Powered Armor [Armor +8; Extras: Super-Strength +4; Super-Constitution +4; Source: Super-Science; Cost: 7/1], Quasar Pistol [Weapon +6L; Power Stunt: Stun; Source: Super-Science; Cost: 1], Sword [Weapon +4L; Source: Super-Science; Cost: 1], Rocket Boots [Flight +11; Flaw: Device; Source: Super-Science; Cost: 1]

Weakness:

- **Quirk:** Driven to complete his mission and go back to the future.

MINDRESSA



Mindressa comes from a realm known as Dimension Femma, a place where women have highly developed mental powers and the men are treated as mere slaves. Mindressa, though, wasn't content with controlling men who were already docile and mentally weak. She longed for a challenge. Breaking one of her people's cardinal rules, Mindressa stepped through the ancient Gate of Potarah and found herself in our world. She became giddy with joy upon seeing how strong-willed the men of this realm were. At long last, she would have the challenge she so desperately craved.

There's an old saying: "Be careful what you wish for." Mindressa learned the validity of this the hard way. On her first day in this new setting, she was taken by surprise by several thugs who meant to mug her. She was completely taken off guard by this, as the men where she comes from would never dare assault a woman. Before she could mind blast her assailants, a striking figure on a flying machine swept down like a bird of prey and gave the men a horrendous beating. She was instantly enamored with this heroic man, a feeling that was totally foreign to her. Men had been playthings to her, and now this man was stirring up strange feelings. In a burst of humility, she thanked her rescuer, who introduced himself as Drake Einstein once the goons were detained. They set up a date for that night.

With a no small bit of apprehension, Mindressa showed up at a posh restaurant for a romantic evening. Unfortunately, Drake encountered the villain named Aquarr on his way to meet her and was unable to make it. Furious at being "stood up" by him, she left, swearing revenge on Drake Einstein. She now knew that men were indeed nothing more than cattle to be toyed with, and she promised herself that she would never again lower herself to treating one as her equal again.

Personality: Mindressa is a hard woman who still feels shame for falling for Drake in a moment of weakness. To cleanse herself of this act, she has become even more severe than she was before, bordering on outright cruelty. She has no problem using her powers to kill men—forcing them to walk off skyscrapers, mind blasting them until they no longer move, or whatever else takes her sadistic fancy. Restraint is not one of her strong points.

If the truth was to be known, she's actually in love with Drake Einstein. She struggles with this on a daily basis, trying to convince herself that she despises his very existence. This manifests as anger and hostility toward him.

Powers & Tactics: While possessing a massive intellect, Mindressa isn't much of a strategist. That's not to say she's ineffective, but she doesn't think in a tactical manner. Instead, she utilizes her powers in a straightforward, often predictable, fashion. Her favorite thing to do is to control men's minds and cause them to beat each other to a pulp (or even to death if the mood takes her). She can also deliver an intensely painful jolt to a target's brain, though she views this approach as boring. She uses it, but mostly when desperation takes over.

Appearance: Mindressa is a voluptuous woman with flowing golden locks that cascade down her back. The only thing covering her face is a domino mask that sweeps up to a point on each end. Her crimson lips and seductive eyes combine to give her a downright evil look. Her costume consists of a red and yellow bodysuit with flared sleeves. This is capped off with black ankle boots and a thin black belt.

Campaign Use: Many of Mindressa's activities revolve around getting revenge on Drake Einstein, so this would be a great way to bring Drake in for a guest appearance. It shouldn't be hard to draw the heroes into one of these schemes. Mindressa also seeks to humiliate, harm, or kill men in general, so all stories involving her need not involve Mr. Einstein. Perhaps one of the heroes unknowingly insults her, thus earning her ire. Just remember that every crime she commits will be designed to do harm to one or more men. This makes her a narrowly focused villainess, but a colorful and entertaining one nonetheless.

Modern-Day Option: Okay, let's not beat around the bush here. Mindressa in a more modern setting could be downright sexual. The connotations are quite obvious. This version of Mindressa should use men as her "intimate" pets and dominate them in every way for her own amusement. The costume should also be dropped. In fact, she might be better suited to not having any sort of costume. If you're determined to give her a costume, go with something bold and imperious, such as skin-tight PVC or leather with a tightly-laced corset and spiked heels, maybe even a dominatrix mask.

Stat-wise, very little needs to be altered. Her Flight (which is pretty "four-colored") could be dropped in favor of something more sinister, like an energy whip. The Force Field might be dropped to get Armor (high-tech latex?). ESP is another possibility if you have spare points to work with.

Mindressa: PL 12

Abilities: Str: 10 (+0), Dex: 15 (+2), Con: 13 (+1), Int: 16 (+3), Wis: 19 (+4), Cha: 20 (+5)

Saves: Damage: +1, Fortitude: +1, Reflex: +2, Will: +11

Miscellaneous: Melee Attack Bonus: +6, Ranged Attack Bonus: +8, Defense: 20/18, Initiative: +2, Speed: 30/45 (Flight)

Skills: Bluff +9, Concentration +14, Sense Motive +8

Feats: Attractive, Attack Focus (Mental Blast), Indomitable Will, Iron Will, Immunity to Aging, Psychic Awareness

Powers: Flight +10 [Source: Psionic; Cost: 2], Force Field +10 [Source: Psionic; Cost: 1], Mental Blast +12 [Flaw: Obvious; Source: Psionic; Cost: 1], Mental Protection +8 [Source: Psionic; Cost: 2], Mind Control +12 [Power Stunt: Mental Link; Flaw: Obvious; Source: Psionic; Cost: 1], Super-Charisma +8 [Source: Psionic; Cost: 2], Amazing Save +5 (Will) [Source: Psionic; Cost: 1]

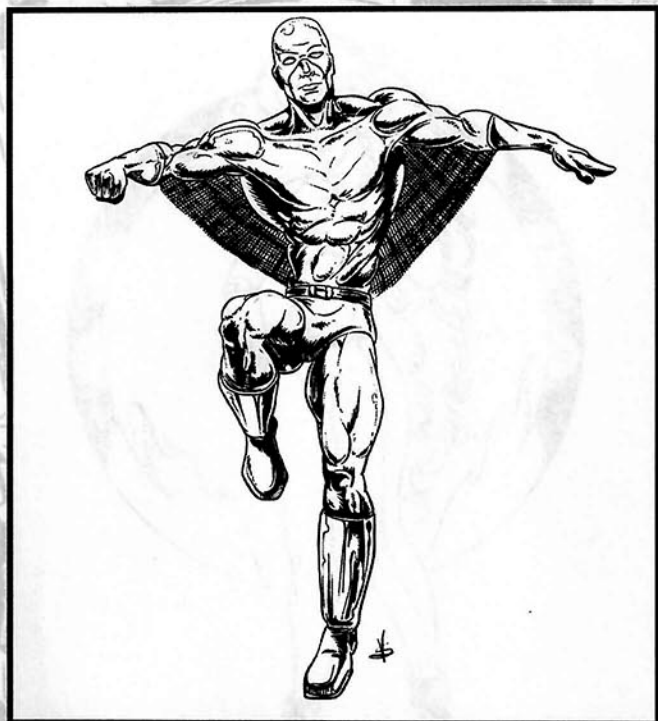
Weakness:

- **Banishment:** Forcing Mindressa to look into a mirror while she uses either Mind Control or Mental Blast will zap her back to Dimension Femma. Of course, she always finds a way back eventually, but it usually takes her quite awhile to do so. Usually it takes months, but on occasion it takes her a year or more.

NEW WEAKNESS: BANISHMENT

THE CHARACTER CAN BE BANISHED FROM THIS WORLD/DIMENSION/TIME/REALITY IN A RELATIVELY SIMPLE MANNER. IT USUALLY INVOLVES SOME MANNER OF TRICKERY. UPON CHOOSING THIS WEAKNESS, YOU MUST DETERMINE EXACTLY WHAT CIRCUMSTANCE WILL SEND THE CHARACTER BACK TO WHERE HE BELONGS. BANISHMENT SHOULD PRIMARILY BE USED FOR NPCs, AS IT'S NEVER FUN FOR A PLAYER TO BE FORCED ONTO THE SIDELINES WHEN A VILLAIN SUCCESSFULLY SENDS HIM PACKING!

CHOSEN AVENGER



Daniel Jensen grew up in a blue-collar family. His father worked 12-hour days in one of Bay City's many factories, and his mother was a part-time waitress at a local diner. Times were tough, but they managed to make ends meet for themselves and their teenaged son. Once the businesses began to dry up in Bay City, Daniel's father and mother found themselves in the unemployment line. Eventually, the lack of income drove the unfortunate family out into the unforgiving streets where they lived in an abandoned foundry.

Two years passed without any improvements. They were homeless, living on whatever food they could scrounge up. Then, the unimaginable happened. The police cornered a small-time super-crook named the Crime Doctor, along with a handful of his minions, in the foundry that Daniel and his family called home. It was a stalemate. Any police officer who dared to approach the building was shot down by the criminals who were safely holed up inside.

Being the upstanding man that he was, Daniel's father decided to come out of hiding and do something about the situation, in spite of his wife's pleas. He quietly maneuvered into position and took the Crime Doctor by surprise with a powerful blow to the face! Just as he was about to deliver another attack to the not-so-good "doctor," he was shot from behind by one of the henchmen. In shock, Daniel and his mother rushed out to help save him, but they too were gunned down.

Daniel hovered in a state between life and death, enveloped in total darkness, until a shriveled old

man called Zavus the Mystic appeared and offered him a second chance. He said he would grant him "powers beyond those of a normal man... the ability to do things that others can scarcely dream of." There was a condition to this, however. Daniel would have to devote his entire life to helping those who were devoid of a home, those who needed a glimpse of hope where there would otherwise be none. He was to become the protector of the poor, the champion of the streets. He was to become the Chosen Avenger!

When he regained consciousness, he learned that his parents had been killed by the gunman. The doctors told him that, without the distraction his father created, the police would never have been able to capture the criminals. They explained to Daniel that his own recovery was nothing short of a miracle—few people survive two direct shots to the heart.

Over the next week, 17-year-old Daniel started changing. His body was becoming more muscular, and he was able to move things with thought alone. Zavus appeared once again and taught him about all the powers he now possessed. He promised that the young man would not be without guidance, that he would help him learn to utilize his new abilities. He also offered to give him financial security to help fund his crusade, yet Daniel refused. "I will live amongst those I protect," he proclaimed. Since that day, he has done just that. Donning a mask and costume, Daniel prowls the streets of Bay City, ready and willing to put his life on the line to help those in need.

Personality: Chosen Avenger is a somber man who has no life beyond his mission to protect the homeless. He has seen the poverty and tragedy of life on the streets, and it weighs down on him heavily. But he is driven and refuses to relent, even for one minute. The only person Chosen Avenger has much contact with, aside from those he defends, is Zavus. No one else can see the old man, and he's still not sure if Zavus is a ghost, a hallucination, or something entirely different. Only Zavus himself knows for sure.

Powers & Tactics: Chosen Avenger can glide at very high speeds, which he uses to get the drop on his enemies whenever possible. His ability to pick up and move objects is something he doesn't use in obvious ways very often. He considers it his ace in the hole, and he'd rather not let criminals know he even possesses such a power, so when he does use it, he does so in a subtle fashion. His true strength, though, is in his unbelievable fighting abilities. He's nearly impossible to hit, and his hands and feet are as fast as lightning.

Appearance: Chosen Avenger wears a primarily dark green costume that has become slightly tattered with use. The costume has medium brown trim with

matching gloves, boots, and trunks (the latter of which is worn over his pants). His dark green mask covers all of his face except for his eyes and chin (including his mouth). He also has two artificial membranes, one under each arm, that help him control his gliding.

Campaign Use: Chosen Avenger sticks to Bay City like glue. If the heroes happen to go there, they're more than likely to run into him. In fact, unless something very drastic happens, that will be the only way the heroes will cross paths with him. If you truly want to take him out of Bay City temporarily, use Zavus as a plot device. He works in mysterious ways, so he can come up with any number of reasons for Chosen Avenger to leave the city and help the heroes.

Another way to involve Chosen Avenger in your game is to set up an elaborate misunderstanding so that it appears as if the heroes are doing something harmful to the homeless. Perhaps they are tracking down a homeless man who can lead them to a criminal. Chosen Avenger catches wind of the fact that they're trying to find him, and assumes they are up to no good. This isn't terribly improbable, since he tends to be overprotective of "his people."

Modern-Day Option: "Grim and gritty" is the way to go with a modern-day Chosen Avenger, who should be given a more appropriate name such as Dark Avenger, Nightshade, or something else that implies his street-level motif. In terms of stats, he seems primed for action in the streets of the early 21st century. You could always give him a weapon, but otherwise he should work out fine. His origin, on the other hand, needs to be thrown in the dumpster. Replace it with something more realistic. Perhaps instead of his parents getting shot, the fire that triggered an explosion and the chemicals granted him powers. Zavus is just too campy. Perhaps if you replaced Zavus with a demon of some sort who offered him the same deal, but demands certain favors in return for his powers, you'd have something useable on your hands. This could trigger some really juicy psychological stories in which Chosen Avenger has to carry out some unethical tasks for the demon.

Chosen Avenger: PL 13

Abilities: Str: 16 (+3), Dex: 20 (+5), Con: 18 (+4), Int: 16 (+3), Wis: 18 (+4), Cha: 14 (+2)

Saves: Damage: +6, Fortitude: +4, Reflex: +15, Will: +4

Miscellaneous: Melee Attack Bonus: +13, Ranged Attack Bonus: +15, Defense: 30/17, Initiative: +13, Speed: 45/60 (Flight/Gliding)

Skills: Diplomacy +6, Gather Information +8, Spot +9

Feats: Attack Finesse, Attractive, Connected, Dodge, Heroic Surge, Expertise, Improved Disarm, Lightning Reflexes, Rapid Strike, Stunning Attack, Toughness, Darkvision, Immunity to Starvation

Powers: Flight +12 [*Flaw:* Gliding; *Source:* Mystical; *Cost:* 1], Healing +6 [*Flaws:* Others Only, Homeless People Only; *Source:* Mystical; *Cost:* 1], Protection +8 [*Source:* Mystical; *Cost:* 2], Super-Dexterity +8 [*Source:* Mystical; *Cost:* 4], Telekinesis +3 [*Source:* Mystical; *Cost:* 2], Running +3 [*Source:* Mystical; *Cost:* 2]

Weakness:

- **Quirk:** Chosen Avenger's entire life is dedicated to protecting the homeless during every waking hour. Despite the fact that this has weighed heavily on his soul over the years, he continues his relentless crusade, and probably will until the day he dies.

OTHER HEROES AND VILLAINS

During the 1960s, Drake Einstein faced a wide variety of villains and met up with a large assortment of other heroes. Giving full write-ups for each one is beyond the scope of this book. However, we can tell you a bit about some of them.

T-WRECKER

This dinosaur-like humanoid was created by the Dehumanizer as an experiment. Much to his chagrin, his creation developed a high degree of intelligence and revolted, escaping into the world. T-Wrecker wound up in Corrington, where he attempted to rip apart a bank with his bare hands in order to get the cash within. Drake managed to finally take him down, utilizing the monster's weakness to sonic attacks to his advantage. T-Wrecker returned two other times during the 1960s; twice in *Drake Einstein*, and once in *Freedom's Trio*. In his final appearance, he sacrificed his own life in order to save Dust Girl, whom he had fallen in love with.

THE WELDER

The Welder was a one-appearance wonder, which is probably for the best. This brutish welder was accidentally knocked from the framework of a skyscraper he was working on by Drake Einstein during a battle with Scratch. In true villain fashion, he blamed Drake for his misfortune. Donning gray workman's coveralls and a welding mask, he attacked the hero using a souped-up torch, but he was soundly thrashed nonetheless.

SNAKE-OIL

Endowed with the power to influence people's minds in the use of their money, this minor league vil-

lain actually gained some fan popularity, resulting in multiple appearances during the 1960s. In his first appearance, this snake-oil salesman did his best to con millionaire movie-maker Mack Milberton out of his fortunes. Drake learned of this, and since Milberton was the one producing his next movie, he threw Snake-Oil a beating.

SWEETIE PIE

Clad in babyish attire—puffy dress, white tights, Mary Jane shoes, and a diaper - Sweetie Pie hardly looked like a threat. Appearances, though, can be deceiving! Gathering a collection of hoodlums together, this lady became an elusive and wily criminal, orchestrating innovative crimes all across Corrington. When Drake finally laid eyes on her, he found that Sweetie Pie was none other than Liz Baird, an actress who experienced the same frustrations in the movie biz as he did. But instead of doing something productive with it, she snapped and turned to a life of crime. Drake was able to talk sense into her, and she was taken away to the asylum for treatment. Less than a year later, she escaped the institution with Skullduggery, and the duo soon showed up to give Cliffhanger trouble. Still, this villainess wouldn't truly hit her stride until more than 20 years later...

MISS MATCH

She was tough. She could produce fire from her palms. She had a horribly gaudy multi-colored costume. Drake's comic was always known for having outlandishly kooky villains, and Miss Match was proof of that fact. In her secret identity as Vera Flame, she began dating Drake with every intention of killing him when he least expected it. After all, if Drake was dead, who could possibly stop her criminal acts? Thankfully, Drake caught onto her game and apprehended her following a battle in a fancy restaurant called the Silver Spoon.

Fun Facts!

In 1967, *Cliffhanger* writer/artist Howard Mills wanted to do a story involving a supervillain team, but he was stuck for villain ideas. Rather than creating new characters for the occasion, he gathered up what Carl Murphy often called "bottom of the barrel" bad guys — minor league cretins that either didn't make much of an impact or were too limited in scope to make ideal solo baddies. He grouped together such villains as Sweetie Pie, Miss Match, Lightning Rod, and Dr. Punch, naming them the Crime Squad. The Crime Squad exists, even to this day, though the line-up constantly changes.



THE AMERICAN GARGOYLE

IT'S CURTAINS
FOR YOU,
AMERICAN GARGOYLE!

PART MAN! PART MONSTER! ALL PATRIOT!

A FABULOUS FIRST ISSUE THAT
WILL KEEP YOU ON THE EDGE OF
YOUR SEAT AND BITING YOUR
NAILS!
THIS IS THE GREATEST YARN
EVER TOLD IN THE PAGES
OF A COMICBOOK!

PLUS!

A LIVING VODOO DOLL?
YOU'D BETTER BELIEVE IT,
FRIEND!

IT SOUNDS CRAZY
BUT IT'S TRUE!



PLUS!

AMERICAN GARGOYLE
MUST FACE THE MENACE
OF THE SICKLE!
THIS ISH HAS MORE
ACTION
THEN YOU CAN SHAKE
A STICK AT!



CHAPTER FIVE:

AMERICAN GARGOYLE

PREMISE

American Gargoyle was a comicbook that strayed away from the status quo in a very significant manner. For one thing, it featured Jonah (the main villain) nearly as much as the American Gargoyle himself. While *American Gargoyle* certainly had other adversaries, it was clear that Jonah was *the* villain of the series. Another deviation from the norm was that the title character was both a monster and a patriot. This combination was simply unheard of in the early 1960s. The series itself centered around this mutated man-beast who fought the good fight, despite his horrific appearance. Many people feared him based on his looks alone, which sometimes became a focal point of the stories.

In addition to the abundance of characterization, the comic was never short on action and adventure. The fight scenes depicted in *American Gargoyle* have become legendary due to the smooth panel to panel flow and the length of the battles.

ABOUT THE BOOK

American Gargoyle was the brainchild of writer Roy Desmond and artist Mark Bartlett. When the two were first paired up by Carl Murphy, Desmond and Bartlett couldn't agree on much of anything. Desmond wanted to write a comicbook about a patriotic crime-fighter, while Bartlett was hoping to draw one that featured a noble but misunderstood monster. This created a very nasty argument between them that resulted in a brief fistfight. Once Murphy found out about this conflict, he came up with a solution—their hero could be a patriotic monster! The two bull-headed creators begrudgingly agreed to carry on with the job. They still didn't like each other, but a job was a job, and neither man was willing to turn it down.

In a candid interview in 1990, Mark Bartlett had this to say: "Jesus, I hated that bastard[Desmond]. I



From *American Gargoyle* #80 (Nov. 1968)

mean, I really, truly, honest to God hated him, and all because he wanted to do something different than what I wanted to do. In retrospect, I was being a jerk, but at the time it seemed like I had every reason in the world to hate the guy. The scary part is that we carried on this grudge until a few years ago. It was like, 'Now, why do we despise each other again? Because of a comicbook? How silly.' Now, we get along just fine... now that we're both retired, of course."

They came up with a bunch of different character ideas over the course of a week, but none of them worked. "It was horrible," said Bartlett in 1990, "I remember one concept was a blob-like monster colored like an American flag. Awful. Another one was this skinny alien with bug eyes whose power was that he could sing the Star-Spangled Banner and make foes cower in fear. I cringe just thinking about it. Then, Roy spotted one of the sketches I was doing back before Carl forced us to compromise. It was this gargoyle-looking guy with rough skin and wings. He said, 'Hey, can you just add some American themed clothes on that guy?' It was like magic. We still didn't like each other, but we knew we had something special on our hands."

The book was met with great enthusiasm. Early

on, American Gargoyle was Omlevex's best selling title. The idea that a monster could love his country was just jarring. It had never been done before, and that uniqueness brought the title to the forefront. But it wasn't just the title character who sold the book. Fans immediately fell in love with the controversial bad guy who made the hero's life a living hell—a wicked man by the name of Jonah.

Roy Desmond discussed Jonah in a 1997 interview. "I'll never forget how Jonah came to be. I've always had this morbid fascination with black magic and the occult. It always intrigued me. I told Mark about an idea I had for the main villain. I said, 'He's a master of the dark arts - a completely evil man whose existence revolves around killing the Gargoyle, and he has a living voodoo doll.' Believe it or not, he liked the character outline and began sketching it. It was all good until he put the pentagram tattoo on his eye. I objected, because I knew that the parents would throw a fit if they saw their kids reading a comic with this villain in it. An argument about artistic freedom ensued, but Carl sided with him on the matter and the pentagram stayed."

In 1965, Mark Bartlett left Omlevex to pursue work for other comicbook companies. The constant tension between himself and Roy Desmond became too much of a burden, and he felt he should move on. This brought forth what became known as the "Curse of the American Gargoyle." For the remainder of the Silver Age (and indeed well into the 1970's), Murphy couldn't manage to keep a steady penciller on the book. From 1965 to 1970, he went through seven of them. Despite the often drastic changes in art style, the American Gargoyle's popularity held out and even continued to grow.

SUPPORTING CAST

Joe Carter: Joe has been American Gargoyle's trusted friend since the late 1930s. Now in his late 40s, Joe is still a capable man, but he's slowed down over the years. He's a crusty old war veteran who's never shy about delivering a butt kicking to anyone who angers him. His hot temper has gotten him in deep trouble in the past, and it often puts American Gargoyle in danger as well, like the time he slapped Mr. Gravestone across the face. Still, he's a good person, and he would gladly sacrifice his own life to save his friend.

Jasmine Rawlins: Jasmine is a young African-American woman who fell in love with American Gargoyle, despite her family's disapproval. She's street tough and a staunch supporter of the civil rights movement. Unfortunately, in issue #89, she paid for her beliefs the hard way—she was shot and killed while attending a rally.

HIGHLIGHTS

A partial listing of some of American Gargoyle's greatest issues from the Silver Age!

American Gargoyle #1 (Sept. 1962): This classic issue featured Jonah manipulating the Sickle into attacking the American Gargoyle. Our hero defeated the Russian villain, but the battle took its toll on him nonetheless. Expend and exhausted, American Gargoyle found himself facing both Jonah and Ueeba. Needless to say, he had his rear end handed to him on a plate. Jonah began to finish him off, when Zarka—the demoness who enslaved Jonah—teleported him away to carry out some other task. Enraged, Jonah swore that next time American Gargoyle wouldn't be so lucky.

American Gargoyle #3 (Nov. 1962): American Gargoyle interfered in the schemes of the Secret Society of Enhanced Men. In response to this meddling, the Society hired two mercenaries, Grenadier and Ladybug, to go after the winged hero. Grenadier used his high tech grenades to sap American Gargoyle's powers, and the mercenaries brought him before their employers. They decided that they would do away with him so that he's out of their hair permanently. Lady Luck was with ol' AG on this occasion though, as the effects of the grenades wore off the very second he was to be eliminated. He fought off the two mercenaries, and brought several of the Society's big shots to justice, though the mysterious leader escaped.

American Gargoyle #6 (Feb. 1963): This marked the first crossover between Omlevex titles, as Drake Einstein's enemy Man-Cactus stopped by to harass everyone's favorite winged man-monster. The plot was unremarkable, but this issue's historical significance should not be underestimated.

American Gargoyle #12 (Aug. 1963): In this issue, Jonah managed to drag American Gargoyle into the demon-filled netherworld, where he not only had to face Jonah but Zarka as well. As it turned out, American Gargoyle received some unexpected help from his deceased friend, Ms. Shield! They held the villains off while the winged avenger found a way back home.

American Gargoyle #17 (Jan. 1964): The Russian Gargoyle made his debut, attacking the Sickle in downtown Seaboard. Just as the Russian Gargoyle planned, the American Gargoyle swooped in to save the day, only to fall into this winged madman's hands! It was a trap. The Sickle and American Gargoyle had to suck up their pride and combine their efforts to defeat this new menace.



From *American Gargoyle* #3 (Nov. 1962)

***American Gargoyle* #20 (April 1964):** The small town of Arborville (located near Middleton) was taken over by a horde of mollusk-like humanoids called the S'lok. Their leader—eventually to become known as the Slug—envisioned this as his people's first step toward taking over the surface world after centuries of being forced to dwell underground. American Gargoyle teamed up with Drake Einstein to tackle the problem head-on. They were captured and imprisoned, but the Slug underestimated the intelligence of the heroes and acted carelessly, thus giving them the opportunity to escape. American Gargoyle and Drake Einstein eventually managed to fool the Slug into thinking the S'lok were surrounded by a military force, causing them to retreat beneath the earth's surface.

***American Gargoyle* #27 (Nov. 1964):** In her second appearance, Freeze Queen was released from the asylum after the doctors declared that she was now a cured woman. She was genuine about wanting to get her life in order, though repeated messages and phone calls from The Id (a small-time villain) kept prompting her to act upon her base instincts. All the tormenting finally paid off for him, as Freeze Queen snapped and quickly found herself in a fight with American Gargoyle. In the end, she was committed, and the reader found out that her psychologist was none other than Clancy Darrow... aka the Id.

***American Gargoyle* #36 (Aug. 1965):** Zarka ordered Jonah to lead a horde of flying demons in an attack on Bay City. American Gargoyle teamed up with Cliffhanger to fight these beasts. The ever-mysterious Keeper of the Realm stepped in to give them directions on how to find a tome that could send the demons back to where they came from. Jonah anticipated their actions, and a devastating battle commenced, with Jonah finally ending up on the losing end. The demons were banished, and Jonah angrily retreated.

***American Gargoyle* #50 (May 1966):** Some of American Gargoyle's deadliest foes banded together in order to do him in! The group was led by the Slug and consisted of Grenadier, Ladybug, and the Sickles. The villains managed to overpower him, given their strength in numbers. Ultimately, their egos were their undoing, as they began arguing over who was to deal the final blow. The argument escalated into a free-for-all between the villains, giving the American Gargoyle the time he needed to escape. A fan letter several issues later displayed outrage that the Omlevex crew didn't have the hero triumph over the villains and capture them. Their response was short and to the point: "American Gargoyle is one tough customer... but he's not that tough."

***American Gargoyle* #71 (Feb. 1968):** In a story that didn't feature the American Gargoyle at all, Jonah rebelled against Zarka, and with Ueeba's assistance he nearly toppled the powerful demoness. In the end, Zarka demonstrated her true power by attacking Jonah with thousands of demons until he relented and relinquished his claim to her throne. The issue came to an end with Jonah's memorable thought: "Laugh now while you still can, Zarka! I have submitted, but my power grows by leaps and bounds with every passing day! Soon, YOU will be the slave... and I, the master!"

***American Gargoyle* #80 (Nov. 1968):** Jonah used an ancient artifact to sever his bond to Zarka as well as bolster his own power. He went on a rampage across Metazon, eventually facing American Gargoyle and Freedom's Trio. They barely managed to thwart him, and he fell to his death off the rocky cliffs outside of Seaboard. The final panel of the issue depicted him waking up in the netherworld, looking up at a very smug Zarka, who said, "Well, well, well... look who's back!"

***American Gargoyle* #89 (August. 1969):** Omlevex Comics shook up the industry yet again by releasing this very strong message about civil rights. In this villain-less issue, Jasmine Rawlins was shot by a gunman who was aiming at the leader of the movement. She spotted the sniper and leapt in front of the leader, and was struck in her heart by the bullet. The rest of the issue focused on American Gargoyle dealing with his grief. After the release of this issue, Omlevex received several death threats from white supremacists who felt the creators were traitors to their race.

ABOUT THE CREATORS

MARK BARTLETT (1930-2002)

Mark Bartlett began drawing comics professionally at the tender age of 15, after submitting a six-page story to Mortimer Comics. Just hoping to make some extra money at the time, he had no clue that he'd be doing comics for the next 43 years. But he stuck with it, making a name for himself in the industry by the mid-1950s. Bartlett was noted for his interesting use of shadows, which resulted in eclectic and moody overtones. He retired in 1988, living a somewhat reclusive life in Florida. In January 2002, Mark Bartlett died after a long battle with lung cancer.

ROY DESMOND (1938-PRESENT)

Roy Desmond remains one of the most underrated comicbook writers in history. His scripts were always logical and had an easy flow to them, thus helping the reader suspend disbelief. While his stories are considered simple by today's comic writers, they were always packed with genuine human drama as opposed to mindless action. Everything in one of his plots meant something. Even though he's officially retired, Roy has been known to pen a story or two for various companies when the mood takes him.

HEROES AND VILLAINS

AMERICAN GARGOYLE



The conclusion of the American Civil War may have ended slavery, but it certainly didn't end prejudice. When Jamal Riddick was born in 1879, blacks were not exactly welcomed with open arms, especially in the south. But being an African-American was hardly his biggest problem. He had hard grayish skin, a slender tail, elongated ears, and two nubs on his back where wings would soon grow.

Thinking they were cursed by God, his parents sold him to J.T. Redding, an unscrupulous man who owned a large traveling carnival complete with its own "freak show." It was in this environment that poor Jamal grew up. He was billed as "The Bat Boy," and he made the show a great deal of money. During this time, he met two of the carnival's resident performers, Jack Power (so named because of his massive, almost inhuman strength) and his wife, Battling Betty (a legit wrestler who defeated men on a nightly basis). The couple quickly became attached to this poor young kid, regardless of his monstrous appearance. They did their best to raise him as their own son, educating him, instilling morals in him, and teaching him to defend himself. Jamal grew stronger and more intelligent each day, a fact that didn't escape the evil carnival owner's attention.

In order to maintain control of Jamal, Redding, who was secretly involved in the dark arts, created a collar that would dampen his quickly developing powers with the recital of an incantation. Furthermore, if he misbehaved, an excruciating shock would be delivered throughout his body. Outraged at this act of cruelty, Jack and Betty angrily confronted their employer, demanding that he release Jamal from the collar. Sensing that the couple would do everything in their power to ruin him if he didn't comply, Redding agreed and acted ashamed of himself. As soon as they turned to walk away, though, he pulled out a revolver and shot them both from behind.

When Jamal learned of their deaths, he became filled with rage, unlocking his full power. He ripped the collar off, shattered the bars of his cage, and tore the carnival apart until he finally located Redding. Redding was no match for this enraged behemoth. Jamal beat him relentlessly until he was no longer moving. Fearing that he'd killed him, he fled the scene, hiding in the back woods of Alabama. He remained there in secrecy until 1938, when he was discovered by a young man named Joe Carter. Joe had been hunting when he stumbled across the abandoned cabin Jamal was living in. To Jamal's surprise, Joe wasn't afraid of him, nor did he treat him any differently than he would a normal looking person. The two became fast friends, and Joe made sure that he had all the necessary supplies to live a comfortable (if reclusive) life.

In 1942, Joe informed Jamal that he was being sent off to fight in the second World War. Jamal wasn't about to let his friend get killed, and decided that he would go fight alongside him, with or without the support of his country.

Without official military sanction, Jamal did just what he said he would do - he protected Joe and thrashed the Nazi soldiers at every turn. He was a welcome sight to Allied troopers. Whenever the winged man-monster would swoop down on the battlefield, the Nazis would get a taste of defeat. The press dubbed him "The American Gargoyle," while the German press had other, less favorable, names for him. To counter the threat that the American Gargoyle (and other Allied superhumans) posed to his war effort, Hitler brought forth a handful of his own enhanced combatants.

During his time in the war, Jamal began writing his memoirs, more for his own amusement than anything else. Little did he know that they would soon pave his way to financial success. After the Third Reich met its final defeat, Jamal and Joe relocated to Seaboard. Joe convinced Jamal (who was now a celebrated war hero) to send his memoirs to a publishing company. This proved extremely profitable, as the book became the No. 1 best-seller. With the war over, Jamal began using his powers and inhuman strength to fight crime and evil in all its many forms, all the while writing more memoirs.

Personality: American Gargoyle is usually somewhat withdrawn, a result of the inhumane treatment dealt to him during his childhood. The mental scars from that experience still run deep, and it's unlikely that he'll ever be able to fully overcome them. Even still, he's not an unfriendly fellow, just rather shy around those he doesn't know. He doesn't seek public adoration, nor does he go out of his way to make himself the center of attention. He merely does his job and then leaves.

While Jamal has long since gotten used to the way he looks, deep down he longs to be a normal human without any special powers. He accepts that this will most likely never happen, and he makes do with what he was born with.

Powers & Tactics: With his bat-like wings, American Gargoyle has an edge over ground-based enemies, a fact that doesn't escape him. He's an intelligent fighter, and he always looks for any opportunity to get one over on the bad guys. He's not the hardest person in the world to hit, so he integrates that into his fighting style. He tends to psych out foes by using his hard skin to shrug off whatever punishment they can deal him, right before knocking the stuffing out of them with his fists.

Appearance: American Gargoyle doesn't look quite human. While he still has a human-shaped body, his skin is gray, thick, and leathery. He has no hair and his body is large and muscular (6'4" and 310 lbs.). His ears are slightly elongated and pointy. His most noticeable feature is the leathery wings that protrude from his back, and he has a slender tail. He wears a red, white, and blue outfit, fashioned in a patriotic manner, yet wears no mask at all.

Campaign Use: American Gargoyle is a well-known hero who is generally respected throughout the superhero population, so most heroes will be happy to meet up with him. While he's generally a "people person," this star-spangled do-gooder typically prefers working solo. This is mainly due to his reluctance to have to look out for other heroes in combat situations. That said, he will accept aid from others if things get too out of hand.

Modern-Day Option: The patriotic aspect of the character may or may not float in a modern-day campaign, depending on how "dark" the setting is. His stats shouldn't need much (if any) tweaking. Mainly, you're probably going to need to change him on a conceptual level. Perhaps drop the "American" part of his name and insert another more modern word such as "Dark" or "Grim." Alternatively, you might just go with "The Gargoyle." Since Jonah is his primary enemy, you could bring out the supernatural elements a bit more, delving into the mystical horror sub-genre.

American Gargoyle: PL 12

Abilities: Str: 18 (+4), Dex: 14 (+2), Con: 18 (+4), Int: 14 (+2), Wis: 14 (+2), Cha: 14 (+2)

Saves: Damage: +6, Fortitude: +14, Reflex: +2, Will: +2

Miscellaneous: Melee Attack Bonus: +10, Ranged Attack Bonus: +8, Defense: 17/15, Initiative: +2, Speed: 30/60 (Flight), Hero Points: 6

Skills: Concentration +10, Intimidate +10, Craft (Writing) +9, Listen +6, Spot +11

Feats: Aerial Combat, Fame, Attack Focus (Unarmed), Toughness, Darkvision, Immunity (Aging), Extra Limb (Prehensile Tail), Ultra-Hearing, Durability, Power Attack

Powers: Flight +12 [Flaw: Restricted—Wings; Source: Mutation; Cost: 1], Amazing Save +10 (Fortitude) [Source: Mutation; Cost: 1], Protection +10 [Source: Mutation; Cost: 2], Super-Strength +8 [Source: Mutation; Cost: 4]

Weakness:

- **Disturbing:** American Gargoyle's appearance unnerves many people, regardless of his good intentions and heroic deeds.

JONAH



Jonah Theodore Redding was never poor. His father, a prominent plantation owner in Louisiana, was wealthy beyond most people's wildest dreams, and the money trickled down from there. He was spoiled by his father, who favored him over the other children in the family.

When Jonah was some 10 years of age, his beloved father fell terminally ill. One rainy night, at the stroke of midnight, Augustus Redding called his son to his bedside, where he explained that he had been a practitioner of black magic for 60 years. He also explained that he had placed a spell on Jonah that would grant him "The Gift." Jonah, along with all his father's servants, thought he was delirious from the pain and was talking nonsense. Augustus died hours later.

During his teen years, Jonah began having strange dreams about his final conversation with his father. Over and over, he kept hearing the words "You now have The Gift," while horrific images filled his head. Night after night these visions haunted him, until he finally decided to locate his father's inner sanctum. Whether he was extremely lucky or he was guided by his father's spirit, Jonah found the hidden room and poured over each and every tome over the next several years. He did indeed have The Gift.

Jonah went on to open up a traveling carnival and freak show. Billing himself as J.T. Redding, the greedy man made a fortune with his unique brand of entertainment. Even though his freak show was already the best in the business, Jonah stumbled across a baby named Jamal who would make it even better. The infant looked like a living gargoyle. He dropped a huge

bundle of cash into the parents' laps, and brought the child into his menagerie.

Unfortunately for Jonah, two of his performers grew fond of Jamal and began raising him as their own child. To make matters worse, Jamal had started developing abilities that would make him a danger to Jonah. Using his now-developed black magic, the sorcerer created a collar that would not only dampen Jamal's powers but was also capable of delivering a vicious shock if he misbehaved.

Jamal's de facto parents confronted Jonah about this act of cruelty. While the devious man acted ashamed of his own callousness, he wasn't about to give up his control over Jamal. As soon as the couple turned away from him, Jonah shot them in the back. When Jamal learned of their fate, rage took over and he ripped free of both the collar and his cage. He hunted Jonah down and beat him relentlessly, leaving him for dead. And dead he was, though it was hardly Jamal's intent. He acted solely out of anger, without a single thought of reason.

With his last breath, Jonah could feel himself plummeting into a black void filled with terrible visions and demons reaching for him as if to grab his very soul. This continued for what seemed like an eternity. Suddenly, the falling stopped, and Jonah was face to face with a demoness who called herself Zarka. She had sensed that he possessed The Gift and made him an offer he couldn't refuse. In return for doing her bidding, Jonah would return to the world of the living, but there was a catch. She told him that, unless he killed the man responsible for his death, she might very well bring Jonah back to the Nether Realm someday. In order to be truly immortal, he would have to succeed in that task.

With that, she sent Jonah back to our world, but in the year 1960, and he wasn't alone. With him was a living voodoo doll named Ueeba who would act as his servant and be Zarka's eyes and ears to make sure Jonah didn't betray her.

Now that he's among the living once more, Jonah has set out to destroy Jamal, now known as the American Gargoyle!

Personality: Jonah has long since shed that pesky thing known as compassion. In its place is pure evil. Jonah is incapable of love or even basic happiness. He's a cold, bitter man filled with hatred, and the only way he'll ever find true happiness is when he becomes immortal. He believes that obtaining immortality will free him of all his inner pain and conflict, like some magical cure.

Jonah is also a sadist. He enjoys making people miserable and observing it. He savors it like others savor fine wine. This cruelty, coupled with his immense magical powers, make Jonah a force to be reckoned with.

Powers & Tactics: Jonah is a big bag of deadly tricks. Being a master of the dark arts gives him access to numerous spells that he can cast as he pleases. He isn't a big fan of fighting in close combat—it's too risky, and it accomplishes nothing that can't be accomplished

at a distance. He enjoys pummeling his enemies from afar with his bolts of fire and taking control of their actions with his mind-control spell. Another favorite tactic of Jonah's is to create very detailed illusions to lure heroes into an ambush. When his foes get too close for comfort, though, he won't hesitate to cast a teleportation spell or even one that enables him to assume a ghost-like form so that all attacks pass through him. He's not a coward, but he knows where his weaknesses lie, and will do his best to keep heroes from exploiting them.

Appearance: Jonah is a somewhat muscular fellow, standing 6' tall and weighing 220 pounds. He wears a tight black bodysuit with a billowing purple cape and matching gloves and boots. His hair is worn long and his face burns with an expression of calm hatred. Over his left eye is a tattoo of a pentagram.

Campaign Use: Jonah is one of the Omplex Universe's heavy hitters. The PCs are going to need to use their numbers (not to mention teamwork) if they want to defeat him. Luckily Jonah can be used as a villain in many different ways. If you want to maintain his aura of mystery, he can work behind the scenes, hiring other villains to handle the physical end of his machinations. Jonah's plans often focus on killing American Gargoyle, but one thing to remember is that he's also at the beck and call of Zarka, and really, who's to say what a demoness might want him to do? It could be anything.

Jonah tends to partake in long-term plans. He's a patient fellow and has no problem waiting for his masterpieces to come to fruition.

Modern-Day Option: A modern-day take on Jonah should be downright creepy. Take him out of the spandex and cape and give him something more practical; something tattered and eerie. Furthermore, place him at the head of his own demonic cult, so that he has plenty of henchmen to send after the heroes. This makes him a more behind-the-scenes kind of villain, which adds to his mystique. Let him pull the strings rather than slug it out with the good guys himself. If you want to really accentuate the occult aspects of the character, drop his Sorcery down a bit and give him a power that allows him to summon actual demons. That'll keep the players busy.

Jonah: PL 20

Abilities: Str: 13 (+1), Dex: 16 (+3), Con: 16 (+3), Int: 20 (+5), Wis: 20 (+5), Cha: 19 (+4)

Saves: Damage: +3, Fortitude: +3, Reflex: +3, Will: +7

Miscellaneous: Melee Attack Bonus: +11, Ranged Attack Bonus: +13, Defense: 23/20, Initiative: +3, Speed: 30/90 (Flight)

Skills: Bluff +13, Concentration +13, Intimidate +13, Knowledge (the dark arts) +19, Sense Motive +13, Spot +13

Feats: Attack Focus (Mental Blast), Headquarters (the Dark Sanctum in the Freeland), Indomitable Will, Iron Will, Sidekick (Ueeba), Detect (Magic), Immunity (Aging, Critical Hits and Disease)

Powers: Mental Protection +5 [Source: Mystical; Cost: 2], Sorcery +18 [Basic Spells: Mind Control, Force Field, ESP, Illusion, Obscure, Incorporeal (bypassed by Energy Blasts), Teleportation, Energy Blast (Fire), Disintegration, Flight; Power Stunts: Additional Spells x3; Source: Mystical; Cost: 7]

Weakness:

- **Enslaved:** Despite his great power, Jonah is at Zarka's beck and call. Whatever the demoness wants him to do, he must do it or she could bring him back to the Nether Realms once more.

NEW WEAKNESS: ENSLAVED

THE CHARACTER IS OWNED OR CONTROLLED BY AN NPC, AND MUST OBEY ITS EVERY COMMAND. THE GM CAN DETERMINE WHAT HAPPENS IF THE ENSLAVED CHARACTER DISOBEYS ORDERS FROM THEIR MASTER, BE IT DEATH, PARALYSIS, OR BEING SENT BACK TO WHERE HE OR SHE CAME FROM.

UEEBA, THE LIVING VODOO DOLL

STANDING JUST OVER TWO FEET TALL, UEEBA IS A CRUDE, RAGGED DOLL MADE OF PATCHED-TOGETHER CLOTH. HIS JERKY MOVEMENTS ARE ENOUGH TO GIVE ANYONE A CASE OF THE HEEBIE-JEEBIES. WHILE HE APPEARS TO BE NOTHING MORE THAN A MINDLESS AUTOMATON, THIS REALLY ISN'T THE CASE AT ALL. UEEBA'S ACTUALLY SENTIENT, AND WICKEDLY CLEVER TO BOOT. WITH HIS INHUMAN NIMBLENESS, HIS DECEPTIVE SPEED, AND HIS ABILITY TO LEAP HUGE DISTANCES, THIS LITTLE VODOO DOLL IS JUST FULL OF SURPRISES. ADD TO THAT HIS ABILITY TO HARM HIS ENEMIES BY STABBING HIMSELF, AND YOU'VE GOT ONE MEAN DUDE.

UEEBA IS SUPPOSED TO ACT AS ZARKA'S EYES AND EARS. HIS JOB IS TO KEEP AN EYE ON JONAH AND REPORT BACK IF HE BREAKS THE AGREEMENT HE MADE WITH THE DEMONESS. OVER TIME, THOUGH, UEEBA HAS BECOME INCREASINGLY LOYAL TO JONAH RATHER THAN ZARKA.

UEEBA: PL 10

Abilities: STR: 4 (-3), DEX: 20 (+5), CON: 10 (+0), INT: 12 (+1), WIS: 13 (+1), CHA: 10 (+0)

Saves: DAMAGE: +0, FORTITUDE: +0, REFLEX: +15, WILL: +1

Miscellaneous: MELEE ATTACK BONUS: +4, RANGED ATTACK BONUS: +12, DEFENSE: 30/15, INITIATIVE: +15, SPEED: 60/50 (LEAPING)

Skills: CLIMB +9, JUMP +10, SPOT +7

Feats: IMMUNITIES (AGING, DISEASE, EXHAUSTION, POISON, STARVATION, SUFFOCATION, MENTAL POWERS)

Powers: MENTAL BLAST +10 [EXTRA MENTAL ASSAULT: FLAW; MUST BE ABLE TO STAB HIMSELF: SOURCE: MYSTICAL; COST: 3], SHRINKING +3 [EFFECT: SMALL; FLAW: PERMANENT; SOURCE: MYSTICAL; COST: 1], SUPER-DEXTERITY +10 [SOURCE: MYSTICAL; COST: 4], RUNNING +6 [SOURCE: MYSTICAL; COST: 2], LEAPING +10 [SOURCE: MYSTICAL; COST: 1]

Weaknesses:

- **DISABLED-MUTE:** UEEBA IS COMPLETELY UNABLE TO VOCALIZE.
- **DISTURBING:** I CAN'T THINK OF TOO MANY THINGS CREEPIER THAN AN EVER-SILENT SENTIENT VODOO DOLL WHO JUST STARES AT YOU WITH THOSE BEADY LITTLE EYES.
- **VULNERABLE (FIRE):** HE'S MADE OF CLOTH. YOU DO THE MATH.

FREEZE QUEEN



Many people have been “touched” by omlevex even before they are born. Emily Collins was one such person. Thankfully, her powers never manifested until she was a teenager. As is common with the effects of omlevex, it took a traumatic event to bring forth her latent abilities.

Young Emily was ice fishing with her father while on a vacation in Alaska. The ice gave way beneath their feet and they fell into the frigid water. It looked as if it was all over when Emily suddenly felt a surge of power coursing through her veins. She no longer felt cold, nor was she fearful. Emily calmly found her father, who had sunk further into the depths, and brought him back to the surface just in time to save his life. Unfortunately, her face had become severely frost-bitten before her powers kicked in, making it a hideous sight to behold.

From that day on, her father knew she was different. He helped her come to terms with her new powers (and her scarred face), all the while hiding them from others. It was as if ice flowed through her body, enabling her to control it at will. Over time, she learned to harness the power she wielded.

Shortly after she had mastered her abilities, a nosy neighbor learned about her secret and went to the press in hopes of gaining notoriety for himself. The results were tragic. The villain known as the Sickle decided to abduct Emily and convert her to Communism. The American Gargoyle intervened, and a battle broke out right in her backyard. The Sickle

hoisted a car up and heaved it at the hero, but the Gargoyle leapt safely to the side, not realizing that Emily's father was nearby. The car slammed directly into the man, killing him instantly. Filled with grief and anger, Emily began attacking both the American Gargoyle and the Sickle, knocking them both around like rag dolls before fleeing the scene.

On that day, Emily Collins' mind snapped. Her beloved father was dead and her world was turned inside out. She had nothing left, so she'd see to it that she wouldn't be the only one who suffered. Since that time, the deranged young lady committed baffling acts of violence. They range from seemingly random beatings to surrounding people's faces in ice until they suffocate. Her crimes never serve to further her well-being—they're just bursts of rage. Her favorite targets, however, are costumed heroes and villains, as they were the ones responsible for her father's demise. The irony of this is that she herself dons a costume. One wonders what goes through that anger-filled head of hers.

Personality: Freeze Queen is as cold as the ice she generates. Once a thoughtful young lady, she is now a completely different person. She goes from one mood to another in a matter of seconds. It's not uncommon for her to follow up a vicious crime with big, heaving sobs and tears, only to display a fiendish smile a few seconds later. She blames costumed types for the death of her father, whom she loved dearly. While she certainly doesn't limit herself to harming superhumans in tights, they are her targets of choice. She makes absolutely no distinction between heroes and villains—they are *all* menaces.

Powers & Tactics: Freeze Queen delights in whipping up new and inventive ways to use her cold control powers. She often shapes different objects out of ice, such as a bridge, a mallet, or even a spiked wall designed to discourage heroes from charging her. Another trick she often employs is to shoot dagger-like shards of ice from her palms.

The versatility of her power is surprising. In addition to the applications already mentioned, Freeze Queen can use her ice to subdue and trap an enemy, usually in a block of ice, though she has been known to create ice chains. Furthermore, she can turn her body into extremely clear ice, making it difficult to see her, and if the enemy does see her, she can generate a field of ice that surrounds her body, acting like a force field.

Fun Fact!

Freeze Queen was originally drawn without a mask by Mark Bartlett. Writer Roy Desmond felt a mask was necessary, fearing that customers don't want to see a hideous woman in comicbooks. This ended up in a loud argument, but Carl Murphy intervened and solved things in a scientific, strategic manner — he flipped a coin to see who got their way.

Appearance: Freeze Queen is a lithe young woman with curly light-blue hair that falls to her shoulders, but her disfigured face is covered by a medium blue full mask. Even her eyes are concealed, via red lenses. Her costume is somewhat provocative (at least by the 1960s' standards): it's a full, skintight bodysuit that's off the shoulders, which reveals her snow-white skin. The bodysuit is primarily light blue, with medium blue accents. She also wears elbow length medium blue gloves and matching boots.

Campaign Use: So long as the characters are superheroes, you should have no problem dropping Freeze Queen into a story. She's always looking to take costumed types down a few notches, so why not let the characters be the targets of her rage? Freeze Queen can be played as a sympathetic villain. She's a young woman who watched her father get squashed by a car, which triggered a psychological breakdown. It's not impossible to entertain the notion of the characters getting through to Freeze Queen and turning her from her violent ways. Plus, it makes for great human drama, which is the cornerstone of comic-books, Silver Age or otherwise.

Modern-Day Option: Freeze Queen is one of the few Omlevex characters whose outfit most likely wouldn't need any alterations, though a snappier name might be helpful—Frigid, Icechill, Coldspot, Ice Queen, etc. Her origin story should work fine as well. It has all the elements of a modern character: tragic loss, violence, and lots of anger. Perhaps instead of being a villain, Freeze Queen (or whatever you decide to call her) could easily become a dark hero. Just change things so that she mostly blamed the Sickie for her father's death but still resents the heroes a bit as well. As a result, she hunts down and kills costumed villains.

Freeze Queen: PL 12

Abilities: Str: 10 (+0), Dex: 18 (+4), Con: 14 (+2), Int: 12 (+1), Wis: 10 (+0), Cha: 10 (+0)

Saves: Damage: +2, Fortitude: +2, Reflex: +6, Will: +0

Miscellaneous: Melee Attack Bonus: +6, Ranged Attack Bonus: +10, Defense: 22/18, Initiative: +4, Speed: 30

Skills: Acrobatics +14, Balance +14, Climb +4, Escape Artist +7, Jump +7

Feats: Accurate Attack, Dodge, Evasion, Immunity (cold), Lightning Reflexes, Power Immunity, Point Blank Shot

Powers: Energy Control—Cold +12 [Extras: Energy Blast, Create Object, Force Field, Snare, Blending; Source: Mutation; Cost: 7]

LADYBUG



Sheila Davenport never liked people. She wasn't good at dealing with them, which suited her just fine, considering the disdain she felt for the human race. Even though she was human, she didn't consider herself one. She knew she was different than everyone else. AS she was cold, quiet, and uncaring, most people avoided her as much as she avoided them, until an older motorcycle-riding bad boy named Mark Torbett came into her life. Suddenly, she felt something that was never there before. He was wild, carefree, and completely unfettered by the restraints placed upon society. When he was around, an unfamiliar feeling overcame her: happiness. They spent a great deal of time together. In fact, they were nearly inseparable.

Then, without warning, he was gone. Sheila was devastated. For the first time in her life, she opened up her very soul to someone, yet he still left. No explanation, no good bye... not even a "dear John" letter. Her bitterness turned into outright violence. The next few years were spent in a juvenile detention center, where she learned to fight. She would even sneak away to practice combat with an old broomstick that was in the janitor's closet.

Upon turning 18, Sheila was released from the center. She had no work skills, no experience, and her family had disowned her. The young lady had nowhere to turn, so she capitalized on the one thing she was good

at: beating people senseless. A small time criminal named Johnny Swardlow took her under his wing and taught her the ins and outs of the business.

One fateful day, Swardlow (who thought of Sheila like a daughter) proudly told her he had hired one of the world's best mercenaries to come in and further her training. To her utter shock, that mercenary was Mark Torbett, who now called himself Grenadier! She immediately attacked him, letting loose all the rage she had built up over the past few years. He subdued her, and her anger turned to sobs. He explained that he left because he was falling in love with her, and that thought scared him beyond belief. The two reconciled, and began a partnership that is as strong as steel. He paid an arms dealer to develop a suit of powered armor for her as well as a specialized staff. They are now closer than they ever were. Despite their bond, they have managed to keep everything on a professional level, becoming two of the most sought after criminals-for-hire in the world.

Personality: While still as bitter and hateful as ever, Ladybug has a soft spot for Grenadier. Okay, that's an understatement... she's madly in love with him! Not that she'd admit it, mind you. She has next to no compassion and would take a human life as quickly as most people would save a human life. Unlike most mercenaries, Sheila isn't all that greedy. As long as she has enough money to live a comfortable life, she wouldn't complain. Grenadier, on the other hand, is as greedy as they come, so she goes along with it to make him happy. The fact is that everything she does is designed to make him happy. Without realizing it, the young woman has become rather emotionally dependent upon Grenadier.

Powers & Tactics: When it comes to using a staff in combat, few people can claim to be better than Ladybug. Her blindingly rapid fighting style makes it difficult to defend against her attacks as she darts around the battlefield like a woman possessed, her specialized staff whirling the entire time. This unusual quarterstaff has a "boom pad" (as she calls it) on each end. When one of these pads strike a target, it inflicts additional damage and releases a loud noise like a small stick of dynamite. As if that's not potent enough, one end of the staff can shoot out a ray that temporarily paralyzes her target. She has become remarkably adept at striking in such a way as to bypass any protection the enemy might possess.

Ladybug also wears powered armor that protects her from harm as well as giving her several other benefits. The wings grant her the power of flight, the armor's enhancement boosters allow her to lift 6,400 pounds over her head, the boots and gloves enable her to stick to walls and ceilings, and a measure of mental protection is given as well.

Appearance: This athletic-looking woman is tougher than her name would suggest. She has long brown hair and wears wing-tip glasses. Her face is beautiful, but there's a sadistic glint in her eye. She wears body hugging power armor, which also has wings that look much like those of a ladybug. The armor is colored to look like a ladybug as well (red with black spots). She carries a high-tech quarterstaff with her at all times.

Campaign Use: Like any mercenary, Ladybug is a good choice to use when you want someone else to be the unseen master of whatever crime or misdeed is being committed. In almost every case, she comes as a packaged deal with her partner, Grenadier. The two of them can give most heroes fits. A fun switcharoo might be to rig things so that Ladybug and Grenadier happen to be fighting on the same side as the heroes against a much more powerful enemy.

Modern-Day Option: Aside from aesthetics, Ladybug won't need many changes, unless you want to hop up her PL a few clicks, maybe up to 12 or even 13. The main reason for this is to give her the "total bad-ass" package that mercenaries always seem to have these days. It would enable you to beef her up more. In doing so, you might want to make her offensive arsenal a bit edgier. The staff is fine and dandy, but what if it could do more than just whack and paralyze people? Load it down with cool effects. The same could be done for her armor, as there is much versatility to be had with such devices.

Ladybug: PL 10

Abilities: Str: 10 (+0), Dex: 18 (+4), Con: 13 (+1), Int: 14 (+2), Wis: 16 (+3), Cha: 15 (+2)

Saves: Damage: +1, Fortitude: +1, Reflex: +4, Will: +3

Miscellaneous: Melee Attack Bonus: +9, Ranged Attack Bonus: +13, Defense: 22/18, Initiative: +4, Speed: 30/30 (Flight)

Skills: Acrobatics +10, Gather Information +6, Spot +10

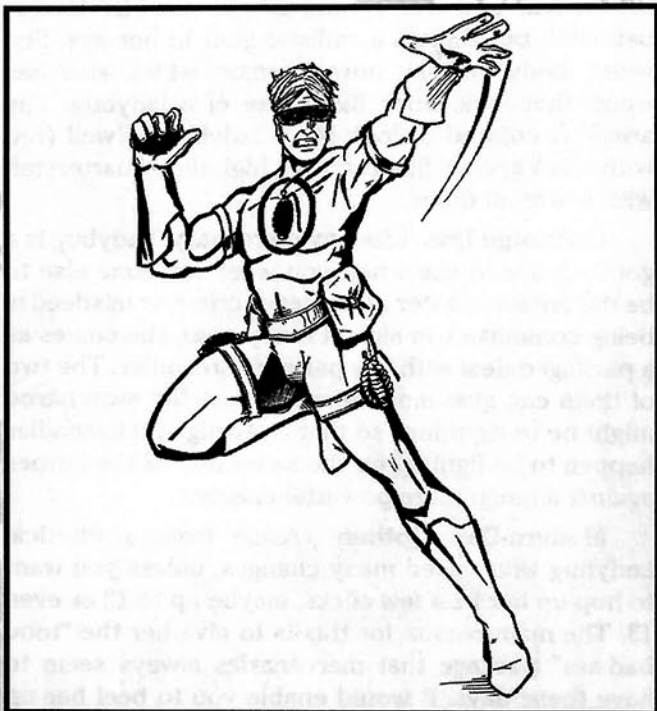
Feats: Attack Focus (Power Staff), Improved Critical, Power Attack, Stunning Attack, Penetrating Attack x2 (Power Staff)

Equipment: Ladybug Armor [Armor +6; Extras: Flight, Super-Strength, Clinging, Mental Protection; Source: Super-Science; Cost: 7], Power Staff [Weapon +8S; Stunt: Paralysis; Source: Super-Science; Cost: 1]

Fun Fact!

American Gargoyle creator/writer Roy Desmond has never read a single comic that he scripted. "I don't know," he said in a 2003 interview. "I guess I always just figured my writing was lousy, so I never bothered reading the end result."

GRENADIER



Mark Torbett's life changed the day he was sent off to Korea to fight in the war that was raging there. When he first entered the conflict, he was a gung-ho 18-year-old with enthusiasm burning bright inside him. By the time the war ended, he was a weary, grizzled, and battle-hardened man who had seen enough atrocities to last three lifetimes. In short, he had changed dramatically. The only positive thing to result from the war is that the trauma triggered his inborn superhuman strength.

He spent the following years drifting from one place to the next on his motorcycle, trying to forget the things that he had witnessed in the war. Before long, the appeal of this roving lifestyle wore thin, and he found himself looking for meaningful employment. Opportunity knocked and Mark greeted it with fervor, using his fighting skills and his knack for explosives to start a career as a mercenary. He received several assignments here and there, but most of the better-paying ones were being handed to costumed mercenaries like Skeleton and his ilk. Out of sheer frustration, Mark bit the bullet and created a new identity for himself. Dressed in a skintight outfit and packing grenades of his own creation, he became the Grenadier. This gimmick was all that he needed to send his career skyrocketing. He was offered more jobs than he could handle.

Life, though, has an interesting way of complicating things when one least expects it. This was certainly the case when Mark met a teenaged girl named Sheila Davenport. The twosome spent a lot of time together, but he never divulged his career to her, fearing that she would not approve. He began feeling

things that he had never felt about a woman before. This scared him far more than being on the battlefields of Korea with bullets zinging past his head. He was afraid of falling in love, afraid of what it would do to his blossoming career as a mercenary. So he packed his things and left without saying a word to Sheila.

Mark spent the next few years taking jobs that led him all over the world, yet no matter how far away he went, he could not stop thinking about the girl he left in Metazon. To forget his sorrows, he buried himself in the high life—fast motorcycles, fast women, and hard alcohol. He burned through money like it was water, and why not? He had more of it than he knew what to do with. He became greedy, always wanting something more.

One day, Mark was contacted by an old employer named Johnny Swardlow, who offered him a very healthy sum of money to come back to Metazon and help train his "niece." Mark had been avoiding Metazon like a plague since he left several years ago, but he couldn't refuse that much cash. When he arrived, he learned that the so-called niece was none other than Sheila Davenport, who immediately attacked him on sight. He quickly subdued her and explained his reasons for leaving, apologizing fervently for what he had done. Her anger quickly dissolved, replaced by tears.

Mark and Sheila patched things up and agreed to keep everything on a professional level. He offered not only to train her but to take her in as his partner. Since that time, the duo has become a highly sought-after team. They score the highest paying jobs and travel to every corner of the globe, yet have never again become romantically involved, despite their all too obvious affection for one another.

Personality: Grenadier is all business. He takes his work very seriously and everything else takes a backseat, even his feelings for Ladybug. He enjoys jet-setting, which means that he needs an obscene amount of money. The result of this need is greed. Grenadier is in love with Ladybug, though not as strongly as she is in love with him. He's loyal to her and treats her well, but if given the choice between her and money, he'll go with the green every single time.

The war had a very nasty effect on Grenadier. He sometimes experiences nightmares as well as flashbacks that can last for hours before subsiding. This has screwed up his work more than once.

Powers & Tactics: As one would expect, Grenadier relies heavily on his arsenal of grenades. His explosives training in the military has served him well, as he can create virtually any type of grenade given the right components. He has developed several favorites, though, which he carries on his person any time he goes out on an assignment.

In combat, he often begins with a few strategically placed fragmentation grenades to create a bit of chaos. This is followed up by whichever grenades he thinks will get the job done. For armored opponents,

the shredder grenades are employed, while lighter foes receive visits from more frag grenades or lighting grenades. His favorite grenades, though, are the displacer grenades, which are capable of randomly teleporting opponents away. Imagine how deadly that could be during a battle on a skyscraper!

Another gadget Grenadier is quite fond of is his visor. It protects his eyes as well as allowing him to see through walls and notice enemies who are invisible.

Appearance: Grenadier is a well-muscled man who wears a bodysuit that's green with brown trim. He wears no mask, but he does have a visor. His hair is slightly shaggy, and he has stubble on his face. His whole supervillain gimmick revolves around his many grenades, which he stores on his belt.

Campaign Use: Grenadier can be slipped into any adventure that requires the use of a bounty hunter or mercenary. Heck, given Grenadier's greed, he might be usable in any scheme that involves financial gain. He's not a big thinker, though, so these plans would be relatively straightforward. In any case, there would need to be extremely unusual circumstances to use Grenadier without also including Ladybug.

Modern-Day Option: C'mon! They guy's a tough-talking merc who slings grenades! That's about as modern-day compatible as you get in my book. Visually, he should be given longer hair, and his outfit might be better suited to something more militaristic, especially if your campaign leans toward being street-level.

Fun Fact!

As the years went on, Grenadier's hair became longer and longer. By 1970, his hair was past his shoulders and he sported a large mustache. The facial hair didn't last long, but his hair is depicted as being halfway down his back in the modern Omlevex comics.

The Grenadier: PL 13

Abilities: Str: 15 (+2), Dex: 16 (+3), Con: 16 (+3), Int: 14 (+2), Wis: 15 (+2), Cha: 15 (+2)

Saves: Damage: +8, Fortitude: +3, Reflex: +8, Will: +2

Miscellaneous: Melee Attack Bonus: +13, Ranged Attack Bonus: +14, Defense: 26/18, Initiative: +8, Speed: 30

Skills: Craft +5, Demolitions +7, Diplomacy +6, Intimidate +7, Spot +5

Feats: Attractive, Connected, Attack Focus (Grenades)

Powers: Super-Dexterity +5 [Source: Training; Cost: 4], Super-Strength +4 [Source: Mutation; Cost: 4], Amazing Save (Damage) +5 [Source: Training; Cost: 1]

Equipment: Fragmentation Grenades [Weapon +10L; Extra: Area; Flaw: Uses; Cost: 1], Electricity Grenades [Energy Blast - Electricity +8; Extra: Area; Flaws: Uses, Device; Cost: 1], Shredder Grenades [Weapon +8L; Stunt: Penetrating Attack; Extra: Area; Flaw: Uses; Cost: 1], Displacer Grenades [Teleportation +10; Extras: Area, Range x2, Affects Others; Flaws:

Device, Uses x2, Target Teleported to a Random Location; Cost: 2]; Visor [Sensory Protection +6; Stunts: See Invisibility, Penetration Vision; Cost: 1]

Weakness:

- **Quirk:** Grenadier experiences severe flashbacks, often at the most inconvenient times. When this happens, reality for him becomes warped. He thinks he's back in the war, and goodness knows who he thinks are the enemies. He even attacked Ladybug once.

SICKLE



Nikolai Greshnik was the only child of Veshal Greshnik, an influential Russian general who had to retire after an accident left him unable to walk. Veshal, blaming the incident on a weakness of character, vowed that he would never allow his son to grow up foolishly. He applied a strict military regimen to Nikolai's life, and he taught the young boy to be strong or face the crushing humiliation of failure. Nikolai believed in the lessons of his father, even though he feared the discipline of his heavy hand. The young man learned that he must overcome any obstacle, no matter how difficult or costly.

It was only natural for Nikolai to find his place amidst the ranks of the Russian army. Through his father's connections and his own ambition, he became an outspoken leader in the fight for reform in the Russian government. To both Nikolai and his father, the Union was too weak to oppose the advances of her enemies, and new leadership would be needed to avoid disgracing the Motherland. Nikolai and his supporters

were insistent that they win back strength and glory for their country at any cost.

Secretly, Nikolai had stumbled upon an abandoned Soviet weapons project. The plans were for the development of a special armor that would not only offer protection but also bestow incredible strength. The prototype technology was fantastically powerful, and Nikolai put top Soviet scientists to work, quietly reviving the program.

Soon, the time came for Nikolai to demonstrate his strength. He gave himself the title of the Sickle of Russia, and standing beside his proud father, he marched his army forward, clad in mighty battlesuits. He believed himself invincible. It was in that moment that he came face to face with the American Gargoyle. Nikolai had heard stories of the American war hero, but bitterly swore that he would not recall his army. The battle was furious, and in the chaos a stray shot from Nikolai's pistol struck his father. Nikolai collapsed with grief. Furious, scarred, and beaten, Nikolai withdrew from the battlefield while the Gargoyle subdued his army, and he sealed himself in an abandoned bunker where he could plot his revenge.

The Sickle had vanished for several years before reemerging in Moscow as the leader of the Red Sons terrorist group. In most recent years he has been seen in Berlin, Vienna, and Paris, and has made his presence known in Metazon, presumably to goad the Gargoyle into a second face off. This time, he intends to cleanse his shame, and that can only mean trouble for anyone who wishes to stop him.

Personality: The Sickle is an intensely driven man, and his temperament is razor-thin. He is well disciplined and very intelligent, though his brilliance is often undermined by his violent passions. To those under his command, he rewards loyalty with the promise of glory and power, and he rewards treachery with violence. Any emotion outside of rage has been completely lost to him, and he is a man who is incredibly difficult to reason with. Clearly, his thoughts of revenge and glory have clouded his mind beyond any repair, and this makes him a dangerous foe. His contempt for the Gargoyle is reflected in his view of all heroes, and he seeks to make an example of any such fool who should cross him.

Powers & Tactics: The Sickle wears a specially designed armored battlesuit that gives him immense strength and resilience. He wields a sickle crafted from a titanium alloy, allowing it to withstand his exceptional might. However, the Sickle's greatest strength is his strategic mind. His years of training as an officer of war have made him a deadly tactician, and he has little trouble directing large groups of men in the field. He favors superior numbers and direct attacks, though his organization has had to remain small to avoid attention. When caught alone, he often pursues opponents who most threaten or offend him first, saving weaker

characters for last.

Appearance: The Russian supervillain is most often seen wearing cumbersome armor, which is primarily red but has a yellow 'Russian Sickle' emblem on the chest plate. He doesn't wear a helmet, so his head is exposed, which is bald and dates him somewhere in his 40s. His blazing eyes and furrowed brow suggest the intensity of his character, and over the years he has developed a nervous twitch at the corner of his mouth. A single scar is seen diagonally across his face, and a cigar is often clenched between his teeth.

Campaign Use: Obviously, the Sickle is out for revenge, and he doesn't care who or what gets in his way. He is angry at the rest of the world for opposing his vision and at the American Gargoyle for ruining his life. Through the Red Sons, he uses acts of terrorism to inspire fear, targeting symbols of foreign nationalism. The Sickle would make a great mastermind behind the kidnapping of a political official or the hijacking of an important object or location. He will likely plot such actions hoping to ambush any heroes sent out for a rescue attempt, so that he can learn everything he can about the Gargoyle. He feels little compunction about breaking his promises, and will not spare the heroes' lives simply because he "gave his word".

Modern-Day Option: The Sickle can work in a modern setting with very little modification. Perhaps his methods of terror are a bit more heinous (bombings, small-scale biological weapons, mass murder, etc). Perhaps, rather than donning armor, the Sickle is empowered by cybernetic implants or a performance-enhancing genetic cocktail—in this case, just replace his Armor with Protection and remove the Leaping extra. His motives and personality require little change, but certain angles of his rage and violent nature might be emphasized in order to create a darker mood.

The Sickle: PL 12

Abilities: Str: 18 (+4), Dex: 14 (+2), Con: 18 (+4), Int: 16 (+3), Wis: 14 (+2), Cha: 18 (+4)

Saves: Damage: +6, Fortitude: +10, Reflex: +2, Will: +8

Miscellaneous: Melee Attack Bonus: +12, Ranged Attack Bonus: +10, Defense: 18/16, Initiative: +2, Speed: 30/50 (Leaping)

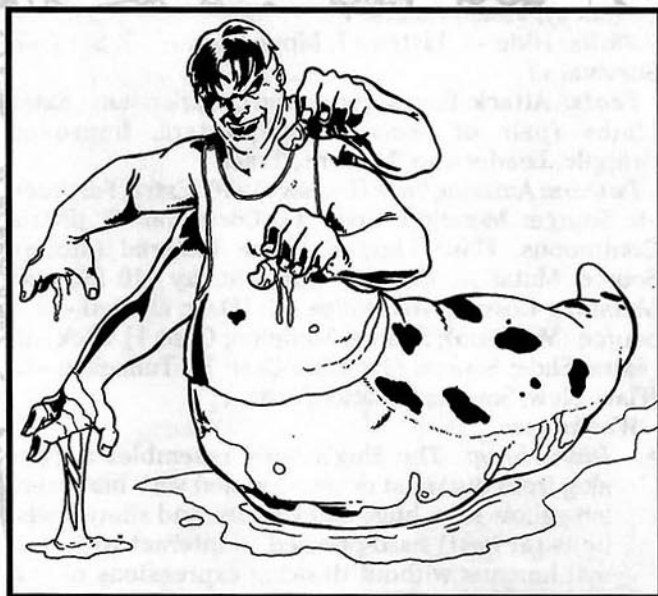
Skills: Demolitions +5, Intimidate +9, Search +4, Sense Motive +6, Spot +6

Feats: Assessment, Endurance, Improved Critical (sickle), Indomitable Will, Infamy, Inspire, Leadership, Minions, Power Attack, Talented (Intimidate and Sense Motive), Toughness

Powers: Amazing Save: Will +6 [Extra: Fortitude; Source: Training; Cost: 2]

Equipment: Battle Armor [Armor +10; Extras: Super-Strength, Leaping; Cost: 5], Sickle [+5L damage; Cost: 1], Pistol [+5L damage; Cost: 1]

THE SLUG



Although they have lurked among the shadows for years, not many people know of the beings that call themselves the S'Lok. The race traces its origins back to the mid-1700s, when English settlers began their forcible colonization of the islands of Metazon by pushing the war-like tribes of the Wakara eastward. The Wakara were clearly outnumbered and were forced to retreat from the English time and again as the colonists made their bid for power. Not all of the Wakara warriors made it to safety on Central Metazon, however.

One particular party of warriors, made up of two dozen men and women from the Wakara, was separated from the rest of its kinsmen during a particularly brutal battle and managed to find shelter from the English by hiding in a dense area of swampland on North Metazon. As enemy search parties drew near, the warriors retreated into a dark cave that they hoped would prevent them from being discovered; they breathed a collective sigh of relief as the English passed by repeatedly before abandoning their search. Just as the Wakara were about to leave the safety of the cave, one of the younger males discovered a small tunnel lined with odd green stones that seemed to shine with an inner light. Their curiosity piqued, the party followed the tunnel for what seemed like miles, amazed at the marvelous mineral which they had never seen before. Unfortunately, their quest for discovery was marred by unexpected tragedy. While following a narrow branch in the path, the ground beneath them gave way and plunged the entire party into a subterranean cavern lined with the curious green stones. Several of the warriors suffered broken bones, but a quick search found no passages leading from the chamber; those fortunate enough to have escaped injury could not leave to find help. They were all trapped.

The next few days passed slowly as the warriors battled with dehydration and starvation, their only ray of hope being the constant light of the stones that sur-

rounded them. One of the females noticed that some of the stones seemed to be slowly disintegrating into a reddish liquid. Desperate with thirst, she ignored the possible consequences and scooped the thick liquid into her palms and drank deep. A few tense moments passed before she was satisfied that the liquid had not had an adverse effect, and she shared her discovery with her comrades. Through careful study of the stones and their rate of collapse, the warriors were able to survive off of the reddish fluid, and all were eventually nursed back to health. Their recovery was not without its side-effects, however, as they were to soon learn.

After nearly a month of isolation in the underground cavern, the warriors began to notice changes to their bodies; two small lumps along either side of their rib cages were slowly growing into tiny arms! To make matters worse, they each slowly lost the use of their legs to debilitating cramping and pain in their joints, and were forced to drag themselves along the rocky floor to move about. They watched their legs fuse together to form a single mass that resembled the tail of a giant snail, their movements marked by a slimy trail left in their wake.

Surprisingly, the band of warriors adapted well to the changes in their bodies and began a new life beneath the island of North Metazon. Over time, their sole source of nourishment enacted other changes on their bodies as well, giving them the ability to digest most forms of mineral substances and tunnel through the solid rock walls that had until now made them captive. After establishing a network of tunnels beneath the island, the warriors, now calling themselves the S'Lok, began to procreate, eventually establishing a thriving (albeit primitive) community among the tunnels and passages of their new world.

With each new generation, a ruler was chosen who would ensure the safety of his people and continue their simple way of life; but the latest successor to the throne has a different view of their subterranean existence. He seeks to return his people to the surface that once was their home, so that they might rule the world above ground as well as below. An interpretive mistake during his first visit to the surface world led to his new moniker ("He's some kind of monster!" "Fools, I am no monster... I am S'Lok!" "What? You're Slug?"), and only served to fuel his hatred of the surface world. Now, he leads small groups of his people above ground on reconnaissance missions (even as far as Central Metazon, to which the S'Lok have managed to establish an underground connection), hoping to find a weakness in the surface dwellers that he and his people can exploit.

Personality: Despite his royal lineage, the Slug may not be taken seriously by opponents when first encountered by virtue of the fact that his unwitting alias causes them to underestimate the full extent of his abilities. This, coupled with his own belief that his people have been unjustly confined to the bowels of the earth simply for wanting to protect their own lives from English invaders, has turned him into a bitter, sadistic individual who exists solely to subjugate the

surface dwellers and seize control of all they hold dear. He believes that he and the other S'Lok are meant to rule the world, and he will not rest until his vision has become a reality.

Powers & Tactics: Although initially belittled by his opponents, the Slug is a formidable opponent who is often able to triumph in the wake of the shock experienced at his powerful abilities. In addition to being very strong and resistant to damage, the Slug's body exudes a reddish slime that is not unlike the fluid secreted by omlevex. The Slug is able to project this fluid at others and neutralize their abilities (so long as their powers are a result of some exposure to omlevex), often leaving them open to a well-placed blow from the Slug's sizable fists.

In combat, the Slug will usually rely on his minions to whittle away at whatever enemies are in his path. If the opposition is superhuman in nature, then he will unleash his neutralizing slime. If in a precarious situation, he can use his trail of slime to either stagger opponents or make a hasty getaway before tunneling into the earth and escaping completely.

Appearance: The Slug's lower body resembles (not surprisingly) a giant slug; whenever he moves, he leaves behind a trail of reddish slime similar to that exuded by degraded omlevex crystals. His skin, which is dotted with ugly black spots, fades from a ghastly green to a sickly yellow on his belly and chest. His upper torso, while more humanoid in shape (and slightly overweight) is equally disturbing; an extra pair of muscular arms have sprouted forth beneath his "normal" obese ones. His short red hair has been cut in an uneven "bowl" shape, and his fingertips seem to ooze with an endless stream of omlevex fluid. For a short time in 1967, the Slug was drawn as a more hideous, less human-looking creature with completely green skin and large muscles. It was later explained away as having been a temporary mutation.

Campaign Use: The Slug is the perfect candidate for an "alien" invasion scenario, though the threat would originate from beneath the Earth and not above it. He and his people, after years of surveillance, might have finally decided that now is the time to strike en masse, spewing forth from their underground caves to seize the surface world and eliminate the "legged" ones once and for all. Barring those circumstances, most of the Slug's crimes would involve spying on human cities or attacking targets of opportunity in an effort to weaken them for future attacks.

Modern-Day Option: The only real change required to bring the Slug to a modern world would be the number of predecessors who have come before, and the relative stagnation of his people might be more severe than in a Silver Age campaign (meaning he would have to impose his will with more forceful or violent tactics).

The Slug: PL 13

Abilities: Str: 18 (+4), Dex: 10 (+0), Con: 20 (+5), Int: 14 (+2), Wis: 14 (+2), Cha: 14 (+2)

Saves: Damage: +15, Fortitude: +11, Reflex: +0, Will: +2

Miscellaneous: Melee Attack Bonus: +12, Ranged Attack Bonus: +8, Defense: 17/17, Initiative: +0, Speed: 80 (Slick), Villain Points: 7

Skills: Hide +7, Listen +7, Move Silently +7, Spot +7, Survival +7

Feats: Attack Focus (unarmed), Darkvision, Extra Limbs (pair of arms), Headquarters, Improved Grapple, Leadership, Minions, Track

Powers: Amazing Save (Damage) +10 [Extra: Fortitude +6; Source: Mutation; Cost: 1], Corrosion +5 [Extra: Continuous, Flaw: Limited - One Material (stone); Source: Mutation; Cost: 2], Immovability +10 [Source: Mutation; Cost: 1], Neutralize +13 [Flaw: Limited - One Source (Mutation); Source: Mutation; Cost: 1], Slick +10 [Extra: Slide; Source: Mutation; Cost: 3], Tunneling +13 [Flaw: Slow; Source: Mutation; Cost: 1]

Weakness:

- **Disturbing:** The Slug's body resembles a giant slug from the waist down. Coupled with his greenish-yellow skin, huge black spots, and slimy trails, he is (at best) hard-pressed to interact with normal humans without drawing expressions of disgust or sneers of contempt.

THE RUSSIAN GARGOYLE



Most Russian men enlisting in the army knew of the great Veshal Greshnik. The General had served his country well in World War II, though his career had been cut short by an accident that cost him the use of his legs. This had not prevented his son from following in his footsteps, however; the younger Greshnik had already proven himself many times before Alexei Koslov took his own oath to serve the Motherland and protect her from her adversaries, and the chance to serve beneath him was an honor that Alexei vowed not to squander.

Unfortunately, the political views of Veshal and his son, Nikolai, became evident during a period of public outrage at the failings of the Russian government. The Greshniks believed the time for reform was nigh, and that they alone were equipped to lead the Russian people into a bright, promising future. Alexei had never been overly concerned with politics, as he'd always been content to accept the life his government provided without complaint or argument, but when Nikolai began to gather followers for his cause, Alexei once more jumped at the chance to serve with such a distinguished soldier. Nikolai clad his men in mighty battle-suits straight out of a science-fiction movie, telling them that they would soon be the harbingers of a glorious new era for the Russian people. With Nikolai (now calling himself the Sickle of Russia) at the helm, the iron-clad army began their march into destiny, prepared to make a difference by whatever means necessary.

Things did not go well. The Sickle ran afoul of the American Gargoyle, and a battle quickly ensued in which the elder Greshnik was killed by a stray bullet from his son's pistol. Wracked with guilt over what he had done, the Sickle fled the scene and left his "invincible" army to deal with the American on their own. After an embarrassing melee, the Sickle's followers were defeated by the American Gargoyle and scattered. His adrenaline pumping and his heart racing, poor Alexei failed to see the severed power lines that had fallen across the street as he tried to make his escape; thousands of volts of electricity arced through his body as his armored boot tread on the exposed wires, nearly burning him to a crisp. Barely clinging to life, Alexei slumped into unconsciousness.

When Alexei awoke two weeks later, he found himself lying on a hospital bed, with the very hero that had vanquished Nikolai's army standing over him. The American Gargoyle explained that he had found Alexei in the streets and rushed him to the hospital for treatment; the electricity had nearly boiled Alexei alive, and he had required an emergency blood transfusion to survive the damage done to his body. Still in shock, Alexei managed to ask who had donated the blood and saved his life. His eyes opened wide when the doctors informed him that the American hero had been the donor.

Alexei went berserk, pushing the American Gargoyle aside and scrambling out of bed despite his injuries, howling in rage and lashing out at anyone who came near him. It was then that he felt a burning not unlike the surge of electricity course through his body, and he screamed in agony as he watched his charred skin fade to a dull, leathery gray. In a panic, he threw himself at a nearby window and crashed through it before realizing he was six floors up; he did not fall, however, instead taking to the sky with a flapping of the powerful wings that had sprung from his shoulder-blades. Releasing his anger in a mournful howl, he flew off into the clouds and vowed to take his revenge on those who had ruined his life and turned him into a monster.

Personality: The Russian Gargoyle is obsessed with exacting his revenge on the two men he feels are respon-

sible for his transformation from man to monster; the American Gargoyle and the Sickle. Though he dreams of a day when he will formulate a plan that will destroy both of his enemies, he realizes that his limitless rage and angry outbursts only hamper his chances for vengeance. He's biding his time, praying that he will be able to find some measure of inner peace that will allow him to act rationally and eliminate those he hates most. Though he holds some small respect for the American Gargoyle (gained after their frequent clashes), he regards the Sickle as nothing but a miserable coward, and will attack him on sight without any plan or strategy.

Powers & Tactics: In addition to exhibiting abilities similar to the American Gargoyle (the ability to fly, his enhanced strength, and incredible endurance), a chemical reaction from the transfusion gave the Russian Gargoyle the ability to project red bolts of bio-electric energy from his eyes. Unfortunately, he cannot control the intensity of these blasts as of yet, and has often caused far more damage than necessary from a single stray shot.

When in full control of his mental faculties, Alexei falls back on his military training; he will try to maneuver opponents into tight spaces (making it difficult for them to evade his bio-electric bolts). Barring that, he will attempt to grab and hold them still long enough to land one of his devastating punches, or fire his bio-electric blast at close range if dealing with an especially pesky or hated opponent.

Appearance: Like the American Gargoyle, Alexei's skin has been left a thick, leathery gray by the blood transfusion that transformed him into his current state. His body is devoid of hair, and his physique has been greatly enhanced by the strange blood flowing through his veins. Large, leathery wings, pointed ears, and a prehensile tail further cement his likeness to his American savior. In fact, the two are very difficult to tell apart unless one observes the pair very closely. The Russian Gargoyle, however, chooses to wear a red outfit, fashioned with a Russian sickle and a star emblem on its chest.

Campaign Use: The Russian Gargoyle is well-suited for the role of henchman, and is often found in the employ of a criminal mastermind that has managed to enlist his aid through promises of glory and conquest (much like Nikolai before that fateful day). His violent temper and resulting bouts of destructive rage make him a poor choice for solo operations, and he will align himself with teams of villains whenever possible to protect him from any lapses in temperament control.

Modern-Day Option: The Russian Gargoyle doesn't require many changes to adapt him to a modern day campaign. As he and the American Gargoyle are both immune to the effects of aging, their enmity could very easily have evolved over the years into a bitter rivalry that neither can erase nor ignore. Alexei would probably have adapted some of the Sickle's radical views on politics (and the Russian government in particular), but would still settle on calling himself the Russian Gargoyle out of respect to the Motherland, however flawed her caretakers may be.

The Russian Gargoyle: PL 12

Abilities: Str: 20 (+5), Dex: 12 (+1), Con: 20 (+5), Int: 12 (+1), Wis: 12 (+1), Cha: 12 (+1)

Saves: Damage: +5, Fortitude: +15, Reflex: +1, Will: +1

Miscellaneous: Melee Attack Bonus: +13, Ranged Attack Bonus: +9, Defense: 16/15, Initiative: +1, Speed: 30/60 (Flight), Villain Points: 6

Skills: Concentration +5, Intimidate +9, Listen +9, Profession (soldier) +9, Spot +9

Feats: Aerial Combat, Darkvision, Durability, Extra Limb (prehensile tail), Immunity (aging), Improved Grapple, Power Attack, Ultra-Hearing

Powers: Amazing Save (Fortitude) +10 [Source: Mutation; Cost: 1], Energy Blast (electricity) +12 [Flaw: Full Power; Source: Mutation; Cost: 1], Flight +12 [Flaw: Restricted - Wings; Source: Mutation; Cost: 1], Protection +10 [Source: Mutation; Cost: 2], Super Strength +8 [Source: Mutation; Cost: 4]

Weaknesses:

- **Berserk:** The Russian Gargoyle is in constant pain from the bio-electric energy coursing through his body, and is often given to fits of uncontrollable rage during times of extreme stress or frustration. Though these outbursts offer him a welcome release for a time, they reduce most well-laid plans and strategies to naught.
- **Disturbing:** Like his American counterpart, Alexei's outward appearance makes it virtually impossible to operate in normal human society without eliciting at least a few horrified gasps, frightened whimpers, or sudden fainting spells. Those angry snarls and growls of his don't do much to improve those first impressions either.

OTHER HEROES AND VILLAINS

During the Silver Age, the American Gargoyle had tussles with more baddies that I'd care to count. Giving full write-ups for each one is beyond the scope of this book. However, we can tell you a bit about some of them.

DR. DESPAIR

This clever villain's mere presence made anyone around him sad, depressed, or even suicidal. As a youth, this "power" drove him away from people, as he didn't want to cause anyone grief. This seclusion eventually drove him insane. He began receiving strange visions that told him he is the harbinger of sorrow and that he was denying his destiny. So, like any good nutcase, he donned a costume and kicked off his career as a villain. From then on, he roamed the world looking for specific people to "deliver" his unique brand of sadness to. This has caused him to cross paths with American Gargoyle on several occasions.

THE ID

Opportunistic psychologist Clancy Darrow found that he could shoot out a mind bolt that made people act upon their instinctual needs and drives without regard to their own or anyone else's safety. He started off by testing it out on a rival psychologist, who ended up killing his own mother as a result. American Gargoyle was alerted to this seemingly uncharacteristic murder and found the man responsible. The fellow had no idea that he harmed her - he thought someone else had done it. Our hero figured out that something wasn't right and followed a lead to Clancy Darrow, who had decided that he would use this power for personal gain. Physically, he was no match for American Gargoyle, but he used his power, hoping to destroy him. As it turned out, American Gargoyle's instinctual desire was to save people, and since defeating Darrow would save many people, this was indeed what he did. This villain returned numerous times, though in later appearances he wore an elaborately gaudy costume and called himself The Id.

CAPTAIN TRUTH

Good ol' Captain Truth fought for all that is right in the world - bank robbery, murder, and chaos! Okay, so his ideas were askew, but he actually meant well. You see, as a kid, he took a tumble down an elevator shaft. Miraculously, he survived, but his sense of right and wrong was flip-flopped. He viewed the cops as crooks and the crooks as cops. He defended the greedy and fought the poor. He thought he was a hero and expected criminals (who he considered innocent citizens) to adore him—and they did! After all, he was lending them a helping hand, for Pete's sake! This brought about many confrontations with the American Gargoyle, who tried to help him get his mind back on track.

QUICKSAND

Quicksand was a criminal who used her super-speed and ability to turn her body into sand to pull off daring and seemingly impossible crimes. In her first appearance, she came an inch from beating the American Gargoyle after turning into sand and suffocating him. She left him for dead and continued her plan, but she clearly underestimated his resilience, paying the price when he finally managed to capture her by shooting her with a fire extinguisher. This clumped her body up a bit, which negated her ability to change into sand and slowed her down. From there, it was an easy win for the winged hero to send her to the police station!

TOWER

This 15-foot-tall man briefly ravaged Seaboard for reasons only he knows. American Gargoyle was unable to cope with his gargantuan strength and brick-like skin. Just as all seemed lost, the hero located a weakness in his armored hide and exploited it, knocking the big man out like a light. There was lots of property damage in that issue.



ISSUE #1
12¢ SEPT 1962

CLIFFHANGER



CHAPTER SIX:

CLIFFHANGER

PREMISE

Cliffhanger was one part spy and one part superhero. He was once a government secret agent who ventured out onto his own to become a self-styled crime fighter with the aid of his many gadgets. Sometimes, the adventures leaned toward straight-out combat, but the majority of them involved subterfuge, espionage, and infiltration, which made the series unique.

On a deeper level, the title character had to deal with the fact that he was growing older and that his body simply wasn't as fit as it had been, which led to frustration and depression at times. It was this facet of the comic that drew readers in month after month.

ABOUT THE BOOK

Cliffhanger was created by artist Howard Mills for the original Omlevex lineup. Although he was late for that crucial first Omlevex meeting due to car trouble, Howard Mills was allowed to join in anyway. After all, he had been in the comic business since 1938 and had more experience than anyone else in the company, so Carl Murphy wasn't about to hand him his walking papers. Unlike the other creators, though, Howard already had the concept for his series written out in great detail in his notebook, complete with character sketches. In the past, he was forced to draw characters created by other people, but he had lots of ideas for his own characters, and Omlevex Comics was giving him the chance to strut his stuff.

To quote Mills himself, "I had been drawing comics for 20 years or so at that point, and it had been a long time since I had been truly excited about a book. After a while, you just sort of become numb to it. The fun slips away and it becomes just another job. With the Omlevex gig, I felt like a kid again. Suddenly, I was being asked to create my very own book starring my very own hero, who would be fighting my very own villains. So, yeah, I laid everything out several days before the first get-together. I wanted my book to be the best it could possibly be."

Since Mills had always been a fan of both spies and superheroes, he decided to make his hero something of a hybrid of the two. A spy-turned-superhero was a concept that instantly sprang to his mind, so he ran with it.



HEY, KIDS! HANG THIS SMASHING PIN-UP UP ON THE WALL TO KEEP THOSE VILLAINS OUT OF YOUR ROOM!

From *Cliffhanger* #76 (June 1969)

"At first, it was overwhelming," Mills said "I was given free rein to do anything I wanted. My mind was swimming with all the possibilities. Over the years, I had come up with hundreds of character ideas, and they were all viable for this project. In the end, I went for an entirely new one with certain characteristics borrowed from past concepts. I was also fascinated with the psychological aspects of having an older superhero who constantly battles the effects of age. There's some really deep stuff there—a character who doesn't want his body to grow old, but despite all his gadgets and gizmos, isn't able to do a damn thing about it."

This played a big role in the comic's success. It was hard for Cliffhanger to helplessly stand by while his body deteriorated. The writing dealt with the frustration the hero felt when he just couldn't get his body to do the things it did 10 years ago. It made him seem all the more human.

SUPPORTING CAST

Roxanne: After being released from an asylum, Cliffhanger's teenaged niece Roxanne came to live with him, as he was the only family she had remaining. Her mother had died and her father (Cliffhanger's brother) disappeared mysteriously. Roxanne is a spacey, peculiar young lady who seems remarkably introspective. Clinically speaking, she's been cured of

her mental illness, but she still has issues. Up until 1983, the reason she was in the asylum was never revealed. As it turned out, she had gone temporarily insane and murdered an innocent man. A lot of interesting things happen with her in the late 1980s and well into the '90s.

Gordon "Gordo" O'Haire: Gordo is a tough-as-nails reporter who disregards danger on a daily basis. He digs deep to get hard-edged stories involving super-human activity. When he first debuted, he was portrayed as something of a jerk, condemning all super-humans regardless of whether they were heroes or villains. Over the years, he began to mellow a bit, and has even teamed up with Cliffhanger on occasion.

Deirdre Lacour: This French-American agent is Cliffhanger's strongest contact within the U.S. government. In fact, Cliffhanger was the one who trained her to be a secret agent. As such, he serves as something of a father figure to her, and she'll always help him out whenever she can.

Micheal "Mackentackle" Cookson: Micheal is the current head of the United States Secret Service, and he's not exactly a fan of Cliffhanger. He thinks of the hero as an agent gone bad. He's a cigar-chomping hardcase who goes out of his way to give Cliffhanger a tough

time. Cliffhanger likes to poke fun at Cookson, and he often teases him about how his first name is misspelled or threatens to tell everyone the embarrassing story about how he acquired the nickname "Mackentackle." This boils Cookson's blood every time.

HIGHLIGHTS

A partial listing of some of Cliffhanger's greatest issues from the Silver Age!

Cliffhanger #1 (Sept. 1962): The fast-paced, no-nonsense storytelling of this series was established right away. After watching a news story on television about a "bold new crimefighter" known as Cliffhanger, the fiendish Skullduggery decided that he "had it all" - immeasurable skills, bravery, and the adoration of the public at large. He became obsessed with destroying Cliffhanger's life. Thus kicked off the love/hate relationship these two shared for the next forty years.

Cliffhanger #4 (Jan. 1963): Enter Crimson Catastrophe, who came within an inch of destroying Valhalla by using five "ecto-bombs" planted throughout the city at key structural points. Cliffhanger got wind of the plot, and engaged the robotic vixen in a climactic battle that concluded with him unceremoniously dumping Catastrophe into the ocean, where it shorted out.

Cliffhanger #12 (Sept. 1963): In his first appearance, Mr. Gravestone established himself as a major threat when he defeated Cliffhanger in a one on one fight atop a skyscraper in Seaboard. It was a very close battle though, as the two had similar training. The fight scene, which lasted 16 pages, is still praised by comic-book enthusiasts as one of the best in history. The fight ended when Mr. Gravestone choked Cliffhanger unconscious with his massive hands. When he realized he could kill the hero, he stopped himself and gloated, "I've enjoyed myself here today—I'd hate to think we couldn't do it again sometime! I'll see you around, Cliffhanger!" After this issue, the fans flooded the Omlevex offices with letters demanding to see more of Mr. Gravestone. As a result, he quickly became Cliffhanger's *numero uno* bad guy.

Cliffhanger #19 (April 1964): Mr. Gravestone's origin was told for the first time. Cliffhanger tried to bust up his criminal operations, which led to another rooftop battle. Mr. Gravestone quipped, "Deja vu, huh, Cliffhanger?" to which Cliffhanger replied, "Yes indeed! Though I predict a slightly different ending this time!" The battle raged on for eight pages. The finale came when, once again, Mr. Gravestone was choking Cliffhanger. This time, however, Cliffhanger repeatedly headbutted his adversary in the face, causing him to let go. With a powerful kick, Cliffhanger finally knocked Mr. Gravestone out cold! "Maybe I should open up a fortune telling shop!" he said as the police apprehended the mobster.

THE POLTERGEIST

THE 1930S SAW THE RISE OF THE PULP MAGAZINE AS A POPULAR MEANS OF ENTERTAINMENT. FILLED WITH OVER-THE-TOP HEROES AND VILE VILLAINS, THESE PULPS PAVED THE WAY FOR THE COMICBOOKS THAT TOOK THEIR PLACE IN LATER DECADES. ONE SUCH MAGAZINE WAS *POLTERGEIST*, PUBLISHED BY HANMAN PUBLICATIONS FROM 1931 TO 1943. THE *POLTERGEIST* WAS AN INDEPENDENTLY WEALTHY MAN-ABOUT-TOWN NAMED MATTHEW MULTON WHO DRESSED HIMSELF IN A GHOSTLY WHITE COSTUME AND BRANDISHED TWO PISTOLS WITH WHICH HE DISPENSED HIS OWN BRAND OF JUSTICE.

IN 1956, CARL MURPHY PURCHASED THE CHARACTER FROM HANMAN PUBLICATIONS, WHICH HAD ABANDONED THE PULP INDUSTRY IN FAVOR OF PUBLISHING ROMANCE NOVELS. MURPHY HAD INTENDED TO RELAUNCH THE *POLTERGEIST* MAGAZINE IN HOPES OF MAKING IT MORE INTERESTING TO MODERN READERS. THAT'S WHEN HE LEARNED THAT THE CONTRACT ONLY GAVE HIM OWNERSHIP OF THE NAME AND COSTUME, NOT TO MATTHEW MULTON OR THE CAST OF REGULAR CHARACTERS. DISMAYED, MURPHY SHELVED THE IDEA UNTIL 1964, WHEN HE DECIDED TO GET SOME BANG FOR HIS BUCK. THE IDEA WAS TO CREATE A NEW IDENTITY FOR THE CHARACTER—THIS TIME, A FEMALE—AND LET UP-AND-COMING WRITERS AND ARTISTS CREATE SIX-PAGE BACKUP STORIES IN *CLIFFHANGER*.

THIS PROJECT WAS A BLAZING SUCCESS, WHICH LED TO SEVERAL APPEARANCES BY *POLTERGEIST* IN BOTH *LACIE DELMONT* AND *AMERICAN GARGOYLE*. THE 1970'S WOULD PROVE TO BE EVEN MORE LUCRATIVE FOR THE CHARACTER.

Cliffhanger #24 (Sept. 1964): A sneaky lawyer managed to get Mr. Gravestone released from prison. Resuming his normal operations, the crime boss set forth a plan to get revenge on Cliffhanger. He hired a woman to get close to the hero and try to poison him. "I no longer care if he lives to fight me again! I just want him out of my hair forever!" The woman, Gloria Wisen, managed to make Cliffhanger fond of her, but she fell for him and refused to go through with the poisoning. She penned a "Dear John" letter and left Metazon.

Cliffhanger #26 (Nov. 1964): Cliffhanger's teenage niece, Roxanne, was released from the asylum and went to live with him. Skullduggery stumbled across this information and decided to try to woo her, feeling a twisted kinship with someone who was "obviously as nutty as a pecan field." He toyed with her mind and almost managed to get her to turn on her uncle, though she wised up quickly, enabling the police and Cliffhanger to apprehend the maniacal fiend.

Cliffhanger #30 (March 1965): Readers are introduced to Black Buzzard, Boomeraxe, and Spinning Jenny, collectively known as the Masters of Crime. Cliff first tangles with Black Buzzard, but had his rocket-pack disabled by one of Boomeraxe's trick boomerangs in a sneak attack. Later on, when the criminals attempted to pull off a kidnapping, they unwittingly abducted Cliffhanger's niece. This demanded swift action by our hero, who single-handedly defeated all three of them.

Cliffhanger #42 (March 1966): Vinnie Marcini kidnapped Crystal Wilson and planned to force her to marry him, just to thumb his nose at Mr. Gravestone. Not surprisingly, Mr. Gravestone retaliated, sparking off a gang war! Guess who got stuck in the middle? That's right—Cliffhanger! When all was said and done, Marcini escaped to Europe with Crystal in tow, and a distraught Mr. Gravestone swore that he'd find Crystal and kill Marcini.

Cliffhanger #43 (April 1966): Cliffhanger and Mr. Gravestone struck an uneasy alliance and headed to Italy in order to save Crystal from Marcini. Little did they know, however, that Marcini had hired the Masters of Crime to make sure no one interfered with his wedding. They found out soon enough, and a fight took place. Despite facing greater numbers, Cliffhanger and Mr. Gravestone mopped up the floor with the three criminals, but it looked like they were too late. The priest asked Crystal to say "I do," but instead, she responded with "Not on your life!" followed by a right hook to the jaw of Marcini! Cliffhanger and Mr. Gravestone made a grand entrance and rounded up Marcini and his men. The issue ended with a tear-jerking hug between the reunited lovers. Cliffhanger left them to their happiness and flew off.

Cliffhanger #57 (Nov. 1967): Cliffhanger met a new villain named H-Bomb, who attempted to obliterate the human race by starting a nuclear war between Russia and the United States. The hero traveled behind the Iron Curtain and had to fight not only H-Bomb but the

Soviet military too. Despite being totally outnumbered, the hero came through at the last second, saving the entire world from becoming a radioactive wasteland.

Cliffhanger #70 (Dec. 1968): After giving up his criminal empire to marry Crystal, Mr. Gravestone found that his corporation, Gravestone Enterprises, was in financial turmoil and he had to declare bankruptcy. Not wanting his wife to "live in squalor," he reopened his criminal organization, slowly taking over the territory he once had. Naturally, Cliffhanger became involved, and the two men took a trip to fist city once again, resulting in a draw. Tired of the standoff, Mr. Gravestone made an escape and warned Cliffhanger to stay out of his business.



From *Cliffhanger* #32 (May 1965)

ABOUT THE CREATORS

HOWARD MILLS (1918-PRESENT)

Howard Mills is a legend in the business. He started his comic career in 1938, when he filled in for artist Hans Medsel on issue #7 of *Laugh-A-Lot Funnies*. He was picked up as the penciller for a brand new series called *The Danger Kids* later that year. He spent two years there before branching out into more popular comics. Soon, Howard was considered one of the industry's premier artists. By the time he was hired by Omlevex Comics in 1960, he was a well respected penciller who knew the business inside and out. Even to this day, Howard works as a regular artist for two different titles—one of which is, oddly enough, *Cliffhanger*.

HEROES AND VILLAINS

CLIFFHANGER



Clifford Avery was always taught by his father to "do the right thing" - helping those in need, lending folks a hand whenever possible, and staying out of trouble. These principles were hammered into his head on a daily basis throughout his childhood years, causing a mental hang-up of sorts. He found that he couldn't resist doing the right thing, regardless of what danger it put him in.

Upon reaching adulthood, Clifford went into the military, where he zoomed up the ranks. His never-say-die attitude, excellent physical conditioning, and strict moral code finally paid off. Within five years, he was offered a prestigious position as one of the U.S. government's premier secret agents. Not surprisingly, he took to it like fish to water.

He traveled the world, embarking on exciting missions and using high-tech gizmos that would baffle most people's minds. This life suited him well. When America entered World War II in late 1941, Clifford was sent behind enemy lines to pull off assignments that would be impossible for anyone else. He may not have gotten the press that the American Gargoyle and Ms. Shield did, but he made just as big of an impact on the conflict.

The war ended in 1945, and Clifford returned to the States to continue his prior duties, but things were much different than they were previously. A new administrator had taken charge of the department Clifford was a part of, a man named Lucas Ellington.

Ellington wanted to do away with Clifford's department, but his superiors would have none of it. Not to be deterred, he sent all the agents out on what he said would be an easy mission. In truth, it was a set-up. Most of the agents were killed in the trap, leaving only Clifford and his buddy James Johnson as survivors. Clifford managed to escape with the badly injured Johnson slung over his shoulder.

This government corruption disgusted Clifford. He resigned upon his return, but not before presenting the bigwigs with the evidence of Ellington's dirty deeds. With Ellington dismissed, Clifford relocated to Metazon. He tried to live a quiet life, supporting himself with the fortune he made during his tenure as a secret agent. He did so for nearly a year before he began to go stir crazy. He was addicted to the action, the excitement, and (most of all) helping others. All it took was a visit to his old department, where he still had plenty of contacts, and he walked away with a slew of high-tech gadgets. Calling himself Cliffhanger, Clifford now fights crime and protects those in need.

Personality: Cliffhanger is one of the nicest guys you could ever hope to meet. He is driven to help others and will do so without a second thought. That said, he tends to be very serious-minded. While he's not really a stiff, he takes crimefighting seriously, and he expects others in his line of work to do the same. He's not above lecturing other heroes if he feels they're out of line, but he honestly means well—much like a father would lecture an errant son. This often rubs the chastised heroes the wrong way. Cliffhanger also takes a dim view of heroes who resort to using extreme violence to defeat the bad guys. In his mind, these heroes aren't much more than villains themselves.

At one time, Clifford was very pro-government. The repugnant actions of Lucas Ellington rained on his parade, and he suddenly had to deal with the fact that even the American government was not immune to corruption. As it stands, he is quite disillusioned with government in all its forms, though he will cooperate with the law when the need arises. He may not care for the government, but he's no lawbreaker.

Powers & Tactics: Cliffhanger thinks on his feet. While he has nothing against planning ahead, his best tactics are those that he whips up in the heat of the moment. He prefers to do most of his fighting with his high-tech ray gun, but Cliffhanger won't shy away from a more physical confrontation. In fact, his training as a secret agent has taught him where best to strike an enemy in order to inflict a great deal of damage.

Any secret agent (or retired secret agent, for that matter) worth his salt has some manner in which he can get around. For Cliffhanger, flying the friendly skies via his personal jet pack is the only way to go. He has another means of getting to otherwise inaccessible places as well—the bottoms of Cliffhanger's boots contain magnetic chambers that enable him to walk on walls at will.

Appearance: Cliffhanger is in great shape for a man more than 50 years old. His muscle tone is well-defined, and he still attracts the ladies like he did in his prime years. His hair is as black as night, though its beginning to go gray at the temples. His costume is tight and black, punctuated by metal forearm and neck protectors. His boots and belt are off-white, matching the thin piping that decorates his outfit. Cliffhanger often wears his metallic jet-pack and his magneta-boots, though this isn't always the case—it depends on what his mission calls for.

Campaign Use: Cliffhanger acts as the elder statesman of the superhero community. Even though American Gargoyle is much older, he's never been one to take on such roles. Cliffhanger, on the other hand, relishes helping others by means of doling out advice. He's a great source of information, which can be a handy tool for the GM in a pinch.

Another possibility is a team-up. Cliffhanger is always eager to leap into action in order to keep his body as fit as possible. Furthermore, he enjoys seeing the newer breed of heroes develop before his very eyes—kind of like a bodysuit-clad, rocketpack-wearing papa watching his sons grow up.

Modern-Day Option: A modern Cliffhanger might be completely anti-government. In fact, he may concentrate his efforts on fighting against government corruption, perhaps losing sight of his morals in the process. He should be a hard and bitter man who has seen far too much to simply "let things slide." Replace his ray gun with a more contemporary weapon and update his look a little.

Cliffhanger: PL 13

Abilities: Str: 16 (+3), Dex: 16 (+3), Con: 15 (+2), Int: 17 (+3), Wis: 18 (+4), Cha: 13 (+1)

Saves: Damage: +5, Fortitude: +2, Reflex: +3, Will: +4

Miscellaneous: Melee Attack Bonus: +8, Ranged Attack Bonus: +8, Defense: 19/16, Initiative: +3, Speed: 30/60 (Flight), Hero Points: 7

Skills: Acrobatics +7, Balance +7, Bluff +7, Climb +7, Demolitions +6, Diplomacy +5, Disable Device +6, Drive +8, Escape Artist +7, Gather Information +8, Hide +6, Intimidate +7, Jump +5, Knowledge (Espionage) +9, Move Silently +6, Open Locks +6, Pilot +6, Sense Motive +8, Spot +8, Swim +5

Feats: Connected, Heroic Surge, Point Blank Shot, Rapid Shot, Multishot

Powers: Strike +8S [Flaw: Only works on humans; Source: Training; Cost: 1]

Equipment: Magneta-Boots [Clinging +8; Flaw: Limited—One Surface (Metal); Flaw: Device; Source: Super-Science; Cost: 1], Protective Costume [Armor +5; Source: Super-Science; Cost: 1], Rocket-Pack [Flight +12; Flaw: Device; Source: Super-Science; Cost: 1], Ray Gun [Weapon +10S; Extra: Stun; Source: Super-Science; Cost: 2]

Weakness:

- **Quirk:** Cliffhanger cannot turn down someone's plea for help if he feels they're innocent.

MR. GRAVESTONE



Johnny Banelli's mother was "touched" by omlevex while she was pregnant with him. As a result, he was born with very tough skin. She felt fortunate that her baby received only a minor alteration as opposed to some others, who received hideous mutations. Before long, though, little Johnny's hands and forearms began turning into stone. They were still flexible, which baffled his mother, but they were no longer flesh.

Being the stubborn kid he was, he never let his unconventional hands become a stigma. At first, other children made fun of him. This teasing stopped the first time he grew angry and used his uncanny hand strength to nearly choke the breath out of one of his tormentors. But Johnny didn't like to fight—he had much better things to do, like studying. School was a breeze for him, and he never received any grades worse than an "A." It was his quick learning that landed him a spot in the United States Secret Service when he reached adulthood.

There, he received extensive training in combat, surveillance, infiltration, and even administration. He showed great aptitude in all the spheres of training, though it was administration that truly took his fancy. Not everything was positive, though—the more Johnny learned to fight, the more he liked it. His violence became excessive, and this led to his dismissal.

Johnny was never a quitter. He relocated to Seaboard, where he gained an underworld friend in Carlton Craymore, an aging but still very powerful crime boss. Craymore gave him a spot in his organization, naming him "Mr. Gravestone" due to his cold, hard personality and his stone hands. For the next six years, Johnny studied the business, taking in all the

knowledge and information he could. Eventually, Johnny cordially split from Craymore's organization in order to start his own.

In short order, Johnny became a major player in the organized crime world, rivaling even Craymore himself. The two bosses remained staunch allies throughout it all. Unfortunately, not all the crime lords were quite so accommodating, including Vinnie Marcini, a grossly wealthy mob boss whom many thought was a bit on the crazy side. They weren't far from the truth.

A female undercover police officer named Crystal Wilson had gotten Marcini thrown in the slammer by infiltrating his ranks and leaking information. While he was in prison, she worked her way into Johnny's organization in an attempt to do the same to him. She remained undercover there for over three years, but ended up falling in love with Johnny instead. She unceremoniously abandoned her job to be with him.

When Marcini learned of her whereabouts, he put a gargantuan price on her head. This very nearly succeeded in getting her killed, though the attempt was stopped by Johnny's loyal bodyguard, Frankie Largo. This sparked a hatred between Johnny and Marcini that still hasn't been resolved to this day.

Personality: If Mr. Gravestone likes you, you've got nothing in the world to worry about. If he dislikes you, watch out! Of course, it's always difficult to tell what he thinks of you, as he never loses his cool and maintains an icy demeanor that gives nothing away. To him, business is business, but friendship supercedes all else. He refuses to betray someone he thinks highly of. If, however, you don't fall into that category, he won't hesitate to have you rubbed out.

Powers & Tactics: Mr. Gravestone has his men around to do most of his fighting, though he likes to get directly involved from time to time, just to remind his opposition that he's nobody to fool with. The peculiar thing about him is that he refuses to use guns of any sort. He prefers to sock his enemies with his rock-like fists or squeeze the heck out of them using his superhuman hand strength. When necessary, he presses his fingers into buildings and climbs up effortlessly.

Appearance: Love him or hate him, no one can deny that Mr. Gravestone is a well-dressed man. Although he varies his array of suits, this dapper crime boss leans toward dark brown and smoke gray. He's a rather stout-looking man, standing just over 6 feet tall and weighing 250 pounds. His immaculate brown hair is always meticulously styled.

Campaign Use: Crime bosses make for tremendously useful bad guys, as they tend to get mixed up in just about any type of criminal activity imaginable. Mr. Gravestone doesn't try to take over the world, he doesn't attempt to wipe out humanity with a secret doomsday device, nor does he set out to blow up planets. He's content to stay mostly behind the scenes while his criminal empire grows like a weed, and that's where the PCs come in.

Perhaps one of the heroes knew Crystal (or dated her) before she became swept up into Mr. Gravestone's organization, and now they want to get her out. How shocked will they be when they find out she's there of her own free will?

Modern-Day Option: The modern-day rendition of Mr. Gravestone doesn't need to be drastically different in many respects. Try to play up his honorable side to make him something of a noble villain. He's just a crime boss trying to run his business to provide for his family. Give him a heart. Make the PCs doubt whether or not they're doing the right thing when they go after him.

Mr. Gravestone: PL 12

Abilities: Str: 14 (+2), Dex: 15 (+2), Con: 16 (+3), Int: 18 (+4), Wis: 20 (+5), Cha: 18 (+4)

Saves: Damage: +3, Fortitude: +3, Reflex: +2, Will: +5

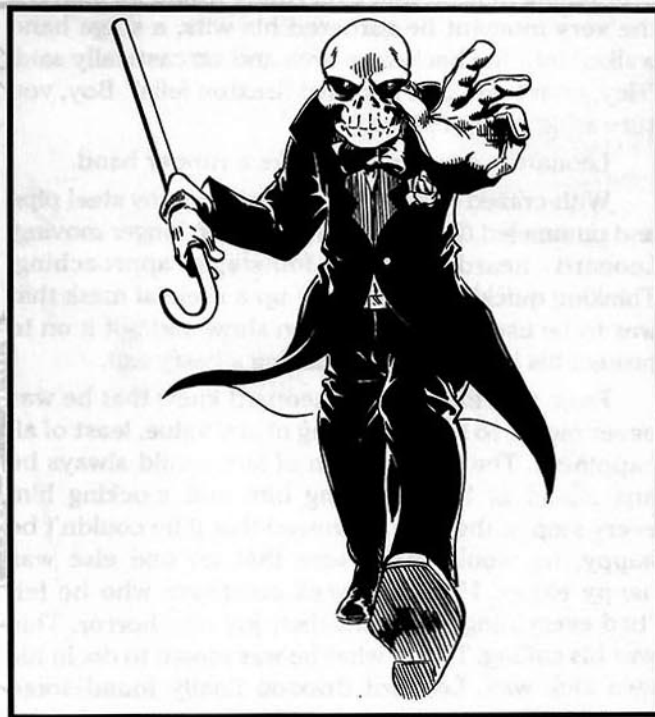
Miscellaneous: Melee Attack Bonus: +12, Ranged Attack Bonus: +12, Defense: 22/20, Initiative: +2, Speed: 30/30 (Clinging)

Skills: Gather Information +10, Intimidate +11, Spot +9, Diplomacy +8

Feats: Attractive, Connected, Headquarters (pent-house), Leadership, Inspire, Minions

Powers: Super-Strength +12 [Extra: Clinging; Flaw: Applies only to his hand strength; Source: Mutation; Cost: 4], Protection +4 [Source: Mutation; Cost: 2]

SKULLDUGGERY



Leonard Braxton's intelligence was always his best quality. He never possessed athletic prowess, charm, or good looks. He was the nerdy kid everyone picked on. In response, he withdrew from his peers. His only

source of comfort was his father's vast collection of books. He had books on what seemed like every subject, and he devoured them one after another, taking in every drop of information contained within.

His favorite hobby that didn't involve reading was watching the television game show *Your Big Chance*, which aired every weeknight. He delighted in answering nearly every question that host Pete Hellwig gave the contestants. During this time, Leonard became obsessed with the notion of becoming the host of such a show. When such an opportunity arose, he auditioned for a new game show that pitted three contestants against him in a battle of wits. His encyclopedic knowledge of random trivia made him a shoo-in for the position. Furthermore, he was beginning to develop a talent for reading the minds of others.

For once in his miserable life, Leonard Braxton knew happiness. When the ratings for the show began to slump, however, the producers were quick to shove the blame on someone other than themselves. Leonard became the scapegoat, which led to his termination. He was devastated. The one thing he had ever wanted was yanked cruelly away from him. He frantically ran out of the studio after getting the axe. He was upset, and macabre thoughts were entering his mind. He found himself in a neighboring studio where a horror anthology series was being filmed. He slumped against the wall in an effort to calm down. He kept telling himself that everything would be okay. At the very moment he gathered his wits, a stage hand walked into the backstage area and sarcastically said, "Hey, aren't you that Leonard Braxton fella? Boy, you sure stink on that show."

Leonard's mind snapped like a rubber band.

With crazed fervor, he grabbed a nearby steel pipe and pummeled the man until he was no longer moving. Leonard heard hurried footsteps approaching. Thinking quickly, he snatched up a skeletal mask that was to be used in the television show and put it on to protect his identity before making a hasty exit.

From that moment on, Leonard knew that he was never meant to have anything of any value, least of all happiness. The sadistic turn of fate would always be just ahead of him, taunting him and mocking him every step of the way. He vowed that if he couldn't be happy, he would make sure that no one else was happy either. He would seek out those who he felt "had everything" and turn their joy into horror. This was his calling. This is what he was meant to do. In his own sick way, Leonard Braxton finally found some measure of contentment.

Personality: Skullduggery has lost all sense of reasoning. In its stead is pure insanity. While in his Leonard Braxton guise, he's mild-mannered and nervous, but when he dons the skull mask and costume, he becomes

someone else entirely—an over-the-top murderer who behaves like an exaggerated game show host.

Skullduggery is far beyond a mere genius, a fact that he relishes. As such, he enjoys matching wits with other heroes, particularly Cliffhanger, who he views as "more fun than an elderly woman in the electric chair." He's prone to offbeat, macabre witticisms like that—"Funnier than a cat in an oven," "More laughs than a leper drinking peroxide," and so on. He also puts game-show clichés to full use.

Powers & Tactics: Skullduggery lives his quiet life as Leonard Braxton, the nerdy bookworm nobody ever notices. He uses this identity to find his targets. A trip to the department store might turn up a wealthy debutante. An evening at a restaurant could lead him to a successful businessman who drives a fancy car. An outing to the park might bring him into contact with an all too happy mother. He uses his rapidly developing mind-reading abilities to determine just who is truly and totally happy—the ones who are indeed happy become instant victims.

Once he settles on a victim, he finds out their greatest fears and darkest secrets and proceeds to destroy their lives with frightening efficiency. This often ends in murder, though not always. There's very little method to Skullduggery's madness.

His insanity comes with a gift. When he gets violently angry, his physical strength increases significantly. Since his activities often lead him into confrontations with costumed heroes, Skullduggery is never without his gimmicked cane. Not only can it be used as a bludgeoning weapon, it can shoot out a quick burst of flame, cause an opponent to become fatigued, trap a foe in a sturdy cord, and more.

Appearance: This tall, lanky madman wears a long-tailed suit (usually in black) with a blood red bowtie and white gloves. His head is covered by a realistic skull mask, adding to his already creepy ambience.

Campaign Use: Skullduggery is best used in a primarily non-combat role. When you want to have the PCs solve a case using their noggins, Skullduggery's your culprit. Since he enjoys the challenge of matching wits with heroes, it's plausible that he'd purposely tip them off to his latest crime. Heck, he'd probably even be gracious enough to leave behind clues to set them on his path.

Modern-Day Option: The modern-day Skullduggery is even more extreme. He never kills his victims outright. He either drives them insane or causes them to commit suicide instead. He brings up very troubling secrets to haunt them with, many of which are outright disturbing. Don't be afraid to get edgy.

Skullduggery: PL 10

Abilities: Str: 9 (-1), Dex: 14 (+2), Con: 10 (+0), Int: 20 (+5), Wis: 18 (+4), Cha: 10 (+0)

Saves: Damage: +0, Fortitude: +0, Reflex: +4, Will: +6

Miscellaneous: Melee Attack Bonus: +4, Ranged Attack Bonus: +7, Defense: 20/18, Initiative: +2, Speed: 30

Skills: Drive +3, Escape Artist +5, Gather Information +4, Hide +7, Intimidate +5, Jump +2, Language (Spanish, Italian, French, Russian), Move Silently +6, Knowledge (Random Trivia) +10

Feats: Attack Focus (cane), Infamy, Indomitable Will, Lightning Reflexes, Iron Will, Startle

Powers: Boost +3 [Flaw: Only when angry; Source: Mutation; Cost: 1], Amazing Save (Will) +5 [Source: Training; Cost: 1], Amazing Save (Reflex) +8 [Source: Training; Cost: 1], Super-Intelligence +5 [Source: Training; Cost: 2], Telepathy +10 [Flaw: Read minds/subconscious only; Source: Mutation; Cost: 1]

Equipment: Trick Cane [Weapon +8; Stunt: Extra Attacks - Fatigue, Snare, Stun, Energy Blast (Fire); Source: Super-Science; Cost: 1]

H-BOMB



Doctor John Doxen, a young chemist on the fast track for the Nobel Prize, developed a special material—the “e-mesh”—that he believed was capable of absorbing and re-directing any form of energy. While testing a suit of the material in his lab (where it harmlessly absorbed the most powerful laser beams he could produce), he heard on the news about a group of terrorists threatening the city with a hydrogen bomb stolen from the Soviet Union. Realizing the potential to save the lives of millions, he rushed to the scene.

There, Doctor Doxen made short work of the terrorists, as their bullets and blows had no effect on him. The kinetic energy was absorbed by his e-mesh suit. However, he was too late to prevent one of them from setting off the bomb—so in a single act of desperation, he leapt upon the weapon, attempting to absorb the energy of the blast. He was staring at the letter “H” stenciled on the side of the bomb right before it exploded.

He was successful, but the process of absorbing that inhuman amount of energy fused the e-mesh suit to his body and drove the poor doctor mad. When he awakened, he believed he was the living embodiment of mankind’s desire to destroy itself. Calling himself H-Bomb, he set about using the powers granted by his e-mesh-infused body to destroy the human race.

Personality: H-Bomb is a cracked genius bubbling with manic energy. He often flits from goal to goal, as he is easily distracted by the power coursing through his veins and the scientific nature of anything around him. One minute he might be trying to create children from scratch, another he might be trying to create a “successor” race to humans, and another minute he may be investigating the atomic properties of rare radioactive elements in the lab. However, he always returns to one theme: the human race was a mistake of Nature, and it must be eradicated. Ideally, humans should be goaded into destroying themselves in nuclear fire, but any method will do. H-Bomb *loves* to discuss penny-ante nihilistic philosophy with heroes.

Powers & Tactics: H-Bomb can absorb any form of energy, including kinetic energy from bullets or punches, and reflect it back in the forms of blasts of atomic energy. In theory, it is possible for him to run out of energy and need to “recharge,” but this has yet to happen. Also, no one is sure how much energy he can hold, though as he can hold at least one hydrogen bomb’s worth of energy, the practical limit is quite high, if there is any at all. Naturally, he is immune to radiation, and he does not have to eat or drink, consuming energy directly from his suit. He still has to breathe, however. As a mad genius, H-Bomb often has several devices on his person, usually designed to aid him in escaping if he is incapacitated or to counter heroes that he is expecting to meet.

Appearance: H-Bomb is swathed head-to-toe in a yellow mesh suit, with only his white face showing. Not even hair peeks out from the suit, only two beady eyes and a perpetual scowl which occasionally turns into a rictus grin. In red, on his forehead, is the letter “H,” seared into his e-mesh suit by the explosion that drove him mad.

Campaign Use: H-Bomb is a good all-purpose villain for you to throw against the heroes. His lofty goals, namely the annihilation of the human race, make him a good choice for “save the world” or “save the city” plots.

Modern-Day Option: Due to the drastic change in technology since the ‘60s, the first thing you should do is update the “e-mesh” suit, perhaps changing it

into a nano-mite suit or something along those lines. The outfit should look more streamlined and less bulky, too. His stats should work verbatim.

H-Bomb: PL 11

Abilities: Str: 10 (+0), Dex: 14 (+2), Con: 10 (+0), Int: 20 (+5), Wis: 17 (+3), Cha: 14 (+2)

Saves: Damage: +11, Fortitude: +0, Reflex: +2, Will: +6

Miscellaneous: Melee Attack Bonus: +7, Ranged Attack Bonus: +9, Defense: 20/18, Initiative: +2, Speed: 30

Skills: Craft (electronics) +12, Craft (e-mesh technology) +14, Science (Physics) +14, Science (Chemistry) +12

Feats: None

Powers: Super-Intelligence +4 [Source: Training; Cost: 2], Super-Wisdom +3 [Source: Training; Cost: 3]

Equipment: E-Mesh Suit [Absorption +11 (Energy Conversion - turns any attack into radiation); Extras: Energy Blast (Radiation), Both Types, Amazing Save (Damage); Stunts: Immunities (Energy - Radiation, Starvation); Source: Super-Science; Cost: 6], Gizmos [Gadgets +10; Source: Super-Science; Cost: 1]

Weaknesses:

- **Disturbing:** H-Bomb's e-mesh suit is permanently fused to his body. His presence makes people uncomfortable as a result.

CRIMSON CATASTROPHE



Famed scientist and inventor Dr. Mortimer Fluzzick was in over his head. He had borrowed a great sum of money from crime boss Vinnie Marcini to fund an ambitious project involving time travel. The project

was successful, and the ecstatic Dr. Fluzzick stepped into the year 3565, where he found a world taken over by a vile tyrant known as Emperor Omeetrius. Unfortunately for him, a group of female robot soldiers located him and brought him before the Emperor in the royal throne room.

Omeetrius disbelieved Fluzzick's story about being from the past, and sentenced him to death for lying to him. As the robots escorted him to the termination chamber, the doctor made a bold escape and fled toward the location of his time machine with the robots close on his heels.

Through sheer luck and absolute fear, Fluzzick made it to his destination. He lunged desperately into his contraption, but so did one of the robots! The struggle continued during their trip through time, and the time machine suffered damage. As a last resort, Fluzzick, who was being choked by the robot's inhumanely strong hands, grabbed a handful of sparking wires and connected them to its body, sending a jolt of electricity coursing throughout the circuitry. This scrambled the robot's programming, but not in the way that Dr. Fluzzick had hoped. It gained complete sentience, not to mention an appetite for conquest and power. When the time machine arrived in 1964, Fluzzick was dead and this robotic female was on the loose.

After learning more about this strange new world, it made an impression on the populace by single-handedly attempting to destroy Valhalla. This mission was nearly successful - had it not been for Cliffhanger's interference, the sea-based city would've been as good as gone. The battle between the two ended when he sent the robot careening into the ocean. He saw it sparking and popping as it sank beneath the water.

The story didn't end there, however. Dr. Fluzzick's rival, Professor Michael Morose, watched the incident and saw the robot as an instrument of destruction. He fished it out of the ocean depths and repaired it completely. He also made some improvements such as installing a "brain chip" that would make it subservient to him. It didn't work. The robot, which the press had called the Crimson Catastrophe, had no intention of becoming the slave of another being. It overcame the brain chip and killed Morose, just as it had killed Fluzzick months earlier.

Crimson Catastrophe continued its attempts to conquer the world, but so far Cliffhanger has prevented it from happening. Hopefully, his luck will continue. Otherwise, the human race may wind up being demolished!

Personality: Crimson Catastrophe is very rigid in its actions and speech. It has no sense of humor and does not tolerate being manipulated or outsmarted. It has one goal, and that is to lay waste to anything and everything on earth. Its reasons are unfathomable by humans, and it's not one to divulge such information.

Powers & Tactics: Crimson Catastrophe is a highly advanced robot designed for combat. It should come as no surprise that most of its powers are geared toward that purpose. Aside from being unbelievably strong and agile, Crimson Catastrophe is nearly impossible to take off guard, as it can see 360 degrees around itself. Even illusions can't fool it. If enemies manage to slip away, it can track them to the ends of the earth, and given its enhanced running speed, it can do so quickly. In terms of offensive abilities, Crimson Catastrophe emits a blue kinetic blast from its fingertips that shoots in rapid succession but cannot be used at less than full power. Much to her enemies' chagrin, this robot is able to raise a glowing blue energy field around its body that not only protects it from damage but also causes damage to the poor sap that touches it.

Appearance: This robot looks, at first glance, like a well-built human female covered from head to toe in red. Most of its bodysuit is bright red, but its mask, boots, and trim are a dark red. The mask covers its entire face, though its luxurious curly blond hair spills out over the top and cascades down her back. It also wears odd-looking goggles over its eyes, concealing those as well.

Campaign Use: Crimson Catastrophe is the perfect choice for those nights when you're in the mood to cause untold collateral damage. That's its modus operandi, which makes for a fun story when all is said and done. Most likely, the heroes will be brought in to try to abort one of its rather ambitious plans to send the world to oblivion, and let's face it, there are so many methods of doing this that you'll never run out of possibilities. From nuclear bombs to destroying the earth's core, you can get as over the top as you'd like. This robot also works on a smaller scale from time to time. It has been known to try to obliterate cities or even prominent buildings before, so you needn't force the heroes to save the whole world if you don't wish to.

Modern-Day Option: Crimson Catastrophe merely needs a few tweaks to its appearance in order to work in a modern game. Alternatively, you can bump its efficiency up by adding more powers and such—this will make her far more deadly, and would take advantage of what we, in our modern age, know about computers and technology as a whole. The stats given below reflect what people in the '60s thought the future's technology would be like. It would seem a shame to not move the technology level up significantly, possibly using nano-technology or even biological advances.

Crimson Catastrophe: PL 13

Abilities: Str: 15 (+2), Dex: 16 (+3), Con: 20 (+5), Int: 16 (+3), Wis: 17 (+3), Cha: 10 (+0)

Saves: Damage: +5, Fortitude: +5, Reflex: +9, Will: +5

Miscellaneous: Melee Attack Bonus: +9, Ranged Attack Bonus: +10, Defense: 26/23, Initiative: +9, Speed: 55

Skills: None

Feats: Ambidexterity, Iron Will, Track, All-Around Sight, Immunity (Aging, Disease, Exhaustion, Poison, Pressure, Starvation, Suffocation)

Powers: Combat Sense +6 [Source: Super-Science; Cost: 1], Energy Blast (Kinetic) +13 [Extra: Autofire; Flaw: Full Effect; Source: Super-Science; Cost: 2], Energy Field +10 [Extra: Protection; Source: Super-Science; Cost: 3], Running +5 [Source: Super-Science; Cost: 2], Super-Strength +6 [Extra: Super-Dexterity; Source: Super-Science; Cost: 7]

Weakness:

- **Susceptible:** Crimson Catastrophe's circuitry wasn't designed to work in water. In fact, prolonged submersion will render it inoperable.

POLTERGEIST



Chanelle Moretti's parents were Italian immigrants who came to Seaboard when she was just an infant. Her father, Frank, worked as a manual laborer, barely pulling in enough money to feed his family and keep a roof over their heads. He grew more and more frustrated with his life. He wanted to provide more for his beautiful wife and daughter, more than just food on the table. He wanted to give them the life they deserved, so he turned to the mob. They offered him good money for performing minor jobs like collecting protection money and guarding other members of the

organization. It was a snap, and Frank was earning substantial funds for his family. Things were looking up at long last. He remained with the mob for many years and proved to be a valuable asset for them.

But nothing lasts forever. When asked to kill a rival gangster's innocent wife and children, Frankie refused. He just couldn't bring himself to perform such a heartless act of cowardice—he still had his pride and dignity, after all. Frank's boss, Gino Ferelli, pretended that everything was fine and that he'd find another job for him to do the following day. Frank had no idea how vile Ferelli could truly be.

As soon as Frank left, Ferelli sent one of his button men to kill his wife and daughter in order to send him a message. His wife put up a struggle but met her end with a shot to the stomach, right in front of 13-year-old Chanelle. The gunman then turned his pistol toward her, intending to rub her out as well. With the suddenness of a thunderclap, Chanelle vanished from sight and ran directly through the wall like some kind of ghost! Apparently, the trauma of the event triggered latent powers within the young girl. Just as she pulled her vanishing act, Frank arrived and attacked the mobster, knocking him all around the living room. His outrage proved to be his undoing, however, as he failed to notice the prone gangster reaching for a knife that was concealed in his boot. With one deft throw, Frank was dead.

The man left the apartment to report to Ferelli. When Chanelle returned, she found both of her beloved parents bleeding on the floor and devoid of life. Anger, fear, and hatred filled the poor girl's soul, and she swore that she would avenge their deaths one way or another.

Chanelle was sent to live with her uncle Antonio, who was a retired police detective in Seaboard. He trained her in the ways of combat, from boxing to marksmanship. He also taught her how to pick up on even the tiniest of details, a skill crucial to a detective. Antonio knew she would eventually seek revenge, and he figured he may as well make certain she would be capable of succeeding. She trained day and night, trying to improve her abilities, and even learned to use her newfound powers to give her a distinct edge.

When she was old enough, Chanelle tracked down and killed Gino Ferelli. Contrary to what she expected, this did little to satisfy her. There were, after all, thousands upon thousands of other criminals out there who commit similar atrocities every day. She decided to create a separate identity for herself and take to the streets to weed out the criminal element any way she could. Designing an eerie white costume, her goal was to strike fear into the hearts of criminals everywhere... as the Poltergeist!

Personality: Poltergeist is a woman driven by her pain and anguish. She has very little in the way of a

social life, as she simply doesn't have time to develop one. Crimefighting is a time-consuming activity, after all. She has become a vengeful creature of the night who will not think twice about blasting a criminal into oblivion with her twin pistols. This fact has earned her quite a reputation in the underworld. Criminals often shiver upon the mention of her name, and rightfully so.

Powers & Tactics: Poltergeist can turn her entire body, or even selective parts of her body, intangible. She can still affect solid objects when she's incorporeal, and slow moving attacks can affect her. She can also become totally invisible to the human eye. The downside to all this is that these two powers only work at night. Furthermore, Poltergeist can see perfectly in total darkness, is immune to cold and suffocation, and can even see invisible objects and detect illusions.

Poltergeist enjoys tormenting the psyches of her prey by using her ghost-like abilities. She will often become invisible and intangible while moving objects around the room or making noises that inspire fear. This usually shakes her enemies up, making them think she's actually a spirit. Once they're suitably jittery, Poltergeist begins her attack.

Appearance: Poltergeist wears an entirely white costume (though sometimes it was colored with accents of light blue). The costume consists of a hooded cape that billows dramatically in the night breeze, a short dress, thigh-high boots, elbow-length gloves and a mask that shows none of her features. Even her steel-blue eyes cannot be seen through its black lenses. When out of costume, she wears nice, elegant clothes that make her seem like an everyday kind of gal, throwing suspicion off of herself. She has curly black hair and well-defined European facial features, making her a very gorgeous young woman.

Campaign Use: Poltergeist's extreme measures peg her as a great adversary for the PCs. While she does it for all the right reasons, she still breaks the law every time she steps into the costume and goes off into the night. This will probably rub more moralistic heroes the wrong way, painting her as a villain. In the '60s, there were virtually no such thing as ruthless, lethal vigilantes. Poltergeist was a holdover from her roots in the pulp magazines (despite the fact that she was a "he" then), so she continued to dispense justice at the end of her paired pistols. Still, this sets her up as an interesting bad guy.

Alternatively, you might have her team up with the heroes temporarily, though such an alliance is likely to turn into a not-so-amicable split (and possibly a fight). This might encourage some intriguing interaction between Poltergeist and the PCs. It might really make the PCs (and possibly the players) think long and hard about what constitutes being a hero. Moral ambiguity in the Silver Age was in its infancy, but that's where it all began.

Modern-Day Option: Extreme, extreme, extreme! That's the way to go with a modern take on Poltergeist. Play up her tragic past and make her even more obsessed with revenge than portrayed in this write-up. The comics today allow greater freedom when it comes to violence, so do yourself a favor and play it to the hilt. She has a tragic background that doesn't need alteration, so the stage is already set for a more vicious and seething Poltergeist.

Poltergeist: PL 11

Abilities: Str: 12 (+1), Dex: 18 (+4), Con: 14 (+2), Int: 16 (+3), Wis: 16 (+3), Cha: 18 (+5)

Saves: Damage: +1, Fortitude: +1, Reflex: +10, Will: +3

Miscellaneous: Melee Attack Bonus: +8, Ranged Attack Bonus: +11, Defense: 20/16, Initiative: +4, Speed: 30

Skills: Climb +7, Acrobatics +7, Jump +8, Spot +8

Feats: Attractive, Two Weapon Fighting, Immunity (cold, suffocation), Indomitable Will, Surprise Strike, Trance, Darkvision, See Invisibility, True Sight

Powers: Incorporeal +11 [Bypassed by: Slow-Moving Attacks; Extras: Ghost Touch, Selective—Partially Incorporeal; Flaw: Only works at night; Source: Mutation; Cost: 3], Invisibility +8 [Flaw: Only works at night; Source: Mutation; Cost: 1], Amazing Save (Reflex) +6 [Source: Training; Cost: 1], Super-Charisma +10 [Flaw: Only works at night; Source: Mutation; Cost: 1]

Equipment: Heavy Pistol [Weapon +5; Source: Super-Science; Cost: 1], Heavy Pistol [Weapon +5; Source: Super-Science; Cost: 1]

Weaknesses:

- **Vulnerable:** Poltergeist has a very difficult time shrugging off light-based attacks and powers.

Fun Fact!

In 1960, *Cliffhanger* creator Howard Mills was reading a book about alleged axe murderer Lizzy Borden while watching a game show on television. He entertained the notion of writing a novel about a murderous game show host, but never followed through. A couple years later, when he was trying to come up with a good villain for *Cliffhanger*, that idea resurfaced and Skullduggery was born.

THE MASTERS OF CRIME

The Masters of Crime may not be world-conquering villains, but they're very capable foes nonetheless. An interesting group dynamic exists, in which Black Buzzard is loyal to Spinning Jenny and Boomeraxe, while the latter twosome merely use Black Buzzard whenever and however they can. This team is bound to bust apart at the seams at some point, but until that time they remain a challenging threat to any hero who stumbles across one of their plots.



BLACK BUZZARD

Tony Pikes' fascination with the superhuman phenomenon ran deep. Even as a teenager, he collected all the information regarding superhuman activity he could get his hands on. He wasn't just fascinated with the cape and cowl crowd, but the concept of human beings gaining powers was what truly interested him. Narrowing it down even further, omlevex itself became his primary focus.

What began as a harmless hobby eventually became an obsession. This obsession drove him to steal a small piece of omlevex from a laboratory in Seaboard in the hope that he would gain superhuman powers from prolonged exposure. His knowledge on the subject pointed to the fact that it only affects certain people, but his blind lust for power wouldn't take that into consideration.

Realizing that it wasn't working, the young man went to an utterly dangerous extreme. He returned to the laboratory late at night, once again bypassing the security measures. With wild abandon, Tony commenced mixing random fluids and chemicals together with his chunk of omlevex in a large container. First came smoke, and then an overwhelming and indescribable odor wafted from his concoction. Just as Tony began to stir the ingredients, two burglars, Jennifer Bailey and Jack Darby, entered the lab through one of the nearby windows. Suddenly, the container exploded, setting off a chain reaction with the other chemicals in the room, engulfing all three of them in a cloud of multi-hued mist. The impact of the explosion sent them careening back and knocked them unconscious for a few minutes.

When they regained consciousness, they could hear police sirens approaching. Tony was even more surprised by the fact that wings had begun growing from his back! He instinctively battered his way through the concrete wall with his fists. Meanwhile,

Jennifer Bailey created a strong gust of wind to send the incoming boys in blue flying around like so much discarded garbage, enabling the three to escape. Jennifer and Jack went their way and Tony went his.

Tony was flying high above the city, wondering what other superhuman powers dwelled inside his body. He knew that he could soar across the skies and that his strength had been heightened. Lost in his thoughts, he failed to notice another figure rocketing toward him. It was Cliffhanger, who had gotten wind of the incident. Tony came to reality at precisely the same moment that he was slugged in the face by the hero. Tony tried to explain that he wasn't a villain, but Cliffhanger knew perfectly well what he had done. Angry and frustrated, the young man fought back. He was powerful, but his inexperience gave Cliffhanger the edge he needed. Tony was defeated. Or was he?

All of a sudden, an odd-looking boomerang whizzed by and nailed Cliffhanger's jet-pack, causing it to start corroding. It belched smoke and Cliffhanger dove into a tailspin, landing roughly on a rooftop below. A surprised Tony looked up to see Jennifer flying in the air carrying Jack, who had thrown the boomerang.

The three criminals retreated to a run-down apartment on Seaboard's east side to hide from the police. It was Tony who said, "If the world is going to view us as criminals, then we may as well live up to it. But we will excel at it! We will become masters of crime!"

Personality: Tony wasn't really a bad guy, he was just obsessed with becoming a superhuman. He fully intended to use his powers for good, but the attack by Cliffhanger made him feel persecuted. In his mind, breaking into that laboratory wasn't really a criminal act. Cliffhanger begged to differ. Once that happened, Tony's entire personality changed. He's now an angry man who commits crimes for all the wrong reasons. He does it because, in his mind, everyone views him as a criminal anyway, so why fight it?

Powers & Tactics: Black Buzzard acts as the leader of the Masters of Crime. As such, he feels a great sense of loyalty to Spinning Jenny and Boomeraxe, even though they see him only as a meal ticket. His schemes aren't often large scale, nor are they complex, but each crime he plans out is nearly airtight.

In combat, he uses a massive ball and chain built for him by Boomeraxe. No normal man could wield it, but he can lift over 6 tons above his head, enabling him to fling this weapon about without any problems. He enjoys swooping down at full speed and whacking enemies with it as he goes by.

Appearance: Black Buzzard is a tough-looking African-American man with bulging muscles. He wears a black vest (worn open) with matching pants. His wrists are covered in dark blue bands, and he wears boots of the same shade. His ensemble is completed by a gold belt and ankle bands. His most noticeable feature is the pair of dark brown feathered wings on his back. He carries a morning star with an extraordinarily long chain and spikes covering the ball.

Campaign Use: Black Buzzard seldom works on his own, though a creative GM can always find a way to temporarily split him off from the other members of the Masters of Crime. Generally, his jobs are direct but well thought out. In fact, this makes him (and his team) easy to insert into your games. Bank robberies, kidnapping for ransom, or anything else that will make them a quick buck are all workable crimes.

Given the group's dynamics, Black Buzzard could be betrayed by Spinning Jenny and Boomeraxe, thus ejecting him from the group. It could be his chance to finally turn "good," or he could try to assemble an even better group and go after his ex-comrades. A villains-vs.-villains group situation with the PCs in between could make for an entertaining adventure.

Modern-Day Option: The Black Buzzard of the modern world should be a harder-edged man who shows no sign of mercy when confronting heroes. Appearance-wise, his costume should be less like a costume and more like street clothes worn in modern times—baggy pants and a jersey, perhaps.

Black Buzzard: PL 12

Abilities: Str: 15 (+2), Dex: 16 (+3), Con: 18 (+4), Int: 14 (+2), Wis: 14 (+2), Cha: 16 (+3)

Saves: Damage: +8, Fortitude: +8, Reflex: +7, Will: +2

Miscellaneous: Melee Attack Bonus: +10, Ranged Attack Bonus: +11, Defense: 21/18, Initiative: +3, Speed: 30/50 (Flight)

Skills: Acrobatics +12, Intimidate +12, Knowledge (Superhumans) +11, Spot +12

Feats: Attractive, Aerial Combat, Expertise, Rapid Strike, Move-By Attack, Whirlwind Attack

Powers: Amazing Save (Reflex) +4 [Source: Mutation; Cost: 1], Flight +10 [Flaw: Restricted - Wings; Source: Mutation; Cost: 1], Protection +5 [Source: Mutation; Cost: 2], Super-Strength +6 [Source: Mutation; Cost: 4], Super-Constitution +4 [Source: Mutation; Cost: 4]

Equipment: Morning Star [Weapon +4; Cost: 1]

Weaknesses:

- **Quirk:** Black Buzzard is obsessed with the superhuman phenomenon and with omlevex in particular. He will do anything to further his knowledge of the subject; and he hopes to one day find a way to grant people superpowers at will.

BOOMERAXE

The Outback was where Jack Darby felt most at home while growing up. He spent many hours learning how to survive off the land as well as mastering the art of the throwing axe. While exploring the vast land, he met Dr. Boomerang, a retired minor-league supervillain who had been hiding from the law for 20 years. Doc (as Jack fondly dubbed him) taught him many things, including how to craft and throw boomerangs.

Dr. Boomerang's nostalgia-filled tales of his criminal exploits influenced Jack to follow in his footsteps, but he essentially one-upped his mentor by adding his axe-hurling skills to his repertoire in addition to wielding several types of boomerangs. He moved to Metazon where more opportunity existed. That's where he was introduced to a comely young woman by the name of Jennifer Bailey. Despite their obvious attraction to one another, Jack and Jennifer couldn't agree on much of anything, causing them to bicker constantly. Jack's incessant lying irritated her, and Jennifer's snide personality grated on his nerves. For reasons known only to them, the duo embarked on a career as burglars instead of going their separate ways.

During their first job, Jack and Jennifer infiltrated a science lab in Seaboard, hoping to find some omnevel that could be sold on the black market for a large wad of money. Just as they crawled through a window, they learned that someone else had broken in as well. This other person was performing some manner of experiment that suddenly went askew. A loud hissing noise was heard, followed by a series of explosions that unleashed a cloud of multi-hued mist! Both of the burglars were knocked unconscious, and when they came to, they could hear police sirens. The third burglar had grown wings, and his musculature had been increased! They could see him punching right through the wall, sending debris flying everywhere. Not being ones to pass up a good opportunity, Jack and Jennifer escaped through the hole as the police arrived. With but a thought, Jennifer created a powerful gust of wind that tossed the helpless officers about. With that, the duo fled into the alley and exited the scene of the crime.

After several minutes of darting through back alleys, Jennifer decided that they should go back and find the winged man. After all, they could use someone with that kind of physical strength. That's when Jennifer discovered yet another power - the ability to fly! Her lower body transformed into a tornado, which carried her into the air. She picked Jack up and off they went.

Unfortunately, it looked as if the costumed hero Cliffhanger had caught up with the winged man in an attempt to apprehend him. With the throw of one of his boomerangs into Cliffhanger's jet pack, Jack sent the hero spiraling downward onto a building.

The three criminals convened at a shoddy apartment in a rough area of the city, where they decided to create costumed identities and take the world by storm as masters of crime!

Personality: Boomeraxe is a compulsive liar. He spews forth untruths at rapid fire speeds, and most of them are designed to make himself look good in some way. Almost all of his fibs start with, "Did I ever tell you about the time that I...?"

Boomeraxe speaks in a thick Australian accent and bandies about Outback clichés like they're going out of style. He often says things like "G'day, mate!"

"My Flame-A-Rang'll fire ya up like a shrimp on the barbie!" and "Well I'll be a kangaroo's uncle!"

Powers & Tactics: Boomeraxe is exceedingly bright and uses sound battle tactics whenever the action hits. He likes to get the first shot in on his enemies, and will typically start by nailing the weakest looking member of the group. His thought is that if he takes one of them out, the others might become discouraged, giving him the psychological advantage.

If an enemy possesses a notable item or weapon, he'll often target it with his Rot-A-Rang right off the bat. Otherwise, a good old fashioned Flame-A-Rang is put to use for the first attack. He saves his special throwing axes for later on in the battle.

Appearance: This short, pudgy villain shouldn't wear a tight bodysuit, but he does anyway. It's two-toned brown with black trunks over the pants. On his torso is the emblem of a throwing axe. His brown hair is rather bushy, and his face lacks the hardened look that most villains possess. He just doesn't look evil, but his weapons sure as heck do! His main weapon is a pair of throwing axes that return to him like boomerangs. And speaking of boomerangs, he has several of them attached to his dark brown belt.

Campaign Use: Boomeraxe is best used as a part of the Masters of Crime, though he might slink away to pull off a solo caper on occasion. Most of his crimes are garden variety burglaries and robberies. He might also accept money to do unsavory work for a master villain, thus making him easier to drop into any game.

Modern-Day Option: Ditching the stereotypical Australian routine is a good place to begin modernizing Boomeraxe—he shouldn't make references to the Outback, kangaroos, and "barbies" every chance he gets. As far as his capabilities and equipment are concerned, he can be used in a modern campaign without a hitch.

Boomeraxe: PL 10

Abilities: Str: 11 (+0), Dex: 18 (+4), Con: 12 (+1), Int: 15 (+2), Wis: 15 (+2), Cha: 13 (+1)

Saves: Damage: +1, Fortitude: +1, Reflex: +6, Will: +4

Miscellaneous: Melee Attack Bonus: +7, Ranged Attack Bonus: +11, Defense: 19/15, Initiative: +4, Speed: 30

Skills: Craft (Boomerangs) +13, Listen +8, Survival +12

Feats: Attack Focus (Boomerang), Dodge, Infamy, Indomitable Will, Lightning Reflexes, Iron Will

Powers: Combat Sense +10 [Source: Training; Cost: 1]

Equipment: Blind-A-Rang [Dazzle (Sight) +10; Flaw: Device; Cost: 1], Rot-A-Rang [Corrosion +8; Flaw: Device; Cost: 1], Flame-A-Rang [Energy Blast (Fire) +10; Flaw: Device; Cost: 1], Null-A-Rang [Drain (Power) +10; Flaw: Device; Cost: 1], Oil-A-Rang [Slick +8; Flaw: Device; Cost: 1], Returning Throwing Axes [Weapon +10L; Cost: 1]

Weakness:

- **Quirk:** Boomeraxe is a compulsive liar.

SPINNING JENNY

Jennifer Bailey lived the life of the spoiled rich, thanks to her husband's vast fortune. The lap of luxury was her favorite place to sit, and she did everything she could to stay there. And stay she did, at least until she ventured into her husband's room full of ancient artifacts and opened a sarcophagus, just out of curiosity. A swirl of purple energy flitted up through the air and Jennifer suddenly felt different, almost as if she was cursed.

Indeed she was cursed. From that day forward, Jennifer was to be followed by agonizingly bad luck. Just when she'd least expect it, the curse would strike, causing everything to blow up in her face. Close to a year after acquiring the curse, it ruined her marriage.

Alone and penniless, Jennifer fell into a life of crime, specializing in burglary. Shortly after her new career choice, she met an Australian fellow named Jack Darby and, despite persistent arguing, the two became partners in crime. Jack's intelligence and Jennifer's knowledge of high society allowed them to secure a lot of wealth. She would worm her way into a group of socialites, attend their high profile parties, and sneak off under the pretense of going to "powder her nose." She looked for safes and learned the layout of the place. Later, she and Darby would burglarize the mansions and make off with the goods.

Eventually though, the curse put an end to it, and she was caught by one of the dilettantes, forcing her to find a new scheme. That scheme was nothing more than simple, garden variety burglaries. One night, while infiltrating a science lab in Bay City where they hoped to procure some omlevex to sell on the black market, Jennifer and Jack's lives changed forever. Upon entering the building, they found yet another burglar present. He was mixing together chemicals and substances like a madman. Once again, the curse made the situation go terribly wrong!

The chemicals exploded in a chain reaction, releasing an uncanny mist that filled the room, surrounding them all. The explosion flung the burglars into the wall, knocking them unconscious. Regaining consciousness, Jack and Jennifer heard police sirens and spotted the other burglar, who had miraculously grown wings and was far more muscled than he was before, punching through the wall.

They were greeted by the cops, but Jennifer instinctively raised her hand and created a powerful gust of wind. The police officers were tossed about roughly, which enabled Jack and Jennifer to escape via a nearby alleyway. The winged man could be seen flying off in the distance. After running for several long minutes, an idea struck Jennifer. She was impressed with the other burglar's newfound strength and figured their little group could use a third member. Besides, having a patsy is always a good plan. Again, without thought, Jennifer picked up Jack and flew up into the air, her lower body transforming into a self-contained tornado-like funnel.

When they turned back toward the direction the winged man was heading, they found that he was engaged in a battle with Cliffhanger, who had apparently tracked him down following the explosion. Jack threw one of his Rot-A-Rangs and hit the hero's jet-pack, corroding it instantly. Cliffhanger plunged toward the ground in a spectacular display of black smoke, landing on a rooftop below.

The three criminals fled to a dilapidated apartment where they decided to stick together as a team. They would call themselves the Masters of Crime, and the world would tremble at the mere mention of their name.

Personality: Sarcasm comes naturally to Spinning Jenny, and her sharp-tongued wit is as much a detriment as an asset. She's a sour woman who is difficult to get along with. In addition to her sarcastic nature, Jenny has come to enjoy the finer things in life. Having been given a taste of it during her marriage, she has been unable to relinquish her fondness for the luxurious lifestyle, but her curse has kept her from regaining her former wealth. Something always seems to happen that denies her what she wants. Not surprisingly, Jenny tells no one about her curse for fear that Boomeraxe will abandon her.

Spinning Jenny isn't known for her sense of loyalty, but she won't betray Boomeraxe. Black Buzzard is another story altogether. She views him as someone she can use to further her own goals. She doesn't particularly like him, but she tolerates him nonetheless.

Powers & Tactics: Spinning Jenny is an all-out attacker. She's an aggressive individual who prefers to cut right to the chase. She doesn't think about tactics or strategy—she just rushes in and blasts her enemies with as much power as she can muster. Jenny tends to target women first, preferring to let Black Buzzard and Boomeraxe handle the men. While combat rages on, she constantly lets loose sarcastic quips.

Spinning Jenny has quite an arsenal of effects that she uses to put a whoopin' on her enemies. She gets a charge out of creating strong winds and throwing people (and objects) around with it. She has also been known to use her wind to make a small area totally void of air so that her enemies cannot breathe, or to kick up a lot of dust to obscure vision in a larger area. If an enemy gets too close, she'll try to slow him down with a barrage of wind. Transportation for her is easy enough. By creating an intense tornado-like swirl of wind beneath her, Jenny can bring herself into the air and travel quickly.

In addition to her wind-based effects, Jenny can emit beams of pure kinetic energy from her hands. These blasts make a disconcerting screeching sound when they are released.

Appearance: Jenny is a pretty woman with shortish brown hair and a sneer etched on her face. She wears a domino mask and a black and red bodysuit that sports a large yellow "J" on her torso. When she flies, the bottom half of her body is surrounded by a tornado-like swirl of wind.

Campaign Use: Spinning Jenny is best used as a member of the Masters of Crime. That said, she's not above embarking on a solo job here and there should the opportunity arise. This would allow her to be usable in instances where a more manipulative master villain hires a henchman. For the most part, Spinning Jenny's crimes are simple (if well thought out) affairs rather than world-spanning plots of conquest.

Modern-Day Option: Spinning Jenny really could stand to have a name change for a modern campaign. Change it to something snappier like Whirlwind or Gust. You should also adjust her costume accordingly. Another twist would be to make her infatuated with Boomeraxe or even co-dependent. A strange love-hate relationship could exist between the two, making things a bit more twisted than they could be in a Silver Age campaign.

Spinning Jenny: PL 10

Abilities: Str: 10 (+0), Dex: 17 (+3), Con: 13 (+1), Int: 12 (+1), Wis: 13 (+1), Cha: 13 (+1)

Saves: Damage: +1, Fortitude: +1, Reflex: +3, Will: +1

Miscellaneous: Melee Attack Bonus: +6, Ranged Attack Bonus: +9, Defense: 20/17, Initiative: +7, Speed: 30/50 (Flight)

Skills: Bluff +8, Knowledge (High Society) +6, Taunt +7

Feats: Aerial Combat, Attractive, Dodge, Improved Initiative, Power Immunity

Powers: Element Control-Air +10 [Stunt: Suffocate; Extras: Flight, Protection, Obscure, Slow; Source: Mutation; Cost: 6], Energy Blast-Kinetic +10L [Source: Mutation; Cost: 2]

Weakness:

- **Unlucky:** Due to an ancient curse, Spinning Jenny has a hard time getting a break. Just when things begin to look up for her, the curse intervenes and shatters her hopes and dreams. This process has made her even more cynical than she already was.

OTHER HEROES AND VILLAINS

During the Silver Age, Cliffhanger had to deal with a lot of different folks in tights. Giving full write-ups for each one is far beyond the scope of this book. However, we can tell you a bit about some of them.

DR. PUNCH

Dr. Punch served for a short time as Mr. Gravestone's bodyguard and henchman (despite having first appeared in *American Gargoyle* issue #2). At just over seven feet tall, a person could do much worse than hiring him for protection. Doc could do some freaky things by punching with his right hand. Truthfully, even he couldn't control what it did. One time, it might paralyze the victim. The next time, it could transform the victim into a rock. There was no

way of knowing. Even though Dr. Punch only appeared in four issues during the '60s, he made a strong impression on Cliffhanger. So much of one, in fact, that he once muttered to himself, "I'm not sure if I can go another round with that Dr. Punch character. If he doesn't knock my lights out first, he may well zap me into another reality with that fist of his... or something even worse!"

LIGHTNING ROD

Small-time crook Rodney Putzslough came across a high-tech wand while burglarizing an underworld inventor's hide-out. The wand wasn't completed, but Rodney swiped it anyway. Learning that it shot out electrical blasts, the hood embarked on a career in crime. His doohickey was a formidable weapon, though it didn't always work correctly. This fact enabled Cliffhanger to get the drop on him when it temporarily fizzled out. Once that happened, it was lights out for Mr. Putzslough.

SILVER LINING

Silver Lining was the 18-year-old daughter of Randall White, the president of an automobile company. When her father lowered her weekly allowance to one hundred dollars, she ran away from home. Little did she know, the area she ran to was an omlevex research station. Without the proper protective clothing, she was affected by it in a big way. In addition to super strength and enhanced dexterity, she could shoot silver bolts of kinetic energy from her eyes. Deciding to exact revenge on her father, the girl came across Cliffhanger, who tried to put a stop to her superpowered temper tantrum. Silver Lining made only one appearance, but there was a pretty good reason for that. Two of them, in fact. First, the character was limited in her scope. Secondly, writer Howard Mills concluded the story with an over-the-knee spanking of Silver Lining by her fed-up father, while Cliffhanger looked on approvingly—not typical comicbook fare of the '60s. The company received some flak about this unconventional conclusion, prompting them to forget the character ever existed.

THE JADE PIRATE

This skull-masked, green-clothed pirate has become well-known in comicdom as the minor villain who kicked the living hell out of Cliffhanger. Most fans felt as though Cliffhanger deserved it, since he was gullible enough to engage in a sword fighting duel with the Jade Pirate. Cliffhanger's honor, more specifically his unwillingness to break his word, cost him the battle and he narrowly escaped death as a result. The Jade Pirate's later appearances never lived up to that first clash between the two, and instead of becoming a major villain as many had predicted, he was relegated to the minor leagues. Quite a shame, really.



ISSUE #1
12¢ APRIL 1966

LACIE DELMONT



I DON'T
UNDERSTAND IT! HE JUST...
DISAPPEARED! WHERE COULD
HE HAVE GONE?

LOOK OUT, LACIE! THE LEGENDARY
SPRING-HEELED JACK IS OUT FOR
BLOOD! YOUR BLOOD!

CHILLS! SPILLS! AND CREEPY THRILLS!

DON'T THINK WE'LL LET THE
HERO DIE IN THE FIRST ISSUE?
DON'T BE SO SURE! DO YOURSELF
A FAVOR AND READ...

TERROR IN THE DARKNESS

Cover for *Lacie Delmont* #1 (April 1966)

CHAPTER SEVEN:

LACIE DELMONT

PREMISE

Lacie Delmont was about a highly capable female who could outthink and outshoot most men. She took on supernatural nasties of all sorts, including vampires, werewolves, zombies, ancient entities, ghosts, and later on in the series, supervillains. Like most other Omlevex comics, *Lacie Delmont* provided something different from the other titles hitting the racks at the time.

Lacie herself had all the qualities of a superhero. She was brave, bold, and could slug it out with the best of 'em. Yet at the same time, her stories retained a horror theme, making her a distinctly unique heroine. Most horror comics of the 1960s took place in universes separate from the ones the tights-and-cape crowd inhabited. Not so with Lacie. She was part and parcel of the Omlevex Universe—she merely performed her duties in the more shadowy parts of the setting, where even superheroes would think twice entering.



From *Lacie Delmont* #35 (Feb. 1969)

LACIE'S CHANGING FASHIONS

WHEN LACIE'S SERIES FIRST HIT THE STANDS, SHE WAS CLAD IN TIGHT BLACK PANTS AND A WHITE SHIRT, ALONG WITH HER SOON-TO-BE-PATENTED BLACK TRENCH COAT. AS TIME WENT ON, HER LOOK CHANGED TO REFLECT THE CURRENT FASHIONS. HER MOST UNUSUAL OUTFIT CAME ABOUT IN EARLY 1969, WHEN SHE DONNED HIP-HUGGING BELL-BOTTOMS AND A TIE-DYED T-SHIRT. TOWARD THE VERY END OF HER SERIES, SHE WAS GIVEN A MORE FEMININE OUTFIT, AND LACIE MADE THREE APPEARANCES WEARING A TINY MINI-SKIRT AND VERY TALL HIGH HEELED BOOTS. REGARDLESS OF HOW GOOD SHE LOOKED, IT STRETCHED THE BELIEVABILITY FACTOR OF THE SERIES TOO FAR. FORTUNATELY, FOR HER FINAL TWO ISSUES, LACIE WENT BACK TO HER ORIGINAL OUTFIT OF BLACK PANTS AND SHIRT.

ABOUT THE BOOK

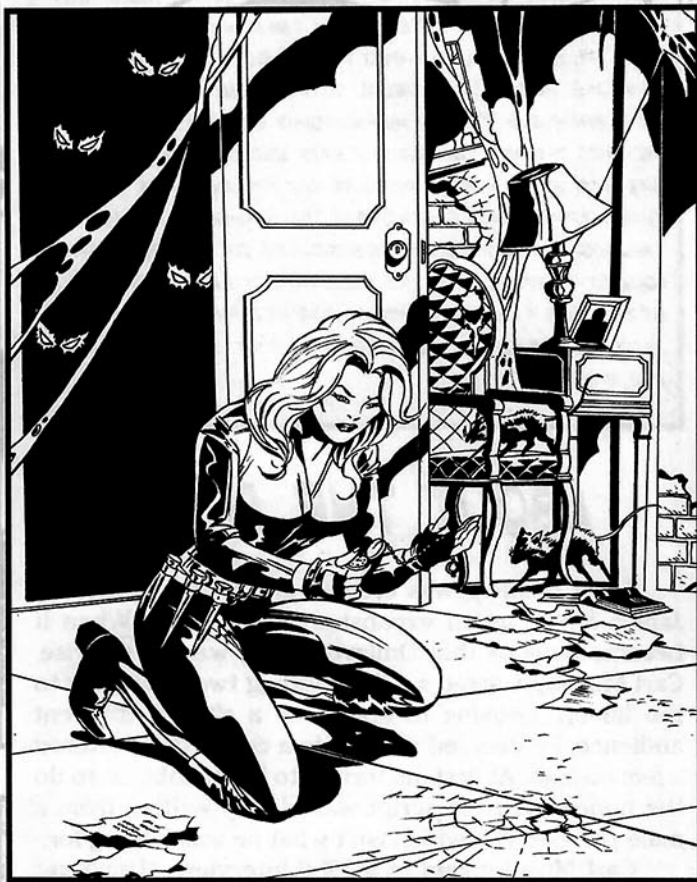
Lacie Delmont was created and written solely by Janice Silvey as an expansion title in 1966. When it became obvious that Omlevex's star was on the rise, Carl Murphy wasted no time adding two new titles to the lineup. Looking to appeal to a slightly different audience, he decided to include a comic that featured a female lead. At first, he turned to Dean Robison to do the honors, but his script was clearly written from a male perspective, which isn't what he was hoping for.

Carl Murphy said in a 1986 interview, "Don't get me wrong - Dean's a magnificent writer and can do just about anything story-wise, but what he couldn't do was become a woman. I really wanted this book to appeal to girls, so I figured the only way to do that is to hire a woman writer. This idea shocked a lot of people. Back in those days, you didn't see female comic writers, but by God, I was intent on finding one. After much deliberation, I pitched a good offer to a little-known novelist named Janice Silvey who lived in my neighborhood. Janice not only agreed, she turned in a rough script that very night. I was floored."

This script was soon refined and sent to penciller Alan Harkens, who was something of a horror buff... and make no mistake about it, *Lacie Delmont* had plenty of horror elements.

Harkens had this to say in a 1982 interview; "When I first got the script, I was amazed. I had seen a lot of scripts from every genre imaginable, but this one was just incredible. The idea of a strong female protagonist who investigated the supernatural was so basic, yet so gripping. Drawing it wasn't even like working. I looked forward to reading the scripts each issue. It was a blast to draw all those monsters and ghouls that Lacey faced, and Janice was a dream to work with. She was always open to my ideas and interpretations."

Unfortunately, tragedy struck in October of 1968. Janice Silvey was driving to her parents' house in Boston when an 18-wheeler collided with her car, killing her instantly.



From *Lacie Delmont* #15 (June 1967)

"When I heard the news of her death, it was a blow," said Carl Murphy. "I couldn't believe it. Janice was a beautiful person who had become a staple around the office. She was always smiling, always cracking jokes with the guys, and to think that she was gone was just unimaginable. I miss her very much, on a personal level as well as a professional one."

With Janice gone, Murphy decided to cancel *Lacie Delmont*, but fortunately, fate intervened. One of Janice's fans sent in a script for the comic the morning before he planned to officially retire it. The script wasn't quite on par with Janice's material, but it was close. Murphy decided to give the author, whose name was Alice Mayfield, a shot at keeping the title alive.

The next few issues of *Lacie Delmont* were rough around the edges, with Mayfield struggling to find her own niche. She began moving away from the horror aspects to a certain degree, and brought the character more into the mainstream Omlevex Universe. She fought more supervillains than monsters, though most of the villains still had horror themes. Still, Lacey was more of a superheroine than she was before.

Alice Mayfield commented on the change in an interview from 2000. "At first, I tried to mimic Janice's work. I soon realized that I couldn't do that. I wasn't as good a writer as she was, and I felt it would cheapen her legacy if I continued to imitate her work. So, I felt it would be best if I branched out and did my own thing. In the end, I think it was the right thing to do, but the comic just didn't sell as well as it did previously. You win some, you lose some. I knew I had some awfully big shoes to fill, and I simply gave it my best shot. Of course, I fell flat on my face, but that's life."

The flagging sales signaled the end of *Lacie Delmont*'s series. The July 1969 issue was to be its last, at least for the time being. Ten years later, the comic would be resurrected and go on to find even greater success, but that's a story for another time.

SUPPORTING CAST

Detective John Hurwitz: This prominent police detective served as Lacie's primary antagonist for years. His chauvinistic mindset made him feel threatened by her intelligence and ability to get the job done, so he hassled her at every turn. His condescending nickname for her was "Ghosthunter Girl," which never sat well with Lacie. It was later revealed that he secretly had a crush on her. He finally mustered up the guts to come clean to her about his feelings, but he was slain by Spring-Heeled Jack before he had the chance.

Mark Donovan: Mark is Lacie's boyfriend and guy Friday. He's loyal to her and fully supports her career decision, even though he doesn't understand her fascination with the supernatural. He sometimes gets made fun of by his friends because he doesn't "wear the pants in the family." While this sometimes bothers him, he still backs Lacie and respects that she's a strong woman. In fact, that's probably half the reason he's attracted to her, as he's a pretty physical person himself.

Buster Pruett: Buster is Mark's lifelong best friend, though it's anyone's guess as to why Mark has put up with him this long. He's a smart-mouthed, macho guy who thinks Lacie should become a doting little lady. He's never reluctant to make off-handed remarks about her career and personality, forcing Mark to tell him to shut his mouth. Unfortunately, this tactic only works for short periods of time.

Jameson Markswell III: Markswell was an eccentric philanthropist who lusted after knowledge of demonology. Unlike Lacie, who sought knowledge for positive reasons, Markswell did so to obtain personal power. Their opposing viewpoints on the matter led to many direct confrontations between them. Despite his best efforts, Lacie always came out on top.

HIGHLIGHTS

A partial listing of some of Lacie Delmont's greatest issues from the Silver Age!

Lacie Delmont #1 (April 1966): Upon hearing reports of assaults by a strange, leaping figure with blue flames shooting from its mouth and jagged claws injuring people, Lacie took the case. She learned about unexplained incidents in London throughout the 1800s and early 1900s involving a similar figure known as Spring-Heeled Jack. Her investigations led her into a direct confrontation with him, and he attempted to kill her. Luckily, she managed to walk away from the attack with only minor injuries. At the end of the issue, she stated that she would not rest until she discovered Spring-Heeled Jack's true identity and ensured that no one will be harmed by him again.

Lacie Delmont #2 (May 1966): Lacie was introduced to the horrors of the Scree-fise, who had abducted Mark in order to obtain his kidneys. In truly heroic fashion, Lacie dealt them a beating and freed Mark from a gruesome fate.

Lacie Delmont #6 (Sept. 1966): Detective John Hurwitz debuted, giving Lacie grief about trespassing during her latest case (in issue #5). This marked their first encounter, but it was far from their last. Fans showered Omlevex with letters, begging for them to bring Hurwitz back in later issues, and that's exactly what they did. He would soon become a regular fixture in the chronicles of Lacie Delmont.

Lacie Delmont #13 (April 1967): Zombie Master made the scene for the first time, preparing to unleash a horde of zombies on the city of Corrington. Lacie intervened and met him in the sewers, where she used a gas leak to her advantage by destroying the zombie horde and forcing Zombie Master to go into hiding.

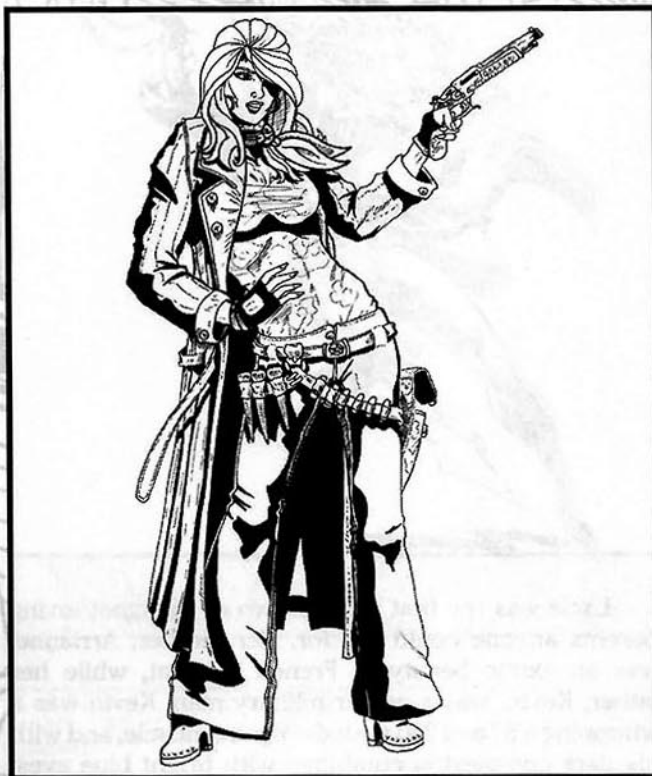
Lacie Delmont #19 (Oct. 1967): Lacie took a case to locate an ancient scroll that supposedly held great magical power. Little did she know, someone else was searching for the same artifact—the Jade Fang. The villain outwitted Lacie and made off with the scroll, but he fell prey to a booby-trap left by her and apparently disintegrated. The scroll itself mysteriously disappeared.

Lacie Delmont #28 (July 1968): Orglo the Unseen and Logoss began their evil-doings this issue, killing numerous rich collectors of antiquities while looking for a way for Orglo to return to his human form. They nearly succeeded in exterminating Jameson Maxwell III. Lacie stepped in and sent them packing after a dramatic battle in Maxwell's museum room.

Lacie Delmont #33 (Dec. 1968): The last issue written by Janice Silvey before her untimely death. The story, a dark tale about a mentally challenged man neglected by his family and left to die in a basement (Baldknobber), was considered by many to be the greatest work of her

career. It was moving, yet at the same time done in an extremely creepy manner.

Lacie Delmont #37 (April 1969): This story featured the introduction of Brainteaser, the villain who marked a decided change in tone of the series. From this point on, there was less horror and more super-heroics, which didn't thrill Lacie's staunch fan base.



From *Lacie Delmont* #40 (July 1969)

ABOUT THE CREATORS

JANICE SILVEY (1939-1968)

Lacie Delmont was Janice Silvey's maiden voyage into the world of comicbook writing. In fact, she had never even been a fan of comics, writing them off as silly kid's stuff. She had written three novels prior to her job at Omlevex - *The Darkness Machine* (1960), *Harbor of Death* (1964), and *Joseph's Killer* (1965). Each novel evoked a very creepy atmosphere and strong supernatural elements. It took Carl Murphy a great deal of talking to convince her to try her hand at comicbook writing, but once she accepted the offer, she admitted to finding it more fun than writing novels, mainly because of the visuals that accompanied her stories. In October of 1968, her car was struck by an 18-wheeler and she was tragically killed. She was only 29. One wonders how she would have impacted the comicbook industry had she survived. Her cinematic approach to the medium took the comicbook world by storm, and most comicbook historians feel she could have changed the way comicbooks were written.

HEROES AND VILLAINS

LACIE DELMONT



Lacie was the first child of two of the most loving parents anyone could ask for. Her mother, Arrianne, was an exotic beauty of French descent, while her father, Kevin, was a career military man. Kevin was a whopping 6'5" and 280 pounds of pure muscle, and with his dark complexion combined with bright blue eyes, he was quite the ladies man until he met Arrianne DuPree while on duty in France during WWII. It was love at first sight. Kevin was injured in battle and sent home, and Arrianne came with him to be married shortly thereafter. Nine months later, in 1942, came Lacie.

They settled into a happy family home, during which time Arrianne became pregnant again but this time she had a very difficult labor. She gave birth prematurely to a stillborn baby boy, but his birth had left her weak and she passed away a few hours later. Her death destroyed Kevin. He vowed there would never be another woman for him except for his daughter. He began teaching her everything he knew about fighting and weapons. He didn't want his little girl to fall prey to any danger that she wouldn't be able to handle, but it came to pass that Lacie became ill with a deadly disease that ran through her mother's side of the family. When Kevin Delmont found this out, he was determined to find a way to keep Lacie alive. He took her to the site of a little-known omlevex deposit site and laid her down on a small pile of the rock, in hope that it would strengthen her immune system. Not only did this risky plan succeed, but it gave Lacie a drastic increase in intellect and agility. These enhancements wouldn't become obvious until later in her development.

As she grew older, she continued training with her father and proved to be an amazingly capable combatant. Furthermore, she began to develop a strong curiosity about the supernatural—ghosts, voodoo, vampires, and anything else of an otherworldly nature. This curiosity turned into an outright obsession that refused to be satiated. She sought as much information about the unknown as she could digest.

At the behest of her father, Lacie studied hard and eventually went to college. She wanted to become a parapsychologist, but her father convinced her that there was little money to be made in that field. In the end, she settled for psychology, which she excelled at due to her superhuman intelligence and devotion. During her stint in college, Lacie met a student named Mark Donovan. They had an instant chemistry together, and promptly fell in love. He didn't understand her fascination with the supernatural, but he refused to let that stand in the way of their blossoming relationship.

When Lacie graduated from college, she studied to become a professor of psychology. This ensured a steady income so she could follow her true desire to moonlight as a private detective, only accepting cases involving the unknown.

Personality: Lacie is the type of person who isn't afraid to speak her mind under any circumstances. This quirk often lands her in deep trouble, especially when dealing with authorities. She's loyal, devoted, and has more tenacity than one could imagine. Most of all, she is obsessed with anything involving the supernatural, which has caused turmoil in her personal life in the past.

Powers & Tactics: Lacie is a thinker, and with her tweaked intelligence, this alone makes her a threat to anyone who gets on her bad side. She also possesses superhuman agility—she can deftly dodge out of the way of attacks, perform incredible feats of acrobatics, and demonstrate a sense of coordination beyond what normal humans can. In general, Lacie attempts to use her brains to solve any difficulties she faces—out-thinking her adversaries gives her an intense sense of enjoyment. When it comes to things of a more physical nature, Lacie leaps into them with gusto. Just because she prefers to use her wits doesn't mean that she's inept in the roughhousing department. She never bought into all that "women should be prim and proper" nonsense and will readily engage in fisticuffs or shootouts if necessary.

Lacie keeps several normal pistols at hand for more mundane threats (cultists, thugs, and so on), but she has acquired an arcane pistol that she uses much of the time. This weapon does more damage than ordinary firearms and is stylish-looking to boot.

Appearance: Lacie is a tall woman, standing six feet in height. This makes her quite an eye-catcher in a day and age where women are generally shorter. Her beautiful face always displays a strong sense of

confidence, and she's quick to flash a charming yet roguish smile. Lacie's hair is as white as the driven snow, increasing her already-distinctive appearance even more so. While relaxing, she dresses in stylish clothing of the era—skirts, blouses, and sometimes even high heels—but when she's on the job, Lacie wears a tight black bodysuit with matching boots. This ensemble is sometimes accompanied by a trench coat.

Campaign Use: Anytime you want to introduce a supernatural element into your campaign, Lacie can act as the catalyst for the PCs' involvement. She normally can't be bothered to participate in non-supernatural occurrences, unless there's a very personal reason for her to do so, or the entire city or world is at stake. Still, using her for such normal purposes may make her seem like a fish out of water. The unknown is her element, and it's probably best if she is left there.

Modern-Day Option: A modern-day Lacie is going to be even more of a hell-raiser than she already is. Cosmetically, you should give her the leather-and-blue-jeans look. A more contemporary take on the character might require a big scoop of cynicism. She should be a hard-bitten, sarcastic slayer of all things undead or supernatural, since such a rough life is bound to harden a person up. Furthermore, she might be better off if Mark was dropped from her life. Giving her a stable love life might take away from her bad girl appeal... and it might open her up for a potential fling with one of the PCs.

Lacie Delmont: PL 12

Abilities: Str: 15 (+2), Dex: 20 (+5), Con: 17 (+3), Int: 16 (+3), Wis: 18 (+4), Cha: 19 (+4)

Saves: Damage: +7, Fortitude: +7, Reflex: +13, Will: +8

Miscellaneous: Melee Attack Bonus: +8, Ranged Attack Bonus: +11, Defense: 24/15, Initiative: +9, Speed: 50

Skills: Acrobatics +12, Bluff +8, Climb +8, Drive +10, Jump +8, Knowledge (The Supernatural) +15, Profession (College Professor) +9, Language (Latin), Science (Parapsychology) +15, Science (Psychology) +14

Feats: Ambidexterity, Assessment, Attack Finesse, Attractive, Endurance, Quickdraw, Point Blank Shot

Powers: Super-Intelligence +4 [Extras: Super-Senses, Running, Super-Dexterity; Source: Mutation; Cost: 7], Amazing Save (Damage) +4 [Extras: Other Save Bonuses (Fortitude, Reflexes, Will); Source: Training; Cost: 4]

Equipment: Arcane Pistol [Weapon +10; Source: Super-Science; Cost: 1]

Weakness:

- **Quirk:** Lacie is obsessed with the supernatural and the unknown. This has a tendency to ruin any semblance of a social life she might otherwise have.

THE REAL SPRING-HEELED JACK

WHEN JANICE SILVEY WAS LOOKING FOR A SUITABLY CREEPY VILLAIN FOR THE FIRST ISSUE OF *LACIE DELMONT*, SHE DREW UPON HER KNOWLEDGE OF URBAN LEGENDS AND FOLKLORE. SHE FONDLY REMEMBERED THE STORIES OF A CREATURE CALLED SPRING-HEELED JACK WHO MADE NUMEROUS GHASTLY APPEARANCES THROUGHOUT THE 19TH CENTURY AND THE EARLY 20TH CENTURY. UNLIKE MOST TALES, THIS ONE WAS RELATIVELY BELIEVABLE AND IS BACKED UP BY SOME PROOF. JACK BECAME SO PROMINENT THAT HE BECAME THE STAR OF MANY "PENNY DREADFULS," AND WAS EVENTUALLY THE FOCUS OF A MOTION PICTURE (*CURSE OF THE WRAYDONS*, 1946). SOME HISTORIANS EVEN CLAIM THAT JACK THE RIPPER USED SPRING-HEELED JACK AS INSPIRATION FOR HIS HORRIBLE CRIMES. IT WAS FROM THIS LEGEND THAT LACIE'S MOST ENDURING VILLAIN AROSE

SPRING-HEELED JACK



Fifty years before Jack the Ripper terrorized London, there was someone—something—else that held the city in a grip of fear. He was called Spring-Heeled Jack, and very little is known about him. He was first spotted in September of 1837. A businessman was returning home from work late at night when a mysterious figure vaulted over the railings of a cemetery. The railings were at least 10 feet high, but the creature

effortlessly leaped over the wall and landed directly in the path of the man. He was described as having pointed ears, large glowing eyes, and a pointed nose.

The sightings continued. Always, the eyewitnesses reported the same characteristics and actions of this creature. He would attack people with his jagged claws and breathe blue fire from his mouth. When they screamed for help, he either vaulted away or disappeared into the shadows.

Within several months, London's mayor, Sir John Cowan, declared Spring-Heeled Jack a "public menace," and a posse was quickly formed to find and deal with him. Needless to say, this caused Spring-Heeled Jack to intensify his attacks. His attacks became more numerous and more savage. It was as if the search challenged him, encouraging him to step up his activity all the more! He blew fire into a woman's face, blinding her. He even knocked on one woman's door late at night, declaring that he was a policeman and they had caught the creature out in the lane—and when she opened the door, he assaulted her before leaping away. His most vicious attack came in 1845, when he jumped towards a young prostitute, grabbed her by the shoulders, and spat fire into her face. The stunned girl was then thrown into a sewer below where she tragically drowned.

Things grew quiet for several years before flaring up again in 1877. In Caistor, Newfok, there were several reports of Spring-Heeled Jack traveling across the town by jumping from rooftop to rooftop. In August of 1877, Spring-Heeled Jack appeared before a group of soldiers in Aldershot's North army camp. A private named John Regan was standing sentry at the camp when he heard a noise of someone dragging something metallic down the road. He went to investigate and, finding nothing unusual, turned to return to his post. When he did, Spring-Heeled Jack leapt at him and spat blue flames from his mouth into the boy's face. Other sentries heard the commotion and hurriedly ran to his aid. Witnesses claim that Spring-Heeled Jack jumped over the men, clearing them by ten feet or more. The sentry fired at the intruder but later claimed that bullets did not affect him. The sentry described the attacker as tall and thin, wearing a helmet and oilskin suit.

Spring-Heeled Jack's activities continued off and on until 1904. He was spotted hanging on the steeple of St. Francis Xavier's on Salisbury Street. Onlookers claimed he suddenly dropped from the steeple and fell to the ground. Thinking that he had committed suicide, they rushed to the point where he had landed (behind some houses) only to find a helmeted man, clothed in white, standing there. He scuttled towards the crowd, raised his arms, and took to the air over William Henry Street.

Then, with all the suddenness of his arrival, Spring-Heeled Jack disappeared. No more leaping from the street to the roof, no more blue fire, no more devilish attacks. He just vanished. Until 1966, that is! But this time, he abandoned London in favor of new territory:

Corrington, Metazon. Some people (or beings) mellow with age, but this is certainly not the case with Spring-Heeled Jack! His brutality has increased, his methods have become even more devious than they were before, and still no one knows what his motives are.

Lacie Delmont took a seemingly open-and-shut case that ended up leading to this supernatural monster. She learned that, despite all the speculation, he is no mere mortal. He's something far more sinister, and she will not rest until she discovers the secrets of Spring-Heeled Jack before getting rid of him for all time.

Personality: Spring-Heeled Jack is a clever soul who cannot seem to resist pulling not-so-light-hearted pranks on others. His actions cannot accurately be called "pranks," as they often have dangerous consequences—blinding, injuring, or even killing people! Spring-Heeled Jack is not human, so his sense of reasoning is very different than our own. It's likely that he finds his attacks humorous. He's not shy in the least, and he often takes on various voices in order to pull off his tricks. If it would benefit him to dress and speak like a police officer, he'll gleefully do so. Should it fit his scheme, he'll quickly adopt a foreign accent and pretend to be of the designated ethnicity. No length is too far for him to go to.

There's something incredibly sinister about him and his mannerisms. Try as he might, anyone who meets him will develop an unsettling feeling in the pit of their stomach, a fact that he enjoys to no end. He seems to feed off the fear of others, and he gets his kicks by toying with his victims, hence all the leaping and posturing he indulges in.

Powers & Tactics: Spring-Heeled Jack is a monstrously capable fighter, yet he's rather skittish. In most cases, he'll make good his escape if faced with an angry townsman or a costumed hero, laughing mockingly as he hops away or melds into the shadows. He usually only engages in combat when he clearly has the upper hand, which almost always involves him getting the drop on his enemies. Surprise is his most potent form of attack.

Even for someone as cagey as Spring-Heeled Jack, a person cannot expect to run forever. Luckily for him, he has plenty of options, first and foremost being his razor sharp claws. They can rip through armor like a knife slicing through paper. He can also breathe blue fire, which he uses primarily to blind his victims.

Spring-Heeled Jack is able to leap long distances, and he likes to hop from rooftop to rooftop or from the street to the rooftops and back again. Some would say he's something of a show-off, and they wouldn't be far off the mark. The one power that almost assures his rapid escape is his uncanny ability to disappear into the shadows and promptly appear somewhere else.

Appearance: Spring-Heeled Jack is quite a sight, especially when seen skulking in the shadowed streets late at night. He's tall and thin, yet powerful in his stance and movement. He has a pointed nose, elongated ears, and eyes that glow of red fire, making

him look like something straight from the pits of Hell itself. His hands are bestial and end in razor sharp claws. His long-sleeved shirt is loose-fitting and black with deep blue trim, and his white pants seem to be made from oilskin. A black skullcap and billowing purple cape top off his costume.

Campaign Use: You can introduce Spring-Heeled Jack in many interesting ways, given his unusual and sinister sense of humor. As he likes to pull off vicious tricks on apparently random people, this opens up many possibilities. He rarely goes out of his way to confront superhumans, so the PCs will most likely be drawn into one or more of his "pranks" and have to stop him from executing any more. Due to his elusive nature, he can be used to frustrate and challenge heroes much more powerful than him. He's never too proud to dart away during a confrontation.

Modern-Day Option: According to the actual legend, Spring-Heeled Jack has been known to be more "touchy-feely" with the ladies he assaulted. Obviously, this isn't an appropriate tidbit to be used in a Silver Age campaign, but in a modern-day game, it can be used effectively to portray him as an evil monster that must be stopped at all costs. In general, it may serve your campaign well to darken him a bit, making his attacks more brutal. The legends say he only killed one person, though you can always turn up the dial and make him a brutal murderer if that suits your campaign better.

Spring-Heeled Jack: PL 14

Abilities: Str: 16 (+3), Dex: 16 (+3), Con: 15 (+2), Int: 13 (+1), Wis: 17 (+3), Cha: 14 (+2)

Saves: Damage: +5, Fortitude: +5, Reflex: +11, Will: +3

Miscellaneous: Melee Attack Bonus: +10, Ranged Attack Bonus: +10, Defense: 26/15, Initiative: +15, Speed: 30/70 (Teleportation)

Skills: None

Feats: Darkvision, Immunity (Aging, Disease, Fire, Exhaustion, Poison, Starvation), Improved Initiative

Powers: Leaping +14 [Source: Mystical; Cost: 1], Energy Blast (Fire) +10L [Source: Mystical; Cost: 2], Teleportation +14 [Extra: Extended Teleport; Flaw: Restricted—May only teleport while in shadows Source: Mystical; Cost: 2], Super-Dexterity +8 [Source: Mystical; Cost: 4], Natural Weapon (Razor Sharp Fingernails) +8 [Source: Mystical; Cost: 2], Protection +5 [Source: Mystical; Cost: 2], Super-Constitution +3 [Source: Mystical; Cost: 4]

Fun Fact!

In the June 2002 issue of *Comics Press Monthly*, Spring-Heeled Jack was ranked number 3 in the "50 Greatest Comic Book Villains of All Time" article. Carl Murphy was shocked by this. "I couldn't believe it. I mean, I was ecstatic, but I thought for sure it would be Jonah, Grunn, or the Dehumanizer who would crack the top 3. But, hey, the participants who determined the placement are all industry guys, so who can argue? They know their stuff."

ZOMBIE MASTER



When Randal Hutch returned home from the ferocity of the Korean War, everything had changed. It had been years since he had seen anything of his hometown, his family, or his wife. When he returned to them, everything was different. Times had changed, and America was a strange place to eyes that had been focused on foreign soil for so long. His friends, those who hadn't enlisted, had moved on since he'd seen them last. His father had died of a stroke, while his mother lived alone and was constantly depressed. His wife had found another man, too saddened by their separation to be alone any longer. Randal's life had just begun, but there seemed to be little left to live for.

Randal staggered about from job to job so that he could afford a place to sleep, food for the table, and drink to keep him sane. He often visited the cemetery where his father and his friends who had died in the war were buried. He couldn't escape the feeling that his life had taken a wrong turn somewhere, as if he had done something wrong and didn't know how to fix it. Day-to-day life was a struggle, and his dreams seemed to be the only place he found relief.

He began having strange dreams about the war. The voices of his dying friends kept calling out to him. He fought desperately to answer their cries for help, but it all seemed to be useless. He began hearing the voices coming from the earth beneath his feet when he trudged through the cemetery at night. He knew the voices. They were calling frantically for help. He couldn't clear the voices from his mind. And then he found something. His boot brushed up against some sort of

hard mineral that the rain exposed from the earth. It was green and crystalline, and Randal thought it was quite beautiful. He dug away at the mud and pried a piece of the omlevex crystal from the soil. Upon contact with his skin it felt strange. It felt as if the crystal was warming in his hands. For a moment he had forgotten the voices, but then they came at him again, more burdensome than before. The cries came crashing upon him like waves and, closing his eyes, he responded. A moment of silence passed before Randal realized what had happened. As the dirt began to shift and crumble, the ruined bodies rose again from the wet earth and Randal watched in awe.

As before, Randal could hear their thoughts and voices, many of them calling him by name. Somehow, he shared a deep empathy with the dead, and he discovered that he caused them to express a great desire for unlife, perhaps even against their will. Lonely and lost, Randal found himself taking a morbid liking to his newfound company. Everyone that he had lost over the years could be free again, and he soon devoted all his time to them. Unfortunately, people wouldn't understand this change in him. The living could never appreciate the dead the way Randal did. To avoid incriminating himself he went into seclusion, using the sewers as his home. His life became difficult, as he had to salvage or steal what he needed to survive. He used his company to perform such errands for him, and when they were discovered people began to terrorize them, Randal lost control. He slowly went mad and denounced any faith in living beings. Their atrocious and senseless behavior was what had been wrong with the world all along. Only the dead could see the end results of their actions and appreciate what they had been given. He would teach the living men, women, and children a terrible lesson about the consequences of their selfishness. He would be the Zombie Master.

Personality: Zombie Master has a fragile temperament and a warped mind. The influence of the dead whispering in his ears has formed a bond between himself and the restless souls which makes him seem insane to the outside world. In moments of distress he clings to past memories of a life that he still misses, but he focuses his sadness into rage against humanity for all that it has taken away from him. The undead fulfil a much-needed part of him. He craves companionship and feels that no one could better understand him than those who have lost everything as he has.

Powers & Tactics: Zombie Master shares a strange psychic link with the dead. Not only can he communicate with them telepathically, but he possesses an uncanny ability to command them as well. Somehow, his body has taken on a remarkable strength and resilience despite his meager frame. Gathering his flock from the soft earth, Zombie Master tries to gather large followings for company as

well as to stage careful revenge plots against the living. He often tries to stay behind the scenes to cause problems for people by clogging drainage tunnels, collapsing building foundations, and vandalizing cherished public property. He also takes great satisfaction in leaving obscure messages saying how mankind will bring about its own downfall and that only then will they appreciate all that they have.

Appearance: Randal was once a young, attractive man with blonde hair and bright eyes. The years have been hard on his body, and his adaptation of a bizarre lifestyle hasn't improved his looks either. As Zombie Master, Randal is pale, thin, and soiled from head to toe. He wears tattered jackets and pants. His eyes are dark and sunken, and his hair is patchy and caked with mud. His long, untrimmed fingernails make him look beastly. Though Randal is not dead himself, most have a great deal of difficulty telling the difference.

Campaign Use: Zombie Master is waging a war against the living. He feels that their ignorance, selfishness, and shortsighted nature will one day deliver them to a miserable end. He seeks to use his connection to the dead to deliver a great message about the folly of life. If only the living could learn to value their lives and the lives of those around them, perhaps they could be saved from despair. He uses various tactics to demonstrate this wisdom, but his own anger often carries his plans too far. He justifies himself by saying that his intentions are grand and that extreme actions yield extreme results. So far, most people have dismissed his actions as pure insanity.

Modern-Day Option: Perhaps Randal is actually possessed by a greater spirit or demon that wishes to torture the living in order to complete some powerful ritual. Maybe the demon simply wishes to release utter chaos upon humanity for its own amusement or for revenge. Maybe Randal is out to assimilate everyone he's ever known or loved to his cause. The first step, of course, is to kill them and then bring them back. Perhaps Randal is afflicted with a crippling disease and he feels he must make a difference before he passes on.

Zombie Master: PL 10

Abilities: Str: 14 (+2), Dex: 14 (+2), Con: 12 (+1), Int: 12 (+1), Wis: 14 (+2), Cha: 14 (+2)

Saves: Damage: +13, Fortitude: +13, Reflex: +2, Will: +2

Miscellaneous: Melee Attack Bonus: +9, Ranged Attack Bonus: +9, Defense: 20/18, Initiative: +2, Speed: 30

Skills: Demolitions +3, Hide +7, Intimidate +4, Listen +4, Move Silently +5, Profession (soldier) +4, Spot +5

Feats: Detect (undead), Infamy, Minions, Rapid Healing

Powers: Amazing Save: Damage +4 [Extra: Fortitude; Source: Training; Cost: 2], Mind Control +10 [Power Stunt: Mental Link; Flaw: Limited—Undead Only; Source: Mutation; Cost: 1pp], Super-Strength +6 [Extra: Super-Constitution; Power Stunts: Great Fortitude, Toughness; Source: Mutation; Cost: 7pp]

COUNT DARKAS



Born into royalty during the early 1400s, Count Vlad Darkas has seen civilizations rise and fall. Known for his cruelty even then, he was feared by everyone. He particularly delighted in torturing comely young women and breaking their spirits so that they would serve him faithfully. They were kept in a dank dungeon beneath Darkas' castle. Perhaps it was fate that brought an unknown girl into his torture chamber. He knew she was different than the others—wild, untamed, and willful. What he didn't know, however, was that she had recently been bitten by a very unusual form of vampire.

During one of his torture sessions, her hunger became unbearable. She snapped the chains that held her prisoner and drank of the mad Count's soul, changing his life forever. The crazed girl fled the castle after feeding, and when Darkas rose from the damp dungeon floor, he felt different. Strength coursed through his veins even though he could not detect a heartbeat. He had become a creature of the night, condemned to feed on the souls of others, yet granted immeasurable power.

As the centuries rolled on, his cruelty swelled even further. This led to him being sought out by the townsfolk of the nearby towns and villages that were determined to put an end to his evil ways. With torches and pitchforks, they stormed his castle, searching every nook and cranny. It was all for naught though, as he had slipped away into the night shortly before they approached his home.

For many centuries he wandered Europe, feasting on souls wherever he could. Finally, in 1886, the Count relocated to North Metazon, settling into a castle 15 miles west of Middleton. He has resided there ever since that time, traveling all over Metazon in order to feed without suspicion.

Personality: Count Darkas is unflinching, seldom showing any kind of emotion, be it fear, anger, or joy. Many long, hard centuries have robbed him of feelings, yet he never appears to care. He coolly goes about his business of sucking his victims' souls without so much as a dribble of remorse. For reasons he does not understand, he cannot turn humans into soul vampires with his bite—he can only kill them in return for nourishment. This fact grates at him, as he'd very much like to surround himself with his own kind, especially ones who are subservient to him.

Powers & Tactics: Count Darkas can drain a person's soul from their body simply by grasping them. These souls are transferred directly into Count Darkas, quenching his hunger much like food quenches the hunger of a human. He possesses an ancient artifact that he calls the Soul Cube. It floats around his body, never far out of reach. He can store one person's soul in the cube. As long as it contains a soul, this relic can emulate various powers, controlled by the Count himself. Unfortunately for him, the soul acts like a battery and once expended, another soul must replace it. No one knows how Darkas acquired the Soul Cube. Whether he found it or had it made has never been revealed.

Darkas can shape shift into the form of a bat, gaining the appropriate capabilities. He can also quickly heal most physical damage done to him, even coming back from injuries that would normally send him to his grave for a second time. Finally, his strength, nimbleness, and stamina are at levels well beyond those of an unaltered human.

Appearance: The Count is a delicate-looking fellow with short slicked back black hair. He wears a nice antiquated black suit, his skin is a powdery white shade, and his eyes burn with wisdom and hunger. He has an arcane box that floats near his person at any given time. It is made of oak, with an ornate golden panel on each side.

Campaign Use: Given Darkas' constant hunger for souls, the PCs will probably come across his handiwork. When he feeds from someone's soul, he leaves behind nothing but a shriveled corpse (which was always shrouded in darkness in the comics themselves, for decency's sake). Anyone coming across bodies such as these can quickly deduce that he's the man responsible. Alternatively, Darkas may be seeking superhuman souls - maybe because they taste better or are more filling. Whatever the case may be, a fun scenario can come from having one of the PCs hunted by an undead soulsucker.

Modern-Day Option: The modern-day version of Darkas should be more in line with the contemporary view of vampires. Scrap the unfeeling personality in favor of something more tragic and sympathetic. Maybe he doesn't wish to feed but is compelled to do so out of survival instinct. You could also make him a more erotic vampire, much like the ones presented in novels and films in the last decade or so. Modern vampires often lean toward being tragically romantic in a morbid sort of way, so you may wish to head down that path.

Count Darkas: PL 15

Abilities: Str: 16 (+3), Dex: 12 (+1), Con: 16 (+3), Int: 18 (+4), Wis: 18 (+4), Cha: 18 (+4)

Saves: Damage: +7, Fortitude: +7, Reflex: +5, Will: +14

Miscellaneous: Melee Attack Bonus: +11, Ranged Attack Bonus: +9, Defense: 21/16, Initiative: +5, Speed: 30

Skills: Intimidate +9, Move Silently +8, Sense Motive +8, Spot +8

Feats: Headquarters (Castle), Iron Will, Darkvision, Immunity (Aging, Disease, Exhaustion, Poison, Starvation, Suffocation)

Powers: Amazing Save (Will) +8 [Source: Mystical; Cost: 1], Drain (Constitution) +12 [Source: Mystical; Cost: 2], Shape shift +6 [Extras: Mimic (Ability Scores and Powers), Movement, Shrinking; Flaws: Limited - One Type (Bats); Source: Mystical; Cost: 5]; Super-Strength +4 [Extras: Super-Constitution, Super-Dexterity; Source: Mystical; Cost: 10], Regeneration +10 [Extras: Back from the Brink; Source: Mystical; Cost: 3]

Equipment: Soul Cube [Gadgets +15; Source: Mystical; Cost: 1]

Weakness:

- **Susceptible:** Count Darkas cannot remain in direct sunlight for long without suffering damage and eventually dying a final death.
- **Susceptible:** Like traditional vampires, Count Darkas is susceptible to holy symbols or items such as crucifixes, holy water, and so forth.
- **Hunger:** Without taking the souls of humans, Count Darkas will wither and die of starvation.

NEW WEAKNESS: HUNGER

A CHARACTER WITH THIS WEAKNESS REQUIRES BLOOD, FLESH, SOULS, OR SOMETHING ELSE ALONG THOSE LINES TO LIVE. AFTER "FEEDING," THE CHARACTER'S HUNGER WILL BE SATIATED FOR 24 HOURS. AFTER THE INITIAL 24 HOURS, THE CHARACTER MUST MAKE A FORTITUDE SAVE (DC 18) EVERY TWO HOURS. THE DIFFICULTY OF THE SAVE IS INCREASED BY +1 FOR EACH ADDITIONAL CHECK BEYOND THE FIRST. IF THE FORTITUDE SAVE FAILS, THE CHARACTER BECOMES FATIGUED. AFTER THE NEXT FAILED SAVE, THE CHARACTER BECOMES EXHAUSTED, AND IS DYING WITH YET ANOTHER FAILED SAVE. A DYING CHARACTER BECOMES UNCONSCIOUS IF GIVEN THE SUBSTANCE HE NEEDS.

THE BALDKNOBBER



Timmy Johnstone was born different. His face was deformed, his body was misshapen, and his mind was slow. He became the shame of his family, which owned a prominent department store in Bay City. They locked him in the basement of the store, where he lived out his days in solitude. Twice a day, they would bring a plate of food and a pitcher of water down to him in order to keep him alive. Aside from that, they had no contact with Timmy. He was never taught to speak English, let alone write. He was never hugged or loved. They kept him like a caged animal. No one cared about this pitiful soul.

Believe it or not, things actually got worse for Timmy. His family was in a tragic car accident that killed them all. The store was abandoned, and Timmy was trapped beneath ground with no one to bring him food and water. For decades he remained there, sustained only by eating rats and drinking from a leaky pipe that dripped water. Little did he know that this water was tainted by omlevex, and he began to grow in size and strength. Soon he stopped aging altogether, which was more of a curse than a benefit—he couldn't even hope to die of old age and be released from his own personal hell. Over the years, he became bitter and angry about being trapped. He felt betrayed, and rightly so. After all, what kind of parents would ever imprison their own son?

In 1967, the city decided that the old department

store should be demolished. When the wrecking ball hit the building, a part of the basement collapsed, creating an opening for Timmy to escape through. As he left, he saw his face in the reflection from a window and was disgusted. He found a burlap sack near the demolition site and placed it over his head before bounding off to find his family and make them suffer for what they did to him.

He found a woman named Alice Moore who looked like his mother, and he attacked her brutally. Beaten and on the brink of death, Alice barely managed to survive. After she was released from the hospital, she saw him stalking her again, and quickly went to Lacie Delmont. She explained that this person wasn't human but something far more powerful. Lacie took the case and eventually crossed paths with the monstrous madman. Luckily, she defeated him by capitalizing on his simple mind, but he fled the scene, fully intending to continue his search for his family.

Since that time, he has made his presence known several more times. Always seeking to give menaces colorful names, the press dubbed him "the Baldknobber." Cheesy name or no, this monster is no joke. No one is safe from his wrath, especially if he sees a similarity between the person and a member of his family.

Personality: A simple mind filled with rage is a dangerous thing. The Baldknobber has had many decades to sit and dwell on the betrayal he suffered. The outrage festered inside him, growing like a fungus. Now that he's released, he can no longer contain it. He can only say a few rudimentary words, including "Mama," "Papa," "Timmy," and "Die." Emotionally, he never grew up. He's like a child in so many ways—an inhumanly strong, lethal child, but a child nonetheless. This means that he tends to be gullible and easily tricked. Of course, once he realized he's been duped, Baldknobber lashes out and starts attacking wildly.

Powers & Tactics: Baldknobber is unbelievably strong, far beyond the capacity of normal humans. His heavily muscled legs enable him to propel himself over long distances (up to 45 feet). His thick, muscled body is highly resilient, and he has seemingly endless stamina. He carries around a large leg ripped from a discarded banquet table in the basement that he called home for so many years. In fact, it still has rusted nails poking out of one end.

Baldknobber's feeble mind prevents him from displaying any real tactics. It can be said that he's a "spur of the moment" kind of guy who relies more on crude instinct than his wits. He prefers to stay hidden as long as possible until he can spring forth and pound his prey into oblivion with his makeshift club. That's the extent of his strategy. Once a hero shows serious

opposition, he'll probably flee, unless he's truly enraged, in which case he'll fight to the death.

Appearance: Baldknobber stands six feet, eight inches tall, and he possesses muscles like knotted iron. He stands hunched over, adding to his feral, untamed appearance. His clothes are torn and tattered, and he wears a burlap sack over his head to hide his deformed face.

Campaign Use: Baldknobber won't prove much of a fight for powerful heroes, but he's an excellent adversary for low- to mid-powered characters. While his focus seems limited (i.e., his quest to find and punish his family), there are other ways to introduce him to your game. The thing to keep in mind is that Baldknobber is a creature of impulse. He has hardly any control over his anger, so if the PCs do something to rile him up (inadvertently or not), he'll make it his business to thrash them. There's also the chance that he will see a resemblance between a PC and a member of his family. If you move in this direction, he could become a recurring bad guy, as he's not one to give up on his "mission." He'll keep coming back, time after time.

Modern-Day Option: In the modern world, villains have a bit more scope than in the Silver Age. For instance, they can be sympathetic characters, whereas such things were all but unheard of in the '60s. Baldknobber should fall into this category if played right. I mean, here's a guy who was mistreated and neglected by his family simply because of how he was born, and from his perspective, they left him to die. He has plenty of reasons to be filled with unharnessed rage. Who could blame him for wanting to punish his parents for their vile actions? It's possible that the PCs can get through to him, at least to some degree, and make him understand that his actions are as wrong as those of his family. He could eventually be turned into something of an anti-hero, though this should be a gradual transformation. Doing it all at once may appear unconvincing.

Baldknobber: PL 9

Abilities: Str: 19 (+4), Dex: 12 (+1), Con: 19 (+4), Int: 8 (-1), Wis: 10 (+0), Cha: 10 (+0)

Saves: Damage: +15, Fortitude: +8, Reflex: +1, Will: +2

Miscellaneous: Melee Attack Bonus: +9, Ranged Attack Bonus: +6, Defense: 17/16, Initiative: +1, Speed: 30

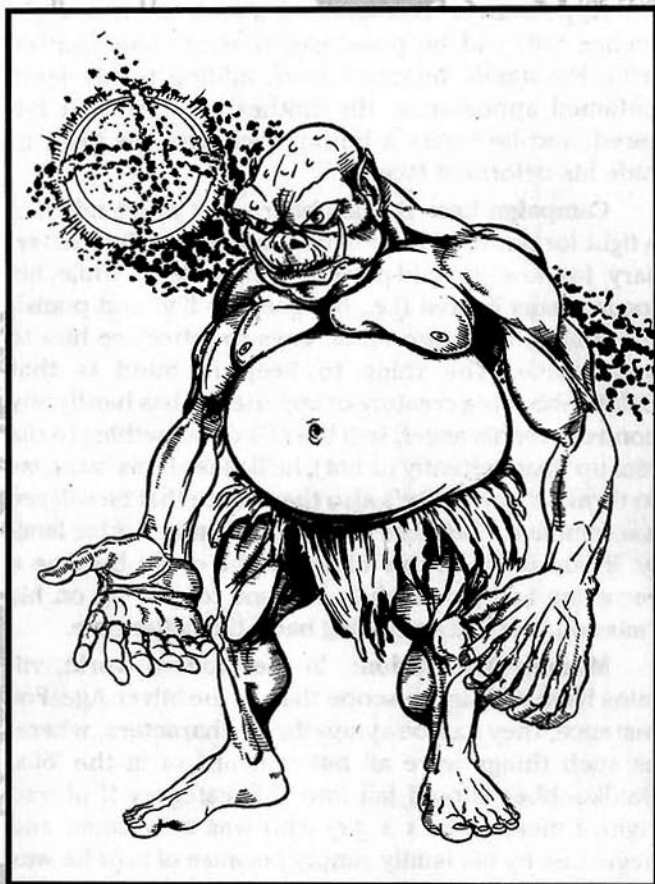
Skills: Hide +12, Listen +11

Feats: All-Out Attack, Great Fortitude, Iron Will, Power Attack, Rapid Healing, Toughness, Immunity (Aging)

Powers: Amazing Save (Damage) +9 [Source: Mutation; Cost: 1], Leaping +9 [Source: Mutation; Cost: 1], Super-Strength +4 [Extras: Super-Constitution, Protection; Source: Mutation; Cost: 8]

Equipment: Table Leg / Club [Weapon +4; Cost: 1]

ORGLO THE UNSEEN



Percy Wallaby had never been good at much of anything. He hadn't been graced with looks or money like the rich kids, he didn't have the moves of the jocks, and he certainly didn't possess any of the smarts of the nerds in his class. No, all Percy had going for him was a huge chip on his shoulder and a mounting desire to leave the world and all its stupid little games behind. Eventually, Percy's fantasies of death and the beyond drew him to study the occult, and he would often stay up late in his bedroom, eagerly perusing some forgotten volume on ancient rituals and religious cults. For the first time in his life, Percy had found something that gave him joy; he absorbed as much knowledge as he could, often reading through entire books in a few hours to satisfy his hunger. Sadly, Percy's happiness was short-lived.

A misplaced step in one of the school hallways led to a collision with the captain of the football team, and for once in his life Percy opted to respond to the jock's angry protests with a few choice words of his own rather than shrinking away into the shadows. One surprisingly painful punch later, Percy was nursing a black eye and a severely bruised ego in the nurse's office, his heart racing. Percy had read enough by now to know that there were ways to get even with people like him. Ignoring the rest of his

classes, Percy shuffled home and began his first and only occult ritual. He realized immediately that he was in way over his head; most of the incantation didn't make sense, and he knew his shaky translation wasn't much help in that respect. It kept mentioning something about "the unseen," or something like that; Percy figured it was a spell to turn himself invisible, and that would work just as well as anything if he wanted to embarrass a jock or two in front of everyone. Undaunted by his own ignorance, Percy completed the ritual.

At first, he was sure it hadn't worked. His pentagram lay empty, just as when he'd started the incantation. Then a tiny light blinked into view, growing slowly into a glowing orb of electricity that hovered a few feet above the ground, crackling softly. It flew about the confines of the pentagram with quick, jerking movements that resembled the flight of a hummingbird, and Percy sat and marveled at its beauty as it explored its new surroundings. And then everything went to hell.

The floor beneath the pentagram seemed to rip wide open, and a huge pair of clawed hands grasped each end of the rift and pulled a monstrous form free of its depths. This new monstrosity had to stoop so as not to bang its head on Percy's ceiling, and it looked as if it had been wedged uncomfortably into the protective field of the pentagram, its arms pressed into its chest as though they were bound. "Who dares imprison Orglo the Unseen?" the creature roared. Percy nearly fainted, but he managed to stumble backwards and trip over a pile of books at the end of his bed instead. In a stroke of incredibly bad luck, one of the books bounced and rolled end over end until it finally fell, scattering the line of chalk that formed the pentagram's outer circle. "Orglo is free!" the creature roared. Percy didn't wait around to find out exactly what that meant. He fled.

With both entities in pursuit, Percy eventually ran into Lacie Delmont, who was able to (seemingly) destroy the creature with a combination of holy water and good old fashioned gunfire; as the larger creature perished, the magical orb began to dim slowly before disappearing entirely. Percy made himself scarce during the confrontation and has since evaded all attempts at locating him; to this day, no one is sure if the boy is alive or dead. Since that fateful night, the two creatures have appeared three more times; each appearance has led to a confrontation with Lacie, and each confrontation has ended with the apparent destruction of the monstrous creature. Lacie now knows that it's simply a matter of time before the two beings reappear, and she continues to search for any information to better combat them when next they show themselves. She, like Percy, believes the creature is Orglo, and that the glowing orb is simply a

manifestation of his dark powers; both Lacie and Percy are wrong.

In truth, the glowing orb is the only remaining presence of an evil warlock from ages past known as Orglo. After a mystical ritual gone awry, Orglo was trapped in his current state and left with no voice and no physical body with which he could reverse the process. Using the mental link with his only faithful servant, the hulking Logoss, Orglo attempted to guide the creature through a relatively simple incantation that would remove the effects of the botched ritual; instead, Logoss mistakenly invoked magicks that placed them both in a parallel dimension in which they would sleep until someone unwittingly released them from their suspended animation. Now, thanks to Percy, that time has finally come, and Orglo the Unseen will search every corner of this new world for a way to return himself to human form.

Personality: When he was still a man, Orglo was domineering, condescending, and self-serving; as a floating orb of magical energy, he has managed to retain all of those qualities, although only Logoss is subjected to them now due to Orglo's inability to vocalize except through their mental connection. Orglo's single goal is to find the means to return himself to the man he once was, after which he will revenge himself on the entire world for the suffering he has endured for the past thousand years.

Powers & Tactics: Orglo's altered form renders him invulnerable to all forms of attack, unless those attacks are magical in origin (or cold iron is used, see *Weaknesses* below). He is able to use his own body to deflect attacks aimed at himself or others, to increase his external glow to blind opponents, and even to project magical energy (in the form of lightning bolts) at his enemies. In addition, his very touch delivers a powerful shock that can easily render a normal man unconscious.

When involved in combat, Orglo will maintain his ruse as a simple magical manifestation, often letting Logoss make grandiose threats of harm before unleashing a lightning bolt or two in the direction of his enemies (to make it appear that Logoss himself has cast the spell). He will dart around the area to distract and attack their opponents, giving mental orders to Logoss whenever he feels they are warranted.

Appearance: Orglo's physical form consists of a simple, floating orb comprised of magical energy; to the naked eye, he appears to be a ball of electricity, constantly flickering and crackling as it darts through the air. The orb's exterior glow brightens or dims depending on Orglo's mood, flaring brightly when he is greatly agitated (or in fear for his own safety).

Campaign Use: Unknown to Percy or Lacie (or anyone else, for that matter), Orglo and Logoss are

linked to Percy by the incantation that brought them to this world. Until Percy is dead (and there aren't any specifics on how this has to come about), Orglo and Logoss must find the boy and do his bidding until his demise. Each time they have appeared, it has been to search for Percy; they hope that they can scare him into hurting himself (permanently, if at all possible) and thus free themselves from their bond to him. Interestingly, their "debt" to Percy doesn't involve actually telling him that he is their new "master," but they would be forced to volunteer this information if he asks them directly.

Modern-Day Option: The only real changes needed to adapt Orglo and Logoss to a modern world would be cosmetic. Dressing Orglo in human skin and littering his own flesh with terrible scars (even going so far as to have him dressed in "armor" made from junk metal and debris, perhaps even embedded in his skin) would certainly make him more frightening in today's jaded times.

Orglo the Unseen: PL 12

Abilities: Str: - (+0), Dex: 20 (+5), Con: - (+0), Int: 18 (+4), Wis: 18 (+4), Cha: 10 (+0)

Saves: Damage: +0, Fortitude: +0, Reflex: +5, Will: +6

Miscellaneous: Melee Attack Bonus: +12, Ranged Attack Bonus: +12, Defense: 22/17, Initiative: +5, Speed: 40 (Flight), Villain Points: 6

Skills: Hide +8, Knowledge (occult) +8, Move Silently +8, Search +7, Sense Motive +8, Spot +8

Feats: Aerial Combat, All-Around Sight, Immunity (criticals, pressure), Indomitable Will, Iron Will, Mental Link (Logoss), Move-By Attack, Sidekick (Logoss)

Powers: Alternate Form (magical lightning) +8 [Extras: Dazzle (Extra: Dazzle Burst), Deflection (Extra: Deflect Others), Energy Blast (magical lightning), Shrinking +6 (Flaw: Permanent), Super Flight; Flaw: Permanent; Source: Mystical; Cost: 11], Reincarnate +8 [Extra: Never Say Die; Source: Mystical; Cost: 5]

Weaknesses:

- **Mute:** In his current form as a featureless ball of energy, Orglo is unable to communicate vocally, forced instead to rely on his mental link with his henchman, Logoss, for any conversation (a fact that has grown rather tiresome for the beleaguered warlock).
- **Vulnerable (Magic):** Like many demonic or magical creatures of lore, Orglo is vulnerable to any attacks or weapons that use cold iron against him; as a result, he is careful to avoid these situations, and will retreat immediately if faced with such tactics.

LOGOSS THE UNSPEAKABLE

DESPITE HIS OWN IMPOSING MONIKER, LOGOSS WILL NEVER REFER TO HIMSELF BY NAME (OR EVEN REALLY REFER TO HIMSELF MUCH AT ALL). HIS HABIT OF CONSTANTLY STATING ORGLO'S CURRENT MOOD OR STATE OF AFFAIRS HAS LED EVERYONE TO BELIEVE THAT HE HIMSELF IS ORGLO (AND JUST REFERRING TO HIMSELF IN THE THIRD PERSON). IT'S A SIMPLE MISTAKE, ONE THAT ORGLO ACTUALLY ENCOURAGES TO ENSURE THAT NO ONE AIMS ANY MAGICAL OR COLD IRON WEAPONS IN THE DIRECTION OF THE INNOCENT LITTLE ORB THAT CIRCLES "ORGLO" AT ALL TIMES. LOGOSS EXISTS ONLY TO SERVE HIS MASTER—HE IS COMPLETELY AND UTTERLY LOYAL TO THE WARLOCK AND WOULD DIE FOR HIM IF NECESSARY. LOGOSS HAS BECOME RATHER ADEPT AT EMULATING THE HAND MOTIONS AND VERSE USUALLY ATTRIBUTED TO SPELLCASTERS, TO HELP GIVE THE ILLUSION THAT ORGLO IS A SIMPLE FOCUS FOR LOGOSS'S OWN "MAGICAL POWERS".

LOGOSS THE UNSPEAKABLE: PL 8

ABILITIES: STR: 20 (+5), DEX: 12 (+1), CON: 16 (+3), INT: 11 (+0), WIS: 14 (+2), CHA: 14 (+2)

SAVES: DAMAGE: +9, FORTITUDE: +7, REFLEX: +1, WILL: +6
MISCELLANEOUS: MELEE ATTACK BONUS: +10, RANGED ATTACK BONUS: +6, DEFENSE: 16/15, INITIATIVE: +1, SPEED: 70 (GROWTH), VILLAIN POINTS: 0 (ORGLO CAN USE HIS VILLAIN POINTS TO AFFECT DIE ROLLS FOR LOGOSS, HOWEVER)

SKILLS: INTIMIDATE +4, KNOWLEDGE (OCCULT) +4, SPOT +4
FEATS: DURABILITY, IMMUNITY (AGING), INFAMY, MENTAL LINK (ORGLO), TOUGHNESS

POWERS: AMAZING SAVE (DAMAGE) +4 [EXTRA: FORTITUDE, WILL: SOURCE: TRAINING: COST: 3], GROWTH +4 [FLAW: PERMANENT: SOURCE: MUTATION: COST: 5], NATURAL WEAPON (CLAWS) +4 [SOURCE: MUTATION: COST: 2], REINCARNATE +8 [EXTRA: NEVER SAY DIE: SOURCE: MYSTICAL: COST: 5]

WEAKNESSES:

- **DISTURBING:** LOGOSS IS BARELY A HUMANOID AT ALL: HE HAS A MORBIDLY OBESE BODY WITH ROLLS UPON ROLLS OF FLESH (EVEN ON HIS FACE), HIS LEGS ARE SHORT AND STUBBY, AND HE HAS EXTREMELY LONG, SLENDER ARMS THAT END IN HANDS WITH EIGHT FINGERS. LOGOSS HAS NO HAIR, AND HIS FACE HAS AN ELONGATED MOUTH WITH TWO TUSK-LIKE TEETH JUTTING UPWARD OVER HIS LIP. HIS EYES ARE SMALL AND BEADY, AND HIS NOSE LOOKS SOMEWHAT PIG-LIKE. HE WEARS ONLY A DARK LOINCLOTH, NOTHING ELSE... AND IF THAT'S NOT DISTURBING, I DON'T KNOW WHAT IS.
- **VULNERABLE (MAGIC):** LIKE HIS MASTER, LOGOSS IS VULNERABLE TO ATTACKS THAT UTILIZE MAGIC, GREATLY REDUCING HIS ABILITY TO WITHSTAND DAMAGE. USUALLY, ORGLO WILL ORDER A RETREAT IF EITHER OF THEM ARE CONFRONTED WITH SUCH ATTACKS - ALTHOUGH HE MAY LEAVE LOGOSS BEHIND AS A DISTRACTION...
- **VULNERABLE (COLD IRON):** ATTACKS MADE WITH INSTRUMENTS OF COLD IRON LESSEN LOGOSS' ABILITY TO WITHSTAND DAMAGE SIGNIFICANTLY.

BRAINTEASER



It was the beauty of causality that captured Franklin Moore's heart at an early age. The relationships between cause and effect were an obsession for the budding scientist, and he made extensive studies of chain reactions. Though his theories were interesting and garnered some attention in academic circles (as many refused to accept his work as pure scientific research), his own intellect wasn't quite advanced enough to explore the full spectrum of his hypotheses. He eventually became frustrated with his own lack of true genius, and he began to take increasingly greater risks in the pursuit of his experiments, often ignoring the warnings of his colleagues.

In the end, it was an entirely unexpected series of events that proved to be Franklin's downfall. While exploring the nuances of an experimental (and highly volatile) chemical reaction, Moore inadvertently transposed a pair of calculations during his assessment of necessary safety measures for the test. On its own, the mistake was minor, but the lack of proper precautions led to the chemical reaching critical temperatures far more rapidly than Moore had anticipated. As he fought to correct the situation, he forgot to monitor the fluctuations of electrical charges to another

er chemical used in the experiment. Worse still, he overcompensated when adjusting the temperatures of the first chemical and caused a circuit to burn out, starting a small fire near the base of his console. With both chemicals boiling out of control, Franklin rushed to grab a fire extinguisher before it was too late; unfortunately, the lab's sprinkler system chose that moment to spring into life, drenching the entire room and causing Franklin to slip and fall on the wet floor. The extinguisher bounced across the floor and into the console, where its casing cracked and spewed its chemical foam over the console and both volatile chemicals. The mixture of heat, water, and foam combined with the two chemicals resulted in a small explosion, which left poor Franklin literally soaked with the unlikely chemical concoction. He lay unconscious for three hours, the mysterious solution seeping into his pores and entering his bloodstream.

The first thing Franklin became aware of when he awoke was an agonizing headache, which he attributed to the events that had led to his unconsciousness. Stumbling through the remains of his laboratory and into a restroom, Franklin blinked stars from his eyes as his reflection slowly came into view. In retrospect, the chemical burns weren't so horrible, and the grayish tone to his skin wasn't terribly appalling; even the purple irises of his eyes were more striking than disturbing. But the sight of his bulbous head, its pulsing surface a frightening caricature of the human brain, sent his mind spinning over the edge of failed potential to manic obsession. Only then did he realize that the sensation in his head wasn't pain at all.

It was understanding.

All the subtle nuances, all the miniscule variables, all the incalculable factors of any given occurrence—they all made perfect sense to Franklin, his mind achieving a moment of pure, unfettered clarity in all things and pushing him far beyond the realm of normal human intelligence. He realized how his past, from the people he had met to the things he had experienced, had all culminated in this, his moment of triumph in his quest for answers. His very existence was proof of his theories, and now he had the means to show the world how wrong it had been to ever doubt his words. Taking the name of Brainteaser, Franklin Moore vowed to make them all part of a chain reaction they would never forget.

Still full of bitterness from his past rejections, Brainteaser kidnapped three of the world's leading scientists to experiment on them. Exposing them to various omlevex-based elixirs of his own creation, the villain sought to determine the patterns of effect they might have on humans. Little did he know that one of the scientists was an old friend of Lacie Delmont. Thanks to her finely honed detective skills, she tracked her friend's trail to the abandoned warehouse

that Brainteaser was using as a lab. The second she attempted to intervene, Brainteaser's experiment came to fruition as the scientists mutated into strange and powerful ape-like creatures who attacked her at the behest of their creator. Even with her extensive combat training, she was no match for these beasts, so she relied on her single advantage—her intelligence. With a few crafty maneuvers, she made her way to the antidote and dashed them with it. The scientists returned to their normal forms, but Brainteaser escaped during the ruckus.

This was not to be the last time Brainteaser and Lacie Delmont would cross paths.

Personality: Brainteaser is a scientist, first and foremost. Even when using his phenomenal intelligence to commit crimes (though he prefers the term "field experiments"), he is always taking notes and filing information away inside his brain for later digestion and more careful examination. He is obsessed with schemes that involve the careful coordination of a number of seemingly unrelated events that all culminate in a successful endeavor. One thing that even his meticulous, prophetic calculations cannot accurately predict are the actions of those men and women who continually oppose his efforts; these so-called "heroes" will definitely require more study, and Brainteaser loves nothing more than a good research project.

Powers & Tactics: The accident that transformed Franklin left him with a vastly improved intellect and remarkable reasoning abilities. Through a series of calculations done entirely in his head, Brainteaser is able to accurately predict events far in advance by weighing the various possibilities and taking into account all the variables surrounding the person or event. In addition, he is able to decipher most languages (spoken or written) simply by examining the frequency in appearance of certain symbols or syllables.

Brainteaser knows he is not a capable combatant by any means. If forced into a confrontation with heroes seeking to thwart his plans, he will usually engage them in conversation and attempt to confuse them with a long-winded rant on causality as it relates to their current situation (his Stun attack), hoping that he can escape while they are left scratching their heads in confusion. As a last resort, he will use his Gadgets to craft a device to obscure his departure or provide a means of escape which his pursuit cannot emulate.

Appearance: If not for his oversized cranium, pale gray skin, and purple eyes, Franklin could easily pass for normal among his peers. Sadly, his huge, misshapen head has taken on the outward appearance of a human brain, and can be seen to pulse (like a beating heart) if observed closely. Utterly unconcerned with such matters, he usually dresses his rotund frame in a white lab coat, a brown shirt, and green trousers.

Campaign Use: Brainteaser works best as a “behind-the-curtain” mastermind; it’s a frequent occurrence for a group of heroes to shut down a small-time operation only to find that it was a single cog in a greater machine fabricated by the mysterious scientist. The perfect scenario for Brainteaser would involve the heroes attempting to stop a series of strange crimes that, at first glance, seem to be completely unrelated, but upon further reflection and a little investigation reveal a connection that points to a larger crime that can only be successful if all the smaller operations are completed without interference.

Modern-Day Option: Adapting Brainteaser to a modern campaign would probably involve some improvement in his personal protection and offensive capabilities, as he would calculate that the variables contributing to his personal safety are far too fluid to depend on his planning alone to see him through safely. He might be more inclined to use his Gadgets power to produce a hold-out laser pistol or some other means of “quick and dirty” attacks as well. Appearance-wise, Brainteaser could be made to look less exaggerated, especially in the cranial department. More realistic civilian clothes would be a better choice than the stereotypical lab coat, too.

Brainteaser: PL 10

Abilities: Str: 10 (+0), Dex: 12 (+1), Con: 14 (+2), Int: 16 (+3), Wis: 16 (+3), Cha: 10 (+0)

Saves: Damage: +2, Fortitude: +2, Reflex: +1, Will: +13

Miscellaneous: Melee Attack Bonus: +5, Ranged Attack Bonus: +6, Defense: 17/16, Initiative: +1, Speed: 30/- (Running), Villain Points: 5

Skills: Concentration +15, Craft (gadgets) +15, Disable Device +15, Forgery +15, Knowledge (causality) +15, Read Lips +15, Repair +15, Science (chemistry) +15, Search +15, Spot +15

Feats: Assessment, Expertise, Headquarters, Immunity (poison), Photographic Memory

Powers: Amazing Save (Will) +5 [Source: Mutation; Cost: 1], Combat Sense +1 [Source: Mutation; Cost: 1], Comprehend +10 [Flaw: Slow; Source: Mutation; Cost: 1], Gadgets +5 [Source: Training; Cost: 1], Precognition +10 [Source: Mutation; Cost: 2], Stun +7 [Extra: Mental; Flaw: Slow; Source: Training; Cost: 2], Super Intelligence +10 [Extra: Super Wisdom +5; Source: Mutation; Cost: 2]

Weaknesses:

- **Disturbing:** Franklin’s entire body was severely burned by chemicals, leaving him with purple eyes, pale gray skin, and a huge, misshapen head that resembles a giant brain, all of which prevents him from being the life of the party, at best.
- **Unlucky:** Hmm. A simple handwriting mistake ended up bathing him in burning chemicals, turning his skin a sickly gray color, and leaving him with an abnormal head. “Cursed” might be more appropriate in this particular case.

THE JADE FANG



Man has lusted for immortality since time immemorial. Blinded by their greed and thirst for power, many would sacrifice anything for a chance to cheat death. It was hardly Wu Shen’s intention to live beyond his meager life, but the course of his destiny would surprise even him. Shen was a courtier in the royal court of the Ming dynasty in the mid-17th century. He was a sly advisor who had access to the ear of many a noble lord who attended the court. His passion was his ability to sway the hearts and minds of the wealthy and powerful. He gained satisfaction in believing that, should he so desire, he could act out his own visions through their malleable wills.

He consulted one man in particular, a lord who wished to see his own family reclaim the throne. He made the foolish mistake of revealing to the lord that he consulted the dark spirits for inspiration. Horrified at the thought, the lord quietly ordered Shen poisoned to prevent him from further corrupting the court with his influences. An assassin slipped poison in Shen’s tea, and his life rapidly began to fade. Turning to the only source he believed could save him, he called upon a demonic Great Spirit that had been sealed away centuries ago. Mustering enough strength to appear before him, the spirit heard Shen’s request for life and formed a pact. It would grant Shen his life, and in return he would serve the spirit’s every whim until he could be released from his ancient prison. Shen hastily agreed.

The spirit endowed Shen with more than just life. In order to better serve the creature's wishes, he was gifted with the ability to conjure powerful magic. The demon also created an avatar of itself in the form of a ghostly jade serpent that would attend Shen at all times, serving as a reminder of their dark contract. With his newfound magnificence he could get revenge and take what he wanted with ease. But over the centuries, the demon would prove to be an insatiable master. Shen was forced to spend a great deal of his time searching for the hidden scrolls that would reveal the spell to break the demon's spirit-bonds. He was enraged when he heard rumors that the scrolls had been stolen or shipped away during excavations in the early 20th century. Believing the scrolls to be located somewhere in the United States, he traveled there to resume his search.

It was only a matter of time before he crossed paths with the sly detective Lacie Delmont. She became his nemesis, the only force that stood between him and the fruition of his dark sovereign's plan. Lacie unraveled his schemes again and again, managing to escape his carefully laid traps. Shen and his master have sworn vengeance, but they have yet to defeat her despite their most desperate attempts.

Personality: Shen is a conniving and unscrupulous man. His immortality and awesome powers have twisted his mind over the centuries to a point beyond sanity. In the depths of his mind, where his master beckons, Shen is obsessed with deception, manipulation, and usurpation of power. The pact with the dark spirit acts like a chain about his ankles, weighing him down but fueling his silent fury. He looks forward to the day when he can free the demon and cast off his heavy pact.

Powers & Tactics: As a gift of the dark spirit, Wu Shen can tap the vast energies of Chinese black magic, which he channels through cryptic incantations and rituals. Though his body is small and thin, his keen intellect and graceful agility often keep him one step ahead of the competition. Whenever possible, Shen relishes the using his powers to ensnare the minds of those around him and turn them into his unwitting servants. Why do something yourself when you can get someone else to do it for you? Shen prefers to manipulate a situation to ensure his success. He often takes deliberate care in staging traps and deceptions for those who may attempt to interfere with his plans, and there is nothing that he enjoys more than seeing a foe's will broken.

Appearance: Wu Shen's features mark him as a man in his late 50s, though his wrinkled brow and saggy eyes give him an air of wisdom as well. He wears his long, black hair down past his shoulders with matching hair on his chin. He decorates himself in

loose, jade-green robes that are trimmed in blue with small decorative calligraphy encircling the sleeves. He stands straight and tall, reaching over six feet, and his smile can be quite menacing to more diminutive figures. His long, well-adorned fingernails make his hands seem like claws, adding to his ghastly appearance.

Campaign Use: The Jade Fang is a master manipulator with a driving goal. He can never rest until he has freed his taskmaster, a feat that has proven most difficult indeed. Shen constantly seeks information about the occult and ritual spirit magic, and he is willing to go to just about any lengths to obtain it. Shen is a likely candidate for infiltration and excavation jobs, especially when he can warp the minds of others to perform the tasks for him. Shen may also be on the heels of mystically oriented superhumans from whom he may be able to learn a few secrets.

Modern-Day Option: The Jade Fang can work in a modern-day setting with little alteration. Perhaps the nature of his dark pact demands that immortality be paid for by the flesh and blood of living beings. In essence, Shen must "steal" the very life force that sustains him. To this end, or perhaps one more sinister, the Jade Fang may have started a cult of gullible followers who are fanatical enough to eagerly await his every command. Troubled youths may flock to his promises of power and respect, promises that Shen hardly intends to keep. Maybe Shen's soul was loosed from his body when the pact was forged, and he now must jump from body to body to stay alive. Each body ages on its own, so when one is old and frail, it's time for the Jade Fang to find a new host.

As far as his looks are concerned, there's probably no reason to change it. His sense of style is timeless and it gets across the fact that he's ancient.

The Jade Fang: PL 12

Abilities: Str: 10 (+0), Dex: 16 (+3), Con: 12 (+1), Int: 18 (+4), Wis: 20 (+5), Cha: 18 (+4)

Saves: Damage: +1, Fortitude: +1, Reflex: +3, Will: +11

Miscellaneous: Melee Attack Bonus: +5, Ranged Attack Bonus: +8, Defense: 16/13, Initiative: +1, Speed: 30/50 (Teleport)

Skills: Diplomacy +10, Innuendo +5, Intimidate +8, Listen +7, Sense Motive +11

Feats: Detect (magic), Immunity (aging, disease, poison), Improved Initiative, Infamy, Iron Will, Leadership, Photographic Memory, See Invisibility, Sidekick (green serpent), Startle, Stunning Attack, Talented (Diplomacy and Sense Motive), Trance

Powers: Amazing Save (Will) +4 [Source: Training; Cost: 1], Sorcery +10 [Spells: Mind Control, Force Field, Telepathy, Invisibility, Drain, Animation, Teleportation; Power Stunts: Mental Blast, Shape shift, Telekinesis; Source: Mystical; Cost: 7]

THE SCREE-FISE



From *Lacie Delmont* #17 (Aug. 1967)

EVERYONE, ESPECIALLY COMICBOOK WRITERS OF THE 1950S AND '60S, LOVES ALIENS. THE SKIES WERE ALWAYS FILLED WITH FLYING SAUCERS AND THE GROUND CROWDED WITH WALKING TRIPODS OR OTHER ZANY WAR MACHINES. OMILEVEX COMICS WENT A BIT LIGHTER ON TRADITIONAL ALIEN INVASIONS. INSTEAD, THEIR ALIENS OFTEN CAME GIFT-WRAPPED WITH SOME UNIQUE TWIST.

TAKE THE SCREE-FISE, FOR EXAMPLE. THESE SHAPESHIFTING ALIENS CAME FROM ANOTHER DIMENSION

KNOWN AS T'NGINCEE. THEY HAD PRESUMABLY BEEN ON EARTH FOR A LONG TIME, QUIETLY ASSUMING THE IDENTITIES OF THOSE WHOSE LIVES THEY TOOK. IN A GRUESOME TWIST, THE ONLY THINGS THEY CANNOT REPLICATE ARE HUMAN KIDNEYS, MAKING THESE ORGANS A PRECIOUS COMMODITY FOR THEM - WITHOUT KIDNEYS, THEIR GRADUAL INVASION OF EARTH WOULD GRIND TO A HALT.

LACIE DELMONT STUMBLED ACROSS THEIR PLOT IN ISSUE #4 OF HER SERIES, AND THEY BECAME RECURRING ANTAGONISTS FOR MANY YEARS TO COME. LATER, LACIE DISCOVERED THAT THE SCREE-FISE TAKE DAMAGE UPON CONTACT WITH TEA LEAVES. THIS FINALLY PUT HER ON EVEN TERMS WITH THESE ALIENS IN HER ONGOING WAR WITH THESE ALIENS.

TYPICAL SCREE-FISE: PL 5

ABILITIES: STR: 12 (+1), DEX: 10 (+0), CON: 12 (+1), INT: 12 (+1), WIS: 10 (+0), CHA: 10 (+0)

SAVES: DAMAGE: +1, FORTITUDE: +1, REFLEX: +0, WILL: +0

MISCELLANEOUS: MELEE ATTACK BONUS: +6, RANGED ATTACK BONUS: +5, DEFENSE: 12/12, INITIATIVE: +0, SPEED: 30

SKILLS: HIDE +5, PERFORM +8, GATHER INFORMATION +6

FEATS: AMBIDEXTERITY, PHOTOGRAPHIC MEMORY, IMMUNITY (DISEASE, POISON, STARVATION), SCENT

POWERS: DIMENSIONAL TRAVEL +5 [FLAWS: ONE DIMENSION (OMILEVEX UNIVERSE), DEVICE (TRANSPORTER CONSOLE):

SOURCE: SUPER-SCIENCE: COST: 1], SHAPE SHIFT +10 [EXTRAS: CONTINUOUS, EXACT: FLAWS: MUST SWALLOW A HUMAN KIDNEY IN ORDER TO ASSUME A HUMAN FORM, ONE TYPE (HUMANS): SOURCE: ALIEN: COST: 2]

EQUIPMENT: RAY GUN [WEAPON +5L: SOURCE: SUPER-SCIENCE: COST: 1]

WEAKNESSES:

- SUSCEPTIBLE: THE SCREE-FISE CANNOT STAND TO BE AROUND TEA LEAVES. THEY START SHRINKING UP ALMOST IMMEDIATELY AND WILL EVENTUALLY DIE FROM EXPOSURE. THEY FEAR MANGO TEA LEAVES THE MOST.

OTHER HEROES AND VILLAINS

Lacie was hounded by a lot of different villains of the supernatural variety during the 1960s. Giving full write-ups for each one is beyond the scope of this book. However, we can tell you a bit about some of them.

THE CONSTRUCT

Created by the now-deceased Dr. Willem Frankenshire in 1883, this patchwork monster can only survive by eating humans. He was captured by the eccentric millionaire Theodore Gerdner and brought to Metazon. After he killed his captor and

escaped, he terrorized the people of a small town near Corrington. Desperate for a solution, the mayor hired Lacie to take the case. After nearly dying at the hands of the Construct, Lacie turned the tides with a torch and sent him to oblivion.

THE LIVING SHADOW

Trapped beneath the earth for millions of years, this being was released when a mine collapsed. Once free, the Living Shadow began to kill everyone in his path before Lacie stumbled across his activities. Things looked quite grim for the capable heroine, until she realized he had a severe weakness—light! She lured him into a theatre, where she used the spotlights to finish him off.



ISSUE #1

12¢ JULY 1966

FREEDOM'S 3TRIO™

STOP!!
IF YOU PRESS THAT
BUTTON, WE'LL ALL BE
DESTROYED -- INCLUDING
YOU!!!

WE
SHALL SEE,
FOOL!



WHAT A WAY TO USHER
IN THE WORLD'S NEWEST
DYNAMIC SUPER TEAM!

THIS IS ONE
COMIC YOU MUSTN'T MISS!
NEVER BEFORE HAS SO MUCH
ACTION, SO MUCH ADVENTURE
AND SO MUCH EXCITEMENT BEEN
CRAMMED INTO ONE COMIC
MAGAZINE!

CHAPTER EIGHT:

FREEDOM'S TRIO

PREMISE

Freedom's Trio was a classic team book. Three heroes were banded together by a mysterious entity known as the Keeper of the Realm in order to protect mankind from any and all threats. The interaction of the characters often took precedence over the battles they fought against such foes as the Liege Lord, the Dehumanizer, and Lazer Man.

Atlas Man was a man out of time who had virtually nothing in common with his teammates, Dust Girl was a flippant teenager who didn't take life too seriously, and Onyx was truly a modern man of the '60s who often questioned the status quo. It should come as no surprise that these individuals didn't always see eye to eye.

ABOUT THE BOOK

When Carl Murphy decided to release a team book in 1966, he took the wheel as writer. He initially hired the underrated Albert Bayer to pencil and ink the book.

Murphy created Onyx as the team leader from the start. In fact, everything was built around that one character. He was looking for three more members to compliment the stoic hero. All the folks in the Omlevex office tossed characters around for the longest time. According to Howard Mills (of *Cliffhanger* fame), "It was awful. Funny, but awful. Everyone there, myself included, wanted their characters to be used for what was at the time being called the Freedom Four. It was comical. We were falling all over each other in that tiny little office, drawing up new characters and rushing to show them to Murph before the others could create one that would catch his eye. It was a rat race. We were all in hysterics laughing so hard, and some of those character ideas were plain stupid. I distinctly recall one guy with a fish bowl for a head. I think he was called the Man-Fish or something."

Finally, Murphy accepted one of the characters, a miniscule teenaged heroine called Dust Girl. He thought the sketch was charming, and felt he could



do a lot with her character-wise. Shortly thereafter, he decided to reduce the team to three members. "A rival company already had a popular comic with the word 'Four' in the title, and I didn't want to seem like an also-ran," said Carl Murphy years later.

Still, a trio isn't a trio without a third member, and although the staffers were cranking out hero ideas at the speed of light, none of them grabbed Murphy, who was growing frustrated. "I remember telling Howard [Mills] that we needed a really stiff hero. Someone who would be the straight man, you know? Someone like Atlas Man, who was my own childhood hero. I remember him saying 'Jeez, Murph, why don't you just call up Alfred Carlberg and buy the damn character from him?' What a great idea!"

Carlberg Comics enjoyed a brief burst of popularity during World War II, with *Action-Packed Komiks* and the introduction of a very powerful superhero named Atlas Man, sent by the U.S. government to combat the evil Nazis in Europe. While thematically the same as nearly every other costumed hero of that era, the stories (penned by the late Drew Montgomery) were woven in a more interesting manner than most of the competition.

In spite of a strong following, when World War II ended, the series' sales took a nose dive. Atlas Man's arch-nemesis, the Nazi villain Liege Lord, was suddenly not as poignant as he was just a year or two before, and the writers couldn't find a new focus for the protagonist's adventures. As a result, the book was cancelled in late 1946.

Nearly 20 years later, the thriving Omlevex Comics made the bold move to purchase the rights to the old Carlberg characters, including Atlas Man and Liege Lord.

"I knew we could breathe new life into these guys," said Murphy in a recent online Q&A chat. "I loved them when I was a kid, so it was really the fanboy in me showing through. The idea of making Atlas Man a time-tossed hero was a natural one. He needed no changes, really—just a guy from a more positive era coping with a whole new world. Liege Lord was harder to bring up to snuff. I didn't want to just bring him in as the same old Nazi bad guy. Besides, Nazi villains were passé by that time. I think it was Dean [Robison] who said 'Let's turn him into a sorcerer with technological trappings?' I liked the idea, but took it one step further by making him the son of the original Liege Lord."

After three issues, Albert Bayer left the comics field altogether, which left the door open for a newcomer named Danny "Moose" Marcoli. "He was so full of energy that he made us feel old and tired. Not on purpose, mind you. He was a good kid, if a bit too talkative," said Mark Bartlett. Danny's loose pencils made Murphy's scripts sing with exuberance.

The team's bickering drew readers in. These were real people, and everyone knows real people don't always get along. This interaction was the comic's selling point, and the series took off almost immediately.

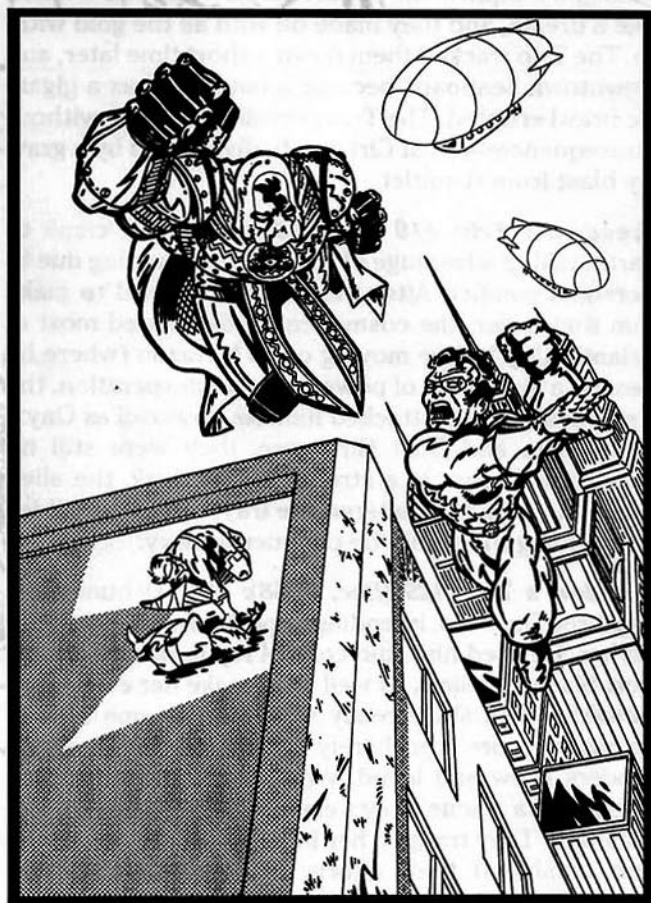
SUPPORTING CAST

The Keeper of the Realm: This wise and powerful being is responsible for the founding of Freedom's Trio. He's soft-spoken, introspective, and refuses to answer questions about himself (particularly about his origin). He didn't appear in the comic very often, but when he did grace the team with his presence, you could bet that something foul was afoot and that the Trio would have to make things right.

Lloyd, Ursula, and Daniel Hill: Dust Girl's father, mother, and younger brother, respectively, made appearances from time to time. Lloyd still doesn't approve of his daughter being in the team, but he understands that she has little choice. Ursula is understandably concerned about Dust Girl's safety, and Daniel thinks her being a superhero is the greatest thing since sliced bread. Lloyd took an immediate disliking to Onyx, who he fears is trying to seduce his daughter.

HIGHLIGHTS

A partial listing of some of Freedom's Trio's greatest issues from the Silver Age!



From *Freedom's Trio* #6 (Dec. 1966)

Freedom's Trio #1 (July 1966): In their first adventure, the Trio faced Liege Lord, who had created a machine capable of destroying entire cities. Unbeknownst to him, a mystery man had tampered with the device. If it was activated, it wouldn't demolish cities - it would demolish the building the machine was in. Onyx found out about this and tried to talk some sense into Liege Lord, but to no avail. While he was distracted, Dust Girl used her energy beam to blast the activation button, jamming it permanently. The identity of the mystery man who nearly cost the Trio and Liege Lord their lives was never revealed. When asked about who the man was, Carl Murphy later said, "Ah hell, who knows? I think I had an idea for him, but I forgot to do anything with it. I guess we'll never know."

Freedom's Trio #4 (Oct. 1966): While traveling through realities chasing a minor villain named Mr. Dimension, the Trio accidentally released Skeleton from his banished state (see *Drake Einstein* #38), and he came back swords a' swingin'! This led to a battle in which Skeleton actually held his own against the whole team. He was finally defeated when Dust Girl managed to shock him with a downed power line.

Freedom's Trio #12 (July 1967): The League of Evil made the Trio's life a living hell for the first time, as they devised an intricate plan to break into Fort Hark, Metazon's equivalent of Fort Knox. The plan worked like a dream, and they made off with all the gold within. The Trio tracked them down a short time later, and downtown Seaboard became a battlefield as a gigantic brawl erupted. The Trio prevailed, but not without consequences—Dust Girl was badly injured by a gravity blast from Gauntlet.

Freedom's Trio #19 (Feb. 1968): Grunn came to earth, taking advantage of the team disbanding due to personal conflict. After the humans refused to make him their ruler, the cosmic entity decimated most of Atlantic City before moving on to Metazon (where he sensed a great deal of power). Out of desperation, the Trio reunited and attacked him. As powerful as Onyx, Atlas Man, and Dust Girl were, they were still no match for Grunn. In a stroke of good luck, the alien named Omega Max entered the fray, turning the tides and driving the would-be conqueror away.

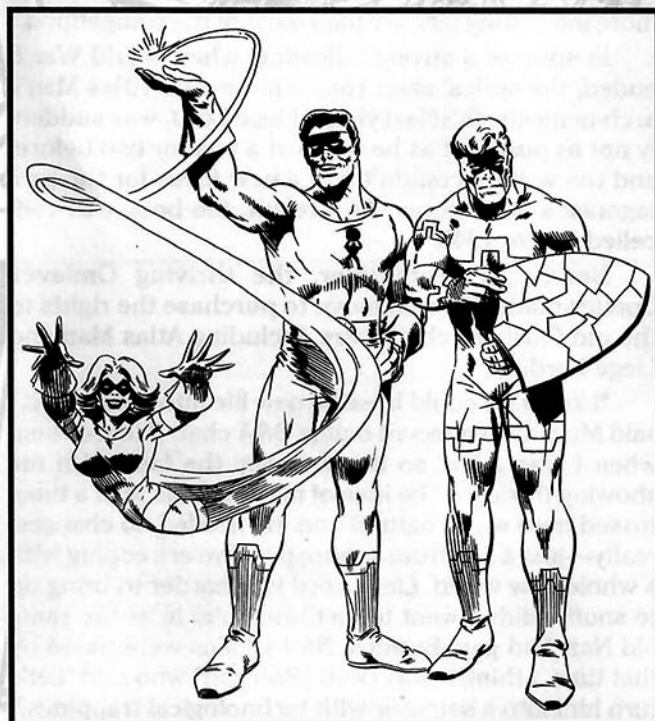
Freedom's Trio #29 (Dec. 1968): The Dehumanizer captured Dust Girl, intending to perform an experiment on her. He used his mind control ray to make her support his own beliefs, as well as to make her even more powerful than she already was. She became a monstrous creature who barely resembled the Dust Girl readers knew and loved. When Onyx and Atlas Man attempted a rescue, they were attacked by their former comrade. They trapped her in a cage in the fiend's lair and combined their efforts to bring Dehumanizer down. The heroes reversed Dust Girl's condition and turned her captor over to the authorities.

ABOUT THE CREATORS

CARL MURPHY (1924-PRESENT)

Carl entered the publishing arena in 1955 when he started a small but ambitious magazine company called Murphy Publications. This business lasted for four years until his lack of a head for business ran it into the ground. After that, he began to study business, and soon decided to start a comicbook company instead of venturing back into traditional magazines. This decision paid off, and the company zoomed to the top within a few years. He maintains ownership of Omlevex Comics to this day, and has become quite wealthy in the process. Carl enjoys attending comicbook conventions all over the world and giving back to the fans who solidified his dreams.

HEROES AND VILLAINS



ONYX

When someone has a parent who was a world-famous superhero, there's a certain amount of pressure to live up to their example upon reaching adulthood. That was the case with Bryce Kingsly, the son of the beloved Ms. Shield who fought in World War II and later died in the Korean War when he was but a baby. Like his mother before him, Bryce was an athletic person. Physically, it seemed as if there was nothing he couldn't do. He was a high school sports star and he learned boxing from spending many hours at a sweaty old gym in New York City.

On his 18th birthday, Bryce heard a knock at his front door, but when he opened it, no one was there. Looking down, he saw a large, flat package. Inside was his mother's shield with a cryptic note that read, "Your mother wished for you to have this. You must continue her legacy!" When he picked up the shield, it changed before his very eyes! The shape altered, the designs painted on it shifted, and the guns that poked out from its surface disappeared. It was as if the shield conformed to his personality and fighting style.

Determined to carry on the torch left to him by a mother he barely remembers, Bryce designed a costume and took the name Onyx, due to the unusual overlapping patterns displayed on his shield. He trained long and hard until he felt he was ready to begin his career as a costumed crimefighter. Somehow, the press discovered that this dynamic new hero was the son of Ms. Shield, instantly catapulting him to celebrity status.

One day, Bryce received a visit from an enigmatic being who called himself the Keeper of the Realm. He spoke of a great apocalypse that would befall mankind, and only Bryce and two others could prevent it. To do so, they would have to band together and combine their forces. So long as they remained a team, this cosmic threat could not cause the end of the human race.

Personality: Onyx, like his mother before him, is a natural leader. He knows how to get the most out of those he commands, and he has a strong grasp of tactics. Onyx is also a modern man who doesn't blindly "follow the leader"—he questions authority at every turn to make sure that there isn't a better way to do things. This tendency often aggravates the old-fashioned Atlas Man, who feels the U.S. government is infallible and that good citizens follow the lead of their country.

While not a playboy by any stretch of the imagination, Onyx often enjoys the company of beautiful women. He lives life to the fullest, but he takes his role as a hero seriously. He is driven to honor his mother's good name, which is no easy task. Even though Bryce was too young to remember Ms. Shield, he feels a strange connection to her, almost like she was there in spirit watching over him and perhaps even protecting him.

Powers & Tactics: Onyx is the type of man who leads by example. His courage is immeasurable, and he lets his actions speak for him. His mind is always at work, always analyzing the situation, and he will not hesitate to switch tactics should things start to turn bad.

Onyx possesses no superhuman abilities or powers. He relies solely on his superb physical conditioning, his dagger-like mind, and his shield. Despite its mystical nature, the shield doesn't display any unusual properties—except that it's nearly indestructible. Onyx uses it to good effect, whether he's blocking a potentially deadly blast or clobbering someone with it.

Appearance: This lantern-jawed man is a handsome fellow, to be sure. He's muscular, with a distinctly athletic look about him. He wears a partial mask, styled so that his short brown hair is in full view. He wears a bodysuit that's mostly brown, though it has some green accents. Onyx also carries a shield with uneven angular shapes and designs of various colors on its surface.

Campaign Use: Onyx will probably be encountered in conjunction with the other members of Freedom's Trio - Atlas Man and Dust Girl. A sub-plot could be developed by having him chase after a female PC. Another way to introduce Onyx into the campaign as a solo member is to create a Nazi villain who was one of his mother's arch enemies. Bring the villain into play and allow Onyx to find out about his return, setting up an interesting dynamic wherein Onyx finds out what it's like to battle a bad guy his mother faced during her prime.

Modern-Day Option: Modernizing Onyx is easy enough. First, his shield should be more overtly mystical. Give it some additional abilities to make it more than just a shield with a mystical origin. To keep the time frame correct, his mother would have been killed late in the Vietnam conflict or perhaps even the Gulf War.

Fun Fact!

Onyx's original name was going to be Onyx Contrast. It was decided that this name just didn't sound dynamic enough.

Onyx: PL 12

Abilities: Str: 17 (+3), Dex: 18 (+4), Con: 18 (+4), Int: 15 (+2), Wis: 17 (+3), Cha: 18 (+4)

Saves: Damage: +6, Fortitude: +4, Reflex: +6, Will: +5

Miscellaneous: Melee Attack Bonus: +15, Ranged Attack Bonus: +16, Defense: 20/16, Initiative: +4, Speed: 30

Skills: Acrobatics +14, Diplomacy +12, Jump +11, Sense Motive +8

Feats: Accurate Attack, Attack Finesse, Attractive, Dodge, Evasion, Fame, Heroic Surge, Improved Grapple, Leadership, Inspire, Lightning Reflexes

Powers: Amazing Save Damage +2 [Extra: Will; Source: Training; Cost: 2pp]

Equipment: Mystic Shield [Deflection +10; Stunt: Weapon; Extras: Deflect Others, Running Block; Flaws: Device; Source: Mystical; Cost: 3]

NEW EXTRA: RUNNING BLOCK

THIS EXTRA ENABLES A CHARACTER TO MOVE UP TO HIS SPEED SCORE AND ATTEMPT TO DEFLECT AN ATTACK IN THE SAME ROUND.

ATLAS MAN

Ray Chambers spent his youth crippled by a rare disease that left his body shriveled and weak, but that never stopped him from trying. The young boy bravely fought the affliction at every turn, always trying to walk and live a normal life. Back in the 1920s, no one knew much about omlevex and what it could do. Dr. Eli Brayne used omlevex to create what he thought was a cure for Ray's disease. His parents consented to the treatment, and for awhile it looked as if it would work. Ray's body began to grow stronger with each passing day, until he was able to do things that no normal human could even dream of. Dr. Brayne was so elated that he had a heart attack and died right before young Ray's very eyes, taking his knowledge of the formula with him to his grave.

In order to avoid persecution, his parents decided to keep their son's phenomenal powers a secret. This displeased the youngster. He wanted to use his abilities to help others, regardless of his parents' orders to the contrary. Ray knew he had something special, and he didn't want it to go to waste.

Shortly after World War II erupted in 1939, he made up his mind to go to Europe and fight against the Axis powers. He created a simple but effective costume and mask designed to conceal his true identity. His presence was felt almost immediately, as he thrashed the Nazis time after time, battle after battle.

Around that time, Hitler revealed the person he referred to as "the superior man." His name was Liege Lord, and his power was unmatched! It was fate that caused Liege Lord and Atlas Man to meet face to face, and when they did, all hell broke loose! In the end, Atlas Man outsmarted the villain and walked away victorious. The two men faced each other on numerous occasions throughout the war. During this time, Atlas Man befriended most of the major heroes, including Ms. Shield, American Gargoyle, and Freedom Belle.

After World War II drew to a close, Atlas Man had a lot less to do. He moved to Corrington and battled injustice there, dealing mostly with mobsters, mad scientists, zany monsters, and the occasional costumed bad guy. In 1950, he trailed a criminal organization known as the Guild to South America. Moving further and further into the thick jungle, Atlas Man experienced a severe reaction due to the treatment given to him by Dr. Brayne, and he collapsed into a coma.

Members of the Kaputi tribe stumbled across his motionless body. He resembled one of their gods, and they believed that he was sent down to save their civilization. They carried Atlas Man to

their temple, where they kept him alive for more than 15 years.

In 1966, he received a fevered vision. In this vision, he was visited by someone calling himself the Keeper of the Realm. This entity showed him frightening images of the world's destruction, and explained that only he and two others could save mankind from this terrible fate. They would have to form a union and stand vigilant against this cosmic threat should it ever come to Earth. With that, Atlas Man's eyes opened—he was no longer in a coma. The ecstatic tribesmen celebrated his awakening. They told him of the prophecies, about how their civilization would be doomed had he not awakened. Everything they said made sense within the context of the vision he'd had while comatose.

At the behest of the Keeper of the Realm, Atlas Man traveled to Metazon, where he met up with his new teammates. They, too, had received a visit from the enigmatic being. Since that time, the three heroes (who adopted the name Freedom's Trio), have stayed together, battling evil and preparing in case the prophecy comes true.

Personality: Atlas Man is a staunch hero through and through. He's quite old-fashioned, making him a true anachronism of a simpler time when everything was black and white. He has problems adjusting to the modern world, and he doesn't understand the cynical mindset the world's population seems to be burdened with, especially when it comes to his country. In his day America could do no wrong, and in his eyes that's still the case. He backs the government 100 percent. This is where he and Onyx hit a snag. Onyx doesn't automatically agree with the government's actions, whereas Atlas Man not only agrees but supports these actions.

Powers & Tactics: Atlas Man couldn't have been more appropriately named. He can lift more than 3000 tons over his head and is capable of withstanding a lot of damage without flinching—all that and the ability to fly, too. He lacks the fancier, showy powers that many of today's heroes and villains possess, but this was very common to the superhumans back in his day.

Atlas sticks to the tried and true "fly up and whack 'em" approach with most enemies. If that proves unsuccessful, he uses his noodle to overcome the foe, utilizing the surroundings to his advantage. Surprisingly, he's not averse to using trickery if things look too bleak. He's nearly immovable, so he sometimes allows his foes to bull rush him, knowing that he won't go sailing backward from the impact. Once his opponent lay into him, they're right where he wants them, and he'll deliver a nasty punch right in the kisser!

Appearance: By today's standards, Atlas Man's costume is simple and outdated. Heroes of the '60s attire themselves in one-of-a-kind costumes. In the '40s, though, when Atlas Man started his crimefighting career, this was not the case. Back then, he looked nearly identical to every other hero (save for the emblem on his chest), but now he stands out from the crowd, as his look has been outdated for quite some time. He stubbornly refuses to update his attire, much to the style-conscious Dust Girl's irritation. His costume consists of a yellow bodysuit with blue trunks, boots, and gloves.

Campaign Use: Atlas Man will likely be encountered with his teammates, Onyx and Dust Girl. That said, if you ever want a straight man, he's your fella! He makes Cliffhanger look relaxed in comparison. One fun way to bring him into a campaign is to play upon his lack of familiarity with 1960s technology. Perhaps Onyx and Dust Girl are indisposed, and he must call upon the PCs to help him out with a technological crisis. This allows the PCs to have some spotlight without Atlas Man overshadowing them.

Modern-Day Option: Unlike with most of the Omlevex characters which are already a half-step away from being modern, you've got your work cut out for you with Atlas Man. The easiest route is to keep him with the "man out of time" gig, but make him come out of his coma more recently. If you do that, no real conversion is necessary. Otherwise, you're going to need to overhaul him. Give him an entirely new but still simple costume. Atlas Man isn't a fancy person, and there's no way in Hades that he'd ever wear a flamboyant costume. Perhaps Atlas Man has become bitter about being trapped in a world so unlike his own and has become edgier. Give him some facial stubble and a tendency to go off on people. Make him moody and let him "go too far" when defeating the bad guys.

Atlas Man: PL 13

Abilities: Str: 20 (+5), Dex: 13 (+1), Con: 20 (+5), Int: 12 (+1), Wis: 13 (+1), Cha: 15 (+2)

Saves: Damage: +10, Fortitude: +10, Reflex: +1, Will: +1

Miscellaneous: Melee Attack Bonus: +11, Ranged Attack Bonus: +7, Defense: 19/18, Initiative: +1, Speed: 30/50 (Flight)

Skills: Spot +6

Feats: Attractive, Power Attack, Takedown Attack, Immunity to Aging, Ultra-Hearing, Stunning Attack

Powers: Flight +10 [Stunt: Super-Flight; Source: Mutation; Cost: 2], Protection +10 [Source: Mutation; Cost: 2], Super-Strength +9 [Source: Mutation; Cost: 4], Super-Constitution +5 [Source: Mutation; Cost: 4], Immovability +13 [Source: Mutation; Cost: 1]

DUST GIRL

Nancy Hill was a normal teenager. She liked rock and roll music, riding in fast cars with even faster boys, hanging out with her friends at the local diner, and painting pictures of nature. In other words, she wasn't any different than any other girl her age - a red-blooded Metazonian girl!

Until her world came crashing down on her at the age of 16.

It all happened while Nancy was at a family picnic one sunny Saturday afternoon. Her brother Daniel was jokingly chasing her around the grassy field with an insect he held. She tripped over a rock in the ground and fell into a large patch of unusual green-tinted dust. She hit hard, knocking herself out cold. Mere minutes later, her young eyes fluttered open and she saw her mother, father, and brother gathered worriedly around her. But they looked so big! Nancy suddenly realized that they weren't bigger than they were before - she was smaller! Her father, who was a scientist, soon found out the cause for her transformation. That green dust was tiny fragments of omlevex. The family decided that they would keep Nancy's powers a secret from the world, hoping that she would be able to lead a normal life in spite of it all.

Unfortunately, this was too much to hope for. Nancy began to manifest other powers, such as the ability to unleash explosive energy blasts from her fingertips, the power of flight, and enhanced agility. As she discovered new powers, Nancy began to feel guilty. She possessed fantastic powers, powers that could save innocent lives and make the world a better place. Instead of using them, she was selfishly carrying on with her so-called normal life. She decided to slip out at night, after her parents were asleep and fight crime, and since it was the dust that gave her these abilities, she would call herself Dust Girl.

For several months, Nancy led this double life, hiding her heroics from everyone. Then, one night, she and her parents were visited by a mysterious being known as the Keeper of the Realm. He explained to them that Nancy was one of three chosen souls who could prevent a cosmic calamity by forming a team. Without her involvement, the earth would soon come to an end. Her father was skeptical and refused to let her join, growing angry at the Keeper for even suggesting it. To demonstrate the severity of this catastrophe-to-come, the entity sent forth an apocalyptic vision of the world being torn apart by an unseen conqueror. After seeing this, Nancy's father reluctantly agreed to allow her to join the team that would soon become known as Freedom's Trio!

Personality: Dust Girl is a bubbly teenager. While she understands that she has responsibilities as a member of Freedom's Trio, she sees no harm in pursuing other activities more appropriate to her age. Atlas Man doesn't approve of her seemingly flippant behavior, believing that anyone with powers should forget having anything like a normal life. Dust Girl views him like an overly strict school teacher or a stern father, often sarcastically calling him "Pops." She gets along with Onyx a bit better, though the generational gap between them manages to keep them on different pages.

In truth, Dust Girl takes her responsibilities more seriously than she lets on. Acting like a normal teenybopper is how she copes with the pressure of having the world's fate pressing firmly down on her shoulders. It enables her to temporarily forget about it all and just have fun.

Powers & Tactics: Dust Girl may not be as strong as Atlas Man or as well-trained as Onyx, but she's still no slouch in battle. When combat is inevitable, she shrinks herself down to a foot tall or less. This, combined with her tremendous agility, makes her a difficult target for villains to hit. She takes full advantage of this by flying deftly about, peppering her enemies with her power blast. This tactic causes confusion and chaos, giving Atlas Man and Onyx an opportunity to take the villains off-guard.

Appearance: Dust Girl is a pretty young lady who almost always has a wide, friendly smile. Her costume is a yellow and blue bodysuit with a domino-style mask. Her hair is blonde and kept at shoulder length in a hairdo that curls outward.

Campaign Use: Dust Girl makes it a point to avoid adventuring without her teammates. She tried fighting crime solo shortly before joining the team, so she knows how much more difficult it is. If you're determined to bring her into the game by herself, you might want to have something dire happen while she's out with her friends (as Nancy Hill, rather than as Dust Girl). The heroes hit the scene just as she ditches her friends and changes into her superheroine duds. If one of the PCs is a teenager too, she might make for a fun love interest.

Modern-Day Option: Guess what? It's overhaul time! The name is too dated to be a plausible modern-day moniker. Try something like Dust, Stardust, or Lady Dust. The costume itself isn't too incompatible, though you can easily tweak it a bit for a more contemporary look. It might be interesting to rework Dust Girl into a "bad girl," following the trend that swept the comicbook industry in the early to mid-1990s—make her 18 years old, give her a sexier outfit (complete with unrealistically high heels), and insert an attitude. A motorcycle might even be a nice touch. Instant bad girl!

Dust Girl: PL 11

Abilities: Str: 10 (+0), Dex: 18 (+4), Con: 10 (+0), Int: 12 (+1), Wis: 12 (+1), Cha: 18 (+4)

Saves: Damage: +0, Fortitude: +0, Reflex: +9, Will: +1

Miscellaneous: Melee Attack Bonus: +5, Ranged Attack Bonus: +9, Defense: 26/17, Initiative: +13, Speed: 30/50 (Flight)

Skills: Acrobatics +14, Craft +6, Taunt +9

Feats: Attractive, Attack Focus (Energy Blast), Point Blank Shot, Precise Shot, Surprise Strike, Improved Initiative

Powers: Flight +10 [Source: Mutation; Cost: 2], Shrinking +10 [Extras: Mighty Mite, Super-Dexterity +5; Source: Training; Cost: 6/3], Energy Blast (Kinetic) +8 [Extra: Explosive Blast; Source: Mutation; Cost: 3]

LIEGE LORD



By 1940, Adolf Hitler had orchestrated his plans for global domination, and the world was at war. The nations opposing the Nazi regime had begun to use superhumans to attack the Axis invaders. Hitler wasn't about to let his foes get one up on him, so he ordered his top scientists to invent a suit of powered armor that would make its wearer nigh indestructible. The armor was completed ahead of schedule, and the search was on for someone to don it. This search led to a fiercely loyal bodyguard named Hans Kessler,

who had served Hitler well over the past few years.

Calling himself the Liege Lord, Kessler dominated any battle he participated in. He could toss Sherman tanks around like they were paperweights, he could crush a platoon without breaking a sweat, and he could destroy nearly any other superhuman who was foolish enough to oppose him. There were few who could realistically face his menace, though—foremost among them, Atlas Man! During their many clashes, Atlas Man proved to be, at the very least, Liege Lord's equal. At the end of their final meeting, Liege Lord swore that someday they would meet again and that he would finally slay the hero.

Soon after the war was over, Liege Lord fell out of the public eye. There was no war to fight, and he had little to gain by stepping back into the armor. The once mighty Liege Lord had been relegated to a quiet life in the German countryside with his wife and newborn son, Karl.

But our story doesn't end there. Far from it, Firm Believer! Karl was raised on stories about the evil Atlas Man and his father's daring attempts to put a stop to his fiendish ways. Young Karl wanted so badly to avenge his father's final defeat that he began studying the ways of black magic. He studied rigorously, day and night, but when he was 10 years old, Atlas Man was said to have disappeared, which disappointed him terribly. Still, he trained, but not with the same enthusiasm that he previously had.

In 1966, at the age of 21, Karl Kessler received word that Atlas Man had returned! He rushed to his father's bedside, where he had been slowly dying, and told him the fantastic news. Weak and weary, Hans told his son that he wished to give him his powered armor so that he might accomplish the one task he himself was unable to perform. He wished for his son to go to Metazon and kill Atlas Man. Then, with his dying breath, he said, "Finish my task so that my spirit will rest easy."

With that, Karl left his home, determined to topple Atlas Man once and for all!

Personality: Karl Kessler has been warped by the misleading tales his father told him while he was growing up. To him, Atlas Man—and those like him—are evil. Nothing can dissuade him from these beliefs. His father was the ultimate hero, and any who stood against him were vile cretins who should be struck down. Karl doesn't share the Nazi motif with Hans, but he's no less vicious. In fact, he's arguably more sadistic than the original Liege Lord and unquestionably more cunning.

Powers & Tactics: Liege Lord's armor offers him tremendous protection against physical harm, as well as heightened strength and the ability to fly through the air. Top that off with a red energy blast that emanates from the mystic eye on his torso plate. He's

also an adept sorcerer, which makes him an even deadlier foe than his father.

Liege Lord's keen mind makes it possible for him to devise tactics and revise them if his current ones begin to falter. He prefers to do his planning in the long term, though, to minimize any problems ahead of time. In battle, he usually concentrates his effort on the team leader, thinking that once he or she is out of the picture, the team will not be as focused or organized.

Appearance: The Liege Lord cuts an impressive figure, almost majestic in an evil way. His metal armor is shaded primarily in red and blue, with a splash of yellow here and there. It is adorned with numerous mystic symbols, including a rather prominent one located on his chest plate that depicts the "Third Eye" amidst three icons of power. The Liege Lord's face is draped beneath a red hood with a skull motif on it. A long, billowing blue cape completes his "evil dictator" look magnificently.

Campaign Use: Early on, Liege Lord stuck to his goal of killing Atlas Man, thus avenging his father's final defeat. Since then, he has branched out into schemes of world domination. He thinks big and can't be bothered to execute "petty" crimes such as bank robberies, kidnapping, and the like, unless those crimes somehow act as a single cog in a far more grandiose machination. Liege Lord will happily use and manipulate others, but he's not a coward. He would sooner die than hide behind another villain. For this reason, he does his own dirty work.

Modern-Day Option: Liege Lord works well as is, though you might want to make his battle armor more versatile in order to keep up with the times. You might also want to bolster his game stats as well, because most of today's world-conquering villains are more powerful than they were in the '60s.

Liege Lord: PL 18

Abilities: Str: 18 (+4), Dex: 14 (+2), Con: 19 (+4), Int: 20 (+5), Wis: 18 (+4), Cha: 16 (+3)

Saves: Damage: +6, Fortitude: +4, Reflex: +2, Will: +6

Miscellaneous: Melee Attack Bonus: +14, Ranged Attack Bonus: +12, Defense: 24/22, Initiative: +2, Speed: 30/60 (Flight)

Skills: Intimidate +13, Knowledge (Mysticism) +16, Spot +14, Sense Motive +14

Feats: Headquarters, Iron Will, Point Blank Shot, Toughness, Immunity to Critical Hits, Infamy, Rapid Shot

Powers: Sorcery +8 [Basic Spells: Force Field, Invisibility, Drain (Intelligence), Shape Matter; Flaw: Excluded Groups (Divination, Control and Transportation); Source: Mystical; Cost: 4], Mental Protection +9 [Source: Mystical; Cost: 2]

Equipment: Battle Armor [Armor +12; Extras: Super Strength +10, Energy Blast (Kinetic), Flight; Source: Super-Science; Cost: 6/5]

THE DEHUMANIZER



In 1923, a child was born to a hard-working couple in Charlotte, North Carolina. The young parents were anxious to see their newborn child, but the doctors gave them some bad news. Their son, whom they had named Peter, had been stricken with a terrible disease. The cause of his condition wasn't known, but one thing was certain; Peter would live a very short life. He suffered from severe cellular degeneration, and his own metabolism would cause him to waste away. But Bruce and Margaret never lost hope.

Against all odds, Peter lived, and he developed into a proud young man. Though he was frail and prone to sickness, his parents only cared that he was still alive. They were happy until Peter's condition began to regress at the age of 17. They feared the worst: that his body had lapsed back into dysfunction. They took him to an emergency health clinic, but the doctors could do nothing to remedy his condition or relieve his pain. At the advice of the chief surgeon, Peter was sent to a specialist in Washington D.C., who had experience in treating congenital disorders and had experimented with a new but seemingly effective radiation therapy. Though his parents were uncertain, he underwent extensive treatment, and after several agonizing months Peter had completely recovered. Not only had he apparently purged the illness from his body, but he was healthier and stronger than he had ever been. He felt excited, energetic, and full of confidence.

It was only a few weeks before it started to happen again. He displayed more signs of illness, this time more excruciating than before. He was falling to pieces, and he needed medical care. His parents couldn't afford the therapy, and Peter became desperate. When the doctor

refused to authorize more treatment, Peter, in a fit of rage, killed the man in his own office and hijacked the equipment to relieve his suffering. Now wanted by the police and knowing that his body would need a constant cure, he stole a large sum of money and used it to get a local gang to do some dirty work. He kidnapped medical technicians and experimental equipment and told the men to construct a suit that could provide him with the constant treatment his body would need. It worked. He had a brilliant new bodysuit that created a sealed environment for the radiation exposure to do its job. But while the exposure strengthened his body, it twisted his mind. He felt isolated and detached. Every day he grew more spiteful at a world that rejected him, condemned him. He concealed himself for great lengths of time, orchestrating petty crimes in order to fund research into his condition. He learned that a congenital mutation had changed his body to thrive upon radiation, but the mutation had side effects. Exposure to certain elements or conditions could cause the mutated cells to adapt to their environment, the way his body had adapted to radiation. In his discovery he found great opportunity. By exposing the world to his Transmo-Gas, they would all understand what he had been through, and they would accept him for what he was.

Now calling himself the Dehumanizer (for he had grown to hate the word "human"), he set out to unleash his vision upon the world. But before the fruition of his plan, three heroes intervened. They defeated him and his mutated minions, and they seized the rockets that were to disperse the gas into the atmosphere. But Peter, now paranoid and calculating, had one trick left. A small, hidden rocket was launched and released its payload into the air. In time, its effects would be felt around the globe. He hadn't succeeded in creating an entire world of mutants, but his vision would never be forgotten.

Personality: Once a gentle and studious young man, radioactive exposure has warped Peter into a megalomaniac obsessed with his "dream." He battles with a suppressed compassion for his parents, who had believed in him all his life, but he dismisses his feelings as vulnerability. He is seething with anger over the fact that he is physically isolated from the world, unable to leave his shell without further damaging his decrepit body. He is prone to fits of violence when questioned or mocked, and his fiery stare can strike fear into the most courageous of hearts. However, his passion is countered by a cold and calculating demeanor. The face he presents to the world is one of intellectual supremacy and unshakable ambition. He's not afraid to do what he wants, and he wants humanity under his boot.

Powers & Tactics: Expanding upon his original bodysuit, Dehumanizer has developed a modern scientific marvel. Constructed with reinforced alloys and boasting a wrist-mounted missile launcher, he is quite formidable in personal combat. Though the suit itself has no servo-motors, the irradiated interior climate strengthens his body exponentially. Also built into

the gloves are rad-emitters that can concentrate radiation into powerful projections. Dehumanizer is a merciless foe when engaged in combat, but he prefers to test the abilities of his mutated underlings when possible. If their incompetence is evident, he will demonstrate his personal prowess, hoping that they will learn from his example. Dehumanizer is fond of blackmail and kidnapping to achieve his ends, as well as to gain subjects for his experiments.

Appearance: The Dehumanizer is a grotesquely scarred and warped individual. Most of his body is hidden beneath his heavy bio-suit, but his head is exposed through a clear dome atop his shoulders. Though he is only in his early 40s, he appears much older because his body has begun to fall apart. Scars, discoloration, and shriveled skin make him look quite monstrous, something that he greatly resents. His suit is bulky and gray, with chrome highlights and a flowing crimson cape hanging down to his boots. His missile launcher is attached to the right gauntlet, and a small voicebox at the base of the dome projects his cold, deep voice.

Campaign Use: Dehumanizer is a ready candidate for large-scale criminal affairs. From threatening to vaporize the city to capturing heroes to pervert with his Transmo-Gas, Dehumanizer plots ambitiously. Since heroes often stand in the way of his true plans, he has spent a great deal of time devising traps and weapons to deal with them in his own sadistic way. He derives a twisted pleasure from watching heroes struggle to escape his sinister creations. In order to get things done, he often kidnaps influential people both to do his bidding and to ransom for something or someone he wants in exchange.

Modern-Day Option: The modern-day take on this baddie should be a more extreme extension of what you see here. His armor might need an update appearance-wise, but then again, there's a certain armor-clad master villain from another company who has gone largely unchanged since his debut in the early '60s.

The Dehumanizer: PL 15

Abilities: Str: 12 (+1), Dex: 14 (+2), Con: 8 (-1), Int: 18 (+4), Wis: 20 (+5), Cha: 15 (+2)

Saves: Damage: +9 (+6 when stacking with armor), Fortitude: +7, Reflex: +2, Will: +7

Miscellaneous: Melee Attack Bonus: +11, Ranged Attack Bonus: +12, Defense: 21/19, Initiative: +6, Speed: 30

Skills: Bluff +7, Computers +7, Demolitions +10, Intimidate +11 (charisma), Repair +9, Science (Genetics) +9, Spot +8, Sense Motive +13

Feats: All-Out Attack, Headquarters, Immunity (cold, crits, disease, electricity, fire, poison, pressure, radiation, starvation, suffocation), Improved Grapple, Improved Initiative, Indomitable Will, Infamy, Inspire, Iron Will, Leadership, Minions, Point Blank Shot, Power Attack, Precise Shot, Startle

Powers: Super-Strength +8 [Extra: Super-Constitution; *Flaw:* Only when exposed to radiation; *Source:* Mutation; *Cost:* 6]

Equipment: Armor +10 [Extras: Energy Blast: Radiation, Immunity, Weapon: Rocket Launcher (Extra: Area); *Power Stunts:* Durability, Toughness; *Cost:* 5]

Weaknesses:

- **Disturbing:** Dehumanizer's condition has given him a hideous appearance, and he could never hope to pass in society as a normal person.
- **Susceptible:** Absence of radiation - Because the Dehumanizer's body has become dependent upon radiation exposure to survive, the absence of such an environment is devastating to his health. Without intense radiation to fuel him, his body will quickly fail.

LAZER MAN



When a hobo named Milt Brubaker investigated a strange alien pod that landed in a field near his makeshift camp, his life took an unexpected turn. The pod, which looked to be made of a silver metal, and it was surrounded with vibrant blue energy. When he moved closer to inspect it, the energy lashed out at him and held his body motionless. He heard disembodied voice: "You, Earthling, shall be my vessel! My body may be destroyed, but my sentience lives on... and as long as that is the case, then I—like all members of my race—can transfer my power and my mind into the body of another being! While you may only have two legs and one heart, I have no choice! Your frail body will have to suffice! Once I conquer this world, I'll finally prove to my father—the King—that I deserve the title of Prince!"

The transfer took mere seconds. Milt's body transformed. His muscles bulged, his senses became keener, and he became extremely powerful. In fact,

Milt no longer existed, except in the physical sense. His mind was replaced by that of the alien, Kyrvar of the planet Arkulaa.

Kyrvar was the weakest of his five siblings. His father looked down on him and treated him poorly. Arkulaarian royalty traditionally casts out the weakest male of the family upon his 18th birthday. He was placed in an inescapable pod and hurtled into outer space for all eternity. The course of the pod was carefully programmed so that it would never land on a planet. In Kyrvar's case, an asteroid bumped his pod off course and sent it careening toward a remote and primitive world called Earth. Now with a new body to call his own, Kyrvar stands ready to prove his worth to his family by taking over the world.

Personality: Lazer Man, as the press calls him, has a remarkably nasty disposition. He was abused and put down all his life, and now that he has some measure of power he's all too happy to use it. He's not one to wax philosophical with enemies during pitched battles, but he's not above slinging a villain-like insult or three. Just don't expect any speeches! What it all boils down to is that Lazer Man seeks his father's approval. He always has, but so far, he hasn't been graced with it.

Powers & Tactics: Lazer Man can turn all or part of his body into light amplified by radiation. That's right—he's literally a living laser! As such, he can fly as well as extend his laser particles to create a ranged attack capable of penetrating virtually any defenses. While in his energy form, Lazer Man is intangible, though he is affected by darkness-based attacks as if he was solid. He is immune to aging, critical hits, disease, exhaustion, poison, pressure, starvation, and suffocation. He's also superhumanly strong and is able to shrug off a lot of damage. His most amazing power is that he can reincarnate himself into a new body if he dies. To do so, there must be a living being in close proximity to his body. Once his mind has been transferred into the new host, the body begins to rapidly change so that it looks exactly like he did before his death.

Appearance: Lazer Man is broad shouldered and unbelievably sturdy-looking. He wears a form-fitting red bodysuit, with a wide brown belt, boots, gloves, and half-mask. This is offset by a bright yellow cape that gives him a certain regal visage.

Campaign Use: Lazer Man is very much the classic supervillain. He wants nothing more than to rule the world. Thankfully, this means he can be used in any number of traditional villain plots, even the more outlandish ones. His ego keeps him from working with other villains of his own caliber, as he doesn't like to feel threatened. He will, however, hire or manipulate lesser villains to do his bidding. He considers them too weak to imperil his status as a conqueror.

Modern-Day Option: Powerful megalomaniacs always work well in a modern setting, and Lazer Man is no exception. A new name might get him over better as a legitimate threat, though. Even his costume should hold up well, if you change the colors a bit (think dark red with black trim).

Lazer Man: PL 15

Abilities: Str: 16 (+3), Dex: 16 (+3), Con: 16 (+3), Int: 14 (+2), Wis: 14 (+2), Cha: 13 (+1)

Saves: Damage: +5, Fortitude: +3, Reflex: +3, Will: +2

Miscellaneous: Melee Attack Bonus: +11, Ranged Attack Bonus: +11, Defense: 20/17, Initiative: +3, Speed: 30/75 (Flight)

Skills: Intimidate +8

Feats: Improved Critical, Power Attack, Point Blank Shot, Rapid Shot, Toughness, Durability

Powers: Alternate Form - Energy (Light) +15 [Extras: Selective - can transform specific limbs into energy; Flaw: Limited - Not in the presence of Omlevex; Source: Alien; Cost: 5], Protection +10 [Extras: Super-Strength +8; Source: Alien; Cost: 5/2], Reincarnate +5 [Extras: Never Say Die; Flaw: Limited - Must have a host body nearby in order to use this power; Source: Alien; Cost: 4], Super-Intelligence +5 [Source: Training; Cost: 2]; Telepathy +10 [Flaw: Read minds/subconscious only; Source: Mutation; Cost: 1]

Weaknesses:

- **Disturbing:** There is something about Lazer Man's mannerisms that pinpoint him as an alien menace. His movements are jerky and he carries himself differently than any human being.
- **Susceptible:** Lazer Man's physical make-up causes him to eventually weaken and eventually die in the presence of omlevex.

GRUNN, BRIDGER OF A THOUSAND WORLDS



In this universe there are beings that defy all human logic—beings so otherworldly that their ways of reasoning simply cannot be understood. Grunn

Starstrider Omnibus is one such being. It is known that he hails from a faraway galaxy called the Gorgox Spire, where interplanetary travel is considered to bring about bad fortune and anyone who partakes in it is said to be cursed for all eternity. Grunn, however, was gifted with vast intellect and a yearning to bring the universe together in a fashion that did not require crude starships. For centuries, he worked diligently to invent space gates that would allow people to travel from one planet to the next via bridges large enough for entire armies to cross.

Grunn was the last of the Praxus, a race of powerful people who stood over 75 feet tall, could not die of old age, and were able to withstand the pressure of outer space. As he was more powerful than all the other species of the Gorgox Spire, he was feared by them, a fact that he used to his advantage. He developed a set of power gauntlets that were capable of controlling minds, forcing the already-intimidated aliens to help him build his bridges. In a matter of 2,000 years, Grunn had bridged together a thousand planets. He became obsessed by his tyrannical desire to turn the universe into one big society, linking together all intelligent life.

Not long ago, Grunn received a vision. This vision told him of a planet so rich with life and so diverse in its many cultures that he absolutely must find it and create a bridge to it. The planet was called Earth, and unlike most other planets it had protectors. Three in particular: Freedom's Trio. He would not be able to take Earth as long as they were together. It has been foretold.

He finally found Earth and created a bridge to it, but he was unable to invade the planet. There was a strange energy barrier that even he couldn't pass through or destroy, just as the vision had warned him. He bided his time, waiting for the field to dissipate. And dissipate it did! On Earth, Freedom's Trio had gone their separate ways after a heated argument, and this was all the opportunity Grunn needed. He stormed across the bridge but found the human race unwilling to accept him as its ruler. In true Grunn fashion, he went on a rampage, destroying most of Atlantic City before heading to Metazon. Luckily, Atlas Man, Onyx, and Dust Girl reunited and made a stand against him. The situation looked bleak until an unknown alien who called himself Omega Max joined them and helped defeat Grunn.

Despite this loss, Grunn stands ready to invade Earth once more and get revenge on Freedom's Trio!

Personality: Grunn is a misguided being with god-like powers who wishes to bridge together all intelligent life, thus creating one unbelievably large society—and since he's making all this possible, he fully expects to rule over his piecemeal society and be worshipped like a god. He's doing them the favor, after all! Whenever someone opposes him, Grunn often becomes flustered, as he simply cannot grasp why anyone would stand in his way rather than fall at his feet. This bewilderment quickly becomes anger which, in

turn, prompts him to demonstrate his power by demolishing cities, ripping apart the land, and killing thousands upon thousands of people. Grunn is quite possibly the cosmos' biggest egomaniac.

Powers & Tactics: Grunn is quite a terror in combat! First of all, he's over 75 feet tall, giving him a distinct height advantage over nearly anyone he tangles with. On the downside, he's much easier to hit. With his size comes inhuman strength and the ability to shrug off most attacks. Furthermore, he's practically impossible to stagger. His great strides allow him to cover ground more rapidly than humans. He can shoot bursts of purple energy from his palms or his eyes. These aren't just your average blasts, mind you. They are fully capable of leveling buildings! His blasts can be used as mind-based attacks, too, in case his target's skin is too hard to be affected by them normally. Like other members of his now-dead race, he cannot age, doesn't suffer the ill effects of space, and can even fly about the cosmos at many times the speed of light.

While Grunn is a physical threat to any civilization unfortunate enough to be noticed by him, he's a mental powerhouse as well. Not only is he superhumanly intelligent, but he can speak with his mind. Most of all, the gauntlets he crafted send out energy rays that control the minds of many people at once. The brainwashed subjects are forced to help him create bridges or carry out other tasks. You can always tell when someone is under his control, because his victims' eyes become completely white.

Grunn may be a cosmic mind, but he's not necessarily a strategist when it comes to combat. Then again, when you're as nigh-omnipotent as he is, tactics aren't usually necessary. As most of his attacks are out of anger, his not-so-cool head drives him to take the "smash and blast" approach. He will generally try to take out flying enemies first—this is simply because swarm attacks from the air annoy him immeasurably, so he tries to remove the problem right away.

Appearance: Standing at over 75 feet tall, Grunn commands respect and awe. His skin is pale, and his wild, wiry hair is a medium shade of green. He has disproportionately small eyes, which are completely white. He wears a futuristic costume colored primarily the same as his hair but trimmed with metallic gold. He wears two power gauntlets that crackle with green energy.

Campaign Use: There are many ways Grunn can be introduced into your campaign. Once the gates and bridges are created, various alien races can move about from planet to planet as easily as humans can travel from city to city. It's not unreasonable to think that an alien horde might come to Earth and attempt to invade. In the ensuing chaos, Freedom's Trio could be disposed of temporarily, thus allowing Grunn to become involved. Another fun possibility is to have the heroes stumble across a faulty space gate that zaps them, sending them across the bridge to another world—a great way to break up a traditional Earth-bound campaign.

In general, you shouldn't use Grunn unless you want to initiate a world-shaking plot. When he shows up, big things should happen. He's not going to rob a bank or kidnap a political figure. That's just not his style—it's beneath him. Grunn will be there to conquer Earth and make it a part of his growing network of interconnected worlds.

Modern-Day Option: Grunn should work "as is" for a modern campaign. You should concentrate more on the tragedy of those who suffer because of his insane quest. Let the heroes see worlds that he has conquered. Let them witness his brutality up-close. Basically, you should intensify him and make him less "four color".

SPACE GATES AND INTERPLANETARY BRIDGES

GRUNN'S GATES AND BRIDGES WERE NOT LISTED AS EQUIPMENT IN HIS WRITE-UP BECAUSE THEY ARE REALLY NOTHING MORE THAN PLOT DEVICES.

Grunn, Bridger of a Thousand Worlds: PL 30

Abilities: Str: 20 (+5), Dex: 17 (+3), Con: 20 (+5), Int: 20 (+5), Wis: 18 (+4), Cha: 18 (+4)

Saves: Damage: +7, Fortitude: +5, Reflex: +3, Will: +4

Miscellaneous: Melee Attack Bonus: +20, Ranged Attack Bonus: +18, Defense: 21/18, Initiative: +3, Speed: 150/8c (Space Flight)

Skills: Craft (Interplanetary Bridges / Gates) +33, Intimidate +29, Repair +33

Feats: Photographic Memory, Point Blank Shot, Rapid Shot, Toughness, Immunity (Aging, Pressure, Suffocation)

Powers: Energy Blast (Kinetic) +25L [Stunt: Mental Blast; Source: Alien; Cost: 2], Growth +16 [Flaw: Permanent; Source: Alien; Cost: 5], Super-Intelligence +13 [Extra: Comprehend; Source: Alien; Cost: 3], Telepathy +10 [Source: Alien; Cost: 2], Space Flight +4 [Source: Alien; Cost: 2], Running +24 [Source: Alien; Cost: 2]

Equipment: Mind Control Gauntlets [Mind Control +20; Extras: Area; Flaws: Obvious (victims have white eyes), Device; Source: Alien; Cost: 1]

Fun Fact!

In 1968, a deal was nearly struck between Omlevex and a rival publisher to do an inter-company crossover. In it, Drake Einstein and American Gargoyle were going to go toe to toe with a certain pointy-eared crime fighter and a big fella with an "S" emblazoned on his chest. In true comic fashion, they would all eventually team up to do battle with Skeleton, Jonah, a particular brilliant bald scientist and a clown-faced lunatic. Much to the chagrin of comic enthusiasts, negotiations became strained and the project was dropped like a hot potato.

OMEGA MAX, THE BLUE BEAM



Omega Max is the last free man from the planet Technia. Max Sol was one of the greatest scientists his people had ever seen. He discovered how to harness Gigaray energy and use it as a source of power. Before he could use it to improve life for his people, Technia was invaded by a horde of aliens known as the Skracken, who swept across the planet's face like a plague. They had traveled there by means of Grunn's interplanetary bridges. Soon, every Technian was either slain or captured by the Skracken army—every Technian except for Omega Max, that is!

He had eluded them by hiding out in his underground laboratory. Being the resourceful individual that he was, Omega Max used the Gigaray technology to create a special bodysuit that would act as armor, bolster his agility, withstand the icy depths of outer space, and more. He also created a small disk that enabled him to fly through the cosmos as well as unleash blasts of pure Gigaray energy.

Even with his new gadgets, Omega Max knew he was no match for the entire Skracken horde. Rather than fight a fruitless battle, he darted off to the stars on a two-pronged mission. First and foremost, he planned to find some way, no matter how remote his chances, to free his people from the brutal Skracken. Secondly, he sought to find and destroy the being responsible for the invasion—Grunn. Grunn's bridges made the invasion possible, and he was not going to allow other civilizations to fall victim to similar atrocities. He eventually caught up with Grunn on a distant planet known as Earth and, together with three brave souls collectively known as Freedom's Trio, he managed to defeat him. Grunn escaped, however, and is still at large.

Personality: Omega Max is a righteous, caring man who is now driven by revenge and the need to set his people free. If there is a call for help or if he witnesses injustice, he will help those in need even if it hinders his quest. Ordinarily, he tends to be quiet and even a bit guarded. He's never been a big talker anyway. One wonders what is going through Omega Max's mind, as he seems to be lost in his own thoughts much of the time.

Powers & Tactics: Omega Max's bodysuit, which is powered by sun-based Gigaray energy, provides him with protection against physical attacks, as well as enabling him to blend into his surroundings almost to the point of invisibility by bending light around him. His suit also increases his agility and allows him to withstand the rigors of outer space. Omega Max's Galactic Techno Disk acts as his transportation. In space, it can travel many times the speed of light, though it's much slower when in the atmosphere. As he travels across the heavens, all that can be seen is a blazing blue beam streaking by. This has earned him the nickname "Blue Beam." The disk has one other nifty surprise—it can belt out a particularly potent bolt of pure Gigaray energy.

Appearance: Omega Max doesn't appear to be a force to be reckoned with. He's not particularly muscular, he doesn't have the stature of a warrior, and he's not exactly fierce-looking. He's an average guy and although he's an alien, he looks human. He wears a dark blue bodysuit with light blue trim and boots and gloves that are blue-gray. His head is covered in a skin-tight hood that leaves his face fully exposed. The Galactic Techno Disk is a shiny metallic blue platform just large enough for Omega Max to stand on.

Campaign Use: Omega Max is a great equalizer for instances in which you'd like to involve a villain that is far beyond the power of the PCs. Just be careful not to let him overshadow them or their efforts. He can also be used to set a multi-layered cosmic plot into motion. As he's dedicated to helping those in need, you might want to put the Earth in peril by a natural or unnatural threat and bring Omega Max in to lend a hand. If you really want a fun time, bring him to Earth to ask the heroes' help in freeing the Technicians from their Skracken captors.

Modern-Day Option: Nix the name and revamp his attire. Something in black with some varying shades of gray would be good. The modern-day version of Omega Max should be a grim-faced man who was mentally scarred by the tragedies he witnessed on his home world upon the arrival of the Skracken. Make him a harsh man obsessed with seeking revenge and freeing his people, and let nothing stand in his way.

Omega Max: PL 18

Abilities: Str: 14 (+2), Dex: 17 (+3), Con: 14 (+2), Int: 19 (+4), Wis: 19 (+4), Cha: 15 (+2)

Saves: Damage: +4, Fortitude: +2, Reflex: +15, Will: +6

Miscellaneous: Melee Attack Bonus: +10, Ranged Attack Bonus: +11, Defense: 35/20, Initiative: +15, Speed: 30/80 (Flight)

Skills: Knowledge (Gigarays) +20, Science (Quantum Physics) +20, Science (Physics) +20, Craft (Gigaray-Based Equipment) +22

Feats: Accurate Attack, Iron Will, Point Blank Shot, Far Shot, Move-By Attack, Ricochet Attack

Powers: Super-Intelligence +10 [Source: Training; Cost: 2], Amazing Save (Damage) +2 [Source: Training; Cost: 1]

Equipment: Galactic Techno Disk [Energy Blast (Light) +16; Extras: Flight, Space Flight; Source: Super-Science; Cost: 4], Techno Suit [Armor +12; Extras: Blending, Super-Dexterity, Immunity (Pressure, Suffocation); Source: Super-Science; Cost: 7]

Fun Facts!

Omega Max was the result of a conversation between Carl Murphy and a certain prolific art god of the era who helped create some of the most prominent characters in comics. They were discussing a surfboard-riding hero the artist had co-created a couple years earlier and Murphy laughingly said he should do his own take on the character, but instead of zipping around on a surfboard, the hero would use a disk. The artist chuckled and told him to go right ahead.

THE LEAGUE OF EVIL



The League of Evil, consisting of Gauntlet, Honey Bea, The Snipe, Scarlet Cyclone, and Vanishing Man, is a conglomerate of like-minded villains with lofty goals. Led by Gauntlet, the team engages in multifaceted plots that are designed to take down the governments of the world (usually the United States or Metazon) and replace them with a government of their own creation... one ruled by Gauntlet himself.

GAUNTLET

Addison Pettigrew had never been very good with people, so it was no wonder he threw himself into his studies of the sciences at an early age. He finished college by the time he was 14, and he accepted his first position as head researcher with a government agency two weeks after his 18th birthday. It was the magic of gravity that fascinated Pettigrew, and he made it his mission to find a way to gather and harness this energy in an effort to revolutionize personal travel for the entire world. He studied the intricacies of gravity and its many uses for over a decade, even writing a number of detailed papers on the subject that garnered a great deal of attention from the scientific community.

Pettigrew's advances in his chosen field eventually landed him a new research facility and military funding, under the codename of Project Uplift. His research team consisted of three other individuals: Otto Bremer, his research assistant; Erica Offerhaus, a specialist in aerodynamic design; and her brother, Espen Offerhaus, an accomplished pilot and adventurer. Pettigrew and his team were tasked with the creation of a flying car. Integral to their studies was the utilization of special "gravitic conductors" (one of Pettigrew's more ambitious designs), large generators that created pockets of "null-space"—areas of reduced gravity. Pettigrew and his team began work on the new vehicle, which was controlled by a special gauntlet he wore. It didn't take long before their work yielded a series of impressive prototypes, and the military's interest in Project Uplift began to grow. Unfortunately, other factions were watching Project Uplift as well, and they didn't like what they saw.

Pettigrew was assembled with the inner circle of his team when the "accident" occurred: his latest prototype had just finished charging to full power when its conduits blew free of their housings and caused the device to quickly overheat. Before Pettigrew could do anything to stop the reaction, the generator exploded and bathed everyone in terrible gravitational energies.

When the military arrived at the rubble and debris that was once Pettigrew's facility, they assumed that the entire team was a loss, until Pettigrew and his colleagues emerged from the rubble and laid into them with their miraculous new abilities, decimating the entire detachment and leaving them for dead. Pettigrew (now calling himself Gauntlet) vowed that he and his team would no longer take orders from anyone else. He would lead all of mankind to a new, prosperous future with his League of Evil at the helm.

Personality: Pettigrew, thanks to the unsubtle manipulations of Erica and her brother, firmly believes that he and his research team were betrayed by the military and that the accident at the facility was engineered to kill them all and destroy his research. Now, he harbors a fanatical hatred of the

government, and he believes he is the only person who can lead the nation (and, eventually, the world) to greatness. If someone could provide conclusive proof of the treachery of his teammates, he might be swayed back to the side of right, but for now, he's too far over the edge to believe much of anything.

Powers & Tactics: Although Pettigrew was closest to the blast, most of the damage was dissipated by the control gauntlet, which has now become permanently fused to his hand. With a little modification, Pettigrew has fashioned a pair of miniaturized gravitic conductors and attached them to the gauntlet, allowing him to control and shape gravitational energy in a number of different ways.

In combat, he generally brings up his force field and takes to the air before bathing an area with an increased gravitational pull to immobilize his enemies, making them easy targets for his teammates. One tactic he particularly enjoys is levitating speedy opponents into midair and making them sitting ducks for a few well-placed shots from Honey Bea's laser pistol.

Appearance: Pettigrew is a skinny fellow with a tall, black, metallic helmet that protrudes upward, making him look rather awkward. The helmet doesn't cover much of his face, and Pettigrew maintains a nicely trimmed beard at all times (which he feels enhances his menacing demeanor). Aside from that, he is clad in a loose purple shirt and matching pants. He wears shiny black boots that come up to mid-calf, and his pants are tucked into them. His right hand is adorned with a nifty looking gauntlet bearing twin apparatus that resemble gun barrels but are really the gravitic conductors that help control his abilities.

Campaign Use: Gauntlet and his League of Evil are typically involved in grand schemes that target military or governmental facilities or officials in an effort to cripple their operations and command structure. He hopes that by sending these organizations into disarray, he and his team can take advantage of the confusion and seize control. For truly sweeping adventures, you could have the League perform a series of calculated assaults designed to cripple world leadership and leave it open for conquest.

Modern-Day Option: Gauntlet wouldn't require many changes to adapt him to a modern-day campaign, except for a change in his outfit (because purple isn't cool nowadays unless you're a rock star), and a slightly more sinister method to his madness. Taken to the extreme, Pettigrew's hatred of the military could lead to affiliations with foreign terrorists or factions, although he would assuredly betray them later in his own bid for power.

Gauntlet: PL 14

Abilities: Str: 10 (+0), Dex: 12 (+1), Con: 10 (+0), Int: 20 (+5), Wis: 18 (+4), Cha: 10 (+0)

Saves: Damage: +0, Fortitude: +0, Reflex: +1, Will: +4

Miscellaneous: Melee Attack Bonus: +8, Ranged Attack Bonus: +9, Defense: 19/18, Initiative: +1, Speed: 30/60 (Flight), Villain Points: 7

Skills: Computers +21, Craft (gravitic conductors) +21, Disable Device +21, Repair +21, Science (quantum physics) +21, Search +21

Feats: Assessment, Indomitable Will, Photographic Memory

Powers: Energy Control (gravity) +12 [Extras: Area, Energy Blast, Energy Field, Flight, Force Field; *Power Stunt:* Super Flight, Dual Damage; *Source:* Super-Science; *Cost:* 7], Super Intelligence +10 [Source: Training; *Cost:* 2]

HONEY BEA

Erica Offerhaus was assigned to Project Uplift thanks to her impressive resume, which showed experience in both aviation engineering and aeronautical design. Also, her natural charm and guile proved useful when dealing with the (hopelessly male) military liaisons assigned to the project, and she helped ensure continued funding and support even when the team's prototypes weren't quite up to standard. Erica's allure was not wasted on the project's leader either, and the two began a relationship that they tried (unsuccessfully) to conceal from the rest of the team.

Shortly thereafter, Pettigrew's assistant, Otto, noted rudimentary flaws in some of Offerhaus' designs and calculations, but corrected them out of hand rather than bringing them to Pettigrew's attention. He assumed that, like the rest of the team, she was simply under a great deal of pressure, and that the mistakes were a sign of mental exhaustion. Her basic ideas and designs were technically sound, so Otto continued to check her work and refine the designs as the team developed new prototypes, never once mentioning the discrepancies to Addison.

Erica was near the exit when the gravitic conductor went haywire and exploded, and as a result, she was subjected to limited amounts of the gravitational forces that spewed forth as a result. She discovered her new abilities while avoiding falling debris from the ceiling as it collapsed; once the team escaped from its earthen coffin, she was able to use her flight and agility to confuse the military detachment and distract the soldiers long enough for her comrades to dispatch them with their newfound powers. When Pettigrew expressed a desire for revenge, she cultivated that anger and gave him the idea of forming what has now become the League of Evil.

Personality: Erica has always wanted the best things in life but has never wanted to work for them. She got her degree by seducing a number of professors and then threatening to expose them if they did-

n't pass her in their courses. It's a technique she has used often, relying on her feminine wiles and natural charisma when dealing with the male species to get her where she is today. She has no qualms about using men (or anyone, really) to get what she wants, and is sticking with the League out of a sense of duty to Hugh while she waits for a better deal to come along.

Appearance: Erica is petite (standing just under 5 feet tall) and is usually wearing a disappointed scowl when she's not actively twisting one man or another around her little finger. She wears a skin-tight bodysuit designed to resemble a honey bee; in addition to its black and yellow stripes, she wears a half-mask with a pointed protrusion jutting up from each side, while an artificial stinger pointing outwards from her back completes the outfit.

Powers & Tactics: By reducing gravity's hold on her body, Erica is able to fly under her own power. She has also demonstrated enhanced agility and dexterity (particularly while airborne) that make her a difficult target in combat. In addition, by creating artificial pockets of gravity "within" surfaces, she is able to cling to them and move about as if they were flat ground. Since their escape from the ruins of Project Uplift, Pettigrew has constructed a laser pistol for Erica that she always carries with her, even when out of costume.

When engaging an enemy, Honey Bea will immediately take to the sky and start opening up with her laser pistol. If possible, she will wait for Gauntlet to incapacitate their foes before firing, as they are usually much easier targets once he sinks his "hooks" into them. She also enjoys coordinating attacks with Scarlet Cyclone, and the two have developed a number of aerobatic maneuvers designed to lure opponents into ambush points that they've established beforehand.

Campaign Use: Though comfortable with the League for now, Erica's general disdain for men of all shapes and sizes will eventually lead her to escape the boundaries of Pettigrew's leadership (and his affections) and strike out on her own. Until then, she often serves as the spy for the team, as her clinging and flight allow her to access a number of areas that the rest of the team are unable to reach with their abilities. She still entertains Pettigrew's love for her, but she's only going through the motions.

Modern-Day Option: A modern Honey Bea might take a more militant approach, and actually have designs on leadership of the "inferior" males surrounding her. Using the League as unwitting patsies in her scheme, she would carefully manipulate the team to perform acts that would help secure a position of power for her before she turned them on one another and let them do the rest. She'd probably also settle on a more suitable name at that point, renaming herself Termagant and setting out on her quest to subjugate the males of the world.

Honey Bea: PL 11

Abilities: Str: 11 (+0), Dex: 16 (+3), Con: 14 (+2), Int: 12 (+1), Wis: 14 (+2), Cha: 13 (+1)

Saves: Damage: +1, Fortitude: +2, Reflex: +3, Will: +2

Miscellaneous: Melee Attack Bonus: +7, Ranged Attack Bonus: +10, Defense: 26/17, Initiative: +9, Speed: 30/55 (Flight), Villain Points: 6

Skills: Bluff +6, Diplomacy +5, Gather Information +5, Listen +5, Spot +5, Taunt +5

Feats: Aerial Combat, Attack Finesse, Attractive, Immunity (Poison), Point Blank Shot, Precise Shot

Powers: Amazing Save (Damage) +5 [Source: Mutation; Cost: 1], Clinging +11 [Source: Mutation; Cost: 1], Flight +11 [Source: Mutation; Cost: 2], Super Charisma +6 [Extra: Super Dexterity; Flaw: Limited—Men Only; Cost: 4]

Equipment: Laser pistol [Weapon +11; Power Stunts: Dual Damage, Stun; Cost: 1]

THE SNIPE

It was the chance of a lifetime: assignment to a groundbreaking project, working alongside a brilliant quantum physicist, and with military funding to boot! Otto Bremer, fresh out of college with an engineering degree, had hit the jackpot. He readily accepted the offer made by the lead researcher, Addison Pettigrew, and relocated with the rest of his team to a remote facility in Nevada to begin work on what was to be known as Project Uplift. His future seemed to be set in stone. Sadly, he couldn't have been more right.

Otto thrived under the tutelage of his new mentor, absorbing knowledge as quickly as possible as he aided Pettigrew in his efforts. He particularly enjoyed working alongside the aeronautics expert, Erica Offerhaus, though he often felt uncomfortable with her brother, Espen, as if he could not be entirely trusted. On one occasion, he found Espen rifling through some of Pettigrew's research notes, and his suspicions deepened. He resolved to inform Addison of Espen's actions before their next field test, but he never got the chance.

Otto was standing next to Pettigrew when the conductor exploded, but while Addison was protected from the resulting energies by his control gauntlet, poor Otto was subjected to the full force of the gravitational forces. It felt as if the very earth itself were pulling at Otto's limbs, threatening to crush his skeleton and rip the skin from his body with its gravitational claws. Pettigrew reacted quickly despite the chaos surrounding them, using his gauntlet to counteract most of the energies engulfing his assistant before the ceiling collapsed.

After their escape from the ruins of their laboratory, Pettigrew was able to more accurately assess the effects of the explosion on his assistant. In addition to Otto's superhuman speed and reflexes, they discovered that his body had healed itself completely, showing no

trace of the injuries he'd sustained. It hadn't been the most aesthetic result, but Otto was able to walk away from the accident. Horribly scarred and brain-damaged from the terrible pressures exerted upon him, Otto had no choice but to throw in with Pettigrew and his new visions of the future, serving faithfully at his side.

Personality: As a result of the gravitational energies that nearly crushed his skull like an egg, Otto suffered serious brain damage—most of his prior memory (including his education and the knowledge of Espen's shady movements) was lost, and he's been reduced to a hideous simpleton that lives only to serve Pettigrew, as Gauntlet is the only person in the world that he trusts or really remembers. He will do anything in his power to protect Gauntlet, including sacrificing himself if necessary.

Appearance: The Snipe, once standing nearly 6 feet tall, has been crushed into a dumpy little man with a severely hunched back and distorted features where the gravitational forces pulled and tore at his muscles and skin; Otto may have been able to walk away from the tragedy at Project Uplift, but he sure isn't pretty. He wears a loose-fitting monk's robe made of brown material, tied with a simple rope around the waist. He leaves his feet bare. His hair is shaggy and unkempt, and each of his fingernails have grown into 3-inch long talons that are as hard as bone.

Powers & Tactics: Though the mechanics of it are still a mystery to Pettigrew, Otto's body is now able to move at superhuman speeds and can regenerate damage at a remarkable rate. In addition, his fingernails have grown into long, sharp talons that, coupled with his increased speed, make for truly dangerous weapons in hand-to-hand combat.

Otto's tactics in combat are simple—keep moving and hurt as many people as quickly as possible. He will aim for the weakest-looking opponents and lay into them with his claws. He relies on his speed to protect himself from injury, but he will take the time to deflect attacks aimed at his comrades if the opportunity presents itself (especially if said attack poses a serious threat to Pettigrew).

Campaign Use: Otto doesn't have enough drive to plan much of anything on his own. He defers to Gauntlet's judgment without question and will back his decisions and plans to the end (to the point of foolishness). You might entertain the idea of having his memory resurface, in which case his first course of action would be to inform Pettigrew of Espen's suspicious activities (if he didn't attack Espen outright for daring to betray his master).

Modern-Day Option: The only changes needed to adapt the Snipe to a modern campaign would be the addition of a few power levels, with most of those additional points going into his Regeneration, Super Speed and skills. This would represent the Snipe with a semblance of his memory returned, and also a little better equipped to think and act without direction (and quite possibly with an agenda of his own, including revenge on either Espen or Pettigrew himself for his disfigurement).

The Snipe: PL 9

Abilities: Str: 10 (+0), Dex: 13 (+1), Con: 11 (+0), Int: 10 (+0), Wis: 12 (+1), Cha: 10 (+0)

Saves: Damage: +0 (+9 with Evasion), Fortitude: +0, Reflex: +9, Will: +1

Miscellaneous: Melee Attack Bonus: +5, Ranged Attack Bonus: +6, Defense: 27/17, Initiative: +10, Speed: 75 (Running), Villain Points: 4

Skills: Hide +3, Move Silently +3, Spot +3

Feats: Dodge, Evasion, Instant Stand, Move-By Attack, Rapid Strike

Powers: Natural Weapon +5 [Source: Mutation; Cost: 2], Regeneration +5 [Source: Mutation; Cost: 2], Super Speed +9 [Extras: Deflection, Deflect Others (at range); Power Stunt: Catch; Flaw: Doesn't apply to routine tasks; Source: Mutation; Cost: 8]

Weakness: Disturbing. The Earth's gravitational field tried to pull Otto apart like taffy, but he managed to survive. You do the math.

SCARLET CYCLONE

Sure, Addison Pettigrew was brilliant—his plans for a flying car would revolutionize the industry and make ordinary wheeled vehicles things of the past, and his work with anti-gravity conductors and flying harnesses would soon do the same to commercial aircraft. In short, there were a number of people watching the progress of Pettigrew's experiments very closely, and they were on the verge of losing a lot of money if he was able to complete his work. And they just couldn't have that, now, could they?

Hugh McSorley wasn't typically the man of choice for corporate espionage, but his employers figured that if push came to shove they could count on him to take drastic action to remedy a situation. Unfortunately, they had to find a way to get him assigned to the project without arousing any suspicion. McSorley managed to solve that problem. With a little flirtation, some velvet lies, a few drinks, and a lot of money, he was able to convince the aeronautics specialist assigned to the project to tell the project lead that McSorley was her brother, and that his piloting skills would prove invaluable when it came to testing the various prototypes of their flying car. Offerhaus' talent for manipulating men, coupled with a carefully constructed cover story and matching background, convinced Pettigrew to admit McSorley—under the name Espen Offerhaus—into the program.

While Erica kept Pettigrew distracted with her romantic snares, McSorley occupied his time by gathering notes on Pettigrew's research and procuring technical data on his prototype vehicles. Though the

research assistant Otto Bremer seemed suspicious of his movements, McSorley ignored him and continued his observations. Finally, after making a particularly uncomfortable report on the team's progress, McSorley was ordered to sabotage the next experiment and dispose of Pettigrew's research permanently.

A few adjustments of some random parts on the conductor did the trick. When Pettigrew threw the switch to get everything going, it started to overload. McSorley's plan hit a snag when, while trying to make his escape, he bumped into Offerhaus; thinking quickly, he told her that he'd already planned an escape route for them to use together. Erica, in turn, informed him that the facility's systems had automatically locked down the building in order to prevent any dangerous materials or energies from escaping outside—they were all trapped.

And that's when the conductor exploded.

Bremer started screaming like a baby the moment the conductor went up, and McSorley watched as the gravitational energies twisted his body like a pretzel. Pettigrew was somehow protected by the control gauntlet he wore, while Offerhaus ran off in search of cover. That's when the ceiling collapsed in on McSorley.

Trapped beneath tons of rubble and debris, McSorley tried desperately to find a way to escape from what seemed to be certain death. Feeling a strange sensation in his right arm, he craned his neck to survey the extent of his injuries... only to find that his arm was surrounded by a spinning column of wind that was eating away at the wreckage around him. McSorley found that with concentration, he could achieve this effect over his entire body, and used this new ability to free himself and the rest of the team from the ruined facility. He made further use of his powers as he and the others wiped out the military detachment sent to investigate the explosion.

Having no real alternative plan, McSorley decided to take advantage of Pettigrew's vindictive attitude by coaxing him into forming the League of Evil as a form of retaliation. Together with his "sister," McSorley has convinced Pettigrew that the military was responsible for the explosion at Project Uplift, and he has continued his charade as Espen Offerhaus. He has yet to contact his former employers, since Pettigrew's little vendetta has proven pretty profitable (and entertaining) thus far.

Personality: McSorley is the ultimate mercenary. The only code he lives by is that his boss is the highest bidder, and the boss is right—until he's outbid. McSorley was prepared to leave Erica to be wiped off the face of the Earth with the rest of Project Uplift, and he wouldn't have given a second thought to her unwitting sacrifice. Much like Erica, he's stayed where

the excitement is (for now), but once he finds a more lucrative venture, he's guaranteed to shoot Pettigrew in the back and make off for greener pastures.

Appearance: McSorley is a tall, muscular man wearing a red bodysuit with short black gloves and boots. His helmet, which conceals his identity (and even masks his voice), is featureless except for a white T-shaped panel that acts as a visor. Swirling air surrounds his body, accompanied by the noise of a powerful turbine engine.

Powers & Tactics: All of McSorley's powers stem from his ability to spin his entire body on its axis at an incredible rate of speed. He can use this spinning motion to propel himself on the ground and in the air, to enhance his hand-to-hand attacks, to topple opponents with gusts of wind, and to even deflect attacks aimed in his direction.

McSorley has seen his share of combat, and he acts accordingly when facing off with anyone foolish enough to get in the League's way. He will take to the sky to gain the high ground on land-locked opponents, and he will wade into combat with "weaker" opponents (particularly psionics and martial artists) and count on his Strike and Damage Save to put him over the top. He and Erica have made a habit of coordinating their attacks, a tactic that has even proven successful against more powerful opponents.

Campaign Use: McSorley is the perfect candidate for that extra bit of muscle brought in by the latest bad guy to bolster the strength of a new team of villains—he's more than willing to take on some contract jobs to add to the nest egg he's building as a member of the League of Evil. When working with his usual teammates, McSorley acts as the team tactician, crafting expert strategies and tactics but always being careful to offer them to Gauntlet as "suggestions" (few of which Pettigrew disagrees with or dismisses). He likes letting Pettigrew think he's in charge, since it keeps him unsuspecting and unaware of the moment when McSorley will make his play.

Modern-Day Option: Of all the members of the League of Evil, the Scarlet Cyclone requires the least work to transfer him to a modern setting. Save for an extra PL and some ranks in Profession (soldier) or Profession (assassin), he could stand as is. Perhaps he was employed as a professional hitman or was retired (or disgraced) soldier before he became involved with Pettigrew and his team.

Scarlet Cyclone: PL 11

Abilities: Str: 14 (+2), Dex: 14 (+2), Con: 16 (+3), Int: 12 (+1), Wis: 12 (+1), Cha: 16 (+3)

Saves: Damage: +5, Fortitude: +3, Reflex: +2, Will: +1

Miscellaneous: Melee Attack Bonus: +10, Ranged Attack Bonus: +12, Defense: 20/18, Initiative: +2,

Speed: 30/55 (Flight), Villain Points: 6

Skills: Drive +6, Intimidate +6, Pilot +6, Repair +6, Spot +6

Feats: Aerial Combat, Attractive, Endurance, Toughness

Powers: Spinning +11 [Extras: Air Ram, Deflection, Flight, Strike; *Power Stunts:* All-Around Sight, Tunneling, Whirlwind Attack; *Source:* Mutation; *Cost:* 6]

VANISHING MAN

Not much is known about the newest member of the League of Evil. He was admitted into their ranks after using his abilities to help them escape after they were cornered by the U.S. Army and a team of superheroes bent on their capture. Despite their lack of trust in this strange and mysterious individual, Pettigrew made him a full member of the team; thus far, it's been a decision that none of them have regretted.

From snippets of conversation and a few thorough—but eventually fruitless—investigations into his past, McSorley has learned that the Vanishing Man *might* be a washed-up stage magician named Fulvio Marconi (or the Marvelous Marconi to his few fans). Rumors throughout the entertainment industry talk about a series of mysterious murders, human sacrifice, and a deal with the devil to gain access to spiritual abilities unfathomable by mortal man, but McSorley thus far has been unable to confirm these dangling threads and weave them into a coherent past for their new teammate. But he doesn't plan on giving up any time soon.

Personality: Vanishing Man is a showman first and foremost. He devotes a great deal of effort to embellishing all his actions with the flair of the great stage performers of his time. He has a preference for laughing evilly while toying with the end of his moustache. He maintains a sarcastic sense of humor in even the most dire of situations, and he seems absolutely fearless in the face of adversity. From the moment the League crossed paths with him, they have yet to witness him without a smile on his face.

Appearance: Vanishing Man is an athletic individual dressed in the costume typically associated with stage magicians of the day; tailored suit, top hat, flowing cape, white cloth gloves, bright bow tie, and a domino mask that does little to conceal his features. He maintains a showy moustache that curls at the ends, and he's never seen without a devious smile on his face. He carries a thin "magic" wand with him to complete the look.

Powers & Tactics: Vanishing Man has demonstrated two major abilities during his time as a member of the League of Evil. The first is his ability to render himself

completely invisible to normal sight; the transformation process requires a few moments, however, so Vanishing Man carries a handful of smoke bombs to help obscure the area while he makes the transition. He is also able to stun opponents by touch, making them perfect (and relatively defenseless) targets for a well-placed laser blast, claw swipe, gravity ray, or tornado punch.

Vanishing Man is by no means a master combatant. His strategy consists of turning invisible and wandering about the area in an almost carefree manner, stunning as many opponents as possible to make them easy prey for his teammates. One trick he particularly enjoys is convincing his enemies that his ability to stun them is a feature of the wand he carries; in reality, this is just another of his "dramatic touches," as his power is completely internal and requires no device or focus.

Campaign Use: Vanishing Man could very easily be dropped into an adventure as a supernatural opponent, perhaps even in the employ of the demonic powers rumored to be the source of his powers. Alternately, he could serve as a consultant of sorts, offering characters cryptic clues about crimes or events of a supernatural or mystical nature, leading them along at his whim before making his motives clear (whether they be helping or hindering the efforts of the heroes).

Modern-Day Option: Vanishing Man could be converted to a modern-day equivalent with some work. He could easily be portrayed as a stage magician working on the Vegas strip who fell on hard times and turned to darker powers for new "inspiration,"—and ended up getting far more than he bargained for. Another idea would be to have the offspring of the original Vanishing Man taking up his father's mantle and using his inherent magical abilities to commit crimes.

Vanishing Man: PL 10

Abilities: Str: 10 (+0), Dex: 14 (+2), Con: 12 (+1), Int: 14 (+3), Wis: 16 (+2), Cha: 18 (+4)

Saves: Damage: +1, Fortitude: +1, Reflex: +2, Will: +2

Miscellaneous: Melee Attack Bonus: +8, Ranged Attack Bonus +10, Defense: 16/13, Initiative: +2, Speed: 30/- (Running), Villain Points: 5

Skills: Bluff +8, Escape Artist +8, Move Silently +8, Perform +8, Sleight of Hand +8, Taunt +8

Feats: Attack Finesse, Dodge, Surprise Strike, Talented (Bluff, Taunt)

Powers: Invisibility +9 [Flaw: Slow; Source: Mystical; Cost: 1], Luck +5 [Source: Mystical; Source: Mystical; Cost: 5], Super Charisma +5 [Source: Training; Cost: 2], Stun +9 [Flaw: Touch; Source: Mystical; Cost: 1]

Equipment: Smoke bombs [Obscure +9; Extra: Extra Sense-Smell; Flaws: Device, Uses; Cost: 1]

Fun Facts!

Carl Murphy had a hard time naming the League of Evil. "I'm awful with team names. I really am. I was getting desperate when I used the name League of Evil. I was spitting out such dumb names as 'Terror Team', 'Dastardly Legion', and 'Brotherhood of Crime'. Exasperated, I remarked to Dean [Robison], 'For Christ's sake, all I want is a name for a league of evil guys!' Dean just smiled and said, 'I think you just now came up with it.' Indeed I had."

OTHER HEROES AND VILLAINS

Freedom's Trio clashed with some of the most potent baddies in the Omlevex Universe. Giving full write-ups for each one is beyond the scope of this book. However, we *can* tell you a bit about some of them.

MAGMAR

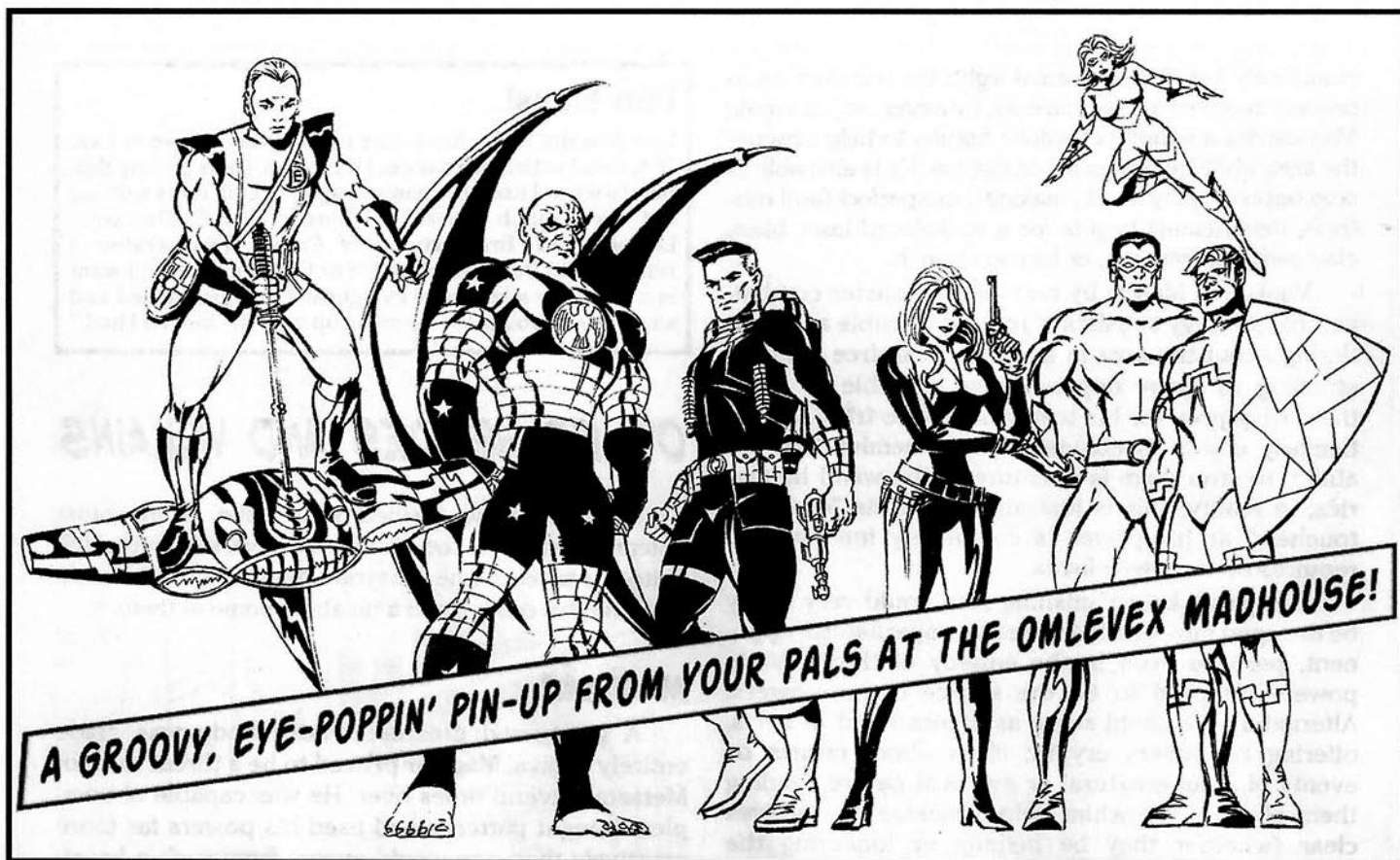
A giant-sized creature whose body was made entirely of lava, Magmar proved to be a threat to all of Metazon several times over. He was capable of complex thought patterns and used his powers far more creatively than one would expect from such a beast. In *Freedom's Trio* issue #16, he created a cage out of his body, trapping the team inside. Cleverness and marauding monsters normally don't walk hand in hand, which explained why the Trio was so astonished during their first encounter with him.

MR. DIMENSION

Mr. Dimension is a dimension-hopping cretin seeking to unleash the nastiest creatures on our world in order to wipe out the human race and repopulate the planet with ape people. The villain never explained why, but he seemed pretty darned fanatical about accomplishing his "sacred goal," as he put it. The Trio chased him across five different dimensions before finally defeating him and sending him off into a dimension that consisted entirely of nothingness.

THE COUNCIL OF DOMINATION

Consisting of technology-based villains—Techno-Man, Dr. Void, The Steel Eagle, Masked Jackal, and The Human Missile—the Council attempted to end the Cold War forcibly. They captured the presidents and leaders of multiple nations and fully intended to kill each and every one of them until a peace treaty was signed. Things quickly backfired as the Russian and United States military rained on their parade, causing complete chaos! The Trio stepped in, rescued the leaders, and defeated the Council in one fell swoop.



Pin-up featured in all the Omlevex titles in December 1968

CHAPTER NINE:

PLAYER'S GUIDE TO THE SILVER AGE

The Silver Age of comics produced very different characters than the ones produced today. Even the current characters that were around in that bygone era have been drastically changed since their humble origins. In short, the world was a different place then, and the characters portrayed in the comics reflected that. This chapter is meant to serve as a primer for anyone wanting to create and play heroes in the Silver Age. The information given here isn't exclusive to the Omlevex Universe and can be applied to any super-hero game set in the 1960s.

CREATING A HERO

HEROES IN THE SILVER AGE

The heroes that battled evil and injustice in the Silver Age comicbooks were *good guys*. This cannot be stressed enough. They didn't go around purposely killing their foes like the so-called heroes from our more cynical times. Sure, they had their hang-ups and foibles, but being psychopathic wasn't among them. The word "hero" actually meant something back then.

You're probably wondering what all this has to do with creating your hero. The answer is: everything. Before you can start creating your character, you first need to understand what made a hero a hero in the Silver Age.

- A hero was someone who would do the right thing.
- A hero was someone who put the needs of others before his or her own.
- A hero was someone who saved lives.
- A hero was someone who avoided taking lives, even those of dastardly villains.
- A hero was someone who could be counted on to save the day when all else failed.

CONCEPT

In general, Silver Age heroes tended to have a tight focus. Many of them had full-blown themes that dictated everything about the character, from their names to their powers and sometimes to their personalities as well.

Try to come up with a focus of some kind and build around it. Here are a few ideas for focuses.

- An animal (snake, eagle, kangaroo, bear, wolf, shark, etc.)
- An insect (spider, fly, hornet, ant, scorpion, etc.)
- A material (steel, iron, glass, rock, etc.)
- An element (wind, fire, cold, etc.)
- A force of nature (tornado, typhoon, earthquake, storm, etc.)
- A nation (the United States, Mexico, Ireland, etc.)
- An ideal (fair play, chivalry, freedom, etc.)
- A fad or current event (surfing, hippies, radiation, etc.)
- A mythical being (cyclops, troll, obscure gods, etc.)

NAME

Closely tied into the character's concept, a character's name is more than just a moniker. In many ways, it sums up your character to those who aren't familiar with it. It immediately gives people an understanding of the hero's premise. If the character has a name like Captain Tsunami, he's more than likely going to have wind-based or water-based powers, and he might be Japanese. In today's comics, this would be a cliché, but in those days it was a perfectly acceptable method of naming a character.

This brings us neatly to our next topic: subtlety. Subtlety was very seldom a part of the Silver Age comics, at least when it came to names. The writers often wrote stories to be read by kids, and they wanted kids to quickly understand the characters within those stories. To facilitate this, characters had names that were about as subtle as an anvil being dropped on your head. A character with arachnid powers, for example, would have a name like Arakno, The Human Spider, Web Man or Spider-M.... well, you get the idea. As you can see, the name almost always played directly into the character's concept.



From *American Gargoyle* #15 (Nov. 1963)

Slapping the word "Man" or "Girl" after another word was a common convention - Steel Man, Stone Man, Frog Girl, Badger Man, and so on. It may sound cheesy by today's standards, but it was considered quite cool in the Silver Age. Another popular method of naming characters was to insert a title before a word - Captain Eagle, Mister Freedom, Ms. Patriot, and so forth. Again, it's corny as hell, but effective nonetheless.

There are certain words included in modern hero names that were entirely absent in Silver Age comics: Death, Dark, Kill, and any other "doom and gloom" words. Heroes weren't about such things in the Silver Age, and their names should reflect that.

COSTUME

Designing a hero's costume can be a tricky matter. Gone were the look-alike costumes of the Golden Age, replaced by sleeker, more unique getups that screamed originality. It was easy to mistake many of the Golden Age heroes for one another, but by the Silver Age, most heroes were given a distinctive look.

Of course, costumes were still a far cry from the outrageously complex costumes seen in more modern comics. Much of this resulted from the limited color palette the artists had available to them at the time. The printers weren't advanced enough to separate the variable shades of a single color. Because of this, costumes were kept simpler and more dynamic. Most of the good artists, though, made costumes as intricate as they could given their technological limitations.

GAME STATS

Pick a gimmick and stick to it like glue. This is a good guideline to keep in mind when creating your hero's stats. As mentioned earlier, characters usually maintained a tight focus, and this extended to their abilities as well.

Ability Scores

Most heroes had one or two abilities they specialized in, and the others were more or less within the realm of normal people. Granted, this wasn't always true, but it was a common approach. For example, a certain Silver Age wall-crawling hero specialized in Strength and Dexterity, while one particular jade monster was highly placed in Strength and Constitution. Keep in mind, though, that much of this can be represented with Super Abilities during power selection.

Powers

Powers should usually be kept central to the character's name and concept. Maintain the focus, unless you want to create a hero that goes far off the beaten path set by the Silver Age standbys. Another thing to

remember is that powers were generally simplistic. In game terms, this might be best represented by minimizing Extras and Flaws. Power Stunts are the exception here, as most heroes could use their base powers to perform interesting stunts.

Attack powers should almost always be non-lethal. We're talking about heroes here. If you want to give your character a sword, go with an energy sword or something along those lines. Drawing blood was a definite no-no back then, so try to avoid attacks that do so. If you absolutely *must* have a lethal attack power, come up with inventive ways to use it during the game. Use a sword to cut down a small tree down in order to make it fall on the bad guy, or use a pistol to blast rocks to create an avalanche.

Weaknesses

One of the primary differences between comics of the Golden Age and those of the Silver Age is that the latter featured flawed heroes. Protagonists who were blind. Protagonists who would transform uncontrollably into another form. Protagonists who seriously doubted themselves. All these problems and more were faced by Silver Age heroes, so don't be afraid to step up to the plate and toss in a Weakness or two.

OMLEVEX

If you're playing a character in the Omlevex Universe, there's a method of acquiring powers that isn't available in other settings. This method involves exposure to omlevex, a rare mineral found primarily in Metazon. It slowly secretes an uncanny liquid into the soil and water. Direct and prolonged exposure to it can cause a person's body to develop unusual powers. Likewise, expecting mothers who drink omlevex-tainted water might give birth to babies who possess various superhuman abilities.

PLAYING A HERO

ACTIONS SPEAK LOUDER THAN WORDS...

You should try to lay out the boundaries of your character's heroism during the creation process. A lot of this will manifest itself during play, so it's not necessary to define everything before the game begins. Still, it can't hurt to get a handle on it initially.

What I like to do is rate my character from 1 to 5 in several categories.

- **Bravery:** How courageous the hero is. A "1" means the character is cowardly. A "3" means the character is stalwart. A "5" means the character is brave to the point of being foolhardy.
- **Selflessness:** How giving and generous the hero

is. A "1" means the character is selfish. A "3" means the character acts mostly for the benefit of others. A "5" means the character is absolutely selfless.

- **Confidence:** How self-assured the hero is. A "1" means the character lacks self esteem. A "3" means the character is usually confident in himself. A "5" means the character is always extremely sure of himself.

I grade the character simply on how I perceive him rather than spending "points" on the categories. You needn't even write them down if you utilize this method. It exists only to help you establish how heroic the character is within certain areas. A character with high Bravery and low Confidence might throw himself into any hazard that arises, all the while doubting that he can succeed. Conversely, a character with low Bravery and high Confidence might know he can pull it off but lack the courage to attempt it.

BUT WORDS CAN BE PRETTY LOUD TOO!

Silver Age characters often spoke in an exaggerated manner—"Great Scott!," "Egads!," "You won't get away with this!." Don't overdo it though. Golden Age characters spewed forth that kind of stuff consistently, but by the time the Silver Age rolled around, characters often

talked in a more realistic manner. Yes, the above phrases and many other similar ones came out of the mouths of heroes, but it wasn't constant and it was usually during combat situations.

Some characters even had their own catchphrases—"It's stompin' time!," "I know no fear!," "Look out, boys, here I come!" and so forth. Developing one of these can really give your character a distinctive touch.

CREATE A RELATIONSHIP SHEET

Since character interaction played such an important role in Silver Age comics, you could emulate this by writing up a sheet that tells how your character feels about the other PCs and NPCs. This isn't necessary, but it's an easy way of keeping track of things.

If the GM will allow it, you could even create a few minor NPCs for your hero. Create a quickie profile (not necessarily with stats) that describes the more relevant aspects of each NPC, as well as how your character knows them. Don't bother with a huge chunk of text—usually a few sentences will suffice.

When designing new NPCs, try to give the GM something juicy to play with. Give that kindly old lady a dark secret. Establish the fact that the character's best friend moonlights as a private detective. And how about making the character's significant other torn between the hero and someone else? This kind of information can assist the GM in his efforts to provide everyone with a good time.



From *Drake Einstein* #26 (Oct. 1964)



From *Cliffhanger* #56 (Oct. 1967)

CHAPTER TEN:

GAME MASTER'S GUIDE TO THE SILVER AGE

ASPECTS OF THE SILVER AGE

Before you can successfully run a Silver Age campaign, you need to become familiar with the elements that made the comics of the era different from those that came before and after. You aren't required to run down to your local comic shop to make any purchases (though it certainly couldn't hurt). We're going to discuss many of the things that made the Silver Age so darn distinctive!

THE RED SCARE

Tension with the Communists was at an all-time high during the early Silver Age. The Cuban missile crisis had the entire nation in a panic, and their fears were translated into comicbook terms almost immediately by writers and artists looking to tell exciting, timely stories. In an era when "duck and cover" was a commonly known safety precaution and families were building their own fallout shelters, any villain with Communist or atomic themes made most comicbook readers want to see him get his comeuppance. Since villains are meant to be hated and feared, there was no shortage of such bad guys threatening the heroes, the world, or even the entire universe.

Communist villains were the most prolific manifestations of the Red Scare. Without fail, these dastardly cretins were evil to the bone, they always—*always*—hated Americans, and their plots revolved around extinguishing freedom from the world. Did I mention that most of them chomped cigars? I suppose the Nazi villains always had their monocles, so the Commies had to have *something*.

Some comic writers avoided using real-world Communism directly. Instead of Russian ne'er do wells, the villainy would be supplied by Communist Martians or something equally ludicrous. Sure, it was dopey, but that never stood in the way of telling an entertaining comicbook story. Logic be damned!

The threat of nuclear war was at the forefront of everyone's minds at the time. Let's face it, it was a frightening possibility. This aspect of the Red Scare took the form of radioactivity. Today, we all know what radiation can do, but in those days, it was virgin territory. For all most people knew, prolonged exposure to radiation would make you grow eyes on your fingertips. Comicbook writers extended artistic freedom in this area by letting it do all kinds of wacky things, from causing superpowers to turning people into rampaging monsters.

A TOUCH OF OPTIMISM... BUT NOT TOO MUCH

Golden Age comics were bundles of gung-ho optimism. From the cover all the way to the closing statement by the heroes urging the readers to buy war bonds, each and every issue was packed with wholesome, unabridged optimism.

Times change, and the comics change with them. The public outlook of the Silver Age was more cynical and less trusting than it was in the Golden Age. Things were no longer black and white. While the 1950s and '60s were hardly the pessimistic, apathetic era we live in today, things weren't as clear-cut as they were previously. Innocence had been eroded by political uncertainties and rapidly changing social structures. The world's eyes were opening, and it didn't necessarily like what it saw.

The characters and situations found in the Silver Age (especially later on) were complicated, just like the world that surrounded the readers. Not overly complicated, mind you. There was still a sense of fun and wonder involved that is sadly lacking in comics today. Overall, you could say that comics were still optimistic to a strong degree. Still, there was always a lingering strand of pessimism that permeated the comics. Where once the hero would have been uncritical of his actions, this new breed of hero would con-

sider whether or not he was doing the right thing. It created character depth and piqued the interests of older readers in the process. For the first time since their inception, the comicbooks were becoming more than just kid stuff.

SIMPLE AND FUN STORIES

The stories told in the Silver Age comicbooks were relatively straightforward. Sure, they were laden with plot twists, but the stories were easy to follow. The tales had an internal logic, even if they were far-fetched. Most of all, there was a definitive beginning, middle, and end.

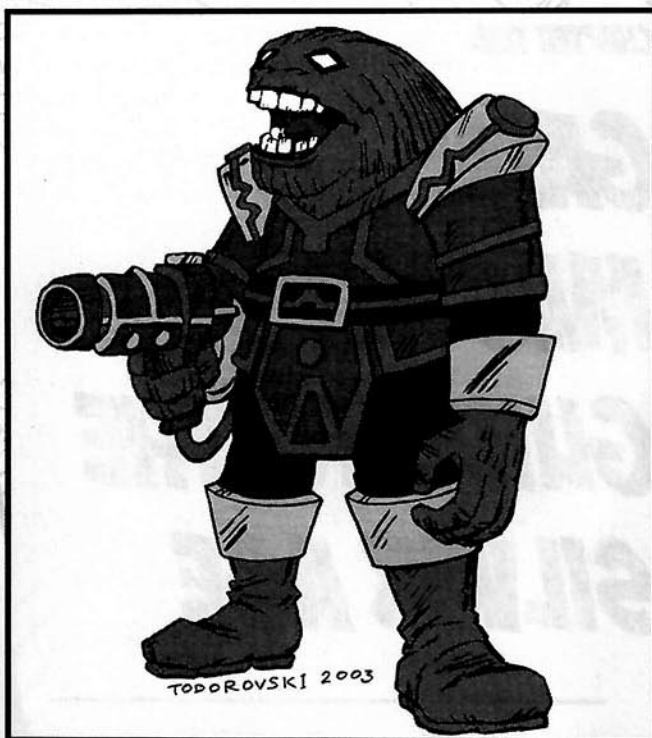
When coming up with plots, try to streamline all the elements that are going into the story. Convolutioned stories in the Silver Age were virtually unheard of, and ideally the stories told during your campaign should follow suit. You don't have to inject a million plot twists to make for an interesting evening of slam-bang superhero action—one or two should suffice. Make every plot twist count, though. Try to avoid using them "just because." They will lose their punch if you drown the heroes in them.

Fun should be a major factor in the games you run. This may sound obvious, but it's easy to sink into a quagmire of angst, as portrayed in many of today's comics. Heroes faced numerous unfavorable situations and drawbacks during the '60s. Some heroes struggled to pay rent. Others had to overcome physical handicaps. Still others hated being superhumans. Hardships first made their way into comics during this time period, but they didn't degenerate into angst.

ANYTHING CAN HAPPEN

One thing to remember is that at least one comic publisher had an artist draw the cover first and then had the writer build a story around that picture. If the cover artist sketched out a flying lizard, an army of robots and a rainbow-colored supervillain, the poor writer would have to work it all into the script. This led to some very crazy stories. The results were often as weird as weird could be, but still barrels of fun!

This gives you a lot of freedom to do things that wouldn't be accepted in a modern-day campaign. While it's probably a bad idea to have such outlandish stories planned for every adventure, a wacky premise from time to time can really spice up a campaign. Sometimes, it's just fun to step outside of the lines that today's comics seldom cross.



From *Freedom's Trio* #19 (Feb. 1968)

SUPER-SCIENCE

With technology advancing faster than it ever had before, comics wasted no time in pushing the limits even further. While the real world was developing new technologies at a breakneck speed, none of it could even come close to the crazy inventions making their marks in the pages of the comicbooks. Time machines, instant transporters, trans-dimensional gateways, mega-cannons, and much more graced the page. It was an endless parade of wild super-science, all drawn to look like it came directly from the future.

Computers, in our real world, were in their infancy in the 1960s. This wasn't always so in the comics. Computers were often depicted as amazing machines that could do almost anything, which lent themselves well to use as plot devices. Need to find out where the villain's headquarters is? Enter information into a computer and you'll likely locate it. Need to communicate with others? Use a computerized wall-screen to chat with them.

OUTRAGEOUS VILLAINS

Archetypes

Silver Age bad guys were as varied as one could possibly imagine. Just as with today's comicbook villains, though, there were certain categories—or archetypes—that many villains could conveniently be dumped into. The trick for the creators of that era wasn't to reinvent

the wheel, but to put interesting twists on the clichés that had existed in comicdom from the beginning. This is the goal you should try to achieve - to take an archetype and then put an innovative spin on it so that it becomes totally unique. There's nothing wrong with borrowing villain ideas from the comicbooks, so feel free to do so liberally. After all, there must be *some* reason those classic cretins have endured throughout so many decades. A few archetypes:

- **The Mad Scientist:** Often seen in white lab coats, these bad guys use science as their primary means of villainy.
- **The Conqueror:** Whether they're after the United States, the world, or even the cosmos itself, Conquerors have grandiose schemes of domination.
- **The Lunatic:** These are mentally scarred cretins whose sense of reason has become warped.
- **The Crook:** These villains are in it for monetary gain, and they typically stick to crimes that build toward that not-so-lofty goal.
- **The Monster:** Whether from another dimension, the center of the earth, or a distant planet, these often huge creatures have a tendency to rampage through cities.
- **The Sorcerer:** These mystic ne'er-do-wells use arcane magic in their evil plans. Often, they aren't even from our earth.
- **The Manipulator:** Some villains work best behind the scenes, plotting and scheming their way to the top.



From *Freedom's Trio* #12 (July 1967)

Lack of Realism

In real life, if someone acquired amazing powers through some unforeseen accident or was born with special abilities, it's probably a safe bet that he's not going to sew himself up some tights and a cape and start robbing banks. Without a doubt, many folks would use their powers to obtain wealth and the like, but they'd likely be more discreet about it. Brightly colored costumes and goofy names would be right out! Modern comicbooks often feature characters who wear toned-down costumes such as leather trench coats and a mask or something similar. But in the Silver Age, some unknown force seemed to draw would-be villains toward loud, gaudy costumes that make them stand apart from normal citizens. So why on earth would a guy with wings step into a tight-fitting parrot costume? Because it's the '60s, baby!

When designing villains for your campaign, don't overanalyze things. Pick a concept, a name, and a look and go with it. If it doesn't make sense, who cares? If he looks cool yet slightly tacky, then you're doing something right! Realism can take a flying leap off the Brooklyn Bridge!

THE COMICS CODE AUTHORITY

In case you want to run your campaign in a manner that would be approved by the Comics Code Authority, we're including the vast majority of the restrictions below. We've left out the limitations for advertising, as it has no impact on a roleplaying campaign.

General Standards Part A:

- 1) Crimes shall never be presented in such a way as to create sympathy for the criminal, to promote distrust of the forces of law and justice, or to inspire others with a desire to imitate criminals.
- 2) No comics shall explicitly present the unique details and methods of a crime.
- 3) Policemen, judges, government officials, and respected institutions shall never be presented in such a way as to create disrespect for established authority.
- 4) If crime is depicted it shall be as a sordid and unpleasant activity.
- 5) Criminals shall not be presented so as to be rendered glamorous or to occupy a position which creates the desire for emulation.
- 6) In every instance good shall triumph over evil and the criminal punished for his misdeeds.
- 7) Scenes of excessive violence shall be prohibited. Scenes of brutal torture, excessive and unnecessary knife and gun play, physical agony, gory and gruesome crime shall be eliminated.
- 8) No unique or unusual methods of concealing weapons shall be shown.
- 9) Instances of law enforcement officers dying as a result of a criminal's activities should be discouraged.

- 10) The crime of kidnapping shall never be portrayed in any detail, nor shall any profit accrue to the abductor or kidnapper. The criminal or the kidnapper must be punished in every case.
- 11) The letters of the word "crime" on a comics magazine shall never be appreciably greater than the other words contained in the title. The word "crime" shall never appear alone on a cover.
- 12) Restraint in the use of the word "crime" in titles or subtitles shall be exercised.

General Standards Part B:

- 1) No comic magazine shall use the word "horror" or "terror" in its title.
- 2) All scenes of horror, excessive bloodshed, gory or gruesome crimes, depravity, lust, sadism, masochism shall not be permitted.
- 3) All lurid, unsavory, gruesome illustrations shall be eliminated.
- 4) Inclusion of stories dealing with evil shall be used or shall be published only where the intent is to illustrate a moral issue and in no case shall evil be presented alluringly nor so as to injure the sensibilities of the reader.
- 5) Scenes dealing with, or instruments associated with walking dead, torture vampires and vampirism, ghouls, cannibalism, and werewolfism are prohibited.

General Standards Part C:

All elements or techniques not specifically mentioned herein, but which are contrary to the spirit and intent of the Code, and are considered violations of good taste or decency, shall be prohibited.

Dialogue:

- 1) Profanity, obscenity, smut, vulgarity, or words or symbols which have acquired undesirable meanings are forbidden.
- 2) Special precautions to avoid references to physical afflictions or deformities shall be taken.
- 3) Although slang and colloquialisms are acceptable, excessive use should be discouraged and wherever possible good grammar shall be employed.

Religion:

Ridicule or attack on any religious or racial group is never permissible.

Costume:

- 1) Nudity in any form is prohibited, as is indecent or undue exposure.
- 2) Suggestive and salacious illustration or suggestive posture is unacceptable.
- 3) All characters shall be depicted in dress reasonably acceptable to society.
- 4) Females shall be drawn realistically without exaggeration of any physical qualities.

NOTE: It should be recognized that all prohibitions dealing with costume, dialogue, or artwork applies as specifically to the cover of a comic magazine as they do to the contents.

Marriage and Sex:

- 1) Divorce shall not be treated humorously nor shall be represented as desirable.
- 2) Illicit sex relations are neither to be hinted at or portrayed. Violent love scenes as well as sexual abnormalities are unacceptable.
- 3) Respect for parents, the moral code, and for honorable behavior shall be fostered. A sympathetic understanding of the problems of love is not a license for moral distortion.
- 4) The treatment of love-romance stories shall emphasize the value of the home and the sanctity of marriage.
- 5) Passion or romantic interest shall never be treated in such a way as to stimulate the lower and baser emotions.
- 6) Seduction and rape shall never be shown or suggested.
- 7) Sex perversion or any inference to same is strictly forbidden.

THE OMLEVEX CODE OF DECENCY

THE OMLEVEX COMICS GROUP DIDN'T OBSERVE THE REQUIREMENTS OF THE COMICS CODE, BUT THAT DOESN'T MEAN THERE WERE NO RESTRICTIONS IN PLACE. CARL MURPHY DEvised A LIST OF HIS OWN THAT WAS ADHERED TO RELIGIOUSLY BY THE OMLEVEX ARTISTS AND WRITERS DURING THE SILVER AGE. IT WAS SHORTER AND MORE TO THE POINT THAN THE LIST CREATED BY THE COMICS CODE AUTHORITY, AND IT ALLOWED A BIT MORE FREEDOM WITHOUT GOING OVERBOARD. MANY PARENTS FELT THE LIST ALLOWED TOO MUCH POTENTIALLY HARMFUL MATERIAL, BUT THE OLDER CROWD FOUND IT TO BE JUST RIGHT. THIS CREATED A SLIGHT SHIFT IN THE AGE GROUP THAT PURCHASED OMLEVEX'S COMICS MAGAZINES.

- CRIME SHALL NEVER BE DEPICTED IN A FAVORABLE LIGHT.
- TALES INVOLVING THE WALKING DEAD, VAMPIRISM, OR OTHER SUCH HORRIFYING CREATURES ARE ALLOWED, BUT SHOULD BE PRESENTED WITH AS LITTLE GORE AS POSSIBLE.
- PROFANITY (IN BOTH ACTIONS AND DIALOGUE) IS EXPRESSLY FORBIDDEN.
- ATTACKS ON OR RIDICULE OF RACIAL GROUPS ARE NOT ALLOWED.
- NUDITY OR SEXUAL BEHAVIOR IS NOT TOLERABLE.
- SCENES DEPICTING RAPE OR TORTURE ARE NOT PERMISSIBLE.

SOURCE MATERIAL

COMICBOOKS

Silver Age Comics (various publishers): Okay, this is a given, but you can usually score some really inspirational issues for pennies on the dollar. You just can't get any better than the real deal.

Big Bang Comics (Image/Big Bang Comics): Big Bang Comics seeks to emulate the spirit of comics during the Golden and Silver Ages. It features such characters as the Knight Watchman, the Blitz, and the Beacon. Very high quality stuff!

1963 (Image, 1993): In 1993, Image released this series, which attempted to recreate the comicbook style of the Silver Age. Each issue featured a different mock series—Mystery Incorporated, the Fury, Tales from Beyond, Horus, and the Tomorrow Syndicate.

The Essential series (Marvel, \$14.95): This line of graphic novels compiles early issues of classic Marvel series in a black & white format. You get roughly 25 issues for less than 15 smackers!

Marvel Masterworks series (Marvel, \$49.99): If you want your reprinted Silver Age comics to be on high quality paper with full-color images, then you're going to want the Marvel Masterworks series of graphic novels.

DC Archives series (DC, \$49.95): Much like Marvel's *Masterworks* series, these graphic novels are beautiful to look at but can be a bit harsh on the wallet.

Femme Force (AC Comics, 1982-current): While *Femme Force* feels more like the Golden Age than the Silver Age, this wonderful series can still be great inspirational reading. Highly recommended, especially if you want to see how strong female lead characters were handled in days past.

Marvel Comic Book Library (Topics Entertainment, \$29.99): Okay, so this isn't exactly a comicbook, but it is a CD-ROM set that presents 100 classic Marvel comics in digital format!

OTHER BOOKS

Silver Age of Comic Book Art (Collectors Press, \$49.95 hardcover / \$29.95 softcover): This book highlights the careers of eight prominent comicbook artists of the Silver Age - Jack Kirby, Carmine Infantino, Gene Colan, Steve Ditko, Gil Kane, Joe Kubert, Jim Steranko, and Neal Adams.

DC Comics: Sixty Years of the World's Favorite Comic Book Heroes (Bulfinch, \$40.00): A comprehensive guide to the history and characters of the DC Universe, as written by Les Daniels.

Marvel: Five Fabulous Decades of the World's Greatest Comic Books (Harry N Abrams, \$26.95): A comprehensive guide to the history and characters of the Marvel Universe, as written by Les Daniels.

Alter Ego (\$8 per issue, 1999-current): Edited by Roy Thomas, this magazine deals with the comics and the creators from the Golden and Silver Ages. A great deal of love goes into each issue of this awesome periodical.

VIDEO/COMPUTER GAMES

Freedom Force (Electronic Arts/Irrational Games, 2002): This tactical roleplaying PC game is set in the Silver Age, and it does a splendid job of portraying the era. From cheesy dialogue to outlandish heroes and villains, this is a must-have for any Silver Age fan. "For Freedom!"

Freedom Force vs. the Third Reich (Electronic Arts/Irrational Games, 2004): This sequel to *Freedom Force* sends the heroes back to World War II where they take on the Axis.

MOVIES AND TELEVISION

Batman (1966-1968): If you're looking to run a campaign with a heaping helping of camp, this live-action television series is a must-see. It's silly, zany, and even outright dopey at times, but the outlandish villains and nutty plots may be of use to you.

Mystery Men (1999): While it's not set in the Silver Age, this movie has a lot of the same tone as the comics of yesteryear, complete with over the top heroes and villains. Don't be thrown off by the comedic aspects—there's a lot of good stuff in it.

WEBSITES

Silver Age Marvel Comics Index

(<http://www.samcci.comics.org/>): Lots and lots of gorgeous Marvel covers from the '60s.

Comic Book Resources "Classic Comics" Forum

(<http://forums.comicbookresources.com/forumdisplay.php?s=&forumid=25>): Come join in on the discussion of comicbooks from years gone by.

Golden, Silver and Bronze Age Message Boards

(<http://www.comicboards.com/gsmf/>): Another great discussion forum.

Altered Dimensions

(<http://www.spartechsoftware.com/dimensions/index.htm>)

: You can find out all about the real Spring-Heeled Jack on this outstanding website! Some text from this site was used in *Spring-Heeled Jack's* write-up with permission from the owners.

DESIGNER'S NOTES

Okay, I'll admit it! I'm not a child of the Silver Age. I was born a scant few years after that era ended, and by the time I was swept up into the fabulous world of comicbooks, the Bronze Age was in its twilight years. However, my father was a comicbook fan as a kid and he still had some of his collection intact, so I was exposed to the classics throughout my childhood—mainly *Spider-Man*, with a smattering of *Nick Fury*, *Daredevil*, *Fantastic Four*, and *Captain America*, so I was weaned primarily on Marvel Comics. This preference has stayed with me ever since. I branched out into other comicbook publishers of the Silver Age when I got a little older, though it was that unmistakable Marvel style that captured my imagination the most, and still captures it to this day.

Is Omlevex a tribute to the Marvel comicbooks of the 1960s? Nope, but I won't deny that they heavily influenced the setting. This book is a tribute to not just one company, but to a magical era in comicbook history—an era that painted a picture of a more innocent world, before cynicism and apathy wound their way into nearly every facet of society. Even more importantly, Omlevex is a tribute to all the hard-working artists and writers who brought readers these elaborate fantasies month after month, delivered by way of newsprint paper stapled together and sold for 12 cents. They pioneered the medium, trying new things and weaving masterfully tight stories in the process. Without these unbelievable creators, Omlevex would not exist.

I've always dreamed of going back in time and jumping into the comicbook industry when it was still a fun business to be involved with. Unless I can convince some deranged time traveling supervillain to give me a lift, this dream will go unfulfilled. Perhaps that's what compelled me to write Omlevex - it's my chance to effectively jump back to the 1960s and create the comicbook world I always wanted to read about.

Of course, I'm not going to pull your leg. I didn't just spill this elaborate setting out onto paper all by my lonesome. Omlevex began as a roleplaying cam-

paign 15 years ago. A lot of people's passion went into the creation of the Omlevex Universe over the years, making this product a group effort (I've obtained permission for use of my players' characters). It all began with the creation of Jonah in late 1988, though we didn't actually play the first game set in the OU until January of '89. It wasn't planned. None of us said, "Let's create a game setting that'll last for 15 years." We just played the games, and it developed from there.

Furthermore, Omlevex wasn't originally a Silver Age setting. It was set in the modern world, albeit a different version than the one we live in. After all, it had Metazon (which was a single landmass at the time). Over the course of numerous campaigns, the setting's history developed in a very natural way—a random mention of a past hero *here*, a reference to a historic event *there* and so forth. It simply came together into a cohesive past history without us really trying. The first breakthrough was a campaign in which several heroes from the OU's history were brought into the future to combat a cosmic menace. This marked the first time that we delved heavily into other eras. That's where characters such as Ms. Shield, American Gargoyle, Dust Girl, Mr. Putty, and Atlas Man first appeared, and it made me start really thinking about the characters and events that built the bridge to the current age. The seeds had been planted.

When I decided once and for all to write up Omlevex as a sourcebook for M&M, I opted to start from the beginning. Well, maybe not the beginning, but at the point where costumed heroes and villains began really making their mark on the OU... the Silver Age! This proved to be a daunting challenge. I had to step back and fill in a lot of blanks. What modern characters were around back then? How were they different than their later counterparts? What characters were around then that *aren't* around in the modern age, and why aren't they still around? Numerous questions had to be answered before I could turn this product into a reality. Hopefully, I've done a good job providing those answers.

There's so much I'd like to do with the Omlevex setting. If this book takes off, there will be more. The OU is a big place, crammed with lots of gaming potential be it in the Silver Age, Bronze Age, or beyond! With any luck, it will provide you with as many hours of entertainment as it has provided me and my various game groups over the years!

Happy 15th Anniversary, Omlevex! May it exist and continue to grow for many more!

Cynthia Celeste Miller
December 28, 2003

CHAMPIONS/HERO CONVERSIONS

DRAKE EINSTEIN

16	STR	19	DEX	18	CON	10	BODY
13	INT	15	EGO	23	PRE	20	COM
6	PD	8	ED	4	SPD	7	REC
36	END	27	STUN				

Run: 6"/12" Leap: 3"/6" Swim: 2"/4"

Total Characteristics Cost: 98

Abilities: Taunting: +15 Presence, Only for Attacks and Defenses while Talking in Combat, Exploits Any Opening or Weakness: Luck 5d6; Only In Combat, Rocket-Flyer: Flight 10"; OAF, Adrenaline Pellets: Aid STR, DEX, CON, Running 2d6, Four Powers Simultaneously; IAF, Satchel of Goodies: VPP (Gadget Pool), 50 base + 14 control cost, Limited Class Of Powers (Tech); all slots OIF, Reputation: Famous Costumed Do-Gooder 8-, (+2/+2d6), Contact: Barry Pellman (Contact has: very useful Skills or resources, Very Good relationship with Contact, 13-), Contact: Dr. Rennaker (Contact has: extremely useful Skills or resources, Good relationship with Contact, 8-), Contact: Marner-Percy Pictures (Contact has: useful Skills or resources, 8-), Money: Well Off, Base: Corrington Bay HQ, Danger Sense (immediate vicinity, out of combat, 12-), Combat Luck: 3 PD/3 ED, +1 with Flight, +2 with Move-Bys, +1 with DCV, +1 with All Combat, Acrobatics 15-, Acting 15-, Breakfall 13-, Combat Driving 14-, Combat Piloting 18-, Gadeteering (VPP Control) 16-, KS: Acting 17-, PS: Actor 18-

Total Abilities Cost: 277

Disadvantages: Dependent NPC: Sandra Brunning 11- (Occasionally, Normal), Hunted: Skeleton 11- (Frequently, As Powerful, PC has a Public ID or is otherwise very easy to find, Harshly Punish), Hunted: Man-Cactus 8- (Occasionally, As Powerful, PC has a Public ID or is otherwise very easy to find, Harshly Punish), Hunted: Other Members of Rogues' Gallery 8- (Occasionally, As Powerful, PC has a Public ID or is otherwise very easy to find, Harshly Punish), Psychological Limitation: Charmingly Arrogant and Overconfident (Very Common, Strong), Psychological Limitation: Seeks the Limelight and Public Acclaim (Very Common, Strong), Psychological Limitation: Protects the Innocent (Common, Total), Social Limitation: Public Identity (Frequently, 11-, Major)

Total Character Cost: 375

SKELETON

42	STR	19	DEX	21	CON	13	BODY
18	INT	19	EGO	16	PRE	10	COM
16	PD	8	ED	4	SPD	12	REC
42	END	45	STUN				

Run: 6"/12" Leap: 8"/16" Swim: 2"/4"

Total Characteristics Cost: 142

Abilities: Protective Costume: Armor (7 PD/7 ED); OIF, Entrapment Bolo: Entangle 2 1/2d6, 2 DEF; OAF, Shortsword: HKA 1d6; OAF, Another Shortsword, Throwing Blade: HKA 1d6+1, Ranged; OAF, Fortitude: LS (Immunity: All terrestrial Diseases and poisons, biowarfare and chemical warfare agents), Improved Critical: Find Weakness 11- with Shortsword, Startle: +10 PRE; Only for PRE Attacks, Ambidexterity (no Off Hand penalty), Acrobatics 15-, Climbing 17-, Streetwise 16-, Shadowing 15-, Persuasion 16-, Stealth 15-, Concealment 15-, Two-Weapon Fighting (HTH), Analyze: Skills 13-, +2 with Move By, +1 with HTH Combat, +6 with All Combat

Total Abilities Cost: 222

Disadvantages: Hunted: Drake Einstein 11- (As Pow, Harshly Punish), Rivalry: Professional (Drake Einstein; Rival is As Powerful; Seek to Harm or Kill Rival; Rival Aware of Rivalry), Reputation: Ruthless Killer, 14- (Extreme), Social Limitation: Secret ID (Frequently, Major), Psychological Limitation: Will not attack children or those he hasn't been paid to kill (Common, Strong), Psychological Limitation: Dishonorable (Common, Strong), Psychological Limitation: Willing to kill anyone for money (Common, Strong), Psychological Limitation: Overconfident (Common, Strong)

Total Character Cost: 364

KING COCKROACH

10	STR	26	DEX	13	CON	10	BODY
10	INT	23	EGO	13	PRE	10	COM
5	PD	5	ED	6	SPD	5	REC
26	END	23	STUN				

Run: 10"/20" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 121

Abilities: Clinging: Clinging (30 STR), Control Cockroaches: Mind Control 8d6; Limited Class Of Minds; Does Not Provide Mental Awareness, Call Swarm of Cockroaches: Summon 80-point Cockroach Swarms; Slavishly Devoted; Arrives Under Own Power, Summoned Being Must Inhabit Locale, Pincers: Hand-To-Hand Attack +7d6, Lightning Reflexes: +4 DEX to act first with All Actions, Combat Luck: 3 PD/3 ED, +7 with DCV, +3 with Acrobatics, Breakfall, Concealment, Acrobatics 15-, Breakfall 14-, Concealment 14-, KS: Cockroaches 16-

Total Abilities Cost: 154

Disadvantages: Hunted: Drake Einstein 8- (Occasionally, More Powerful, Harshly Punish), Psychological Limitation: Believes He Is King of the Cockroach Empire (Common, Total), Psychological Limitation: No Sense of Morals (Common, Moderate), Psychological Limitation: Unpredictably Goofy (Common, Moderate), Reputation: Nutty Supervillain, (Frequently, 11-), Susceptibility: Exposure to Bug Repellants and Mild Insecticides, 2d6 damage (Instant Uncommon)

Total Character Cost: 275

MAN CACTUS

65	STR	9	DEX	25	CON	12	BODY
10	INT	10	EGO	10	PRE	10	COM
18	PD	10	ED	4	SPD	18	REC
50	END	58	STUN				

Run: 6"/12" Leap: 13"/26" Swim: 2"/4"

Total Characteristics Cost: 117

Abilities: Fortitude: LS (Eating: Character does not eat; Immunity: All terrestrial Diseases and biowarfare agents; Immunity: All terrestrial poisons and chemical warfare agents), Absorb ED: Absorption 7d6 (Energy to STR), Absorb PD: Absorption 7d6 (Physical to STR), Immovability: Knockback Resistance -7, Regeneration: Healing BODY 1 1/2d6; Can Heal Limbs; Self Only, Quills 1: RKA 3d6, Quills 2: HKA 1d6; Damage Shield; Reduced Endurance (0 END); Continuous, Amazing Save (Defense): Armor (8 PD/8 ED), +4 with HTH Combat, Persuasion 14-, PS: Henchman 15-, Survival 16-

Total Abilities Cost: 279

Disadvantages: Distinctive Features: Cactus Head (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses), Hunted: Mafia 11- (Mo Pow, Watching), Psychological Limitation: Dishonorable (Common, Strong), Psychological Limitation: Makes stupid decisions (Uncommon, Moderate), Psychological Limitation: Overconfident (Common, Strong), Reputation: Villain Henchman, 11-, Social Limitation: Has secret about real ID (Occasionally, Major)

Total Character Cost: 396

MELT MASTER

38	STR	17	DEX	16	CON	12	BODY
20	INT	18	EGO	15	PRE	10	COM
18	PD	13	ED	4	SPD	11	REC
32	END	40	STUN				

Run: 6"/12" Leap: 7 1/2"/15" Swim: 2"/4"

Total Characteristics Cost: 130

Abilities: Durability: Armor (7 PD/7 ED), Immune to Radiation: Life Support (Safe in High Radiation), Disintegration: Killing Attack - Ranged 3 1/2d6, Elasticity: Stretching 6, Flight: Flight 7, +2 with Disintegrate, +3 with All Combat, Acting 14-, Deduction 13-, SS: Nuclear Physics 17-, Tactics 13-

Total Abilities Cost: 170

Disadvantages: Distinctive Features: Warm the Area Around Him (Concealable, Noticed and Recognizable, Detectable By Commonly-Used Senses), Hunted: Drake Einstein 8- (Occasionally, More Powerful, Harshly Punish), Hunted: Police 8- (Occasionally, Less Powerful, NCI, Limited Geographical Area, Harshly Punish), Psychological Limitation: Greedy (Common, Total), Psychological Limitation: Enjoys the Intellectual Challenge of Combat (Common, Strong), Reputation: Twisted Villain, Sometimes (8-), Social Limitation: Public ID (Frequently, 11-, Major)

Total Character Cost: 300

SCRATCH

18	STR	19	DEX	18	CON	10	BODY
19	INT	19	EGO	19	PRE	18	COM
8	PD	6	ED	4	SPD	14	REC
56	END	43	STUN				

Run: 6"/12" Leap: 7 1/2"/15" Swim: 2"/4"

Total Characteristics Cost: 103

Abilities: Taunting: +20 PRE; Only for Attacks and Defenses while Talking in Combat, Powered Armor: Armor (13 PD/13 ED); OIF, Super Strength: +20 STR; OIF, Super Constitution: +10 CON; OIF, Quasar Pistol: RKA 2d6, +1 Increased STUN Multiplier; OAF; 16 Charges, Sword: HKA 1d6+1 (2 1/2d6 w/STR); OAF, Rocket Boots: Flight 11"; OIF, Followers (100/50 x1, 70/35 x2, 35/15 x3), +2 with All Combat, +2 with Ranged Combat, Penalty Skill Levels: +2 vs. Range Modifier with All Attacks, Rapid Attack (Ranged), Acrobatics 15-, Acting 20-, Computer Programming 15-, Contortionist 15-, Persuasion 20-, KS: Strategy 16-, Oratory 17-, Concealment 14-, +1 with Flight

Total Abilities Cost: 246

Disadvantages: Hunted: Drake Einstein 8- (As Pow, Harshly Punish), Physical Limitation: Displaced in Time (All the Time, Greatly Impairing), Psychological Limitation: Driven to complete his mission and go back to the future (Common, Total), Psychological Limitation: Overconfidence (Common, Strong), Psychological Limitation: Vengeful (Common, Strong), Reputation: Cold, vicious and evil in combat, 11-, Rivalry: Professional (Drake Einstein; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry), Social Limitation: Secretly wants to overthrow Emperor Ziodd (Occasionally, Minor)

Total Character Cost: 349

MINDRESSA

10	STR	18	DEX	15	CON	10	BODY
19	INT	23	EGO	65	PRE	22	COM
4	PD	5	ED	4	SPD	5	REC
30	END	23	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 146

Abilities: Strong-Willed: +14 PRE; Only for Defense, Indomitable Will: Mental Defense (15 points total), Psychic Awareness: Mental Awareness, Life Support (Longevity: Immortal), Flight: Flight 10," Psionic Force Field: Force Field (15 PD/15 ED) (Protect Carried Items); Reduced Endurance (Half END), Additional Mental Protection: Force Field (16 Mental Defense); Reduced Endurance (Half END), Mental Attacks: Elemental Control, 60-point powers, 1) Mental Blast: Ego Attack 6d6, 2) Mind Control: Mind Control 12d6, Combat Luck: 3 PD/3 ED, Resistance: 3 points, +2 with Mental Blast, AK: Dimension Femma 11-, Acting 24, Deduction 15-, Seduction 22-

Total Abilities Cost: 234

Disadvantages: Distinctive Features: Voluptuously Lovely (Concealable, Noticed and Recognizable, Detectable By Commonly-Used Senses), Hunted: Drake Einstein 8- (Occasionally, As Powerful, Harshly Punish), Physical Limitation: From Another Dimension- Unfamiliar with History (Frequently, Greatly Impairing), Physical Limitation: Can Be Banished to Femma if Her Powers Are Used on a Mirror (Infrequently, Fully Impairing), Psychological Limitation: Hates and Loves Drake Einstein (Common, Total), Psychological Limitation: Straight-forward, Rarely Thinks Tactically (Common, Strong), Psychological Limitation: Utterly Dismissive of and Cruel to Men (Very Common, Strong), Reputation: Cruel Villainess, Sometimes (8-, Extreme)

Total Character Cost: 380

CHOSEN AVENGER

19	STR	38	DEX	22	CON	18	BODY
19	INT	21	EGO	17	PRE	19	COM
8	PD	8	ED	6	SPD	8	REC
44	END	39	STUN				

Run: 9"/18" Leap: 3 1/2"/7" Swim: 2"/4"

Total Characteristics Cost: 202

Abilities: Immune to Starvation: LS (Eating: Character does not eat), Protection: Armor (13 PD/13 ED), Darkvision: Nightvision, Flight: Gliding 12," Healing: Healing BODY 3d6; Only homeless (-1), Telekinesis: Telekinesis (15 STR), +2 with Ranged Combat, +2 with HTH Combat, +1 with DCV, High Society 14-, Streetwise 15-, Concealment 15-, +1 with DEX

Maneuver	OCV	DCV	Notes
Expertise —	+5		Dodge, Affects All Attacks, Abort
Improved Disarm	-1	+1	Disarm; 29 STR to Disarm
Stunning Attack	+0	+2	5 1/2d6 Strike

Total Abilities Cost: 159

Disadvantages: Money: Poor, Psychological Limitation: Must help and protect the homeless (Very Common, Total), Psychological Limitation: Honorable (Common, Total), Psychological Limitation: Refuses any and all financial aid (Uncommon, Strong), Social Limitation: Secret ID (Frequently, Minor), Enraged: When homeless are attacked (Uncommon), go 11-, recover 14-

Total Character Cost: 360

AMERICAN GARGOYLE

61	STR	16	DEX	36	CON	15	BODY
17	INT	17	EGO	17	PRE	10	COM
12	PD	12	ED	4	SPD	19	REC
72	END	65	STUN				

Run: 6"/12" Leap: 12"/24" Swim: 2"/4"

Total Characteristic Cost: 148

Abilities: Listen: +3 PER with Hearing Group, Toughness: Energy Damage Reduction, 25%, Toughness: Physical Damage Reduction, 25%, Ultra Hearing: Ultrasonic Perception (Hearing Group), Darkvision: Nightvision, Immunity: Life Support (Longevity Immortal), Prehensile Tail: Extra Limb (1), Flight: Flight 25"; Restrained, Amazing Save (Fortitude): +15 CON; Only for CON Stun check, Protection/Durable: Armor (17 PD/17 ED), Hardened, Fame: Reputation: Superhero (A medium-sized group) 11-, +5/+5d6, +3 with All Combat, +2 with HTH Combat, +1 with Flight, +1 with Unarmed Combat, Cramming, Persuasion 16-, PS: Writer 16-, Concealment 17-

Total Abilities Cost: 243

Disadvantages: Distinctive Features: Disturbing Appearance (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses), Social Limitation: Prefers to work alone (Occasionally, Minor), Psychological Limitation: Longs to look and be normal (Uncommon, Moderate)

Total Character Cost: 391

JONAH

15	STR	19	DEX	19	CON	10	BODY
25	INT	25	EGO	24	PRE	10	COM
6	PD	8	ED	4	SPD	7	REC
38	END	28	STUN				

Run: 6"/12" Leap: 2"/6" Swim: 2"/4"

Total Characteristic Cost: 127

Abilities: Indomitable/Iron will: Mental Defense (40 points total), Hardened, Detect (Magic): Detect Magic 20- (Unusual Group), Immunity: Life Support (Immunity All terrestrial diseases and bioware agents; Longevity Immortal), Mental Protection: +25 Mental Defense (40 points total), Immunity to Critical Hits: Armor (7 PD/7 ED), Sorcery: Elemental Control, 90-point powers, 1) Mind Control: Mind Control 18d6, 2) Force Field: Force Field (36 PD/36 ED), Hardened, 3) ESP: Clairvoyance (Sight Group), +20 to PER Roll: +20, Analyze, Discriminatory, Increased Arc Of Perception (360 Degrees), Mobile Perception Point (can move up to 6" per Phase), MegaScale (1" = 10 km), 4) Illusion: Sight, Hearing, Mental, Radio, Smell/Taste and Touch

Groups Images 1" radius, +/-18 to PER Rolls, 5) Obscure: Darkness to Sight, Hearing, Mental, Radio, Touch and Smell/Taste Groups 7" radius, 6) Incorporeal: Desolidification (affected by Energy Blast), Difficult To Dispel (x2 Active Points), Reduced Endurance (0 END), Persistent, 7) Teleportation: Teleportation 24," x2 Increased Mass, MegaScale (1" = 100 km), 8) Energy Blast (Fire): Energy Blast 18d6, 9) Disintegration: Drain DEF 9d6, 10) Flight: Flight 40," x8 Noncombat, Headquarters, Followers, +5 with All Combat, +3 with Ranged Combat, +1 with Mental Blast, Acting 18-, Cramming, Persuasion 18-, Knowledge Skill: Dark arts 21-, Deduction 18-, Concealment 18-

Total Abilities Cost: 770

Disadvantages: Social Limitation: Must obey Zarka at all times (Very Frequently, Severe), Psychological Limitation: Lacks compassion (Very Common, Total)

Total Character Cost: 897

UEEBA

3	STR	42	DEX	10	CON	10	BODY
13	INT	15	EGO	10	PRE	10	COM
1	PD	2	ED	5	SPD	3	REC
20	END	17	STUN				

Run: 12"/24" Leap: 10 1/2"/21" Swim: 2"/4"

Total Characteristics Cost: 124

Abilities: Immunities: Life Support (Eating Character does not eat; Immunity All terrestrial diseases and biowarefare agents; Immunity All terrestrial poisons and chemical warfare agents; Longevity Immortal; Safe in Low Pressure/Vacuum; Sleeping Character does not sleep), Immune to Mental Powers: Mental Defense (33 points total), Hardened, Mental Blast: Ego Attack 2 1/2d6, Reduced Endurance (0 END); Continuous; Must be able to stab himself, +4 with Ranged Combat, +1 with Leap, +6 DCV, Climbing 19-, Concealment 15-

Total Abilities Cost: 150

Disadvantages: Physical Limitation: Cannot speak (All the Time, Greatly Impairing), Social Limitation: Creepy voodoo doll (Very Frequently, Severe), Vulnerability: 2 x Effect Fire (Common), Takes +9" Knockback

Total Character Cost: 274

FREEZE QUEEN

10	STR	21	DEX	17	CON	10	BODY
13	INT	10	EGO	10	PRE	10	COM
4	PD	6	ED	5	SPD	5	REC
34	END	24	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 74

Abilities: Evasion: Physical Damage Reduction, 25%, Immunity: Life Support (Safe in Intense Cold), Power Immunity: Personal Immunity from Own Attacks, Energy Control - Cold: Elemental Control, 60-point powers, 1) Energy Blast: Energy Blast 12d6, 30, 2) Create Object: Major Transform 4d6 (Air into Ice Object), 3) Force Field: Force Field (30 PD/30 ED), 4) Snare: Entangle 6d6, 6 DEF, 5) Invisibility to Sight Group, No Fringe; Chameleon, +3 with Ranged Combat, +2 with DEX, +2 with Leap, +2 with Dodge, Penalty Skill Levels: +2 vs. Range Modifier with All Attacks, Acrobatics 18-, Climbing 13-, Contortionist 15-

Total Abilities Cost: 253

Disadvantages: Social Limitation: Subject to severe mood swings (Occasionally, Severe), Psychological Limitation: Always looking to take down superheroes (Common, Strong), Distinctive Features: Disfigured face and discolored skin (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)

Total Character Cost: 327

LADYBUG

10	STR	21	DEX	15	CON	10	BODY
17	INT	19	EGO	18	PRE	10	COM
4	PD	6	ED	5	SPD	5	REC
30	END	23	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 100

Abilities: Ladybug Armor: Armor (10 PD/10 ED); OIF, Flight: Flight 15"; OIF, Super-Strength: +30 STR; OIF, Clinging: Clinging (70 STR); OIF, Mental Protection: Mental Defense (34 points total); OIF, Power Staff: Multipower, 40-point reserve, 1u) Basic Attack: Killing Attack - Hand-To-Hand 2 1/2d6 (3d6+1 w/STR), 2u) Paralysis: Entangle 4d6, 4 DEF, 3u) Stunning Attack: Killing Attack - Hand-To-Hand 1 1/2d6 (2d6 w/STR), +2 Increased STUN Multiplier, 4u) Penetrating Attack: Killing Attack - Hand-To-Hand 1 1/2d6 (2d6 w/STR), Penetrating, +2 with All Combat, +4 with Ranged Combat, +2 with Power Staff, Penalty Skill Levels: +2 vs. Hit Location modifiers with All Attacks, Acrobatics 16-, Streetwise 14-, Concealment 16-

Total Abilities Cost: 227

Disadvantages: Psychological Limitation: Madly in love with Grenadier (Uncommon, Total), Psychological Limitation: Has no compassion (Common, Total)

Total Character Cost: 327

THE GRENADIER

38	STR	27	DEX	19	CON	10	BODY
16	INT	18	EGO	18	PRE	20	COM
16	PD	8	ED	5	SPD	12	REC
38	END	39	STUN				

Run: 6"/12" Leap: 7"/14" Swim: 2"/4"

Total Characteristics Cost: 157

Abilities: Amazing Save (Damage): Armor (8 PD/8 ED), Fragmentation Grenades: Killing Attack - Ranged 2d6+1, Explosion; OAF, 8 Charges, Electricity Grenades: Energy Blast 5d6+1, Explosion; OAF, 8 Charges, Shredder Grenades: Killing Attack - Ranged 1d6+1, Penetrating, Explosion; OAF, 8 Charges, Displacer Grenades: Teleportation 10," Usable As Attack, Increased Maximum Range (1,125"), Ranged, Explosion; OAF, 4 Charges, Random Location, Visor: Sight Group Flash Defense (15 points), See Invisibility: Detect Invisible 22- (Sight Group), Discriminatory, Penetration Vision: N-Ray Perception (Sight Group), Discriminatory, Contact (Contact has significant Contacts of his own, Contact limited by identity) 13-, +7 with All Combat, +2 with Grenades, Inventor 14-, Demolitions 15-, High Society 14-, Persuasion 15-, Concealment 14-

Total Abilities Cost: 243

Disadvantages: Enraged: Berserk Flashbacks (Uncommon), go 11-, recover 8-, Berserk

Total Character Cost: 400

SICKLE

22	STR	16	DEX	22	CON	10	BODY
19	INT	16	EGO	22	PRE	10	COM
8	PD	14	ED	4	SPD	11	REC
90	END	40	STUN				

Run: 6"/12" Leap: 44"/176" Swim: 2"/4"

Total Characteristics Cost: 120

Abilities: Indomitable Will: Mental Defense (43 points total), Amazing Save (Will): +30 Mental Defense (43 points total), Amazing Save (Fortitude): +15 CON; Only for CON Stun check, Battle Armor: Armor (17 PD/17 ED); OIF, Super-Strength: +50 STR; OIF, Leaping: Leaping +40" (44" forward, 22" upward) (Accurate, x4 Noncombat), Sickle: HKA 3d6+1 (4 1/2d6 w/STR); OAF, Pistol: RKA 3d6+1, 16 Charges; OAF, Reputation (A medium-sized group) 11-, +5/+5d6, Followers (125/50 x1, 100/50 x1, 75/50 x3, 50/25 x35), +5 with All Combat, +2 with HTH Combat, +2 with Rapid Fire, Penalty Skill Levels: +2 vs. Hit Location modifiers with Sickle, +2 with PRE rolls, +2 with INT rolls, Demolitions 14-, Persuasion 16-, Systems Operation 13-, Concealment 14-, Deduction 14-, Analyze: Combat 16-, Oratory 15-, Teamwork 14-

Total Abilities Cost: 402

Disadvantages: Psychological Limitation: Bent on revenge (Common, Strong), Reputation: Dishonorable, 11-

Total Character Cost: 522

THE SLUG

21	STR	10	DEX	25	CON	10	BODY
15	INT	15	EGO	15	PRE	10	COM
8	PD	10	ED	4	SPD	9	REC
50	END	34	STUN				

Run: 6"/12" Leap: 4"/8" Swim: 2"/4"

Total Characteristics Cost: 90

Abilities: Listen: +5 PER with Hearing Group, Darkvision: Nightvision, Extra Limbs: Pair of Arms (2), Amazing Save (Damage): Armor (17 PD/17 ED), +30 CON; Only for CON Stun checks, Disintegrate: Drain DEF 2 1/2d6, Continuous; Only vs. Stone, Immovability: Knockback Resistance -25, Neutralize: Dispel Mutation Powers 21 1/2d6, Slick: Change Environment 8" radius, -2 Characteristic Roll and all Skill Rolls based on DEX, -2 DCV, Multiple Combat Effects, Personal Immunity, Slide: Flight 25"; Only In Contact With A Surface, Tunneling 13" through 13 DEF material; Extra Time (Extra Phase), Headquarters, Followers (100/50 x1, 75/50 x2, 50/25 x25), +5 with All Combat, +5 with HTH Combat, +3 with Grab, Oratory 16-, Concealment 17-, Stealth 15-

Total Abilities Cost: 543

Disadvantages: Distinctive Features: Slug-like lower body (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses), Psychological Limitation: Sadistic and bitter (Very Common, Strong)

Total Character Cost: 633

RUSSIAN GARGOYLE

33	STR	14	DEX	25	CON	10	BODY
14	INT	14	EGO	14	PRE	10	COM
15	PD	10	ED	4	SPD	12	REC
50	END	40	STUN				

Run: 6"/12" Leap: 6 1/2"/13" Swim: 2"

Total Characteristics Cost: 110

Abilities: Listen: +5 PER with Hearing Group, Prehensile Tail: Extra Limb (1), Immunity: LS (Longevity Immortal), Ultra-Hearing: Ultrasonic Perception (Hearing Group), Amazing Save (Fortitude): +50 CON; Only for CON Stun check, Energy Blast (electricity): EB 12d6; Must be used at full power, Flight: Flight 30"; Restrained, Protection/Durability: Armor (17 PD/17 ED), Hardened, +4 with All Combat, +4 with HTH Combat, +2 with Grab, +2 with Rapid Shot, Cramming, Persuasion 16-, PS: Soldier 16-, Concealment 16-

Total Abilities Cost: 336

Disadvantages: Enraged: Berserk When extremely stressed or frustrated (Common, go 8-, recover 14-, Berserk), Distinctive Features: Disturbing Appearance (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)

Total Character Cost: 446

CLIFFHANGER

19	STR	19	DEX	18	CON	10	BODY
20	INT	21	EGO	15	PRE	16	COM
8	PD	8	ED	5	SPD	8	REC
36	END	29	STUN				

Run: 6"/12" Leap: 3 1/2"/7" Swim: 5"/10"

Total Characteristics Cost: 124

Abilities: Magneta-Boots: Clinging (49 STR); Only with metal surface; OIF, Protective Costume: Armor (8 PD/8 ED); OIF, Rocket Pack: Flight 12"; OIF, Ray Gun: EB 10d6; OAF, 16 Charges, Contact: Old Department (Contact has: extremely useful Skills or resources, Very Good relationship with Contact) 13-, Combat Luck (3 PD/3 ED), +2 with All Combat, Acrobatics 17-, Acting 15-, Climbing 15-, Demolitions 14-, High Society 14-, Security Systems 14-, Combat Driving 15-, Contortionist 15-, Streetwise 15-, Concealment 15-, Persuasion 15-, Breakfall 14-, KS: Espionage 16-, Stealth 14-, Lockpicking 14-, Combat Piloting 14-, Deduction 15-, Penalty Skill Levels: +2 vs. Range Modifier with All Attacks, Rapid Attack (Ranged), +2 with Rapid Attack

Maneuver	OCV	DCV	Notes
Nerve Strike	-1	+1	2d6 NND
Martial Strike	+0	+2	5 1/2d6 Strike
Martial Throw	+0	+1	3 1/2d6 +v/5, Target Falls

Total Abilities Cost: 239

Disadvantages: Psychological Limitation: Does not like government (Uncommon, Moderate), Psychological Limitation: Cannot turn down plea for help if he feels they are innocent (Common, Total), Psychological Limitation: Will not use excessive violence to defeat a villain (Common, Strong), Social Limitation: Secret ID (Frequently, Major)

Total Character Cost: 363

MR. GRAVESTONE

16	STR	18	DEX	19	CON	16	BODY
22	INT	25	EGO	22	PRE	19	COM
20	PD	10	ED	4	SPD	20	REC
38	END	64	STUN				

Run: 6"/12" Leap: 15"/30" Swim: 2"/4"

Total Characteristics Cost: 144

Abilities: Hard Skin: Armor (4 PD/4 ED), Grabbing Strength: +60 STR; Only for hand strength (Grab, Choke, Cling, etc.), Contact: Carlton Craymore (Contact has very useful Skills or resources, Very Good relationship with Contact, 8-), Money: Wealthy, Base: Headquarters, Followers (210/100 x1, 165/80 x1, 135/60 x2, 100/50 x3, 70/35 x6, 35/15 x60), +6 with All Combat, Streetwise 16-, Persuasion 17-, Concealment 16-, High Society 15-, Oratory 15-

Total Abilities Cost: 241

Disadvantages: Hunted: Cliffhanger 11- (As Pow, Harshly Punish), Hunted: Police 8- (As Pow, NCI, Harshly Punish), Psychological Limitation: Will not betray those he thinks highly of (Very Common, Total), Distinctive Features: Stone Hands (Not Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses), DNPC: Crystal Wilson 8- (Normal)

Total Character Cost: 384

SKULLDUGGERY

9	STR	29	DEX	12	CON	12	BODY
30	INT	33	EGO	13	PRE	15	COM
6	PD	6	ED	5	SPD	4	REC
24	END	23	STUN				

Run: 6"/12" Leap: 3 1/2"/7" Swim: 2"/4"

Total Characteristics Cost: 157

Abilities: Indomitable Will: Mental Defense (27 points total), Startle: +10 PRE; Only for PRE Attacks, Boost: Aid 1 1/2d6, Trigger (Only when angry), Telepathy: Telepathy 10d6; Only vs. Sleeping People, Trick Cane: Multipower, 40-point reserve, all slots OAF, 1u) Fatigue: Drain STUN 4d6, 2u) Snare: Entangle 4d6, 4 DEF, 3u) Stun: Entangle 2d6, 2 DEF, BOECV (Mental Defense applies), 4u) Energy Blast: EB 8d6; 16 Charges, Reputation (A medium-sized group, 11-, +5/+5d6), Combat Luck (6 PD/6 ED), Combat Driving 16-, Contortionist 17-, Streetwise 16-, Concealment 16-, Persuasion 17-, Language: Spanish (fluent conversation), Language: Italian (fluent conversation), Language: French (fluent conversation), Language: Russian (fluent conversation), Stealth 17-, KS: Random Trivia 17-, WF: Cane, Rapid Attack (HTH)

Total Abilities Cost: 174

Disadvantages: Psychological Limitation: Wants to destroy those who "have everything" (Common, Total), Social Limitation: Secret ID: Leonard Braxton (Occasionally, Major), Reputation: Over The Top Murderer, 11-, Hunted: Law Enforcement 8- (As Pow, Harshly Punish)

Total Character Cost: 330

H-BOMB

10	STR	16	DEX	10	CON	10	BODY
45	INT	26	EGO	16	PRE	10	COM
6	PD	6	ED	4	SPD	5	REC
20	END	20	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristic Cost: 115

Abilities: E-Mesh Suit: Absorption 11d6 (ED, Energy Blast), E-Mesh Suit: Absorption 11d6 (PD, Energy Blast), Energy Blast: EB 11d6, Amazing Save (Damage): Armor (10 PD/10 ED), Immunities: LS (Eating Character does not eat; Safe in High Radiation), Gadgets: Variable Power Pool (Gadget Pool), 34 base + 8 control cost, all slots OAF (-1), Combat Luck (3 PD/3 ED), +2 with All Combat, +2 with Ranged Combat, Electronics 21-, Inventor 21-, PS: Electronics 21-, PS: E-mesh technology 22-, SS: Physics 22-, SS: Chemistry 22-

Total Abilities Cost: 319

Disadvantages: Distinctive Features: E-mesh suit is fused to skin (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses), Social Limitation: Bizarre appearance makes people uncomfortable (Frequently, Major), Psychological Limitation: Loves to discuss penny-ante nihilistic philosophy (Common, Strong), Psychological Limitation: Mentally unstable (Common, Strong)

Total Character Cost: 434

CRIMSON CATASTROPHE

47	STR	18	DEX	35	CON	10	BODY
18	INT	19	EGO	10	PRE	10	COM
12	PD	12	ED	7	SPD	16	REC
70	END	52	STUN				

Run: 20"/40" Leap: 9"/18" Swim: 2"/4"

Total Characteristics Cost: 215

Abilities: Iron Will: Mental Defense (14 points total), All-Around Sight: Increased Arc Of Perception (360 Degrees) with Sight Group, Immunity: LS (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Longevity Immortal; Safe in High Pressure; Safe in Low Pressure/Vacuum; Sleeping Character does not sleep), Energy Blast (Kinetic): EB 8 1/2d6, Autofire (5 shots); Must use at full power, Protection: Armor (17 PD/17 ED), Energy Field: EB 4d6, Damage Shield, Continuous, Ambidexterity (-2 Off Hand penalty), +3 with All Combat, +1 with Ranged Combat, Tracking 13-

Total Abilities Cost: 256

Disadvantages: Vulnerability: 2 x Effect Water (Very Common)

Total Character Cost: 471

POLTERGEIST

13	STR	22	DEX	17	CON	13	BODY
18	INT	17	EGO	23	PRE	20	COM
7	PD	7	ED	4	SPD	10	REC
34	END	29	STUN				

Run: 6"/12" Leap: 6 1/2"/13" Swim: 2"/4"

Total Characteristics Cost: 127

Abilities: Immunity: LS (Safe in Intense Cold; Self-Contained Breathing), Indomitable Will: Mental Defense (13 points total), Darkvision: Nightvision, True Sight: Detect Invisible Things 17- (Sight Group), Incorporeal: Desolidification (affected by Slow Moving Attacks); Power Only Works At Night (-1), Invisibility: Invisibility to Sight, Hearing and Touch Groups, No Fringe; Power Only Works At Night, Super-Charisma: +50 PRE; Power Only Works At Night, Heavy Pistol: RKA 3d6+1, Affects Physical World; OAF: 16 Charges, Heavy Pistol: 1 More Heavy Pistol, Simulate Death, +1 with All Combat, +3 with Ranged Combat, +3 with DCV, Climbing 15-, Acrobatics 15-, Concealment 15-, Two-Weapon Fighting (Ranged)

Total Abilities Cost: 253

Disadvantages: Vulnerability: 2 x Effect Light Based Attacks (Common)

Total Character Cost: 380

BLACK BUZZARD

48	STR	19	DEX	31	CON	10	BODY
16	INT	16	EGO	19	PRE	21	COM
15	PD	11	ED	4	SPD	16	REC
62	END	54	STUN				

Run: 6"/12" Leap: 9 1/2"/19" Swim: 2"/4"

Total Characteristics Cost: 165

Abilities: Flight: Flight 10"; Restrained (Wings), Protection: Armor (5 PD/5 ED), Morning Star: HKA 2 1/2d6 (5d6+1 w/STR); OAF, +5 with All Combat, +1 with Ranged Combat, +2 with Flight, +2 with Move-By, +2 with Sweep, +2 with DCV, Acrobatics 17-, Persuasion 17-, KS: Superhumans 17-, Concealment 17-, Rapid Attack (HTH)

Total Abilities Cost: 166

Disadvantages: Psychological Limitation: Will do anything to learn about Omlevex and to grant powers to people (Very Common, Total), Social Limitation: Secret ID: Tony Pikes (Occasionally, Major), Hunted: Cliffhanger 11- (As Pow, Harshly Punish)

Total Character Cost: 330

BOOMERAXE

13	STR	21	DEX	12	CON	12	BODY
16	INT	18	EGO	15	PRE	10	COM
6	PD	6	ED	5	SPD	6	REC
24	END	25	STUN				

Run: 6"/12" Leap: 2 1/2"/5" Swim: 2"

Total Characteristics Cost: 99

Abilities: Listen: +4 PER with Hearing Group, Indomitable Will: Mental Defense (24 points total), Blind-A-Rang: Sight Group Flash 10d6; 1 Recoverable Charge; OAF, Rot-A-Rang: Drain BODY 5d6; 1 Recoverable Charge; OAF, Flame-A-Rang: EB 10d6; 1 Recoverable Charge; OAF, Null-A-Rang: Dispel Any Superpower 6 1/2d6, Expanded Effect; 1 Recoverable Charge; OAF, Oil-A-Rang: Change Environment 2" radius, -4" Running, -7 to DEX Skill Roll, Long-Lasting: 20 Minutes, Multiple Combat Effects; 1 Recoverable Charge; OAF, Returning Throwing Axe: RKA 3d6+1; 1 Recoverable Charge; OAF, Danger Sense (immediate vicinity, any danger) 14-, Combat Luck (6 PD/6 ED), +4 with Ranged Combat, +2 with Boomerangs, +2 with DCV, Weaponsmith (Boomerangs) 18-, WF: Boomerang

Total Abilities Cost: 211

Disadvantages: Psychological Limitation: Compulsive Liar (Very Common, Total), Psychological Limitation: Will usually attack weakest foe first (Common, Strong), Social Limitation: Secret ID: Jack Darby (Occasionally, Major)

Total Character Cost: 310

SPINNING JENNY

10	STR	20	DEX	14	CON	12	BODY
13	INT	14	EGO	14	PRE	21	COM
6	PD	6	ED	5	SPD	10	REC
28	END	27	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 103

Abilities: Taunting: +15 PRE; Only for Attacks and Defenses while Talking in Combat, Element Control - Air: Elemental Control, 50-point powers, 1) Air Trip: Telekinesis (33 STR); Only for use with Takedown maneuver, 2) Suffocation: EB 5d6, NND, 3) Obscure: Darkness to Sight Group 4" radius, Personal Immunity; No Range, 4) Slow: Drain SPD 3 1/2d6, Ranged, 5) Energy Blast: EB 10d6, 6) Protection: FF (15 PD/15 ED), 7) Flight: Flight 25", +2 with Ranged Combat, +1 with Flight, +1 with DCV, Acting 18-, High Society 17-

Maneuver	OCV	DCV	Notes
Takedown	+1	+1	2d6 Strike; Target Falls

Total Abilities Cost: 228

Disadvantages: Social Limitation: Secret ID: Jenny Bailey (Occasionally, Major), Unluck: 5d6, Hunted: Law Enforcement 8- (As Pow, Harshly Punish), Psychological Limitation: Will always attack women first (Common, Moderate)

Total Character Cost: 330

LACIE DELMONT

16	STR	25	DEX	20	CON	11	BODY
39	INT	22	EGO	24	PRE	20	COM
6	PD	8	ED	4	SPD	8	REC
40	END	29	STUN				

Run: 6"/12" Leap: 7"/14" Swim: 2"/4"

Total Characteristics Cost: 163

Abilities: Amazing Save (Defense): Armor (8 PD/8 ED), Arcane Pistol: EB 10d6; OAF; 16 Charges, Amazing Save (Will): Mental Defense (24 points total), +3 with Ranged Combat, Acrobatics 17-, Acting 15-, Climbing 15-, Combat Driving 16-, KS: The Supernatural 23-, PS: College Professor 20-, Language: Latin (completely fluent), SS: Parapsychology 23-, +2 with DCV, +2 with PER Rolls, +2 with Dodge, +1 with Running,

Total Abilities Cost: 157

Disadvantages: Psychological Limitation: Obsessed with Supernatural and Unknown (Very Common, Total)

Total Character Cost: 320

SPRING-HEELLED JACK

19	STR	32	DEX	21	CON	13	BODY
15	INT	20	EGO	16	PRE	10	COM
8	PD	8	ED	6	SPD	8	REC
42	END	34	STUN				

Run: 6"/12" Leap: 27 1/2"/55" Swim: 2"/4"

Total Characteristics Cost: 184

Abilities: Darkvision: Nightvision, Immunity: LS (Eating Character does not eat; Immunity All terrestrial Diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Longevity Immortal; Sleeping Character does not sleep), Fire Immunity: Armor (0 PD/40 ED); Only vs. Fire Based Attacks, Energy Blast (Fire): EB 10d6, Teleportation: Teleportation 28"; Only while in shadows, Razor Sharp Fingernails: HKA 3d6-1 (4d6 - 1 w/STR), Protection: Armor (10 PD/10 ED), +2 with All Combat

Total Abilities Cost: 230

Disadvantages: Social Limitation: People feel unsettled around him (Frequently, Major), Psychological Limitation: Show Off (Common, Strong), Psychological Limitation: Enjoys playing pranks on people (Common, Strong), Reputation: Bizarre Night Stalker, 11-, Hunted: British Law Enforcement 11- (As Pow, Harshly Punish)

Total Character Cost: 414

ZOMBIE MASTER

46	STR	17	DEX	28	CON	12	BODY
13	INT	16	EGO	16	PRE	10	COM
13	PD	10	ED	4	SPD	15	REC
56	END	49	STUN				

Run: 6"/12" Leap: 9"/12" Swim: 2"/4"

Total Characteristics Cost: 139

Abilities: Listen: +4 PER with Hearing Group, Spot: +5 PER with Sight Group, Detect Undead: Detect Undead 14- (Unusual Group), Infamy: +15 PRE; Only for PRE Attacks, Rapid Healing: Healing BODY 3d6, Mind Control: Mind Control 10d6 (Human class of minds); Only vs. Undead, Mind Link: Mind Link, Human class of minds, Specific Group of Minds; Linked (Mind Control); Only vs. Undead, Toughness: Armor (4 PD/4 ED), Followers: (70/35 x1, 35/14 x10), Combat Luck (6 PD/6 ED), +3 with All Combat, +4 with DCV, Demolitions 13-, Concealment 17-, Stealth 14-, PS: Soldier 13-

Total Abilities Cost: 234

Disadvantages: Psychological Limitation: Prefers company of the undead (Very Common, Total), Psychological Limitation: Obsessed with making the dead become undead (Very Common, Total), Money: Destitute, Social Limitation: Regarded as literally insane (Frequently, Major)

Total Character Cost: 373

COUNT DARKAS

40	STR	21	DEX	34	CON	10	BODY
22	INT	21	EGO	22	PRE	10	COM
13	PD	13	ED	5	SPD	15	REC
68	END	47	STUN				

Run: 6"/12" Leap: 8"/16" Swim: 2"/4"

Total Characteristics Cost: 187

Abilities: Iron Will: Mental Defense (19 points total), Darkvision: Nightvision, Immunity: LS (Eating Character does not eat; Immunity All terrestrial Diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents; Longevity Immortal; Self-Contained Breathing; Sleeping Character does not sleep), Drain: Drain CON 6d6, Shapeshift: Shape Shift (Bat) (Sight, Smell/Taste, Touch and Hearing Groups), Bat Wings: Flight 6"; Only in Bat Form, Regeneration: Healing BODY 4d6, Resurrection, Soul Cube: Variable Power Pool (Gadget Pool), 75 base + 18 control cost, Must contain a soul to function, Base: Castle, +5 with All Combat, +2 with HTH Combat, Persuasion 16-, Stealth 16-, Paramedics 13-, Deduction 16-, Concealment 16-

Total Abilities Cost: 403

Disadvantages: Susceptibility: Direct Sunlight, 3d6 damage Instant (Very Common), Susceptibility: Holy Symbols, 2d6 damage per Turn (Common), Psychological Limitation: Must take souls of humans (Common, Total), Enraged: Berserk When starving for a soul (Uncommon), go 11-, recover 11-, Berserk, Social Limitation: Wears antiquated clothing (Occasionally, Minor)

Total Character Cost: 590

THE BALDKNOBBER

44	STR	13	DEX	44	CON	10	BODY
8	INT	10	EGO	10	PRE	10	COM
13	PD	13	ED	4	SPD	18	REC
88	END	54	STUN				

Run: 6"/12" Leap: 43 1/2"/87" Swim: 2"/4"

Total Characteristics Cost: 169

Abilities: Listen: +5 PER with Hearing Group, Iron Will: Mental Defense (12 points total), Rapid Healing: Healing BODY 4d6, Toughness: Energy Damage Reduction, 25%, Toughness: Physical Damage Reduction, 25%, Immunity: LS (Longevity Immortal), Amazing Save (Damage): Armor (15 PD/15 ED), Protection: Armor (13 PD/13 ED), Table Leg: HA +4d6; OAF, Hand-To-Hand Attack, +1 with All Combat, +3 with HTH Combat, +2 with Club, Concealment 17-

Maneuver	OCV	DCV	Notes
Offensive Strike	-2	+1	12 1/2d6 Strike
Weapon Element: Table Leg/Club			

Total Abilities Cost: 225

Disadvantages: Psychological Limitation: Obsessed with finding and punishing his family (Common, Total), Social Limitation: Childlike behavior (Frequently, Major)

Total Character Cost: 394

ORGLO

0	STR	25	DEX	0	CON	10	BODY
20	INT	20	EGO	12	PRE	10	COM
0	PD	0	ED	4	SPD	0	REC
0	END	10	STUN				

Run: 0"/0" Leap: 0"/0" Swim: 0"/0"

Total Characteristics Cost: 38

Abilities: All-Around Sight: Increased Arc Of Perception (360 Degrees) with Sight Group, Immunity to Critical: Lack Of Weakness (-1) for Resistant Defenses plus Armor (4 PD/4 ED), Immunity: LS (Safe in High Pressure), Indomitable/Iron Will: Mental Defense (24 points total), Mental Link: Mind Link, Logoss, Incorporeal: Desolidification (affected by Water), Dazzle: Sight Group Flash 3d6, Area Of Effect (Radius), Affects Physical World, Deflection: Missile Deflection (Any Ranged Attack), Magical Lightning: EB 4d6, Affects Physical World, Super Flight: FTL Travel (5 Light Years/week), Flight: Flight 20," Reincarnate: Healing BODY 2d6, Resurrection, Sidekick: Lobos, +4 with All Combat, +2 with Flight, +2 with Move-By, +6 with DCV, Concealment 23-, KS: The Occult 15-, Stealth 22-, Deduction 15-, Shadowing 15-

Total Abilities Cost: 499

Disadvantages: Physical Limitation: Unable to speak (All the Time, Greatly Impairing), Vulnerability: 2 x Effect Magic/Cold Iron (Uncommon), Takes +9" Knockback

Total Character Cost: 539

LOGOSS

45	STR	14	DEX	18	CON	14	BODY
12	INT	16	EGO	16	PRE	10	COM
15	PD	10	ED	4	SPD	15	REC
56	END	55	STUN				

Run: 6"/12" Leap: 9"/18" Swim: 2"/4"

Total Characteristics Cost: 121

Abilities: Immunity: LS (Longevity Immortal), Mental Link: Mind Link; One Specific Mind (Orglo), Toughness: Energy Damage Reduction, 25%, Toughness: Physical Damage Reduction, 25%, Amazing Save/Durability (Damage): Armor (7 PD/7 ED), Amazing Save (Fortitude): +10 CON; Only for CON Stun check, Amazing Save (Will): Mental Defense (13 points total), Growth: Knockback Resistance -4," Claws: HKA 1d6+1 (2 1/2d6 w/STR), Reincarnate: Healing BODY 2d6, Resurrection, Reputation (A small to medium sized group) 11-, +5/+5d6, Combat Luck (3 PD/3 ED), +5 with HTH Combat, Persuasion 12-, KS: The Occult 13-, Concealment 13-

Total Abilities Cost: 192

Disadvantages: Physical Limitation: Large: -2 DCV, +2 to be perceived, Distinctive Features: Disturbing in appearance (Not Concealable; Extreme Reaction; Detectable By Commonly-Used Senses), Vulnerability: 2 x Effect Magic/Cold Iron (Uncommon)

Total Disadvantage Points: 313

BRAINTEASER

10	STR	13	DEX	16	CON	10	BODY
44	INT	29	EGO	10	PRE	10	COM
4	PD	6	ED	4	SPD	5	REC
32	END	23	STUN	0			

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 115

Abilities: Immunity: LS (Immunity Poison), Amazing Save (Will): Mental Defense (21 points total), Gadgets: Variable Power Pool, 25 base + 12 control cost, Precognition: Precognitive Clairvoyance (Sight Group), +10 to PER Roll, Stun: Entangle 2 1/2d6, 2 DEF, BOECV (Mental Defense applies); Extra Time (Full Phase), Base, Eidetic Memory; Sight Only, Combat Sense 19-, Universal Translator 21-; Extra Time (1 Turn (Post-Segment 12)), Combat Luck (9 PD/9 ED), +2 with All Combat, +1 with Ranged Combat, Deduction 22-, Power: Craft VPP 19-, Security Systems 22-, Forgery 22-, KS: Causality 19-, Lipreading 22-, Mechanics 22-, SS: Chemistry 19-, Concealment 22-, Analyze: Combat 20-

Total Abilities Cost: 331

Disadvantages: Distinctive Features: Deformed body (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses), Unluck: 3d6

Total Character Cost: 446

THE JADE FANG

10	STR	19	DEX	13	CON	12	BODY
21	INT	25	EGO	21	PRE	10	COM
4	PD	6	ED	5	SPD	5	REC
26	END	24	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 115

Abilities: Detect (magic): Detect Magic 14- (Unusual Group), Immunity: LS (Immunity: Alcohol; Immunity: All terrestrial diseases and biowarfare agents; Longevity: Immortal), Iron Will: Mental Defense (25 points total), See Invisibility: Detect Invisible 13- (Sight Group), Startle: +10 PRE; Only for PRE Attacks, Amazing Save (Will): +10 Mental Defense (25 points total), Sorcery: Multipower, 50-point reserve, all slots Incantations (-1/4), Gestures (-1/4), 1m) Mind Control: Mind Control 10d6, 2m) Force Field: FF (25 PD/25 ED), 3m) Invisibility: Invisibility to Sight, Hearing and Smell/Taste Groups, 4m) Drain: Drain BODY 5d6, 5m) Animation: Telekinesis (20 STR), 6m) Teleportation: Teleportation 20, Position Shift, x2 Increased Mass, 7m) Mental Blast: Ego Attack 5d6, 8m) Shapeshift: Shape Shift (Sight, Hearing and Smell/Taste Groups), Reputation (A medium-sized group, 11-, +3/+3d6), Follower: green serpent, Eidetic Memory, Simulate Death, Combat Luck (9 PD/9 ED), +2 with Ranged Combat, High Society 19-, Cryptography 14-, Persuasion 17-, Shadowing 15-, Deduction 18-, Teamwork 14-

Maneuver	OCV	DCV	Notes
Stunning Strike	-1	+1	2d6 NND

Total Abilities Cost: 273

Disadvantages: Social Limitation: Must obey avatar (Very Frequently, Severe)

Total Character Cost: 388

THE SCREE-FISE

14	STR	10	DEX	14	CON	10	BODY
14	INT	10	EGO	10	PRE	10	COM
3	PD	3	ED	2	SPD	6	REC
28	END	24	STUN				

Run: 6"/12" Leap: 2 1/2"/5" Swim: 2"/4"

Total Characteristics Cost: 16

Abilities: Immunity: LS (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity All terrestrial poisons and chemical warfare agents), Scent: +4 PER with Smell/Taste Group, Dimensional Travel: Extra-Dimensional Movement (Single Dimension), x16 Increased Weight; OIF, Shapeshift: Shape Shift (Sight, Touch, Hearing, Mental, Radio and Smell/Taste Groups), Cellular, Imitation, Instant Change; Must eat human kidney to assume form, Ray Gun: EB 5d6, 16 Charges; OAF, Ambidexterity (-2 Off Hand penalty), Eidetic Memory, Combat Luck (6 PD/6 ED), +4 with All Combat, Concealment 14-, PS: Perform 15-, Streetwise 14-, Tracking 14-

Total Abilities Cost: 176

Disadvantages: Susceptibility: Exposed to Tea Leaves, 3d6 damage per Phase (Common)

Total Character Cost: 192

ONYX

20	STR	22	DEX	21	CON	12	BODY
18	INT	29	EGO	22	PRE	21	COM
8	PD	8	ED	5	SPD	8	REC
42	END	33	STUN				

Run: 6"/12" Leap: 15"/30" Swim: 2"/4"

Total Characteristics Cost: 173

Abilities: Amazing Save (Damage): Armor (5 PD/5 ED), Amazing Save (Will): Mental Defense (16 points total), Mystic Shield: Missile Deflection (Any Ranged Attack); Missile Reflection; Reflect At Any Target; OAF, Reputation: Celebrity Superhero (A medium-sized group, 11-, +5/+5d6), Combat Luck (6 PD/6 ED), +8 with All Combat, +1 with Ranged Combat, +2 with Spread maneuver, +2 with Dodge, +2 with Grab, Acrobatics 18-, High Society 17-, Deduction 15-, Teamwork 14-, Oratory 14-

Total Abilities Cost: 190

Disadvantages: Social Limitation: Expected to live up to mother's name (Frequently, Major), Social Limitation: Public ID: Bryce Kingsly (Frequently, Major)

Total Character Cost: 362

ATLAS MAN

70	STR	15	DEX	50	CON	16	BODY
13	INT	15	EGO	18	PRE	20	COM
21	PD	16	ED	4	SPD	24	REC
100	END	76	STUN				

Run: 6"/12" Leap: 14"/28" Swim: 2"/4"

Total Characteristics Cost: 221

Abilities: Immunity: LS (Longevity Immortal), Ultra-Hearing: Ultrasonic Perception (Hearing Group), Flight: Flight 22, x4 Noncombat, Protection: Armor (13 PD/13 ED), Hardened (+1/4), Immovability: Knockback Resistance -13, +2 with All Combat, +4 with HTH Combat, Concealment 14-

Maneuver	OCV	DCV	Notes
Power Attack	+0	+2	16d6 Strike
Takedown Attack	+1	+1	14d6 Strike; Target Falls
Stunning Strike	-1	+1	2d6 NND

Total Abilities Cost: 186

Disadvantages: Psychological Limitation: Will support government no matter what (Common, Total), Social Limitation: Out of touch with current time (Frequently, Minor), Psychological Limitation: Determined to do as Keeper of the Realm said (Common, Total)

Total Character Cost: 407

DUST GIRL

10	STR	21	DEX	10	CON	12	BODY
13	INT	13	EGO	21	PRE	21	COM
4	PD	4	ED	4	SPD	4	REC
20	END	22	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 76

Abilities: Taunting: +15 PRE; Only for Attacks and Defenses while Talking in Combat, Flight: Flight 25," Shrinking: Shrinking (0.0625 m tall, 0.0031 kg mass, -10 PER Rolls to perceive character, +10 DCV, takes +15" KB), 16Super Dexterity: +8 DEX; Linked (Shrinking), Energy Blast: EB 5d6+1, Explosion, Combat Luck (9 PD/9 ED), +4 with Ranged Combat, Acrobatics 18-, Penalty Skill Levels: +2 vs. Range Modifier with All Attacks

Total Abilities Cost: 224

Disadvantages: Social Limitation: Teenie Bopper (Occasionally, Minor), Social Limitation: Secret ID: Nancy Hill (Occasionally, Major)

Total Character Cost: 299

LIEGE LORD

21	STR	17	DEX	23	CON	10	BODY
25	INT	22	EGO	19	PRE	10	COM
14	PD	5	ED	6	SPD	19	REC
46	END	58	STUN				

Run: 6"/12" Leap: 14"/28" Swim: 2"/4"

Total Characteristics Cost: 139

Abilities: Iron Will/Mental Protection: Mental Defense (29 points total), Toughness: Physical Damage Reduction, 50%, Toughness: Energy Damage Reduction, 50%, Immunity to Critical Hits: Armor (6 PD/6 ED), Sorcery: Multipower, 40-point reserve, 1m) Force Field: FF (15 PD/15 ED/10 Power Defense), 2m) Invisibility: Invisibility to Sight, Hearing and Smell/Taste Groups, No Fringe, 3u) Drain: Drain INT 4d6, 4u) Shape Matter: Cosmetic Transform 8d6 (Inanimate object to different shape); Not vs. Divination, Control or Transportation Groups, Battle Armor: Armor (20 PD/20 ED); OIF, Super Strength: +50 STR; OIF, Energy Blast: EB 10d6; OIF, Headquarters, Reputation (A medium-sized group, 11-, +5/+5d6), +6 with All Combat, +2 with HTH Combat, +2 with Spread, Persuasion 18-, KS: Mysticism 18-, Concealment 18-, Deduction 18-

Total Abilities Cost: 378

Total Cost: 517

Disadvantages: None

Total Character Cost: 517

THE DEHUMANIZER

13	STR	17	DEX	8	CON	10	BODY
22	INT	25	EGO	18	PRE	10	COM
6	PD	4	ED	5	SPD	5	REC
16	END	21	STUN				

Run: 6"/12" Leap: 2 1/2"/5" Swim: 2"/4"

Total Characteristics Cost: 98

Abilities: Immunity: LS (Eating Character does not eat; Immunity All terrestrial diseases and biowarfare agents; Immunity Electricity; Immunity All terrestrial poisons and chemical warfare agents; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Safe in Low Pressure/Vacuum; Self-Contained Breathing), Indomitable/Iron Will: Mental Defense (25 points total), Startle: +10 PRE; Only for PRE Attacks, Super-Strength: +40 STR; Only when exposed to radiation, Armor: Armor (17 PD/17 ED), Hardened; OIF, Toughness: Energy Damage Reduction, Resistant, 25%; OIF, Toughness: Physical Damage Reduction, Resistant, 25%; OIF, Energy Blast: EB 10d6; OIF, Rocket Launcher: RKA 2d6+1, Explosion; OIF, 16 Charges, Headquarters, Reputation (A medium-sized group 11-, +5/+5d6), Followers (200/100 x1, 170/85 x2, 150/75 x3, 125/65 x5, 80/40 x9 50/25 x90), +5 with All Combat, +2 with Ranged Combat, +2 with Spread, Penalty Skill Levels: +2 vs. Range Modifier with All Attacks, Acting 17-, Computer Programming 15-, Demolitions 16-, Persuasion 18-, Mechanics 16-, SS: Genetics 16-, Concealment 15-, Deduction 18-, Oratory 18-

Maneuver	OCV	DCV	Notes
All-Out Attack	+1	-2	6 1/2d6 Strike
Improved Grapple	-1	-1	Grab Two Limbs, 23 STR for holding on

Total Abilities Cost: 477

Disadvantages: Susceptibility: Lack of radiation, 2d6 damage per Hour (Uncommon), Social Limitation: Hideous Appearance (Very Frequently, Severe), Psychological Limitation: Megalomaniac bent on vengeance (Very Common, Total)

Total Character Cost: 575

LAZER MAN

58	STR	18	DEX	18	CON	10	BODY
43	INT	17	EGO	14	PRE	10	COM
12	PD	12	ED	4	SPD	16	REC
36	END	48	STUN				

Run: 6"/12" Leap: 11 1/2"/23" Swim: 2"/4"

Total Characteristics Cost: 159

Abilities: Alternate Form - Energy (Light): Desolidification (affected by Darkness), Can choose to make only limbs or entire body desolid, Flight: Flight 37," Energy Blast: RKA 1 1/2d6, Affects Physical World, Protection/Durability: Armor (17 PD/17 ED), Hardened, Toughness: Energy Damage Reduction, 25%, Toughness: Physical Damage Reduction, 25%, Reincarnate: Healing BODY 2d6, Resurrection; Must have host body near, Telepathy: Telepathy 10d6 (Subconscious people only), +5 with All Combat, +2 with Energy Blast, +2 with Rapid Fire, Penalty Skill Levels: +2 vs. Hit Location modifiers with Energy Blast, Persuasion 16-

Total Abilities Cost: 432

Disadvantages: Social Limitation: Comes off as an alien menace (Very Frequently, Major), Susceptibility: Exposed to Omlevex, 1d6 damage per Turn (Uncommon)

Total Character Cost: 591

GRUNN, THE BRIDGER OF A THOUSAND WORLDS

105	STR	20	DEX	25	CON	26	BODY
58	INT	21	EGO	21	PRE	10	COM
40	PD	15	ED	4	SPD	26	REC
50	END	108	STUN				

Run: 30"/60" Leap: 21"/42" Swim: 2"/4"

Total Characteristics Cost: 371

Abilities: Giant Sized: Knockback Resistance -16," Toughness: Damage Resistance (15 PD/15 ED/15 Mental Def.), Toughness: Mental Defense (15 points total), Toughness: Energy Damage Reduction, Resistant, 50%, Toughness: Physical Damage Reduction, Resistant, 50%, Toughness: Mental Damage Reduction, 50%, Immunity: LS (Longevity Immortal; Safe in High Pressure; Safe in Low Pressure/Vacuum; Self-Contained Breathing), Energy Blast (Mental): EB 12d6+1, BOECV (Mental Defense applies), Telepathy: Telepathy 6d6 (Alien, Human and Animal classes of minds), Space Flight: FTL Travel (3 Light Years/month), Mind Control Gauntlets: Mind Control 8d6 (Alien, Animal and Human classes of minds), Area Of Effect (6" Radius); OIF, Eidetic Memory, Universal Translator 25-, +11 with All Combat, +2 with Ranged Combat, +2 with Mental Combat, +1 with Sweep, Penalty Skill Levels: +1 vs. Range Modifier with All Attacks, Inventor: Inter-Planetary Bridges/Gates 27-, Persuasion 26-, Mechanics 27-

Total Abilities Cost: 648

Disadvantages: Physical Limitation: -10 DCV, +10 PER Rolls to perceived character (All the Time, Greatly Impairing), Enraged: Berserk When someone stands in his way (Common, go 11-, recover 11-, Berserk), Reputation: God-Like Giant, 14- (Extreme)

Total Character Cost: 1019

OMEGA MAX

16	STR	19	DEX	16	CON	10	BODY
74	INT	24	EGO	17	PRE	10	COM
6	PD	6	ED	6	SPD	6	REC
32	END	26	STUN				

Run: 6"/12" Leap: 3"/6" Swim: 2"/4"

Total Characteristics Cost: 161

Abilities: Iron Will: Mental Defense (15 points total), Amazing Save (Damage): Armor (4 PD/4 ED), Energy Blast (Light): EB 16d6; IIF, Flight: Flight 40"; IIF, Space Flight: Flight 20," MegaScale (1" = 1,000 km); IIF, Techno Suit: Armor (20 PD/20 ED); OIF, Blending: Invisibility to Sight, Mental, Radio, Smell/Taste, Touch and Hearing Groups, No Fringe; Chameleon; OIF, Super-Dexterity: +20 DEX; OIF, Immunity: LS (Safe in High Pressure; Safe in Low Pressure/Vacuum), +4 with All Combat, +3 with Ranged Combat, +2 with Move By, Penalty Skill Levels: +3 vs. Range Modifier with All Attacks, Penalty Skill Levels: +2 vs. Hit Location modifiers with All Attacks, KS: Gigarays 31-, SS 31-, SS: Physics 31-, Inventor 32-

Total Abilities Cost: 439

Disadvantages: Psychological Limitation: Driven by revenge (Common, Strong)

Total Character Cost: 600**THE GAUNTLET**

10	STR	13	DEX	10	CON	10	BODY
75	INT	21	EGO	10	PRE	10	COM
4	PD	4	ED	4	SPD	4	REC
20	END	20	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 117

Abilities: Indomitable Will: Mental Defense (14 points total), Energy Control (gravity): Elemental Control, 60-point powers, 1) Area: Telekinesis (20 STR), Area Of Effect (3" Radius); Only to move objects up and down, 2) Energy Blast: EB 12d6, 3) Energy Field: EB 5d6, Damage Shield, Continuous, 4) Flight: Flight 30," 5) Force Field: FF (24 PD/24 ED/5 Mental Defense/10 Power Defense), Eidetic Memory, +4 with All Combat, +1 with Ranged Combat, Computer Programming 25-, Inventor (gravatic conductors) 25-, Security Systems 25-, Mechanics 25-, SS: Quantum Physics 22-, Concealment 25-, Analyze: Combat 25-

Total Abilities Cost: 270

Disadvantages: Psychological Limitation: Fanatical hatred of the military (Common, Total)

Total Character Cost: 387**HONEY BEA**

12	STR	29	DEX	17	CON	10	BODY
14	INT	17	EGO	15	PRE	20	COM
4	PD	6	ED	6	SPD	5	REC
34	END	25	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 117

Abilities: Taunting: +15 PRE; Only for Attacks and Defenses while Talking in Combat, Super Charisma: +30 PRE; Only vs. Men, Super Dexterity: +10 DEX; Only vs. Men, Immunity: LS (Immunity All terrestrial poisons and chemical warfare agents), Amazing Save (Damage): Armor (9 PD/9 ED), Clinging: Clinging (147 STR), Flight: Flight 28," +1 with All Combat, +3 with Ranged Combat, +2 with Flight, Penalty Skill Levels: +2 vs. Range Modifier with All Attacks, Acting 23-, High Society 23-, Streetwise 23-, Concealment 14-

Total Abilities Cost: 259

Disadvantages: Reputation: Manipulative Seductress, 11-, Psychological Limitation: No qualms against using people for her own means (Common, Strong), Psychological Limitation: Hates Men (Common, Strong)

Total Character Cost: 376**THE SNIPE**

10	STR	15	DEX	12	CON	10	BODY
10	INT	13	EGO	10	PRE	9	COM
4	PD	4	ED	6	SPD	4	REC
24	END	21	STUN				

Run: 12"/48" Leap: 2"/4" Swim: 2"/4"

Abilities: Regeneration: Healing BODY 2 1/2d6, Deflection/Deflect Others: Missile Deflection (Any Ranged Attack); Missile Reflection; Reflect At Any Target, Super Speed: x4 Noncombat Running, Combat Luck (9 PD/9 ED), +1 with Ranged Combat, +6 with DCV, Stealth 14-, Concealment 12-, Breakfall 18-

Maneuver	OCV	DCV	Notes
Dodge	—	+5	Dodge, Affects All Attacks, Abort
Move-By Attack	+1	+0	8d6 +v/5; FMove
Rapid Strike	-2	+1	12d6 Strike
Ranged Disarm	+0	+0	Disarm, 25 STR to Disarm

+6 HTH Damage Class(es)

Total Abilities Cost: 203

Disadvantages: Psychological Limitation: Will do anything to protect Gauntlet (Very Common, Moderate), Distinctive Features: Dumpy, hunched-over, ugly man (Not Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)

Total Character Cost: 278**SCARLET CYCLONE**

16	STR	16	DEX	19	CON	10	BODY
13	INT	13	EGO	19	PRE	20	COM
6	PD	8	ED	4	SPD	7	REC
80	END	28	STUN				

Run: 6"/12" Leap: 3"/6" Swim: 2"/4"

Total Characteristics Cost: 107

Abilities: Toughness: Energy Damage Reduction, Resistant, 50%, Toughness: Physical Damage Reduction, Resistant, 50%, Spinning: Armor (12 PD/12 ED); Costs Endurance, Defense Bonus: +2 with DCV; Linked (Spinning), Only vs. Entangle Attacks, All-Around Sight: Increased Arc Of Perception (360 Degrees) with Sight Group; Linked (Spinning), Deflection: Missile Deflection (Any Ranged Attack); Linked (Spinning), Flight: Flight 27"; Linked (Spinning), Tunneling: Tunneling 11" through 11 DEF material; Linked (Spinning), +5 with All Combat, +2 with Ranged Combat, +2 with Flight, +3 with Sweep, Combat Driving 14-, Persuasion 14-, Combat Piloting 14-, Mechanics 14-, Concealment 14-

Maneuver	OCV	DCV	Notes
Air Ram	+1	+1	3d6 Strike; Target Falls
Killing Strike	-2	+0	HKA 1d6 +1

Total Abilities Cost: 296

Disadvantages: Social Limitation: Secret ID (Frequently, Major), Psychological Limitation: Mercenary's Code: Highest Bidder Gets The Work (Common, Total)

Total Character Cost: 403**VANISHING MAN**

10	STR	16	DEX	13	CON	10	BODY
16	INT	19	EGO	47	PRE	10	COM
4	PD	6	ED	5	SPD	5	REC
26	END	22	STUN				

Run: 6"/12" Leap: 2"/4" Swim: 2"/4"

Total Characteristics Cost: 114

Abilities: Taunting: +15 PRE; Only for Attacks and Defenses while Talking in Combat, Invisibility: Invisibility to Sight Group; No Fringe; Extra Time (Extra Phase), Luck: Luck 5d6, Stun: EB 9d6, STUN Only; No Range, Smoke Bombs: Darkness to Sight and Smell/Taste Groups 4" radius, 16 Charges; OAF, Combat Luck (3 PD/3 ED), +3 with All Combat, +2 with Ranged Combat, +2 with Dodge, Acting 23-, Contortionist 15-, Stealth 15-, PS: Performer 15-, Sleight Of Hand 15-

Total Abilities Cost: 188

Disadvantages: None

Total Character Cost: 302

SAS CONVERSIONS

Drake Einstein

200 Character Points
 Body 9, Mind 8, Soul 10
 Attack Combat Value 10, Defense Combat Value 11
 Health Points 95
 Attack Combat Mastery 1, Defense Combat Mastery 4, Features (Appearance x2) 2, Combat Technique (Steady Hand) 1, Highly Skilled 2
 Item of Power "Adrenaline Pellets" 5 (Attack Combat Mastery 5, Enhanced [Body], Restriction: Degrades 1 pt/round), Item of Power "Rocket Flyer" 4 (Flight 5), Item of Power "Satchel of Goodies" 13 (Power Flux 4; Duration 5), Sixth Sense (Danger) 1
 Acrobatics (Jumps) 3, Driving (Car) 2, Performing Arts (Drama, Fast Talking) 4, Pilot (Rocket Flyer) 3, Ranged Defense (Personal) 1
 Famous 2 BP

Skeleton

120 Character Points
 Body 11, Mind 10, Soul 9
 Attack Combat Value 14, Defense Combat Value 10
 Health Points 160
 Attack Combat Mastery 4, Combat Technique (Judge Opponent, Leap Attack, Steady Hand, Two Weapons) 4, Defense Combat Mastery 2, Gadgets 1, Highly Skilled 5, Tough 3
 Item of Power "Entrapment Bolo" 4 (Special Attack 4: 20 Damage; Muscle-Powered, Tangle), Item of Power "Protective Costume" 2 (Armour 3), Superstrength 1
 Acrobatics (Tumbling) 2, Climbing (Walls) 3, Intimidation (Street) 2, Stealth (Silent Movement) 3, Street Sense (Influential Individuals) 1, Melee Attack (Sword) 2, Melee Defense (Sword) 2, Thrown Weapon (Blades) 2

King Cockroach

80 Character Points
 Body 11, Mind 9, Soul 10
 Attack Combat Value 9, Defense Combat Value 13
 Health Points 105
 Combat Technique (Lightning Reflexes) 1, Defense Combat Mastery 5, Extra Defenses 2, Highly Skilled 1, Natural Weapons (Mandibles) 1
 Animal Summon/Control (Cockroaches; Area 4, Duration 1) 10, Enhanced [Body] 3, Special Defense (Radiation x2) 2, Special Movement (Wall-Crawling) 2
 Acrobatics (Balance) 3, Biological Sciences (Zoology) 3, Stealth (Concealment) 3
 Bane (Insecticides) 3 BP, Inept Attack BP 3, Less Capable (Strength) BP 6, Less Capable (Endurance) BP 6

Man-Cactus

150 Character Points
 Body 10, Mind 4, Soul 6
 Attack Combat Value 9, Defense Combat Value 4
 Health Points 180
 Attack Combat Mastery 3, Natural Weapons (Spines) 1, Tough 7
 Damage Conversion (Restriction: Superstrength only) 4, Immovable 8, Regeneration 5, Special Defense (Hunger x2) 2, Superstrength 6
 Intimidation (Street) 3, Street Sense (Gang Activity) 3, Wilderness Survival (Desert) 3
 Marked BP 3, Unappealing BP 1, Unskilled BP 1

Melt Master

100 Character Points
 Body 8, Mind 11, Soul 8
 Attack Combat Value 9, Defense Combat Value 7

Health Points 100

Tough 1

Elasticity 6, Special Attack "Disintegration" 6: 100 Damage (Burning), Special Defense (Radiation x2) 2, Superstrength 1

Performing Arts (Fast Talking) 2, Physical Sciences (Physics) 4, Writing (Academic) 3

Scratch

150 Character Points

Body 10, Mind 10, Soul 10

Attack Combat Value 10, Defense Combat Value 12

Health Points 100

Combat Technique (Accuracy) 1, Defense Combat Mastery 4, Extra Attacks 2, Features (Appearance) 1, Gadgets 1, Henchmen 9, Highly Skilled 1

Item of Power "Powered Armor" 4 (Armour 4, Enhanced [Body] 3, Superstrength 1), Item of Power "Quasar Pistol" (Special Attack 5: 80 Damage; Stun, Special Attack 4: 80 Damage), Item of Power "Rocket Boots" 4 (Flight 5)

Acrobatics (Flexibility) 2, Computers (Databases) 2, Intimidation (Political) 3, Military Sciences (Strategy) 3, Gun Combat (Pistol) 1

Owned (Emperor Ziodd) BP 3

Mindressa

170 Character Points

Body 8, Mind 11, Soul 14

Attack Combat Value 11, Defense Combat Value 9

Health Points 110

Features (Appearance) 3

Flight 3, Force Field 3 (Area 0, Duration 1, Range 0), Mind Control 6 (Area 2, Range 3, Targets 1), Mind Shield 8 (Area 0, Range 0, Targets 0) Special Attack "Mental Blast" 9 (60 Damage; Soul Attack, Stun), Sixth Sense (Psionics) 1, Special Defense (Ageing x2) 2

Power Usage (Mental Blast) 3, Seduction 2

Detectable (Mind Control) BP 2, Detectable (Special Attack) BP 2, Unique Defect (Forcing Mindressa to look into a mirror while she uses either Mind Control or her Special Attack will zap her back to Dimension Femma) BP 2

Chosen Avenger

130 Character Points

Body 13, Mind 11, Soul 10

Attack Combat Value 11, Defense Combat Value 15

Health Points 135

Combat Technique (Lightning Reflexes) 1, Defense Combat Mastery 6, Extra Attacks 1, Features (Appearance) 1, Tough 1

Enhanced [Body] 2, Flight (Glider) 4, Healing 3 (Restriction: Homeless people only), Heightened Senses II (Darkvision) 1, Special Defense (Hunger x2) 2, Telekinesis 3 (Area 2, Range 2), Speed 1

Etiquette (Lower Class) 3, Street Sense (Influential Individuals) 4, Urban Tracking (Residential) 3, Unarmed Attack (Strikes) 1

American Gargoyle

130 Character Points

Body 10, Mind 9, Soul 9

Attack Combat Value 14, Defense Combat Value 12

Health Points 175

Attack Combat Mastery 5, Defense Combat Mastery 5, Heightened Awareness 3, Natural Weapons ("Tentacle") 1, Tough 4

Armour 1, Flight 4, Heightened Senses II (Darkvision, Ultrasonic Hearing) 2, Special Defense (Ageing x2) 2, Superstrength 6

Intimidation (Street) 4, Writing (Journalistic) 2, Unarmed Attack (Strikes) 2

Famous 2 BP, Marked 2 BP, Unappealing 2 BP, Unskilled 1 BP

Jonah

280 Character Points

Body 9, Mind 13, Soul 12

Attack Combat Value 8, Defense Combat Value 10

Health Points 105

Defense Combat Mastery 4, Sidekick (Ueeba) 10
Dynamic Powers 9 (Magic; Area 3, Duration 1, Range 5, Targets 1), Mind Shield 3 (Area 0, Range 0, Targets 0), Sixth Sense (Magic) 1, Special Defense (Ageing x2, Disease x2) 4
Intimidation (Street) 3, Occult (Rituals) 5, Performing Arts (Public Speaking) 1
Owned (Zarka) 3 BP, Unskilled 1 BP

Ueeba

140 Character Points
Body 11, Mind 8, Soul 7
Attack Combat Value 8, Defense Combat Value 12
Health Points 90
Defense Combat Mastery 6
Immunity (Mental Attacks) 8, Jumping 2, Special Defense (Air/Oxygen x2, Ageing x2, Disease x2, Hunger x2, Poison x2, Sleep x2) 12, Special Attack "Mental Blast" 9 (80 Damage; Soul Attack, Stun, Unique Disability: Must be able to stab himself), Speed 1
Acrobatics (Jumps) 2, Climbing (Walls) 4
Achilles Heel (Fire) 3 BP, Diminutive 1 BP, Less Capable (Strength) 6 BP, Owned (Zarka) 3 BP, Physical Impairment (Mute) 3 BP, Unappealing 2 BP, Unskilled 1 BP

Freeze Queen

160 Character Points
Body 9, Mind 7, Soul 6
Attack Combat Value 7, Defense Combat Value 12
Health Points 75
Combat Technique (Lightning Reflexes) 1, Defense Combat Mastery 7
Dynamic Powers 6 (Cold; Area 3, Duration 3, Range 2, Targets 1), Immunity (Cold), Special Defense (Own Attributes x2) 2
Acrobatics (Balance) 4, Climbing (Natural Surfaces) 2

Ladybug

100 Character Points
Body 9, Mind 9, Soul 10
Attack Combat Value 9, Defense Combat Value 11
Health Points 95
Defense Combat Mastery 4
Item of Power "Ladybug Armor" 6 (Armour 4, Flight 3, Mind Shield 2, Special Movement: Wall-Crawling 2), Item of Power "Power Staff" 6 (Special Attack 7: 80 Damage; Incapacitating, Muscle-Powered, Penetrating – Armour, Melee)
Acrobatics (Tumbling) 1, Street Sense (Gang Activity) 3, Melee Attack (Polearms) 2

The Grenadier

130 Character Points
Body 11, Mind 7, Soul 9
Attack Combat Value 14, Defense Combat Value 11
Health Points 100
Attack Combat Mastery 5, Defense Combat Mastery 4, Features (Appearance) 1, Gadgets 2, Highly Skilled 2
Item of Power "Displacer Grenades" 3 (Teleport 3: Area 3, Range 2, Targets 2, Reduction: Limited uses, Restriction: Random location), Item of Power: "Electricity Grenades" 5 (Special Attack 6; 60 Damage, Area Effect x3), Item of Power: "Shredder Grenades" 6 (Special Attack 7; 60 Damage, Area Effect x3, Penetrating – Armour), Item of Power "Visor" 1 (Special Defense 2: Flare x2, Heightened Senses II 2: See Invisible, X-Ray Vision), Superstrength 2
Demolitions (Artificial Structures) 2, Intimidation (Street) 2, Thrown Weapons (Grenades) 4
Blind Fury BP 3, Recurring Nightmares BP 3

The Sickie

130 Character Points
Body 11, Mind 9, Soul 12
Attack Combat Value 13, Defense Combat Value 10

Health Points 195

Attack Combat Mastery 3, Combat Technique (Judge Opponent) 1, Defense Combat Mastery 2, Gadgets 1, Henchmen 10, Highly Skilled 4, Tough 4
Item of Power "Battle Armor" 7 (Armour 5, Jumping 1, Superstrength 4)
Demolitions (Artificial Structures) 2, Intimidation (Street) 3, Military Sciences (Tactics) 3, Melee Attack (Axe) 4, Gun Combat (Pistol) 1
Famous BP 2

The Slug

150 Character Points
Body 10, Mind 9, Soul 9
Attack Combat Value 10, Defense Combat Value 9
Health Points 95
Attack Combat Mastery 2, Defense Combat Mastery 2, Extra Arms 2, Henchmen 9
Heightened Senses II (Darkvision) 1, Immovable 6, Nullify 6 (Area 2, Duration 1, Range 2, Targets 1, Restriction: Mutations only), Special Attack "Disintegration" 1 (60 Damage, Burning, Melee, Unique Disability: Stone only), Special Movement (Slithering) 1, Tunneling 1, Unique Attribute: Slick (Slippery area 15m radius, make successful Body check or slip and fall) 2
Stealth (Silent Movement) 3, Unarmed Attack (Grappling) 2, Unarmed Defense (Grappling) 2
Marked 3 BP, Unappealing 3 BP

Russian Gargoyle

130 Character Points
Body 11, Mind 8, Soul 8
Attack Combat Value 11, Defense Combat Value 9
Health Points 135
Attack Combat Mastery 2, Defense Combat Mastery 2, Natural Weapons ("Tentacle") 1, Tough 2
Armour 1, Flight 4, Heightened Senses II (Darkvision, Ultrasonic Hearing) 2, Special Attack "Electrical Blast" 6 (120 Damage; Restriction – Maximum Force), Special Defense (Ageing x2) 2, Superstrength 6
Intimidation (Street) 3, Military Sciences (Teamwork) 3, Unarmed Attack (Grappling) 1
Blind Fury 2 BP, Marked 2 BP, Unappealing 2 BP

Cliffhanger

140 Character Points
Body 10, Mind 11, Soul 10
Attack Combat Value 12, Defense Combat Value 8
Health Points 100
Attack Combat Mastery 2, Extra Attacks 2, Highly Skilled 9, Organizational Ties (United States government) 4
Item of Power "Magna Boots" 2 (Special Movement 2 – Wall-Crawling, Restriction: Only works on metal surfaces), Item of Power "Protective Costume" 1 (Armour 1), Item of Power "Ray Gun" 5 (Special Attack 6; 100 Damage, Stun), Item of Power "Rocket Pack" 4 (Flight 5)
Acrobatics (Balance) 2, Burglary (Breaking-and-Entering) 2, Climbing (Walls) 2, Demolitions (Artificial Structures) 2, Driving (Car) 3, Intimidation (Street) 3, Military Sciences (Intelligence Analysis) 3, Piloting (Light Airplane) 2, Stealth (Concealment) 2, Street Sense (Influential Individuals) 3, Swimming (Free Diving) 1, Gun Combat (Pistol) 2, Unarmed Attack (Strikes) 2, Unarmed Defense (Strikes) 1
Famous 2 BP, Marked 2 BP, Unappealing 2 BP, Unskilled 1 BP

Mr. Gravestone

130 Character Points
Body 9, Mind 12, Soul 12
Attack Combat Value 11, Defense Combat Value 9
Health Points 145
Features (Appearance) 1, Henchmen 9, Highly Skilled 1, Organizational Ties (Mafia) 6, Tough 2
Special Movement (Wall-Crawling, Restriction: Only when using hands) 2, Superstrength 7 (Part of Body: In forearms only)
Intimidation (Street) 4, Management and Administration (Government) 2, Street Sense (Gang Activity) 4, Unarmed Attack (Strikes) 2

Skullduggery

100 Character Points

Body 8, Mind 14, Soul 9

Attack Combat Value 10, Defense Combat Value 13

Health Points 85

Combat Technique (Lightning Reflexes) 1, Defense Combat Mastery 5, Highly Skilled 3

Enhanced [Body] 3 (Restriction: Only when angry), Item of Power "Trick Cane" 3 (Special Attack "Fire Blast" 2: 40 Damage; Special Attack 2: 40 Damage, Tangle, No Damage; Special Attack 2: 40 Damage, Drain Body, No Damage; Special Attack 3: 40 Damage: Stun), Telepathy 8 (Area 2, Range 3, Targets 1, Reduction: Read minds/subconscious only) Acrobatics (Flexibility) 1, Cultural Arts (Trivia) 3, Driving (Car) 1, Intimidation (Street) 1, Languages (Spanish, Italian, French, Russian) 3, Stealth (Concealment) 2, Urban Tracking (Residential) 1, Melee Attack (Baton/Club) 4

Famous BP 2

H-Bomb

190 Character Points

Body 7, Mind 15, Soul 10

Attack Combat Value 10, Defense Combat Value 9

Health Points 105

Defense Combat Mastery 1, Tough 1

Armour 3, Damage Conversion 6 (Restriction: Only against energy-based attacks, Restriction: Can only apply points to Special Attack), Enhanced [Mind] 3, Item of Power "Gizmos" 3 (Power Flux 5, Duration 5), Special Attack "Radiation Blast" 5 (100 Damage), Special Defense (Hunger x2, Radiation x2) 4

Electronics (Micro) 3, Mechanics (Armourer) 4, Physical Sciences (Physics) 4

Marked 3 BP, Unappealing 2 BP

Crimson Catastrophe

130 Character Points

Body 15, Mind 10, Soul 8

Attack Combat Value 11, Defense Combat Value 12

Health Points 115

Defense Combat Mastery 3, Extra Attacks 1, Heightened Awareness 2 Heightened Senses II (All-Around Sight) 1, Special Attack "Energy Blast" 9 (120 Damage, Auto-Fire, Reduction: Maximum Force), Special Attack "Energy Field" 5 (Damage 100, Aura, Melee), Special Defense (Air/Oxygen x2, Ageing x2, Disease x2, Poison x2, Sleep x2) 10, Speed 1 Urban Tracking (Residential) 3, Wilderness Tracking (Plains) 4 Bane (Water) 3 BP, Unskilled 1 BP

Poltergeist

150 Character Points

Body 10, Mind 10, Soul 11

Attack Combat Value 11, Defense Combat Value 8

Health Points 105

Attack Combat Mastery 1, Combat Technique (Accuracy, Two Weapons) 2, Features (Appearance x2) 2, Gadgets 1, Highly Skilled 2 Enhanced [Soul] 5 (Restriction: Only at night), Heightened Senses II (Darkvision, See Invisible, True Sight) 3, Immunity (Cold) 6, Invisibility 5 (Restriction: Only at night), Mass Decrease 10 (Restriction: Only at night) Acrobatics (Jumps) 3, Climbing (Walls) 2, Gun Combat (Pistol) 3 Achilles Heel (Light) 1 BP

Black Buzzard

100 Character Points

Body 12, Mind 9, Soul 9

Attack Combat Value 11, Defense Combat Value 8

Health Points 165

Attack Combat Mastery 1, Combat Technique (Steady Hand) 1, Extra Attacks 1, Features (Appearance) 1, Heightened Awareness 1, Tough 3 Flight 4, Superstrength 2

Acrobatics (Tumbling) 3, Cultural Arts (Superhumans) 3, Intimidation (Street) 2

Boomeraxe

130 Character Points

Body 9, Mind 9, Soul 9

Attack Combat Value 9, Defense Combat Value 7

Health Points 90

Combat Technique (Accuracy, Block Ranged Attacks, Lightning Reflexes) 2, Defense Combat Mastery 3, Gadgets 1, Heightened Awareness 5, Highly Skilled 1

Item of Power "Blind-A-Rang" 1 (Sensory Block 1, Area 1, Range 2), Item of Power "Flame-A-Rang" 2 (Special Attack: 40 Damage), Item of Power "Null-A-Rang" 14 (Nullify 5, Area 2, Duration 2, Range 2, Targets 1), Item of Power "Oil-A-Rang" 2 (Unique Attribute: Slick – Slippery area 15m radius, make successful Body check or slip and fall), Item of Power "Rot-A-Rang" 2 (Special Attack: 20 Damage, Burning)

Artisan (Woodworking) 4, Wilderness Survival (Plains) 4, Thrown Weapons (Boomerang) 3

Famous 1 BP

Spinning Jenny

100 Character Points

Body 8, Mind 8, Soul 8

Attack Combat Value 8, Defense Combat Value 8

Health Points 80

Combat Technique (Lightning Reflexes), Defense Combat Mastery 2, Features (Appearance x2) 2

Dynamic Powers 6 (Wind; Area 4, Duration 2, Range 2, Targets 3), Special Defense (Own Attributes x2) 2

Etiquette (Upper Class) 2

Cursed 2 BP, Unskilled 2 BP

Lacie Delmont

110 Character Points

Body 12, Mind 13, Soul 12

Attack Combat Value 12, Defense Combat Value 14

Health Points 180

Combat Technique (Accuracy, Judge Opponent, Lightning Reflexes, Two Weapons) 4, Defense Combat Mastery 4, Features (Appearance x2) 2, Gadgets 1, Heightened Awareness 3, Highly Skilled 5, Tough 3

Enhanced [Body] 8, Enhanced [Mind] 9, Enhanced [Soul] 8, Item of Power "Arcane Pistol" 2 (Special Attack 2, 40 Damage)

Acrobatics (Jumps) 3, Climbing (Walls) 2, Driving (Car) 3, Languages (Latin) 1, Occult (Spirits) 4, Police Sciences (Criminology) 4, Social Sciences (Psychology) 4, Gun Combat (Pistol) 3

Spring-Heeled Jack

180 Character Points

Body 12, Mind 9, Soul 10

Attack Combat Value 10, Defense Combat Value 8

Health Points 110

Combat Technique (Leap Attack, Lightning Reflexes) 2, Natural Weapons (Claws) 1

Heightened Senses II (Darkvision) 1, Jumping 4, Special Attack "Fire Blast" 4 (80 Damage), Special Defense (Ageing x2, Disease x2, Hunger x2, Poison x2, Sleep x2) 10, Teleport 10 (Restriction: Only while in shadows)

Marked 1 BP, Unskilled 3 BP

Zombie Master

110 Character Points

Body 8, Mind 8, Soul 9

Attack Combat Value 11, Defense Combat Value 8

Health Points 85

Attack Combat Mastery 3, Defense Combat Mastery 2, Henchmen 9, Tough 3

Mind Control 5 (Area 2, Range 3, Targets 1, Restriction: Undead only), Regeneration 1, Sixth Sense (Undead) 1, Superstrength 3

Demolitions (Artificial Structures) 1, Intimidation (Street) 1, Military Sciences (Teamwork) 1, Stealth (Concealment) 1

Unskilled BP 1

Count Darkas

250 Character Points

Body 13, Mind 12, Soul 12

Attack Combat Value 12, Defense Combat Value 10

Health Points 125

Heightened Awareness 1

Alternate Form 2 (Animal Form: Bat), Heightened Senses II (Darkvision) 1, Item of Power "Soul Cube" 29 (Dynamic Powers 7, Magic, Area 3, Duration 2, Range 2, Targets 2, Restriction: Requires soul), Regeneration 3, Special Attack (60 Damage, Drain Soul, Vampiric, Low Penetration, Melee), Special Defense (Air/Oxygen x2, Ageing x2, Disease x2, Hunger x2, Poison x2, Sleep x2) 12, Superstrength 1 Intimidation (Political) 3, Stealth (Silent Movement) 2

Bane (Holy Symbols) 1 BP, Bane (Sunlight) 2 BP, Special Requirement (Souls) BP 2, Unskilled 1 BP

Baldknobber

80 Character Points

Body 12, Mind 3, Soul 6

Attack Combat Value 10, Defense Combat Value 7

Health Points 190

Attack Combat Mastery 3, Defense Combat Mastery 1, Combat Technique (ACV Knockback) 1, Gadgets 1, Tough 5

Jumping 3, Regeneration 1, Special Defense (Ageing x2) 2, Superstrength 2

Stealth (Concealment) 3, Melee Attack (Baton/Club) 3

Marked 1 BP, Unappealing 1 BP

Orglo the Unseen

140 Character Points

Body 8, Mind 12, Soul 9

Attack Combat Value 10, Defense Combat Value 8

Health Points 85

Attack Combat Mastery 1, Combat Technique (Steady Hand) 1, Defense Combat Mastery 1, Heightened Awareness 2, Sidekick (Logoss) 16

Flight 6, Heightened Senses II (All-Around Sight) 1, Mass Decrease 1, Mind Shield 4, Special Attack "Dazzle" 4 (60 Damage, Area Effect, Flare, No Damage), Special Attack "Magical Lightning" 4 (80 Damage), Telepathy 6 (Area 0, Range 3, Targets 1, Restriction: Logoss Only)

Occult (Rituals) 2, Stealth (Concealment) 2

Achilles Heel (Cold Iron) 1 BP, Achilles Heel (Magic) 2 BP, Diminutive 1 BP, Less Capable (Strength) 6 BP, Marked 3 BP, Physical Impairment (Mute) 1 BP, Unskilled 2 BP

Logoss the Unspeakable

90 Character Points

Body 10, Mind 8, Soul 9

Attack Combat Value 9, Defense Combat Value 7

Health Points 215

Natural Weapons (Claws) 1, Tough 6

Immovable 2, Reincarnation 4, Special Defense (Ageing x2) 2, Telepathy 6 (Area 0, Range 3, Targets 1, Restriction: Orglo only), Superstrength 2 Occult (Spirits) 1, Intimidation (Street) 1

Achilles Heel (Cold Iron) 1 BP, Achilles Heel (Magic) 2 BP, Awkward Size 1 BP, Marked 3 BP, Unappealing 3 BP, Unskilled 2 BP

Brainteaser

130 Character Points

Body 8, Mind 15, Soul 8

Attack Combat Value 10, Defense Combat Value 10

Health Points 80

Defense Combat Mastery 2, Gadgeteer 4, Heightened Awareness 2, Highly Skilled 4

Enhanced [Mind] 5, Sixth Sense (Precognition) 1, Item of Power "Gadgets" 8 (Power Flux 2, Duration 5), Special Attack "Mental Stun" 7 (40 Damage, Mind Attack, Slow), Special Defense (Poison x2) 2, Unique Attribute: Comprehend Languages 1

Electronics (Security) 4, Forgery 4, Mechanics (Micro) 4, Physical Sciences (Physics) 4, Writing (Academic) 2

Cursed 2 BP, Marked 2 BP, Unappealing 2 BP

Jade Fang

190 Character Points

Body 8, Mind 12, Soul 13

Attack Combat Value 11, Defense Combat Value 10

Health Points 105

Combat Technique (Lightning Reflexes) 1, Defense Combat Mastery 1, Highly Skilled 1, Sidekick (Green Serpent) 1

Dynamic Powers 5 (Magic; Area 2, Duration 2, Range 1, Targets 2), Heightened Senses II (See Invisible) 1, Sixth Sense (Magic) 1, Special Defense (Ageing x2, Disease x2, Poison x2) 6

Controlled Breathing (Slow Heart Rate) 3, Etiquette (Upper Class) 3, Intimidation (Political) 4, Occult (Rituals) 1, Unarmed Attack (Strike) 2

Typical Scree-Fise

50 Character Points

Body 7, Mind 7, Soul 6

Attack Combat Value 6, Defense Combat Value 4

Health Points 65

Combat Technique (Two Weapons) 1

Alternate Form 1 (Cosmetic Changes, Restriction: Must swallow a human kidney in order to assume human form), Heightened Senses I (Smell) 1, Item of Power "Ray Gun" 1 (Special Attack 1, 20 Damage), Item of Power "Transporter Console" 1 (Special Movement - Dimension Hop), Special Defense (Disease x2, Hunger x2, Poison x2) 6

Performing Arts (Fast Talking) 2, Stealth (Concealment) 1, Urban Tracking (Residential) 1

Bane (Tea Leaves) 3 BP, Marked 1 BP, Unskilled 2 BP

Onyx

130 Character Points

Body 11, Mind 10, Soul 11

Attack Combat Value 15, Defense Combat Value 13

Health Points 150

Attack Combat Mastery 5, Combat Technique (Block Ranged Attacks, Lightning Reflexes, Steady Hand) 3, Defense Combat Mastery 5, Extra Attacks 2, Extra Defenses 1, Features (Appearance x2) 2, Highly Skilled 3, Tough 2

Item of Power "Mystic Shield" 4 (Armour 5, Immovable 5, Special Attack: 40 Damage, Melee, Muscle-Powered)

Acrobatics (Jumps) 4, Unarmed Attack (Grappling) 2, Unarmed Defense (Grappling) 2

Famous 2 BP

Atlas Man

140 Character Points

Body 12, Mind 8, Soul 9

Attack Combat Value 12, Defense Combat Value 9

Health Points 205

Attack Combat Mastery 3, Defense Combat Mastery 2, Features (Appearance) 1, Tough 5

Enhanced [Body] 9, Flight 5, Heightened Senses II (Ultrasonic Hearing) 1, Immovable 7, Special Defense (Ageing x2) 2, Superstrength 7

Unarmed Attack (Throws) 4

Dust Girl

130 Character Points

Body 8, Mind 8, Soul 9

Attack Combat Value 8, Defense Combat Value 13

Health Points 85

Combat Technique (Lightning Reflexes) 1, Defense Combat Mastery 7, Features (Appearance x2) 2,

Flight 3, Shrink 6 (Area 0, Duration 3, Range 0, Targets 0), Special Attack "Kinetic Blast" 3 (40 Damage; Area Effect), Unique Attribute: Mighty Mite (No mass lifting multiplier, damage penalty, or enemy damage bonus while shrunk) 6

Acrobatics (Tumbling) 4

Liege Lord

220 Character Points

Body 11, Mind 12, Soul 11

Attack Combat Value 14, Defense Combat Value 12

Health Points 170

Attack Combat Mastery 3, Defense Combat Mastery 3, Extra Attacks 1, Tough 3

Dynamic Powers 4 (Magic; Area 2, Duration 1, Range 2, Targets 1, Restriction: No divination, control, or transportation spells), Item of Power "Battle Armor" 17 (Armour 6, Flight 5, Special Attack 5 – 100 Damage, Superstrength 7) Mind Shield 5
Intimidation (Political) 4, Occult (Spirits) 4
Famous 3 BP

The Dehumanizer

220 Character Points
Body 8, Mind 12, Soul 11
Attack Combat Value 10, Defense Combat Value 8
Health Points 95
Combat Technique (Lightning Reflexes) 1, Henchmen 9, Highly Skilled 4
Immunity (Cold) 6, Immunity (Electricity) 6, Immunity (Fire/Heat) 8, Item of Power "Armor" 9 (Armour 5, Special Attack "Energy Blast" 5, 100 Damage, Special Attack "Rocket Launcher" 6, 100 Damage; Area Effect) Special Defense (Air/Oxygen x2, Disease x2, Hunger x2, Poison x2, Radiation x2) 10, Superstrength 5 (Restriction: only when exposed to radiation)
Biological Sciences (Genetics) 3, Computers (Programming) 2, Demolitions (Artificial Structures) 3, Intimidation (Street) 3, Mechanics (Armorer) 2, Unarmed Attack (Grappling) 2
Bane (Absence of radiation) 3 BP, Famous 2 BP, Less Capable (Endurance) in absence of radiation 4 BP, Marked 3 BP, Unappealing 3 BP

Lazer Man

210 Character Points
Body 10, Mind 12, Soul 9
Attack Combat Value 10, Defense Combat Value 8
Health Points 175
Extra Attacks 1, Tough 4
Alternate Form 8 (Energy: Flight 6, Mass Decrease 10, Special Attack 6; 120 Damage), Enhanced [Body] 6, Enhanced [Mind] 8, Enhanced [Soul] 5, Reincarnation 9 (Must have a host body nearby), Superstrength 5, Telepathy 8 (Area 2, Range 3, Targets 1, Reduction: Read minds/sub-conscious only)
Intimidation (Street) 3
Bane (Omlehex) 1 BP, Unappealing 1 BP, Unskilled 2 BP

Grunn, Bridger of a Thousand Worlds

300 Character Points
Body 12, Mind 16, Soul 11
Attack Combat Value 16, Defense Combat Value 11
Health Points 315
Attack Combat Mastery 3, Extra Attacks 1, Highly Skilled 5, Tough 10
Hyperflight 2, Immovable 9, Item of Power "Mind Control Gauntlets" 10 (Mind Control 10; Area 4, Range 4, Targets 5, Detectable – Victims have white eyes), Speed 1, Special Attack "Mental Blast" 13 (160 Damage; Mind Attack), Special Defense (Air/Oxygen x2, Ageing x2) 4, Speed 1, Superstrength 9, Telepathy 8 (Area 3, Range 3, Targets 3), Unique Attribute: Comprehend Languages 1
Electronics (Micro) 5, Intimidate (Political) 5, Mechanics (Inter-Planetary Bridges / Gates), Physical Sciences (Physics) 5
Awkward Size 7 BP

Omega Max

170 Character Points
Body 9, Mind 14, Soul 11
Attack Combat Value 12, Defense Combat Value 10
Health Points 140
Attack Combat Mastery 1, Combat Technique (Accuracy, Steady Hand) 2, Defense Combat Mastery 1, Highly Skilled 7, Tough 2
Item of Power "Galactic Techno Disk" 16 (Flight 8, Hyperflight 6, Special Attack "Energy Blast" 8; 160 Damage), Item of Power "Techno Suit" 9 (Armour 8, Enhanced [Body] 4, Invisibility 1 – Partially Obscured, Special Defense 2 – Air/Oxygen x2)
Electronics (Micro) 5, Mechanics (Gigarray-based equipment) 5, Physical Sciences (Physics) 5

Gauntlet

170 Character Points
Body 7, Mind 15, Soul 9
Attack Combat Value 10, Defense Combat Value 9
Health Points 80
Combat Technique (Judge Opponent) 1, Defense Combat Mastery 1, Highly Skilled 6
Dynamic Powers 6 (Gravity; Area 3, Duration 1, Range 2, Targets 3)
Computers (Programming) 5, Electronics (Gravitic Conductors) 5, Mechanics (Micro), Physical Sciences (Physics) 5

Honey Bea

110 Character Points
Body 10, Mind 8, Soul 11
Attack Combat Value 9, Defense Combat Value 10
Health Points 165
Defense Combat Mastery 3, Features (Appearance x3) 3, Heightened Awareness 3, Tough 3
Flight 4, Item of Power "Laser Pistol" 4 (Special Attack 4; Damage 80, Special Attack 4; Damage 60, Stun), Special Defense (Poison x2) 2, Special Movement (Wall-Crawling) 2
Mechanics (Aeronautical) 1, Seduction (Male) 4, Street Sense (Influential Individuals) 2
Unskilled 1 BP

The Snipe

130 Character Points
Body 7, Mind 7, Soul 7
Attack Combat Value 7, Defense Combat Value 11
Health Points 70
Combat Technique (Block Ranged Attack, Lightning Reflexes, Steady Hand), Defense Combat Mastery 6, Extra Defenses 1, Natural Weapons (Claws) 1
Regeneration 4, Speed 7
Stealth (Silent Movement) 1
Unappealing 3 BP, Unskilled 2 BP

Scarlet Cyclone

140 Character Points
Body 9, Mind 8, Soul 9
Attack Combat Value 10, Defense Combat Value 10
Health Points 130
Attack Combat Mastery 2, Combat Technique (ACV Knockback) 1, Defense Combat Mastery 4, Features (Appearance) 1, Tough 2
Flight 4, Force Field 2 (60 Damage Reduction, Area 0, Duration 1, Range 0, Restriction: Only while spinning), Heightened Senses II (All-Around Sight) 1, Special Attack "Air Ram" 7 (100 Damage; Aura, Knockback, No Damage), Tunneling 7
Driving (Car) 2, Intimidation (Street) 2, Mechanics (Aeronautical) 2, Piloting (Jet) 2

Vanishing Man

100 Character Points
Body 8, Mind 9, Soul 12
Attack Combat Value 9, Defense Combat Value 10
Health Points 100
Defense Combat Mastery 3, Divine Relationship 3
Invisibility (Sight, Restriction: Activation Time 2 BP) 1, Item of Power "Smoke Bomb" 2 (Sensory Block 2 – Sight, Smell; Area 3, Range 2), Special Attack "Stun" 7 (100 Damage, Incapacitating, Melee)
Acrobatics (Flexibility) 2, Performing Arts (Public Speaking) 2, Sleight of Hand (Stage Magic) 2, Stealth (Silent Movement) 2

INDEX

- American Gargoyle:** 4, 6-7, 15, 25, 43, 44-48, 49-51, 53, 56, 59-60, 63, 65-66, 77, 102, 110, 119, 128, 130, 138 (Pictures: 4, 8, 43, 44, 46, 47, 118)
- Aspects of the Silver Age:** 123-126
- Atlas Man:** 15, 32, 99-105, 109, 128, 135, 141 (Pictures: 6, 26, 97, 99, 100, 118)
- Atomo:** 15-16
- Avery, Roxanne:** 62, 64
- Baldknobber, The:** 81, 88-89, 134, 141 (Pictures: 88)
- Baron Von Kheel:** 15
- Bartlett, Mark:** 44-45, 47, 51, 99
- Bartoli:** 18
- Bay City:** 12-14, 17-23, 30, 40-41, 46, 76, 88 (Pictures: 20)
- Berkwood, Matthew:** 12-13
- Bernstein, Kayla:** 29-30
- Black Buzzard:** 64, 73-74, 76, 133, 140 (Pictures: 73)
- Blackcloud:** 14
- Boomeraxe:** 64, 73-77, 133, 140 (Pictures: 73)
- Brain teaser:** 81, 92-94, 135, 141 (Pictures: 92)
- Bronze Eagle:** 13
- Brunning, Sandra:** 29, 31, 129
- Captain Truth:** 60
- Captain Insect:** 15
- Captain Metazon:** 15-16
- Carter, Joe:** 45, 47
- Central Metazon:** 10, 18, 57
- Chosen Avenger:** 30, 40-42, 130, 138 (Pictures: 40, 121)
- Cliffhanger:** 6-7, 15, 22, 24, 42, 46, 61-66, 68, 70, 74-77, 98, 103, 122, 132-133, 139 (Pictures: 4, 61, 62, 64, 65, 118)
- Comics Code Authority:** 5, 125-126
- Comrade Killgrave:** 16
- Construct, The:** 96
- Cookson, Micheal:** 63
- Copeland, Mack:** 6
- Copperhead Pete:** 14
- Corrington:** 11, 13-14, 17, 19-21, 23, 30, 32, 34-35, 38, 42, 81, 84, 96, 102, 129 (Pictures: 19)
- Council of Domination:** 117
- Count Darkas:** 13, 87-88, 134, 140 (Pictures: 87)
- Countess, The:** 14
- Craymore, Carlton:** 66-67, 132
- Crazy Ace, The:** 14
- Crime Doctor:** 40
- Crimson Catastrophe:** 63, 70-71, 133, 140 (Pictures: 70)
- Dehumanizer, The:** 15-16, 32, 42, 85, 98, 100, 106-107, 136, 142 (Pictures: 4, 6, 16, 106)
- Delmont, Lacle:** 6-7, 23, 63, 78-84, 89-90, 93, 95-96, 133, 140 (Pictures: 4, 78, 79, 80, 81, 82, 96, 118)
- Den, The:** 14, 18, 25-26 (Pictures: 25)
- Desmond, Roy:** 44-45, 47, 51, 53
- Donnovan, Mark:** 80, 82
- Dr. Boomerang:** 15, 74-75
- Dr. Despair:** 60
- Dr. Void:** 117
- Dr. Punch:** 42, 77 (Pictures: 122)
- DuMange:** 9, 11, 18
- Dust Girl:** 42, 98-101, 103-104, 109, 128, 135, 141 (Pictures: 6, 97, 99, 100, 118)
- East Metazon:** 9, 11, 17-18, 20
- Einstein, Drake:** 4, 6-7, 19-20, 27-33, 38-39, 42, 45-46, 100, 110, 121, 129-130, 138 (Pictures: 4, 27, 28, 29, 30, 31, 118)
- Face, The:** 12
- Falcon Girl:** 15
- Fearless Four:** 14
- Flying Sabre, The:** 14
- Freedom Belle:** 15, 102
- Freedom's Trio:** 6-7, 42, 45-46, 98-104, 109-110, 117, 119-120 (Pictures: 6, 97, 99, 100)
- Freelands:** 18-19, 24-25, 35, 50
- Freeze Queen:** 46, 51-52, 131, 139 (Pictures: 51)
- Game Stats:** 120
- Gauntlet:** 100, 107, 109-116, 136-137, 142 (Pictures: 98, 111)
- Ghost Man, The:** 13
- God's Messengers:** 10-11 (Pictures: 11)
- Gorgox Spire:** 109
- Great Betrayer, The:** 9
- Grenadier:** 45-46, 53-55, 131, 139 (Pictures: 46, 54, 119)
- Grey Isles:** 10-11, 13
- Grunn, Bridger of a Thousand Worlds:** 85, 100, 108-110, 136, 142 (Pictures: 26, 108)
- H-Bomb:** 64, 69-70, 132, 140 (Pictures: 69)
- Hero Concepts:** 119-120
- Hill, Ursula:** 99
- Hill, Daniel:** 99
- Hill, Lloyd:** 99
- Honey Bea:** 111-114, 137, 142 (Pictures: 98, 111, 125)
- Human Missile, The:** 117
- Hurwitz, John:** 80-81
- Id, The:** 46, 60
- Jade Pirate, The:** 77
- Jade Fang, The:** 81, 94-95, 135, 141 (Pictures: 94)
- Jonah:** 32, 44-46, 48-50, 85, 110, 128, 130, 138 (Pictures: 4, 43, 44, 49)
- Keeper of the Realm, The:** 46, 98-99, 101-103, 135
- King Cockroach:** 28, 34-35, 129, 138 (Pictures: 34)
- Krieger, Friederich:** 20
- Krieger Enterprises:** 20
- Lacour, Deirdre:** 63
- Ladybug:** 45-46, 52-55, 131, 139 (Pictures: 46, 52, 119)
- LaPorte:** 19
- Lazer Man:** 98, 107-108, 142, 136, 142 (Pictures: 107)
- League of Evil, The:** 100, 111-117, 137, 142 (Pictures: 98, 111)
- Liege Lord:** 15, 32, 98-100, 102, 104-105, 136, 141 (Pictures: 97, 99, 104)
- Lightning Rod:** 42, 77 (Pictures: 122)
- Living Shadow, The:** 16, 96
- Logoss the Unspeakable:** 81, 91-92, 134, 141
- Magmar:** 117
- Man-Cactus:** 24, 28, 30-31, 35-36, 45, 129, 138 (Pictures: 4, 27, 29, 35)
- Markswell III, Jameson:** 80
- Masked Rebel, The:** 12-13
- Masked Jackal, The:** 117
- Masters of Crime, The:** 64, 73-77, 133, 140 (Pictures: 73)
- Mayfield, Alice:** 80
- Melt Master:** 30, 36-37, 129, 138 (Pictures: 36, 121)
- Metazon:** 7, 9-14, 17-26, 46, 54, 56-57, 64-65, 75, 84, 87, 96, 100, 102-103, 105, 109, 111, 117, 120, 128 (Map: 17)
- Middleton:** 11, 18, 23-24, 30, 46, 87 (Pictures: 23)
- Mills, Howard:** 42, 62, 64, 73, 77, 98
- Mindressa:** 39-40, 130, 138 (Pictures: 39)
- Miss Match:** 42 (Pictures: 122)
- Missouri Kid, The:** 12
- Movers, The:** 21-22
- Mr. Gravestone:** 45, 63-64, 66-67, 77, 132, 139 (Pictures: 66)
- Mr. Putty:** 15, 128
- Mr. Dimension:** 100, 117
- Ms. Shield:** 15-16, 45, 65, 100-102, 128 (Pictures: 8)
- Murphy, Carl:** 4, 6, 24, 31-32, 42, 44-45, 51, 62-63, 66, 79-81, 85, 98-100, 111, 113, 115-117, 126, 132, 137, 142
- Nebular:** 14
- North Metazon:** 13, 18-19, 57, 87
- O'Haire, Gordon:** 63
- Omega Max, the Blue Beam:** 100, 109-111, 136, 142 (Pictures: 26, 110)
- Omivex:** 7, 12-13, 18, 20, 51, 58, 66, 73-77, 82, 86, 88, 93, 102-103, 108, 120
- Omivex Code of Decency, The:** 126
- Omivex Comics Group:** 4, 6-7, 9, 31, 46, 55, 62, 64, 62, 64, 79, 96, 99-100, 126
- Onyx:** 32, 98-104, 109, 135, 141 (Pictures: 4, 6, 97, 98, 99, 100, 118)
- Orglo the Unseen:** 81, 90-92, 134, 141 (Pictures: 90)
- Parrieux:** 19
- Patrioteer, The:** 13
- Pellman, Barry:** 28-29, 31-32, 129
- Playing a Hero:** 120
- Poltergeist:** 63, 71-73, 133, 140 (Pictures: 71)
- Praxxus:** 109
- Pruett, Buster:** 80
- Quicksand:** 60
- Rawlins, Jasmine:** 45-46
- Rebel Ghost, The:** 13
- Red Bandit, The:** 13
- Relationship Sheet:** 121
- Rennaker, Benjamin:** 29
- Robison, Dean:** 28-31, 79, 99, 117
- Russian Gargoyle, The:** 45, 58-60, 132, 139 (Pictures: 58)
- Scarlet Cyclone:** 111, 113, 115-116, 137, 142 (Pictures: 98, 111)
- Scratch:** 30, 37-38, 42, 130, 138 (Pictures: 37)
- Scree-Flae:** 81, 96, 135, 141 (Pictures: 96)
- Seaboard:** 10-11, 13-14, 18, 22-23, 32, 45-46, 48, 60, 63, 66, 71-75, 100 (Pictures: 22)
- Secret Society of Enhanced Men:** 10-11, 13, 45
- Semache:** 9-10
- Sharpshooter:** 13
- Sickle:** 45-46, 51-52, 55-56, 59, 131, 139 (Pictures: 43, 55)
- Silver Lining:** 77
- Silvey, Janice:** 79-81, 83
- Skeleton:** 28, 30, 32-33, 54, 100, 110, 129, 138 (Pictures: 27, 33)
- Skracken:** 110-111 (Pictures: 124)
- Skulduggery:** 36, 42, 63-64, 67-69, 132, 140 (Pictures: 61, 64, 67)
- Slug, The:** 46, 57-58, 131-132, 139 (Pictures: 57)
- Snake-Oil:** 42
- Snipe, The:** 111, 114-115, 137, 142 (Pictures: 98, 111)
- South Metazon:** 14, 16, 18-19
- Spinning Jenny:** 64, 73-74, 76-77, 133, 140 (Pictures: 73)
- Spring-Heeled Jack:** 12, 80-85, 127, 134, 140 (Pictures: 78, 83)
- Squid Man:** 14
- Stars and Bars:** 12-13
- Steel Eagle, The:** 117
- Sutton, Tom:** 28-29, 31
- Sweetie Pie:** 42 (Pictures: 122)
- T-Wrecker:** 42
- Tank, The:** 15
- Techno-Man:** 117
- The Welder:** 42
- Tower:** 60
- Tracus:** 13, 18-19, 21-23 (Pictures: 21)
- Transmo-Gas:** 15-16, 106-107
- Uber Master:** 14
- Uecba:** 45-46, 49-50, 131, 139 (Pictures: 43, 49)
- Valhalla:** 16, 24-25, 63, 70 (Pictures: 24)
- Vanishing Man:** 111, 116-117, 137, 142 (Pictures: 98, 111)
- Victory Kid, The:** 13
- Wakara:** 9-10, 18, 57
- Walking Ironclad, The:** 13
- West Metazon:** 10, 18
- Whistling Dixie:** 13 (Pictures: 12)
- Wilson, Crystal:** 64, 67, 132
- Yperite:** 14
- Zahn Island:** 10-13
- Zarka:** 45-46, 49-50, 131, 139
- Zavus the Mystic:** 41
- Zombie Master:** 81, 85-86, 134, 140 (Pictures: 79, 85)

New Rules

- Banishment (Weakness):** 40
- Hunger (Weakness):** 88
- Running Block (Extra):** 101

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Mutants & Masterminds RPG, Copyright 2002, Green Ronin Publishing; Author Steve Kenson

Omlevez and all characters within, copyright 2004, Z-Man Games; Author Cynthia Celeste Miller

FACE FRONT, FIRM BELIEVER!

THE SILVER AGE OF COMICS HAS RETURNED, WITH THIS DYNAMIC NEW SETTING BOOK FOR USE WITH M&M SUPERLINK, THE HERO SYSTEM, AND SILVER AGE SENTINELS! WITHIN THESE PAGES, YOU'LL FIND EVERYTHING YOU NEED TO KNOW ABOUT THE UNIVERSE PRESENTED IN THE FICTITIOUS OMLEVEX COMICS DURING THE 1960S.

THIS PULSE-POUNDING BOOK FEATURES:

Behind-the-scenes information about the Omlevex Comics Group!

Get the scoop on the writers, artists, and creators behind one of comicdom's greatest companies of the 1960s. Through interview snippets and facts from folks who were there, the happenings and goings-on at the legendary Omlevex madhouse will come to life in thriving, vivid detail.

Extensive overview of the Omlevex Universe!

Learn all about Metazon, a cluster of islands located off the coast of Georgia where most of the world's superhuman activity occurs. You'll find out all the secrets of omlevex, the mysterious mineral responsible for the bestowment of powers upon humans. Dig deep into the setting's history with our exhaustive timeline of past events.

Bios for numerous heroes and villains!

Nearly 50 characters from all five of the major Silver Age Omlevex titles are profiled. Valiant heroes like Drake Einstein, American Gargoyle, Cliffhanger, Lacie Delmont, and Freedom's Trio stand ready to battle the likes of such dastardly villains as the Man-Cactus, Jonah, Skullduggery, Spring-Heeled Jack, and the Dehumanizer! You'll even find "modern-day options" that allow you to use the characters in contemporary campaigns.

THE OMLEVEX UNIVERSE HAS ARRIVED!

Omlevex is not a stand-alone game. Requires the use of the Mutants & Masterminds RPG by Green Ronin Publishing for use. Or requires the Hero System 5th edition rulebook by Hero Games for use. Or requires the Silver Age Sentinels (Tri-Stat version) rulebook by Guardians of Order, Inc. All DOJ trademarks and copyrights used with permission. Silver Age Sentinels, and the Silver Age Sentinels logo are trademarks of Guardians of Order, Inc.

SPECTRUM GAME STUDIOS
PRESENTS...

OMLEVEX™

PUBLISHED BY

Z-MAN
games

ZMG 6050
ISBN# 1-931748-27-6
MSRP: \$22.95

ISBN 1-931748-27-6



9 781931 748278

52295

