

PALLADIUM BOOKS® PRESENTS
A SOURCEBOOK FOR HEROES UNLIMITED™

ILLAINS UNLIMITED™

BY KEVIN LONG &
KEVIN SIEMBIEDA



Dedicated to Kevin and Maryann Siembieda for being my very good friends and believing in me. Oh, and thanks for the paychecks.

— Kevin Long

Dedicated to Jack Kirby, Stan Lee, Steve Ditko and James Steranko. Each a genius who brought pulse-pounding artwork and cosmic adventure to life for a starry-eyed kid. — Kevin Siembieda

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VILLAINS UNLIMITED™

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Special thanks to James Steranko for all his efforts and the great logo. Maryann, for coming up with the title of this book and putting up with 14 hour work days. To Jim Osten and Thom for their excellent editing and long hours of work. And to Long, Gusto, Alex, Steve, Adam, Erick and Julius for all their suggestions and contributions that makes this a "super" sourcebook.

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The Story Behind Villains Unlimited

By Kevin Siembieda

Villains Unlimited has been an idea Kevin Long and I have been kicking around for some time. **Heroes Unlimited** has never had a supplement specifically for it. There have been adventure and sourcebooks for the **TMNT** game that were compatible, but nothing specific. Kevin Long has always loved creating villains (a glance at his great designs of the Coalition in **Rifts** is evidence of that) and came to me one day with an idea for a villains book for **Heroes Unlimited**. I loved the idea and gave him the go ahead, not only to design and illustrate the look of the characters, but to write as many of them as he'd like.

The project is particularly special to Kevin Long and me, because comic books are in our blood. We have enjoyed and collected comics before we could read. At one time or another, we both had aspirations to illustrate comics. We both have ghosted on professional comic books (Long for Mike Vosburg, me for Mike Gustovich) and have been involved in amateur comic publications. Heck, it was my early comic book fanzines that first addicted me to publishing and look at me now! We both knew lots of professionals in the industry and we both still love to read comics. It was my comic book background that enabled me to get such talents as James Steranko, Richard Corben, Timothy Truman, Kevin Eastman, and a host of others to do work for Palladium. I wouldn't have ever gotten the license to the **Teenage Mutant Ninja Turtles** if I hadn't read the comic book. Finally, we had our chance to do comic style work and we were ready!

This is really the first time that Kevin Long and I have been able to work together on creating artwork. We always work closely, but inevitably Kevin would go off to illustrate and I would go off to write. This time we are working together, comic

book style, where ideas were co-developed, he pencils the characters and I ink and tone them. Of course, we both did a handful of our own artwork too, but the collaboration is exhilarating. It was great for me just doing a volume of art — I love doing art. We'd like to think it was something akin to the old days at the Marvel Bullpen, working in tandem like Kirby and Lee.

You have to understand that everybody at Palladium is into adventure, horror and science fiction and half the staff reads or collects comic books. The next thing we knew, Alex, Steve, Julius, and even my son, Adam, were all asking to contribute characters and ideas. This only made the book all the more exciting and diversified.

As stupid as this may sound, we had everything going for us except a name for the book. We tossed around all kinds of titles, but none of them worked. We were stumped! Finally, Maryann sighed and said, "I don't know why you just don't call it **Villains Unlimited**." Long and I turned to each other, our jaws on the floor, and exclaimed, "That's perfect!"

Now that we had a great title, it seemed incomprehensible for anyone to paint the cover other than the man who had done the **Heroes Unlimited** cover, the legendary James Steranko. He was glad to illustrate the companion to his previous work and welcomed the opportunity to do a painting again. Considering that he seldom finds time to take outside illustration work, we are delighted!

Unfortunately, Steranko and I were so busy and distracted that we got our signals crossed and things just got screwed up. I didn't want to delay the release of **Villains Unlimited** any longer, so I decided that Kevin Long would paint it. I put on my publisher's hat and told Kev that he had two weeks to do it — sooner was better! After getting over his initial shock, he whipped up the great cover you now hold in your hands. The guy is too good (dare I say great)? I must apologize for not delivering on the Steranko cover as advertised.

As for James Steranko, he did produce the logo for this book and has done the cover painting for one of our next **Heroes Unlimited/Ninjas & Superspies** supplements called **Mystic China**. Erick "I know I'm late" Wujcik will be the author — look for it in early 1993. Erick and I will also be working on another **Heroes Unlimited** sourcebook tentatively entitled **Super Mutant Animals**. It will collect all the mutant animals from a half dozen existing books, put them under one cover and provide rules for giving your mutant animal heroes multiple limbs, superpowers, new psionics, new animal powers and a whole lot more!

We had three major goals. One, to create a book that clearly demonstrated the unlimited scope of character creation using imagination and the **Heroes Unlimited** rules.

Second, we wanted to create a sourcebook that would wow the reader in concept, imagination and illustration. Something far more than a book filled with generic characters that anybody could create. More than just another sourcebook. Something that would make the fans salivate just looking at it!

Lastly, we wanted to expand the world of **Heroes Unlimited** and give the reader something from which he can get months of enjoyment and zillions of ideas. We hope we've succeeded.

Some Tough Bad Guys

Readers may be surprised at the degree of power, skills and levels of experience given to many of the villains presented in this book. In a role-playing context, the rationale is that most villains, particularly individual villains, will be facing a group of player heroes. If the lone villain is likely to have any chance against two or more good guys, he better be pretty formidable. Even so, Game Masters may want, or need, to give these villains henchmen or other super beings to assist them.

Similarly, Game Masters may find a particular nemesis to be too powerful for his players' characters. Powerful villains can be toned down by reducing their experience level, resources, or even by adjusting their abilities. GMs should feel free to bump up or down abilities and make any adjustments necessary to make a character fit into their campaign world.

Just remember, as Erick suggests, villains should be powerful and offer a real danger. There's nothing wrong with having a single villain who can beat an entire team of heroes. This is where team-work and cunning (or outside help) may be necessary to defeat a foe. It can only add to the drama and fun.

Don't forget the "character" villain. The two-bit hood, second-rate mutant, and comparative wimp can cause more trouble and be more fun than a hulking powerhouse. The secret to a great character is a character with a personality.

The Art of the Villain

By Erick Wujcik

Publisher's Note: Let me state that I am terribly flattered by Erick's using me as an example in developing interesting non-player villains. The same elements can be used to develop any character, hero or villain, lovable or conniving.

I am further flattered by his claim that I am one of the best Game Masters in the world (it's a nice thought). Please don't think we are getting too egocentric or that I bribed Erick to write these wonderful things. I guess I could have edited them out, but I just couldn't bring myself to do it. Enjoy. — KS

The villains in this book, no matter how brilliantly constructed, are only as good as the Game Master who uses 'em.

Look at Kevin Siembieda, the best Game Master I've ever encountered. In my opinion, the best Game Master in the world.

Want to know what I believe to be Kevin's strongest role-playing talent?

Villains!

Not that his villains are necessarily super-powerful. Some are total wimps. In fact, I'll let you in on one of Kev's secrets. Some of Kevin's greatest villains started out as wimpy, zero-level, helpless non-player characters.

Here are some of the ingredients used to create an exciting encounter with a villain:

1. Evasion. A good villain should be hard to find, and hard to track. Villains often accomplish this by occupying territory where the player characters are at a disadvantage. For example, the villain may be comfortable underwater, or digging through the earth, or stepping out into another dimension, or just slipping into the criminal underworld.

Of course, some villains are so powerful that it is the player characters who must flee. In that case there is no need for stealth.

2. Danger. The villain has to somehow put the player characters in danger. The greater the danger, or the more powerful the villain, the more tense the confrontation. After all, if the player characters go into a battle *knowing* that they'll win, the whole thing becomes boring. The obvious answer is to have NPCs who are the *equal or superior* to the player characters in powers and skills. Still, villains can often endanger player characters with nothing more than a few good tricks (and a few kilos of plastic explosives). Remember, cunning, skill, and deception can sometimes be used to greater advantage than super powers.

A good way to measure how dangerous your villains are is to see how often your players are beaten. If the player characters *always* win, then the villains must be too weak.

3. Threat. A non-player character who hides away and doesn't bother anyone isn't a villain. In order to be a villain, the NPC has to pose a threat. Big threats are things like threatening to destroy the universe, to release a murderous plague, or attempting to conquer the world. Smaller threats are just as useful so long as they affect the player characters in some way. For example, a villain who threatens to kill a player character's old friend is just as threatening as the one who wields atom bombs.

4. Personality. One-dimensional villains get boring. Take another look at Palladium's excellent alignment system and you'll see that evil isn't simple. So why should villains be simple?

Often this is just a matter of working out some background for the villain. Work up a little history, and think about where the villain lives and works. What the villain does for entertainment and recreation. Sometimes it's the simple things that help a Game Master get a handle on the villain. For example, does the villain make his bed in the morning? If he doesn't, does he feel guilty about it? Defensive?

Quirks can work wonders. For example, what if the villain had a secret identity where he's henpecked by a nagging spouse? Or was stealing all that money because of some obsession like having the world's greatest collection of baseball cards? Or wanted to get even with all the bullies who picked on him in fifth grade?

5. Balance. Just as no hero is totally good, no villain is totally bad. After all, many villains are heroes in reverse. They just have a different idea about what's right and what's wrong.

One of my favorite examples of a balanced villain is the one with a streak of true compassion. For example, in *Teenage Mutant Ninja Turtles & Other Strangeness*, Doc Feral, while the bitter enemy of all mutant animals, is a wonderful philanthropist who gives to charities, promotes civil rights and is good to children.

Imagine the following situation.

While in a battle with the player characters, part of a building is knocked down, and the screams of a child are heard from the rubble.

How would your villain react? Would the villain feel responsible if his act toppled the building? Would it make a difference if it were the "good guy" player character who caused the accident? Would it make a difference if there were television news cameras filming the scene? And, ultimately, does he risk his own life to save the child?

What to Avoid: Simplicity and Repetition

There are plenty of bad guys in the world who aren't really villains. At least they aren't the kind of villains who make for good *Heroes*' enemies.

Consider the typical cycle of a badly-put-together *super hero* campaign.

1. Discover that criminal acts are being committed.
2. Track down, confront and defeat the perpetrator.
3. Repeat endlessly.

It's fun beating up on the criminals the first couple of times, but eventually it loses its sparkle.

Why?

Look at ordinary police, the **real** heroes of our society. In spite of certain books and television shows, their lives are something short of glamorous. They spend their lives dealing with both the scum of the Earth, and with ordinary citizens who are either victims of the scum, or have temporarily become scum. They risk their lives every day for the kind of money that business school graduates use to pay their swimming pool attendant. Plus they have to deal with the legal system, and the paper work...

If being a policeman were so exciting, you wouldn't need any comic book role-playing systems, just rules for playing police.

Still, let's look at who the police have as "villains." Most of the bad guys the police deal with are just regular people who get into trouble. Teenagers who get a little wild, people who have had too much to drink, drivers who make mistakes, and the occasional flare-ups when two people don't get along. Remember, most "killings" are accidental, typically involving kids playing with unloaded guns (a tip for every reader: there is no such thing as an "unloaded" gun!). Also, human beings tend to kill the humans they love most; spouses, children, parents, relatives, employers, etc..., and mostly they do it at the spur of the moment, in a fit of passion, or just out of sheer stupidity.

All these "crimes" are either minor, temporary, or one-shots that are unlikely to ever be repeated.

For most law-breakers the policeman has to be part social worker and part psychologist. Every day they've got to decide "is this law-breaker a menace to society?" and "does the danger to society justify taking up another prison bed?"

So what about **real** criminals?

First, let's look at "professional" criminals, the guys who commit crimes to make a living.

Most professional criminals turn to crime because they're not qualified for any other line of work. Nobody asks to check your resume if you want to get a job stealing cars, snatching purses, breaking into people's houses, or holding up gas stations. The police are perfectly capable of dealing with this class of criminal. Mostly because they're much smarter than the crooks.

The final category of criminal are the nut cases. The mass murderers, serial rapists and other dregs of the Earth aren't just evil, they're sick. Maybe they're suitable for use in a *Beyond the Supernatural* campaign, but in *Heroes Unlimited* they're just sort of depressing. Oh, sure they are good for a brief interlude, but the average super hero is going to make mince meat out of them. This is where the aspects of the fantastic come into play.

Super heroes need super villains. Opponents worthy of their skills and abilities, just as Sherlock Holmes had his arch-nemesis Moriarty. In comic books, we suspend our belief in reality and enter into a spectacular universe of "fantasy" and "science fiction" set in our modern world. These same elements of the fantastic must be interwoven into the familiar aspects of our modern world if a **Heroes Unlimited** adventure is to be exciting.

For example: The adventure may revolve around a common malady that plagues our society, drugs. The main villain is a drug lord and his cartel of smugglers, pushers and enforcers. However, when the super heroes enter the picture, they are suddenly faced with a band of super villains, mutants or cybernetic mercenaries either hired or created by the drug lord.

The fantastic and the sublime.

Other Elements in Adventure Making

By Kevin Siembieda

Realism or Plausibility

Is there a place for realism in fantasy and super hero adventures? Sort of.

First of all, the very concept of "realism" in a fantastic setting is ... well, unrealistic. Erick summed this up beautifully in his example about the police. I always smile when I hear a player who has his mutant super hero who can become intangible, fly and shoot lightning from his eyes, accompanied by his buddies with their alien from another planet, and Iron Heart the ultimate cyborg, complain about a lack of realism.

What I think players are really looking for is **plausibility**. A character that, although he may be a superhuman, seems to be plausible — makes a certain amount of sense.

I know I hate nothing more than a totally ridiculous character, or a setting or game rule that exists just "because" the author says so. It destroys the plausibility and acceptability of the concept. We're all willing to suspend a certain amount of belief and use our imaginations to accept the improbable. I don't think any of us expect to see *Spiderman* or *Batman* swing overhead outside the supermarket. It would be cool, but it's not going to happen except in our imaginations. Using that imagination, we can bring to life the dynamic super character, but even here we demand enough of a plausible context that is larger than life yet believable. What we want are characters and settings that seem to make sense within the fantastic world of comic book adventure.

One way to do this is to impose "real life" laws, logical reactions and conclusions to the actions of the heroes and villains.

1. Looks over substance. Until a monstrous looking hero gains a reputation as being a good guy, even the people he's trying to rescue will be frightened of him. They may resist his help, run away (perhaps into real danger) or fight him. Even after he becomes a famous hero, there may be people who fear him and/or don't trust him. The minute he is accused of a wrongdoing they are quick to believe it.

Similarly, a handsome villain is less likely to evoke fear even though he is a murderous devil. These handsome fiends should

realize this and use their good looks and charm to influence and take advantage of people. They'll use people's trust to get what they want, just as they use their powers or wealth. When the handsome villain tearfully claims to have turned over a new leaf, he is more likely to be believed (at least the first time) than the monstrous looking hero trying to deny vicious lies.

It's human nature, logical, and creates a plausible and realistic behavior toward implausible characters.

2. The human spirit. No matter how monstrous or alien, it is the human spirit that makes the character what he is. This human element can build memorable characters, epic adventures and the feeling of realism.

We all recognize fear, hate, anger, sorrow, anxiety, doubt, bravery, self-sacrifice, friendship, loyalty, joy, love and laughter. Game Masters should use them to create logical story lines, subplots, suspense and drama because they are all things we scrawny humans recognize and relate to. No matter how powerful a character may be, if he still suffers from the same emotions and indecision as us ordinary folk, he becomes more real.

Develop the strengths, weaknesses, fears, loves and joys of all the characters, villain and hero.

3. Following a path of logic. Again, stop and think about our real world and then insert a super being. How would you react to him? Game Masters in particular should think about how he would react if placed in a situation with superhumans.

For example: If you were a police captain, how would you respond to a person you have never seen before and is wearing a mask and colorful leotards? When he refuses to identify himself, do you get suspicious? How can you believe somebody who hides behind a mask? How do you know he's not a criminal or a lunatic? Is this a prank? If he has strange powers, is he a danger to the community? Has he broken the law?

Unless sanctioned by the police or government, most so-called "super heroes" are little more than reckless vigilantes and law breakers themselves. The average independent super hero is likely to perform the following crimes in a single night's work. Illegal surveillance, illegal search and seizure, breaking and entry, harassment, assault and battery, use of deadly force, carrying a concealed weapon, damage to private property, theft and trespassing. All of which are things that we will not allow our own police to do. These are laws designed to protect our civil rights.

That's on a slow night. If combat should be involved, the destruction to property can escalate into the millions, hundreds of people could be endangered, dozens injured or killed, "alleged" criminals may be murdered or attacked and beaten, and the list goes on.

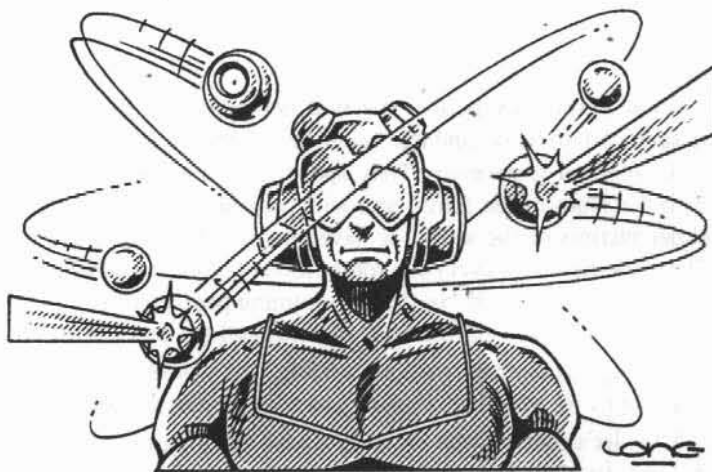
It may be reasonable that the vigilante hero (anti-hero?) engages in these extreme, criminal actions for the better good (at least in his/her mind), but is it "realistic" to think that the police will approve, or that nobody will complain, or try not to sue somebody? Not likely. However, this all makes for great story elements and adventure in a role-playing campaign. Seize the possibilities and run with it.

The heroes saved the city, but to the Kronkite family, whose son was killed in the cross fire, they may be monsters. Perhaps the older brother joins the mob and agrees to submit to experiments to get his own super powers to extract revenge. Maybe members of the villain's family or his superhuman friends will

seek revenge or try to rescue him from jail. Maybe they kidnap an important person or take hostages and demand his release in exchange for their captives. Maybe the authorities decide the cost in lives or property is too high and disassociate themselves from the heroes, and so on. Again, a realistic and logical progression of events.

Remember Newton's famous saying, "For every action there is an equal and opposite reaction." That's just as true in building adventures as it is in physics.

Note: In regard to damage and realism, take a look at **Some Common Sense Rules Regarding S.D.C.** in the section about weapon proficiency clarification.



Combat Clarifications

Modern Weapon Proficiencies

Energy Weapons

There appears to be a certain amount of confusion regarding modern weapon combat rules and high-tech weapons, at least among some players.

The first confusion arises in that all the modern weapon examples as described in **Heroes Unlimited** are automatic type weapons of the 20th century. Thus, the first question is, "Do these rules apply to energy weapons?" Yes, and here's how things work.

Understanding High-Tech Weapons

Most high-tech weapons, including automatic weapons and the energy weapons, can fire multiple rounds or *bursts*. If an entire payload can be squeezed off in less than a melee round, the question then arises as to how accurate are the shots and how many melee attacks are used up by the shooter?

Rapid fire is considered either a comparatively controlled *burst* or shooting *wild*. In both cases, the burst of gunfire takes only a few seconds and will count as one or two melee attacks/actions. Only one strike roll of the 20-sided die is made for all bursts. A **successful roll to strike** means a *percentage* of the controlled burst or burst of wild shooting will hit its intended target. A **failed roll to strike** means the entire burst missed!

Is this realistic? The surprising answer is yes. And the answer is found in establishing a basic understanding of the concepts behind modern (and future) automatic weapons.

As technology increased, gun designers came to a startling conclusion. The great "equalizer," the gun, could be made to make one person superior over his enemy. This could be done if a weapon could fire more rounds more rapidly. The average soldier receives minimal basic training. This inexperienced, new soldier is vulnerable to an enemy with superior experience or who possesses superior numbers. However, if that new, inexperienced soldier had a superior weapon, the odds would change to his favor.

The concept is simple. The more rounds a weapon can fire and the more quickly that weapon can fire those rounds, the more likely its operator is to hit his target. Greater fire power and speed equals superiority. It is simply a matter of odds and percentages. The more rounds/bullets one fires, the more likely one is to strike his target.

Another way to think of it is in terms of a video game. Picture one of the older video games whether it's an old arcade game or computer type. In most of the old games, you, the player, can only fire so many bullets or blasts per so many seconds. Once you've fired those handful of blasts it takes a few seconds for the weapon to recycle and in those few seconds you cannot fire the weapon. How many times have you wished you could fire in those two or three seconds? And how many times have you died because you could not shoot during those two seconds?

Now think about the super fast video games available today. Many have unlimited ammunition and can shoot as quickly as you can pull the trigger (depress the fire button) or, better yet, continually shoot as long as the trigger/fire button is depressed. These games with the continual shooting element are fast paced and give the player a distinct advantage over his enemies. The level of shooting expertise is replaced by the speed of a continuously rapid firing weapon. This is the same rudimentary principle behind semi-automatic and automatic weapons.

An **automatic weapon**, whether it fires bullets or energy blasts, is a weapon that continues to fire as long as the trigger is held in the firing position. The nature of the automatic, rapid-fire weapon is that an entire ammunition cartridge/clip, with 20 rounds, can be fired in a matter of three to five seconds. This is especially true of pistols, rifles and sub-machinegun style weapons. Machineguns and rail guns are designed to fire a certain number of blasts per second over a sustained period.

A **semi-automatic weapon** will fire a bullet or an energy blast every time the trigger is depressed/squeezed and released and depressed again. Thus, it can fire as quickly as the person can pull the trigger. Not quite as fast as an automatic weapon, but the shooter can usually squeeze off an entire 20 round clip in six to eight seconds.

More does not mean better

Although the automatic weapon can fire far more rapidly, it does NOT necessarily mean more accuracy, nor, in a role-playing game context, more damage inflicted to the enemy. When the weapon is fired in the rapid succession of the automatic mode, more rounds are fired at the target, but a smaller number hit. The accuracy is reduced. Some estimates based on the Vietnam War indicate that only one out of approximately every 250 rounds struck its intended target; 1 in 250. But the rich Americans and

Europeans could afford to spend more on ammunition and weaponry than they could afford to lose in actual manpower; this is the infamous technological advantage.

The Aimed Shot

The aimed shot is always a careful and deliberate act of targeting and shooting of one round/bullet or energy blast. The act of careful aiming takes a bit of extra time but provides far greater accuracy and still counts as one melee attack per each aimed shot.

Aimed shots provide a +3 to strike, but this bonus is available only if the shooter has a W.P. skill in that weapon category; i.e., W.P. Energy Pistol. Roll for each and every aimed shot individually. Each aimed shot counts as one melee attack/action. Thus, if the character has five attacks per melee he can shoot as many as five aimed shots (meaning five single bullets or energy blasts). **Note:** The roll of a natural 20 (the die roll not modified by the addition of bonuses) always hits the intended target and does critical (double) damage.

The **typical laser pistol** is lightweight and designed for accuracy. It works just like an automatic pistol.

Sniper rifles are either bolt-action rifles or semi-automatic rifles that can be switched to single shot mode. These rifles are designed for accuracy. Weapons with an additional strike bonus will usually have the bonus indicated in its description.

Pulse weapons that automatically fire two, three, or more simultaneous blasts can NEVER get the +3 bonus for an aimed shot. Instead, an aimed burst gets the **bonus of +1** to strike. This bonus is available only if the shooter has a W.P. skill in that weapon. Pulse weapons are *burst* weapons and the burst rule applies even to one aimed pulse blast (really three simultaneous energy blasts; i.e., burst: +1 to strike, rather than the +3 for an aimed single shot).

Pump weapons & grenade launchers are not designed for accuracy or great range, but those specialists who have a W.P. in Heavy Energy Weapons do get the +3 bonus to strike on an aimed shot, but only if a single blast/grenade is fired. Shooting more than one pump blast or grenade in rapid succession is considered a burst (+1 to strike bonus if an aimed burst).

Characters without a weapon proficiency (W.P.) can attempt to use any weapon. It is not difficult to pick up a gun and pull the trigger, anybody can do that. However, it is another thing to be able to use the weapon with any knowledge, skill or accuracy. Thus, a character who does not have a W.P. in the weapon NEVER gets any of the W.P. bonuses, not the +3 for aimed shots or the +1 for bursts. Any bursts/rapid shooting by somebody untrained in the required W.P. is considered *shooting wild* (-6 to strike). An untrained person trying to shoot a single aimed shot rolls the standard strike roll without benefit of bonuses.

Character P.P. Bonuses do NOT count when shooting an automatic or energy weapon. The mechanical design and capability of the weapon makes its use and abilities quite standard.

Time required to reload: Most conventional and energy automatic weapons require little time to reload. The process is a simple matter of retrieving a new, loaded ammo clip from its storage belt or compartment, removing the empty clip and slapping in the new loaded clip. Except for extenuating combat conditions, the reloading takes a few seconds and counts as ONE melee attack or melee action.

Manually reloading grenade launchers, shotguns, bolt-action rifles, revolvers and similar weapons requires more time because, typically, the spent cartridges must be removed and each new round must be loaded, by hand, one at a time. Even so, a revolver can be reloaded in about six to eight seconds and counts as two melee actions, if the character has a W.P. in the weapon being loaded. Characters without a W.P. will need a full melee round or four melee attacks (whichever is shorter) to manually reload.

Revolvers can be loaded in the time of one melee attack/action when a speed loader is used. Cost of the speed loader is 100 dollars. The speed loader must be hand loaded in advance.

Firing Bursts

A burst is fired whenever somebody fires a pulse weapon, rail gun, or a rapid succession of blasts from a semi-automatic or automatic weapon (bullets or energy). The aim is generally more hasty and the recoil moves the weapon with the release of each blast.

Automatic and Semi-Automatic Weapons (energy and conventional projectiles types): Generally, every burst of two to ten rounds/energy blasts counts as one melee attack. Roll once to strike for the entire burst. A failed strike means no rounds hit. A successful strike means a percentage of the rounds hit.

For example: A short burst fires 20% of the weapon's total rounds capacity. A gun with a 20 round magazine fires four rounds/energy blasts per each short burst. If the burst hits, the normal damage from a single round is multiplied by two(2). Meaning two of the four rounds struck and damaged the target. See the data and explanations under **Bursts or Sprays from automatic weapons and sub-machineguns** in **Heroes Unlimited**, page 41. These rules apply to automatic energy weapons, as well as conventional, bullet shooting, automatic and semi-automatic weapons. Unless otherwise noted, most energy weapons are considered to be *automatic* weapons. Only weapons that state a specific limited number of shots per melee are not automatic. The level of accuracy when shooting a burst is greatly reduced: +1 to strike if the burst is a controlled/aimed burst, NO bonus if shooting wild.

Firing a burst from an automatic weapon (energy or conventional): An automatic weapon can fire a burst by simply holding the trigger down. As long as the trigger is held in place the weapon fires. A burst is fired when two or more blasts are fired in rapid succession at the same, one, target. The player can designate the size of the burst as Short, Long, or Entire Magazine; see **Heroes Unlimited**, page 41.

Machineguns: Machinegun-like weapons are designed to fire controlled and predesignated bursts. Typically, a burst fires 30 to 40 rounds with every one shot. Thus, a character with five attacks per melee can shoot five bursts for a total of 150 to 200 rounds. The damage listing for an individual round is given for informational purposes only. Each burst is given an S.D.C range (6D6, 1D4 x 10, etc.) for quick game combat. The concentrated burst from a rail gun is the equivalent of a mini-missile. **Note:** It takes about one melee action to reload a rail gun ammo-drum/belt.

Yes, theoretically, many automatic energy weapons can inflict the same damage as a rail gun by firing one long burst (50% of the E-clip), but the weapon is not designed for sustained rapid fire and the energy level is quickly depleted. Two long bursts

(two melee attacks) and the weapon is empty and must be reloaded, which means the attacker loses one melee attack for every reload. The average rail guns can fire 8 to 13 bursts before needing to be reloaded. Furthermore, the range of the rail gun is far superior to all pistols and most rifles.

Shooting Wild

Shooting wild occurs under the following conditions.

1. When a character is shooting in the general area of the intended target, but has not taken the time to carefully aim.

2. Can not actually see his target. This includes shooting at targets concealed by trees or other forms of vegetation, concealed by smoke, shooting through a door or wall, shooting around a corner without looking, when blinded or an opponent is invisible, and when shooting and trying to do something else like performing a different skill at the same time; i.e., running, leaping, flying, driving a vehicle, talking to somebody, or concentrating on a second task or action.

3. When shooting from a moving object; i.e., a moving car, hover vehicle, horse or other moving platform. This does not include the firing of weapon systems built into power armor, robots, cyborgs, or mounted weapons or turrets built into combat vehicles. Nor is it applicable to super-heroes and mutants or monsters that can shoot energy beams or similar powers from their natural body. This rule applies to people who are shooting a hand-held weapon while hanging out of the window of a moving vehicle, dangling from an aircraft, standing on a moving platform, shooting from the back of a racing animal and similar conditions.

4. When shooting bursts with a weapon type in which that character has no W.P. skill.

5. When terrified or in a berserker rage.

6. Whenever the shooter is spraying a general area with random gunfire rather than focusing on a specific target.

The penalty for shooting wild is -6 to strike. See **Heroes Unlimited**, page 41.

Combat Range and Rolls to Strike

Need to Roll an Eight to Strike from a Distance

A roll of 4 or higher strikes its mark in hand to hand combat. The same is true of combat with firearms at *close range*, combat within a 60 foot area (18.3 m).

In combat at a greater distance (61 feet and farther) the combatants must roll an *eight* (8) or higher to strike. High-tech sensors, optics, targeting sensors and human augmentation are so incredible that there are no further penalties for greater distances other than the limitations of vision and the weapon's firing range. **Editor's Note:** No, you didn't miss the number eight to strike at a distance in **Heroes Unlimited**. This range penalty is a new addition (actually it's an old one that is being reinstated).

Dodging and Parrying Energy

Like hand to hand combat, the target of an energy attack has an option to dodge or in some cases, parry. One might argue that it is impossible to dodge or parry a bullet or an energy blast, but here are two things to consider that makes the dodge appropriate.

1. Most of the player characters are superhuman, whether they are mutants, aliens, magical, or have been mechanically, or otherwise *augmented* beyond the normal range of human ability. Characters who possess accelerated metabolism and heightened senses may be able to see or sense a blast coming and dive out of harm's way.

2. One might think of the dodge roll, not so much as the character seeing and moving out of the way of an energy blast, but as a combination of an attacker's penalty for shooting at a moving target and the luck of the intended victim. It is always more difficult to hit a moving/dodging target than it is to hit a stationary one. Even today, people "dodge the bullet" by means of running in a zigzagging pattern, executing a quick movement, or with leaps and rolls.

In many instances, it is more luck than anything else. Obviously the intended victim cannot see the bullet coming, but he can judge the angle of trajectory by observing the movement of his attacker and the direction of the attack and try to move out of harm's way. Success may be luck, but it can work.

Does a dodge count as a melee action? Yes. Each melee action counts as one melee attack, so each dodging action means the character loses one of his melee attacks. This could mean using up all of one's own attacks by dodging, which will place that individual completely on the defensive. But this happens in the movies and in real life. The character under attack could spend the next 30 to 60 seconds running and dodging blasts from an attacker until the attacker runs out of ammunition and has to pause to reload, or gives up the attack. At that moment, the dodging person, on the defensive, can continue to run away, or hide, or turn and counterattack. At some point the character may have to decide to stand and take his chances in getting hit in the fire fight in order to shoot back and inflict damage of his own.

A Dodge and Parry Note: Anybody can attempt to **dodge** an attack if they *know* they are under attack and can see their attacker (via optics, sensors, muzzle flash of the attacker, etc.)

Robots, cyborgs, speedsters, characters with force fields or magnetism powers and those operating *power armor or possessing heightened senses* can attempt to **parry** a bullet or single energy blast, if they have a suitable item/shield with which to parry. Likewise, *practitioners of magic* who have a magic sword or magic shield can try to parry energy attacks. Those who can teleport, shrink or become intangible can effectively dodge by engaging their power quickly enough (roll to dodge).

In the case of a parry, the item being used to block the attack takes the brunt of the damage. Once the item is depleted of its S.D.C. the additional damage strikes the defender. Large amounts of damage that obliterates the parrying object will see the remainder of its destructive force continue forward to strike and damage the defender. **Note:** GMs may wish to apply knock-down rules to those successfully parrying powerful attacks, especially against attacks that inflict $1D6 \times 10$ S.D.C. damage or more. **Also Note:** A burst cannot be parried, only dodged. Only a single blast or bullet can be parried.

Grenades, missiles, explosives and other area affect weapons/damage cannot be parried, but a dodge may be possible depending on the size of the area engulfed in the blast, the agility of the dodger, and the roll of the die.

The Combat Sequence

Again, I'd like to clear up any confusion that might exist about the sequence of combat and melee actions. Let me try to straighten this out once and for all.

In both hand to hand combat and gunfights, the sequence of combat is an integrated exchange of physical blows and/or gunfire. First one opponent strikes, the defender parries or dodges, then the defender counterattacks, the first attacker parries or dodges, then he counterattacks, and so on.

Basically, the Palladium combat system is a trading of blows. It's based on simulating real life boxing, wrestling, fencing and so on. Like most games that pit one opponent against the other, from baseball and tennis to boxing and fencing, the combat is a series of strikes, parries, and counter strikes, exchanged by the combatants.

Strike/Punch ...

Parry ...

Counter Strike ...

Parry ...

Strike ...

Parry ...

Counter Strike ...

Parry ...

This is the basic flow of combat: strike, block, strike back. It is repeated over and over until one opponent vanquishes the other by wearing the other down and/or by penetrating his defenses. In many cases, one opponent will have a greater number of attacks or higher S.D.C. and bonuses. Is this fair or realistic? Yes. It's much like a boxing match where both boxers test the other by swinging a punch and parrying/blocking that punch and returning his own counter punch. This teeter-totter exchange will continue until suddenly, a flurry of blows are swung and/or landed. The guy on the receiving end has no hope of returning the attack and must strive only to survive the onslaught. The guy with more attacks will, at some point, launch those strikes.

In the Palladium system, these extra attacks come at the end of the melee round. Next melee, the character who has just weathered the flurry of attacks without being able to strike back, regains his composure and is able to strike back, and the teeter totter exchange continues. Dodging, parrying, luck, the degree of skill and experience, great strength, physical prowess, multiple opponents, weapons and strategy are all additional elements that add to and alter combat. But it is still usually a back and forth exchange of punches, blasts or gunfire.

We've all seen mismatches where one superior combatant beats the snot out of an inferior opponent. It happens. With luck the defeated fellow has survived and gained some glimmer of insight and experience from the conflict. Even if that insight is something as anticlimactic as learning to recognize a superior foe and avoiding a conflict (apologize, run away, hide, etc.)

In the adventure filled world of **Heroes Unlimited** and most RPGs, one can not always know who his opponent is, nor what powers he may possess. It is very common for an opponent to be far more powerful than the player character. This is where strategy, cunning, and teamwork becomes a necessity. If one has no chance of defeating a more powerful foe, then perhaps two, or three, or ten, are required to engage in combat. An alternative might be the use of trickery and deception or simply to retreat and fight another day. A good bluff can also be effective.

Combat Damage

Where Damage is Inflicted

As stated before, generally, damage is inflicted to what we call the main body. The main body is typically the largest area of body mass offered by the target. In the example of the circular target, the main body was the entire target area excluding the tiny center bull's-eye. On a humanoid, the main body is the body trunk from the crotch to the shoulders. This is the largest area of body mass and includes the lower abdomen/stomach and chest. Specific target areas outside of the main body on a humanoid include the head, hands, arms, legs, and feet. The main body of an automobile is the large body mass that covers the frame. Parts not considered to be part of the main body include the tires/wheels, mirrors, headlights, radiator grille, possible weapon turrets, and internal engine parts. And so on.

To strike something other than the main body, the attacker must make an aimed, called shot, or roll a natural twenty.

The Natural Twenty & Damage

A natural 20 is the roll of a twenty-sided die in which the number rolled is a 20, before adding any bonuses. A natural twenty to strike is always a hit unless the opponent rolls a natural twenty to parry or dodge. **The damage from a natural 20 to strike** is always a critical hit, inflicting double damage! Some Hand to Hand Combat skills increase the damage of a critical strike to triple damage when a high level of experience is attained. If a "called shot," the critical strike hits and damages the exact target called.

The Called Shot & Damage

An **aimed shot** is used to strike a general target without specifying a specific portion within that target, e.g., "I'm taking a careful aimed shot at the guy to the left. This unspecified but aimed attack is directed at one overall target and damage will be inflicted to the main body of that target. However, an aimed shot can also be a *called shot*.

A **called shot** is an aimed shot that indicates the shooter is aiming for a specific target area within a larger target, like a hand, antenna, weapon, wheel, etc. To make a called shot, the shooter must "call"/identify the specific target before he fires, take careful aim, and shoot. For example: When shooting at a circular, bull's-eye style target, a normal aimed shot is an attack in which the shooter takes careful aim and gets a +3 strike bonus to hit the target. The goal is to strike the target, but the strike could be anywhere on the target.

A called shot might identify the target's tiny *bull's-eye*, in the center, as the specific target of the shot. The shooter is specifically trying to hit a particular area within the larger, general target. Because it is an aimed shot, the shooter still gets the +3 bonus to strike. A successful strike (a roll of 12 or higher) means the specific target, in this case the bull's-eye, is hit. A roll that is below 12 but still above the number needed to strike (above a 4 or 8 depending on range), the shooter succeeds in hitting the main body of the target, but misses the exact mark/area he was shooting at.

An aimed, called shot is necessary to strike the tiny bull's-eye of a target, the sensor eye of a robot, or the gun held in an attacker's hand (the target is the gun, not the person himself).

The attacker must roll a 12 or higher to strike a stationary target. However, the intended target may be able to attempt a dodge or parry, in which case the roll to strike must be higher than the target's dodge or parry roll, or over 12, whichever defense number/roll is higher.

For example: The shooter rolls a 17 (including bonuses) to strike, but the defender rolls a 19 to dodge, the called shot misses. No damage is inflicted to any part of the defending target. Because the defender used up an attack dodging, the attacker gets to shoot again without the defender being able to retaliate. The shooter rolls 13 and the defender, still trying to dodge, rolls a 10, the shot hits the specific "called" target area. Damage is subtracted from that one item (head, hand, gun, etc.). The shooter fires a third called shot and rolls a 9, the defender tries a parry and rolls a 5. The called shot misses its mark, meaning that the specific target is NOT struck, but the shot does hit the larger, general target of the defender and damage is taken off the main body.

The Knockout

The called shot also applies to knockout/stun attacks. The Game Master can only assume that a combatant is trying to hurt or kill his opponent unless told otherwise. If the attacker "announces" that he is trying to render his opponent unconscious, that is a different story. Then, if the character rolls at or above his Hand to Hand combat skill to Knockout/Stun, or rolls a natural 20, his opponent is knocked unconscious rather than killed. A knockout punch inflicts minimal physical damage but knocks the victim unconscious or dazed/stunned/incapacitated.

An opponent is also knocked unconscious when his hit points are reduced to zero. Anything below zero knocks the victim into unconsciousness and a coma, with death a likely prospect unless he soon receives medical treatment.

The Game Master can also allow obviously more powerful characters to knockout far inferior characters even though the character does not yet have the hand to hand skill to do so. This should not be abused and I generally require the player character to have to strike roll of an unmodified 19 or 20 (if captive and bound I might include bonuses). Unlike detective movies, it can be difficult to knock somebody out. Some people are beaten to a pulp before they lose consciousness or never lose consciousness until they lapse into a coma.

In one play-test, a well meaning, but overzealous character desired to knockout a captured security guard. "I'm going to knock this guy out so he won't be any trouble." I, being the GM, said, "Fine, but you need a roll of 19 or 20, strike bonuses are included." Pow! A terrible low roll. "Lousy punch," I said with a wince, "You inflict normal damage and he's still conscious." The hero frowned and said, "I try it again." BAM!! Same results. "I try it again." Crunch!!! Same result! He pummeled that poor security guard in the head three times and was winding up for a fourth try.

Each roll for the knockout punch was terrible, a roll under 10 every time, so instead of knocking him out, the character was inflicting great amounts of S.D.C. and hit point damage. As he readied himself to punch this poor, battered, and bleeding fellow for a fourth time, one of his teammates stopped him and pointed out that he was literally beating the guard to death (down to 9 hit points). The embarrassed hero apologized to the battered



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guard and to his teammates, tied the guard up even more, gagged him, and stuck him in the corner.

"Hey, how come you can always knock these guys out in the movies, but I couldn't?" My response as GM, "Hey, this ain't the movies and based on your rolls you couldn't knock out a fly." That's how it goes sometimes.

Optional Damage Rules: Knock-Down

The impact from an explosion, parrying a powerful energy blast, or a powerful punch/impact from a robot, robot vehicle, power armor, borg, or supernatural creature might knock a character off his feet, even if the damage from the attack is successfully parried. It is the force of the attack that is likely to knock the individual off his feet.

Being knocked down, or off one's feet, means losing one melee attack/action that melee round.

The optional **Humanoid Knock-Down Table** can be applied to most human size characters, even in body armor, but usually not applicable to characters in power armor, robots, powerful supernatural beings, and characters with a P.S. of 30 or higher. But even these characters may be knocked down from impacts that inflict 30 S.D.C. or more.

Humanoid Knock-Down Impact Table (optional)

The chance of being knocked down from impact is measured by the amount of damage the impact inflicts. The greater the damage, the more likely one is momentarily knocked off his feet (losing one melee attack). **Note:** This table is strictly optional and its use and/or modification is left solely to the Game Master.

01-15 S.D.C.: No chance. Withstands the blow.
16-30 S.D.C.: 01-20% chance of being knocked off feet.
31-40 S.D.C.: 01-30% chance of being knocked off feet.
41-50 S.D.C.: 01-50% chance of being knocked off feet.
51-60 S.D.C.: 01-70% chance of being knocked off feet.
61-70 S.D.C.: 01-90% chance of being knocked off feet.
71 or more S.D.C.: 100%! Knocked off feet and stunned! The impact is so strong that, in this case, the character loses all attacks/actions that entire melee round (15 seconds).

Super Foe Knock-Down Impact Table (optional)

Applicable to characters in power armor, robots, powerful supernatural beings (elementals, demons, dragons, etc.), characters who are invulnerable or can alter their physical structure, characters with a P.S. of 30 or higher and characters with an S.D.C. of 250 or higher. These characters may be knocked down from impacts that inflict 31 points of damage or more. The use of this table is strictly optional.

01-30 S.D.C.: No chance. Withstands the blow.
31-50 S.D.C.: 01-10% chance of being knocked off feet.
51-70 S.D.C.: 01-20% chance of being knocked off feet.
71-100 S.D.C.: 01-40% chance of being knocked off feet.
101-150 S.D.C.: 01-60% chance of being knocked off feet.
151-200 S.D.C.: 01-80% chance of being knocked off feet.
201 or more S.D.C.: 100%! Knocked off feet and stunned; loses all attacks/actions that entire melee round (15 seconds).

Grappling

Occasionally, one may encounter a being that cannot be easily hurt, but can be constrained or distracted. A constant attack, e.g., an unrelenting battery of punches, kicks, grappling, entangling, and pinning, can keep the thing too busy and off balance to attack anybody else. Super strong characters protected by power armor, bionics, or body armor can also grapple, pin, entangle, or crush/squeeze (bear hug) such a creature. As long as the character hangs on or keeps the fiend unbalanced, his attacks are limited to that one individual and cannot attack others. The ability to grapple, pin/hold or otherwise incapacitate can sometimes be a more effective assault than brute force.

S.D.C. and Combat

Over the years I've heard some pretty silly and outrageous incidents regarding players abusing the concept behind S.D.C. for player characters. Fortunately, these incidents seem to occur mostly in Palladium Books' super hero RPGs where the outrageous is more common, however, I still want to set a few things straight.

First of all, most RPG characters are larger than life heroes, whether they be set in the world of **Rifts** or **Heroes Unlimited**. This means the player characters, and most of their antagonists, are not the average guy off the street. They are "heroes" (and villains) and therefore, stronger, braver, and often endowed with super-human abilities. The inclusion of personal S.D.C. defines one of the ways that the player characters are different than you or I. Like a boxer or any professional athlete, these characters are stronger and tougher than us average city folk.

In the case of **Heroes Unlimited**, most player characters are super-heroes or adventurers of some kind, or augmented by technology or magic. They struggle against alien and superhuman foes. Their training has made them physically stronger and skilled in the ways of combat. But while they may possess powers and abilities beyond the norm, they too are subject to scientific logic and common sense rules.

Fans have told me stories about other players whose characters charge gunmen without fear, because the bullet damage is first subtracted from their S.D.C. points and they know they can defeat the gunmen before their character gets shot more than four or five times and may not even suffer hit point damage. One character even jumped on a live grenade, took the full blast, got up, dusted himself off and said, "Heck, it's only 40 S.D.C., I'm fine." Another player's character would shoot himself in the temple to show the bad guys how tough he was.

Now, while the idea is that a character can endure more physical damage than a normal person, this is ridiculous!! Yes, this is also an example of poor game mastering, but I've heard these horror stories often enough that I feel I should address this problem along with everything else in this section.

Some Common Sense Rules Regarding Physical S.D.C.

Come on guys, think about the situation and use some common sense. Let's tackle this gunmen scenario. The character may suffer only S.D.C. damage, and that's good, because he's not fatally wounded. However, what that means is that while the wound is not immediately life threatening, the character is hurt! Do not underestimate pain. Even if he may be able to shrug off the pain and impact of a bullet wound and keep on fighting (he's a hero after all) it does not change the fact that the character is hurt and suffering.

The immediate problems for the wounded character are pain, further blood loss, and treating the wound. Unless each wound is correctly bandaged (roll on the appropriate medical skill), the character will continue to lose blood, which causes further physical damage. After the bleeding has been stopped, the hero must still have surgery to remove the bullets and get cuts sutured. The wound is also very painful and may impair further movement and/or the performance of skills. Think about how little you can do when you cut your hand or even cut or injure a finger. Something as simple as writing your name or opening a jar may be impossible or, at best, difficult and painful.

Blood Loss

A character loses blood from every wound that has penetrated the body. This includes cuts, stab wounds, and gunshots. The injured character will suffer one point of damage for every

wound, every minute (4 melees). Three gunshots means three points of damage every minute (60 seconds/4 melees). The damage is first subtracted from the S.D.C. When all the S.D.C. points are gone, the damage is subtracted from the character's hit points.

Only first-aid or paramedic techniques that bind the wounds will prevent further blood loss and the wounded character can often perform medical treatment on himself. Yes, a character can function without medical treatment while losing blood and taking more damage every minute, but he will pass out when he reaches less than **five** hit points. This would be the classic John Wayne: nobody knows I'm hurt, keep on moving/fighting, and then collapses or dies. This happens all the time in heroic fiction.

When a character is severely hurt, down to only 15% of his hit points, he will suffer from internal bleeding. Only a medical doctor and surgery can save him. First-aid and paramedic skills can only be used to make the injured character more comfortable; they will not save him. Without the appropriate medical aid the person will continue to lose blood and take one point of damage every minute (4 melees). When the injured character's hit points fall below zero he has lapsed into a coma. See coma recovery rules in **Heroes Unlimited**.

Game Masters may find it useful to use the Additional Side-Effects Table from S.D.C. attacks, projectile and energy. Or use the table as a guide for side-effects to damage to specific body parts (the random roll may not be appropriate).

Pain Penalties (optional)

Penalties are accumulative.

Leg

Minor damage to a leg will reduce speed by 20%.

Significant damage to a leg will reduce speed by 50%; -1 on initiative, -10% on skill performance.

Major damage to a leg will reduce speed by 75%; -2 on initiative, roll and to dodge, -20% on skill performance.

Head, Hand or Arm

Minor damage to head, hand or arm will reduce skill performance by 10%.

Significant damage to head, hand or arm will reduce skill performance by 30%; -1 to strike or parry.

Major damage to head, hand or arm will reduce skill performance by 60%; -2 to strike, parry, dodge and roll.

Main Body

Minor damage to the main body: -1 on initiative.

Significant damage to main body: -1 on initiative, -1 to strike, parry, dodge and -10% on skill performance.

Major damage to main body: -3 on initiative, -3 to strike, parry, dodge, and roll; -20% on skill performance. Double rate of blood loss.

Damage at Point-Blank Range (optional)

There can be a big difference between getting shot from 300 yards away (about 300 m) or at a range of 10 feet (3 m). For one thing, the assailant will be less accurate and for another, the bullet will have less impact at the greater distance. Of course, both can kill.

We will define point-blank range as approximately 10 feet (3 m) or closer. At ten feet away, the assailant has a better chance to hit his target (especially a human size target), the bullet or energy bolt will have greater impact (inflicting more damage), and the attack is more likely to hit a vital organ.

The following rules take into consideration the damage and effects of point-blank attacks.

1. If the target is immobile, such as an unconscious person or somebody who is tied up, the attacker will automatically strike his target at point-blank range (10 ft/3 m or closer). No roll to strike is necessary unless the target/victim can dodge or unless the attacker is shooting wild. However, without the strike roll, a critical strike (double damage) is impossible. On the other hand, damage is automatically much greater.

2. Damage at point-blank range is full S.D.C. damage and half hit point damage. **For example:** Your character is shot at point-blank range and suffers 12 S.D.C. points of damage. The full 12 points are subtracted from the S.D.C. and another 6 points (half of 12) are subtracted from the character's hit points as well. When all S.D.C. points are gone, the full damage is subtracted from the hit points. Yes, this does mean that a character may survive a point-blank attack, but that's because this is possible in real life.

3. Additional effects from point-blank attack! The force of this brutal attack will always momentarily impair its victim, even if it is only S.D.C. damage. Roll on the following table whenever a character is shot at point-blank range. Game Masters who want a more realistic game can have players roll on the following table whenever a character is shot from any distance.

Additional Side-Effects Table from S.D.C. attacks, projectile and energy (optional)

01-20 Momentarily stunned: Victim loses one attack that melee (or one the following melee if he has no attacks left that melee).

21-40 Stunned and knocked down: Victim is knocked to the ground by the blast; loses two melee attacks, loses initiative, and is -1 to strike for the rest of that one melee round.

41-60 Severely stunned and knocked down: Victim is in terrible pain and is knocked to the ground by the blast, loses all melee attacks/actions for one full melee and is -2 to strike, parry and dodge for that melee.

61-80 Momentarily knocked unconscious: The shock to the nervous system temporarily renders the victim unconscious for 1D4 melees (15 to 60 seconds). While unconscious the character can not move, think, or plan, nor is he aware of events happening around him. The unconscious individual is completely helpless and open to attack. He may appear dead to his attacker.

81-96 Knocked unconscious: The victim is knocked out for 1D6 minutes. While unconscious the character can not move, think, or plan, nor is he aware of events happening around him. The unconscious character is completely helpless and open to attack.

97-00 Momentarily stunned: Victim loses one attack that melee (or one attack the following melee if he has no attacks left).
NOTE: Roll for each gun-shot.

Point-Blank Head & Heart Damage

Damage from a point-blank shot to the head or heart inflicts full damage to the S.D.C. plus half damage directly from hit

points. However, the side-effects are much more deadly. Roll on the following table.

01-35 Lucked out! Missed all vital organs; however, the blast knocks its victim unconscious for 3D4 minutes and covers the character in his own blood. You look bad and feel worse; throbbing headache, terrible pain, shortness of breath, and experience difficulty concentrating; woozy. **Penalties:** Reduce speed by half, -30% on all skills, -1 on initiative, -3 to strike, -3 to parry and dodge, and the character is still losing blood (see rules for blood loss). The penalties apply for 24 hours.

36-70 Knocked unconscious! The victim's condition is bad, but could be worse. In addition to the physical damage, the character is unconscious for 2D6 hours and requires immediate treatment to stop the bleeding and may need hospital treatment. **Penalties:** Reduce speed by half, -40% on all skills, -1 on initiative, -4 to strike, -4 to parry and dodge. The penalties apply for 72 hours, then reduce them by half for another 72 hours. Afterwards, return to normal.

71-00 Coma! The shock to the nervous system is too much and/or caused serious internal damage. The character lapses into a coma. This automatically reduces the character's hit points to zero, regardless of the damage die roll. From all outward appearances the character will seem to be dead. Only a careful examination will reveal life signs. Under these special circumstances the character can survive in a coma state three times as many hours as normal. See Surviving Coma and Death on page 11 of **Heroes Unlimited**. The victim is +6% to save vs coma. Penalties are the same as #36-70 Knocked Unconscious, but the duration is twice as long.

Note: Depending on the situation, the victim of a point-blank attack may be automatically killed too. But this is left up to the Game Master's discretion. The general rules presented here are to be applied to non-lethal situations. Likewise, similar effects can be implemented for mega-damage inflicted to M.D. creatures, such as the dragon, when exposed to massive point-blank damage to the head; GM's option.

S.D.C. & Explosives

Again, I must say "use some common sense." A character can not survive a point-blank confrontation with a grenade or dynamite, no matter how much S.D.C. or hit points he might have. If your character leaps on top of a grenade to save others, that's great, but he's dead. And I mean DEAD! There is no chance of survival, because he was laying right on the grenade. At the risk of being gory, his guts were blown to smithereens.

At the GM's discretion, the character might survive, but a limb or two will be blown off, like a hand, or hand and arm, or leg(s), et cetera. That's the only realistic way to play explosives vs the human body.

A basic rule of thumb when using explosives is that they inflict double damage directly to hit points when at point-blank range (10 ft/3 m). Point-blank range could be increased to cover double (or more) the normal area depending on the power of the explosive.

If the character is not caught in the point-blank range of an explosion then the normal damage is subtracted first from S.D.C. and then hit points. In the latter case, the character could walk away with just a few scratches; no serious damage.

New Super Ability Descriptions

Minor Abilities

Alter Physical Body

Horror Factor

Manipulate Kinetic Energy

Nightstalking

Alter Physical Body

This power gives the character the ability to alter his body in small but significant ways. The change is instant and can be maintained indefinitely.

- Change fingerprints at will. To copy somebody else's fingerprints, a good, clear reference copy or the person's hands are needed. Copying skill is 30% + 5% per level of experience.
- Change physical beauty attribute. Increase or decrease by two points plus one for every three levels of experience.
- Change eye color. Can NOT copy other people's retinas.
- Change height, taller or shorter, by two inches.
- Lighten or darken hair color by 25%.
- Lighten or darken skin color by 20%.

Horror Factor (optional)

Base H.F.: 10 + 1 per every other level of experience.

The ability to radiate an aura of evil, horror, or power that stops people in their tracks. Everyone encountering/facing a character with this must roll a 20-sided die to save vs horror factor.

A successful save is a roll higher than the HF, which means the character is not impressed and attacks without hesitation; he does not have to roll to save again until their next confrontation/meeting.

A failed roll means the individual loses initiative, one of his melee attacks, and is the last to attack. He must roll again next melee. Another failed roll means the same penalties.

Note: Some readers may find this power inappropriate in the heroes setting so we have made its use optional.

Manipulate Kinetic Energy

Range: Self or held object.

Attacks Per Melee: Equal to hand to hand.

The ability to manipulate kinetic energy enables the character to survive falls from a great distance, deflect bullets and to increase the kinetic velocity of objects he's thrown.

1. Protective Kinetic Energy Field: The kinetic aura radiates around the character and protects him from kinetic attacks/energy. As a result, damage from a fall, explosion, punch, kick, bullet, arrow, sword or club, inflicts half damage. Energy weapons, magic, and psionics do full damage.

2. Increase Kinetic force: The character can cause one of two things to happen with this aspect of his power. A) Increase the velocity to inflict greater damage (doubles normal damage) or B) Increase the velocity for greater range (doubles the normal range, but is -2 to strike). In both cases the character must physically hold, charge with kinetic energy, and hurl the item. Thus, this power is only effective with thrown objects like knives, darts, clubs, axes, boomerangs, throwing irons/sticks, rocks, etc. It also includes slings and the bow and arrow, but not the crossbow or guns.

3. Redirection: Any object that the character has held, charged and thrown can be mentally directed to do one of the following:

- Return after it strikes.
- Curve left or right to hit a target not in its direct path.
- Suddenly drop or jump higher one foot (0.3 m) per level of experience.

4. Deflect Kinetic Objects: A kinetic energy parry that can deflect/knock away a bullet, arrow or thrown object (not punches, stabs, kicks, etc., connected to a body). Works just like a normal parry, roll 20-sided die, but has a bonus of +4 (the usual bonuses from P.P and skills are not added to this mental parry).

Note that only one object can be parried at a time; a hail of arrows or bullets cannot be parried. Also note that the item is deflected, which means it could hit somebody standing on either side or above him.

Some Kinetic Weapons, Normal Range and Damage:

Arrow, Typical: 420 ft/128 m — 1D6 damage

Arrow, Long or Composite Bow: 800 ft/244 m — 1D8 damage

Bola: 60 ft/18 m — 1D6 damage, plus entanglement

Boomerang: 60 ft/18 m — 1D6 damage

Darts: 60 ft/18 m — 1D4 damage

Discus, Metal: 100 ft/30.5 m — 2D4 damage

Discus, Metal with Blade Edges: 100 ft/30.5 m — 2D6 damage

Frisbee: 200 ft/61 m — no damage

Frisbee, Metal or Blade: 200 ft/61 m — 2D4 damage

Knife, Ordinary: 50 ft/15 m — 1D6 damage

Knife, Throwing: 100 ft/30.5 m — 1D6 damage

Marble: 100 ft/30.5 m — 1 point of damage

Sling: 200 ft/61 m — 1D6 damage

Softball: 300 ft/91.5 m — 2 points of damage

Softball Size Rock: 200 ft/61 m — 2D4 damage

Spear: 100 ft/30.5 m — 2D6 damage

Javelin: 300 ft/91.5 m — 1D6 damage

Throwing Irons: 100 ft/30.5 m — 1D8 small or 2D6 large damage

Throwing Sticks: 100 ft/30.5 m — 1D6 damage

Throwing Spikes & Shurikens: 60 ft/18 m — 1D4 damage

Note: The ranges listed are the effective range when thrown with accuracy and with the intent to hit something. The ranges are easily double when a person hurls them with all his might, but are thrown wild (-9 to strike).

Nightstalking

This ability allows the character to have temporary heightened senses and abilities while on the trail of his victim(s). It can only be used at night or in a dark, eerie environment, such as a basement, cave, or abandoned building. Fear and darkness seem to trigger an inner power in the individual which manifests itself in the following ways.

Night Powers:

- Hide in shadows/darkness: Similar to a motionless prowler — not likely to be seen or heard when hiding motionless in darkness. 76% + 3% per level of experience.
- Sense the exact moment of the rising and setting of the sun.
- Recognizes vampires and sees shadow beasts even when they are in shadow.
- +10% on the following skills: tracking, land navigation, and prowler.
- Night vision
- Horror Factor of 15 (optional)
- +1 on initiative
- +2 to damage
- +50 S.D.C. (only at night)

New Major Abilities

Alter Facial Features & Physical Stature

Alter Metabolism

Bio-Ghost

Clock Manipulation

Control Insects & Arachnids

Control Radiation

Control Static Electricity

Divine Aura

Gem Powers

Holographic Memory Projection

Multiple Beings/Selves

Multiple Lives

Negate Super Powers

Slow Motion Control

Spin at Extraordinary Speed

Alter Facial Features & Physical Stature

The character has the ability to alter his facial features, body shape/stature and size.

1. Alter Facial Features

Range: Self

Duration: Indefinite — as long as the character desires.

Restriction: Two times daily per level of experience.

The character can alter his face in any and every way. Facial features such as the nose, ears, mouth/lips, jaw, cheeks, eyebrows, forehead, hairline, and even eye color can be al-

tered with a thought. The character simply makes a mental picture and within one melee/15 seconds the face is altered to fit that picture. To copy somebody else's features exactly, the copier must have several detailed photographs (video tape is much better) of the subjects face, hands, body and other features and elements to be imitated. It is best to have the person himself available to study.

Note that this power enables the character to grow facial hair, grow or reduce hair length, lighten or darken hair color by 50%, or cause the hair to drop out, becoming bald (can grow it back in minutes).

2. Alter Physical Stature

Range: Self

Duration: Indefinite — as long as the character desires.

Restriction: Two times daily per level of experience and the height can only be increased or decreased by one foot (0.3 m).

The character can alter the appearance of age, height, physical dimensions and characteristics (slouch, slumped shoulders, barrel chest, muscular, scrawny, old, young, etc.) of his body to look like a completely different person. Note that the key word here is "appearance." No matter what the impersonator looks like, his physical and mental attributes do NOT change, only his physical appearance. Imitating a specific individual right down to all distinguishing birthmarks, scars, moles, tattoos, etc., is possible, providing that information (and visual reference) is available.

3. Photographic Picture Memory

Range: Self

Duration: Indefinite — as long as the character desires.

Restriction: Base skill for completely accurate recollection: 40% + 5% per level of experience.

The individual has a remarkable, photographic memory when it comes to remembering faces and features of people (only normal memory as far as remembering factual data, events, names, things read, etc.). An identity used in the past can be recalled and used again at any time. This gives the character a vast mental file that he can draw on in a moment's notice.

4. Alter Voice

Range: Self

Duration: Indefinite — as long as the character desires.

Restriction: Four times daily per level of experience. Base skill for completely accurate recollection and imitation of a specific person's voice and dialect: 40% + 5% per level of experience. Simply altering one's voice is easy: 90% proficiency.

The ability to alter one's voice and speech patterns to resemble/imitate another person's. Vocal ranges within the same gender are easy, but -25% for the opposite gender and/or extreme vocal ranges. To imitate a specific voice, the imitator must hear the person speak for several minutes or more; a good quality recording will do the trick.

Note: The imitator must know foreign languages in order to speak them. In other words, if the character wishes to copy a German national who only speaks the German language, he too must speak the language.

5. Alter Finger and Hand Prints

Range: Self

Duration: Indefinite — as long as the character desires.

Restriction: Two times daily per level of experience. Base skill for accurately copying somebody else's prints: 35% + 5% per level of experience.

The character can change his finger and palm/hand prints (feet too) with a thought. To copy another person's prints he must study the person's fingers and hands or view detailed photos or copies of fingerprints (the latter has a penalty of -10%).

6. Other Abilities and Bonuses

- Add 1D6 to Mental Affinity attribute.
- Add two (2) additional languages to skills.
- Add +10% to the cosmetic disguise skill, if selected.
- Impersonation: 50% plus 5% per level of experience. Includes copying inflections and nuances in the person's voice, movement and mannerisms, not just physical appearance.

Limitations:

- Size can be increased or decreased by a maximum of one foot (0.3 m).
- Skin color cannot be changed, although the natural skin tone can be lightened or darkened by 20%.
- Sex cannot be actually altered, although masculine or feminine features and stature can be enhanced, but additional make-up, padding, wig and clothing will be required to complete the disguise.
- Distinct bodily features such as birthmarks, moles, scars, tattoos, or fingerprints cannot be reproduced unless seen by the character firsthand or by way of detailed photographs.

Alter Metabolism

Range: Self

Duration: As indicated

This major ability gives the character the power to adjust his metabolic system reducing the need for food or sleep, slowing the progression of poison, increasing his speed or alertness, and so on, by adjusting his body chemistry and metabolism. As many as four of the metabolic altering powers can be used at one time — all effects, bonuses and penalties are cumulative.

1. No Sleep. The character can function without ill effect for two days plus eight hours per level of experience. After this period, he must sleep for 16 hours, otherwise his speed, number of attacks, skill proficiencies and bonuses are all reduced by half.

2. No food or water: Enables the character to go one day per each level of experience without eating or drinking liquids without ill effect. After this time period, the character is famished and must eat the equivalent of three large dinners and drink at least one gallon (3.8 liters) of fluid.

3. Calm Self: Keep heart rate steady and even, not become excited, anxious or nervous. +1 to save vs magic, +4 to save vs horror factor, +4 to save vs mind control/hypnosis whether it is induced by drugs, psionics, magic, or by super ability. Afterward, has a headache for one hour — no penalties.

4. Adrenal Rush: +2 on initiative, +1 to strike, parry and dodge, +4 to P.S. and add one melee attack. Duration: One melee per level of experience. Side Effect: -1 on initiative, strike, parry and dodge for one hour afterwards.

5. Hyper Metabolism: +2 on initiative, +1 to strike, parry and dodge, add two attacks per melee and triple normal speed

(not applicable to flight or any super speed powers). Duration: Three melees per level of experience. Side Effects: Hungry and tired, reduce normal speed by 20% and is -2 on initiative and -2 to strike, parry, and dodge for two hours afterwards.

6. Slow Metabolism: The character becomes slow and lethargic. Reduce his speed, number of attacks and bonuses by half. The condition also reduces the effects, duration and damage of poison, drugs, gases, and disease by half. Duration: As long as necessary, at least four melees. There are no penalties from using this power.

7. Accelerated Healing: Instantly restores 14 S.D.C. or 7 hit points once every 12 hours. In addition, the normal rate of healing is doubled and there is no scarring. Duration: One hour per level of experience. Leaves the character feeling a bit drained/tired; reduce speed 10% and -1 on initiative for one hour.

8. One time Bonuses: +1D4 to P.E., +1D6 to speed, and +15 S.D.C.

Bio-Ghost

Characters with this strange power feed on the biological energy/life force of others. Although potentially lethal, it takes many draining attacks to kill somebody. Here's how the power works.

The effects of the Bio-Ghost power

Whenever the bio-ghost feeds, he momentarily becomes intangible (about three seconds) and can walk completely through people or animals, absorbing their energy. Actually, just turning intangible and sticking one's hand into somebody else will allow the character to drain the energy he needs. The character with the bio-ghost power can become intangible at will, but only to feed. The momentary intangibility prevents most victims from fighting back and hurting their ghostly attacker. **Note:** This power does not enable the character to walk through walls or use the intangibility in any other way.

The victim of one bio-ghost touch feels momentarily weak, losing initiative, 1D6 + 1 S.D.C., and two melee attacks (immediately — stunning the victim who must pause from the action for the two melee actions/attacks he loses) before he can resume combat. The weakened state and penalties last for a period of 1D4 melees (15 to 60 seconds), then the victim recovers completely, without lasting ill effects.

The victim of many touches over a short period of time is not given an opportunity to recover and suffers the cumulative effects of losing 1D6 + 1 S.D.C. for each subsequent touch. The duration of their lost initiative and two lost melee attacks is also extended by 1D4 melees per touch. When the S.D.C. points are gone, the character begins to lose 1D6 + 1 hit points! While this sort of attack is not likely to kill the average super human, it can be lethal to most normal humans and animals. The danger to super humans is that the ghost touch will weaken and slow them down, making them more vulnerable to attacks from others. Characters who don't want to harm anybody will want to use their draining touch on several different people or animals.

A single touch/pass gives the bio-ghost the energy that a normal human gets from a snack or light meal. **Two touches** gives the bio-ghost the equivalent energy of a large meal and gives him a +1 initiative bonus. **Each additional touch/pass (3 or more in less than ten minutes/40 melees)** gives the character extra energy, strength and speed via bio-super-charging.

Bio-ghost super charging

The character can use the bio-ghost touch once per melee (every 15 seconds), for a maximum of twelve times. The first two only fills him up, the following ten touches super-charge the character, with the following results. All effects are cumulative, but temporary, lasting about an hour depending on the level of activity. **Note:** When a character knows he's about to enter battle, he/she is smart to super-charge to some degree before the battle starts. Maximum super-charging can be accomplished in three minutes.

The Cumulative Powers & Bonuses:

- Add two points to P.S.
- Add five points to speed
- Add five points to S.D.C. (can replenish lost S.D.C.)
- +1 to save vs poison/toxins/drugs
- Replenishes 1D4 hit points (if any are lost).
- After eight bio-ghost touches in under five minutes, the character gets two (2) additional melee attacks and an additional +2 on initiative.

Note: The super-charging can be performed as often as every four hours (six times daily), but afterwards the character is weakened and cannot recharge himself to even normal strength for two hours. During this weakened period he suffers the following penalties: reduce P.S. by 10 points and reduce initiative and speed by half.

A need for bio-energy

Whenever the bio-ghost becomes hungry, tired/fatigued, or suffers significant amounts of physical damage, he must feed. A good rule of thumb for the GM is to weaken the character whenever he has physically exerted himself for a significant amount of time, such as working with little sleep or food, intense combat (more than 20 melee rounds/five minutes), and periods of intense or prolonged exertion, over 30 minutes, possibly less depending on the circumstance (the maximum super-charge will double all these time periods).

An ordinary day will require the bio-ghost to feed like any normal human, about twice per 24 hours. However, although they can eat normal food for personal enjoyment, they must draw on the biological energy of other living creatures to sustain their existence.

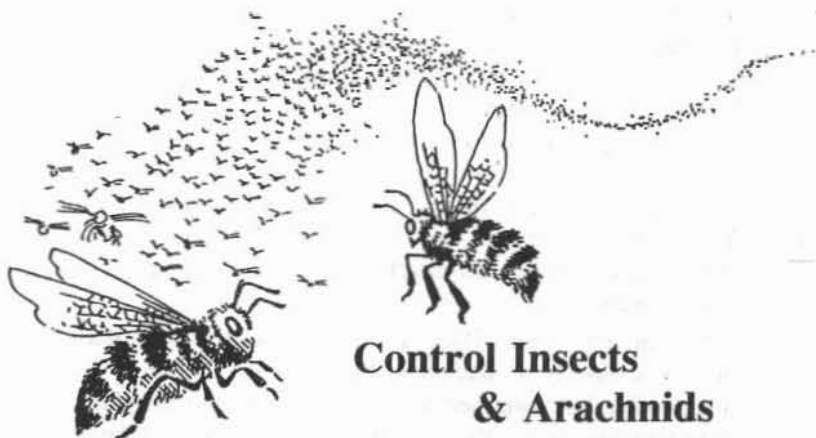
The character will know it's time to feed when he starts to feel hungry. If he does not draw on bio-energy, the character's legs will feel like they weigh a ton and the rest of his body feels weak and aches. At this point, all melee attacks, bonuses and speed are reduced to half. 1D4 minutes later, the individual turns completely intangible and must feed. When this uncontrolled hunger response happens, he has only two melee attacks, no bonuses and speed is reduced to one-quarter. The individual can remain in this state without feeding for as long as 1D4 days before lapsing into a coma, still intangible. The character can last in the coma state for another 1D4 days before dying — then just vanishes. To snap him out of this coma he only needs to touch/pass through a living creature two or three times.

Note: The bio-ghost's intangibility power has difficulty passing through dense material. Thus, while the character has no problem passing through articles of clothing, he cannot penetrate body with an A.R. higher than 12. Nor can he absorb bio-energy from robots, cyborgs, or mutants/aliens with a natural A.R. of 13 or higher.

Clock Manipulation

This strange power links the character to machines and mechanisms that measure time. The character can stop, start, or adjust the time counting/watching mechanism of watches, clocks, computers, alarms on a time system, timers, including those in explosive devices, monitors, microwaves, stoves, security vaults, or any other time keeping device. It is important to note that the link with the timepiece provides the character with information regarding everything about it, schedule of times and purpose, who built it, and a complete schematic.

For example, the character can prevent the detonation of a time bomb by linking with the bomb's clock or slowing the progress of the time or learn which wire is attached to the clock and detonator, or detonate it sooner by fast forwarding it. Likewise, he can link with the timer to a vault and adjust the clock/time so that it opens the vault. Living creatures cannot be affected by this power.



Control Insects & Arachnids

Like a general, the character can control and direct an army of insects or spiders. The creatures understand him and follow his every command.

1. Communicate with and understand all insects.

Range: 400 ft (122 m) plus 10 ft (3 m) per level of experience.

Insects understand the commands of their controller, but while the character is able to mentally direct his insect army and can sense basic emotions such as fear, hunger, anticipation, etc., he cannot actually speak with them. This means he cannot have a fly or spider spy on somebody and report back to him with information.

2. Summon insects.

Range: One (1) mile radius.

Duration: Regulated by the character.

The character is typically able to mentally summon up to 100 common insects or arachnids per level of experience and as many as two different insect or arachnid classes. The number of common colony insects, like ants, can be far greater (see the individual insect descriptions). Note that while under the character's control, even two insect classes that are natural enemies, like ants and praying mantises, will work together in harmony. The call is irresistible, all insects or arachnids will respond.

3. Mentally control insects.

Range: 400 ft (122 m) radius plus 40 ft (12.2 m) per level of experience.

Duration: As long as the character desires.

The character can mentally control all the insects he has summoned. If the controller is physically moved beyond his range of control or is rendered unconscious, his mental influence over the insects is broken and they will leave the area. Bugs never bite or bother this character.

Types of Insect Attack:

1. **Blinding swarm:** This can be flies, flying ants, moths, butterflies, gnats, or other flying insects. They create a living cloud and fly up the nose, into the eyes and mouth, collide with the face, and crawl all over the body of anyone in the swarm cloud. Victims in the bug cloud are -5 to strike and -9 to parry and dodge, and lose initiative, reduce speed by half and lose one melee attack swatting away bugs. Optional: Swarm Horror Factor 10, may frighten away people.

2. **The itching swarm:** This attack has the same goal and penalties as the blinding swarm, except they are crawling insects that cover the body, climb into the eyes and orifices and itch. Optional: Swarm Horror Factor 11, may frighten away people.

3. **Biting swarm:** These are biting flies, ants, beetles, spiders, or other insects or arachnids. Normally the bite is little more than an irritant, but this time their numbers are so great and the bites so numerous that they collectively inflict physical damage. Ants and flies typically inflict 1D4 damage per melee. Beetles and large biting insects inflict 2D6 damage per melee, while non-poisonous spiders inflict 3D6 damage per melee. Optional: Swarm Horror Factor 13, may frighten away people. Note: Also see specific damage and attacks described under the specific insect descriptions.

4. **Stinging swarm:** These are stinging bees, wasps, hornets or similar insects or arachnids. Normally the bite hurts but is not deadly, but their numbers are so great and the bites so numerous that they collectively inflict serious physical damage. Stinging insects like bees or hornets typically inflict 3D6 damage per melee round and the victims are -2 to strike, parry and dodge. Optional: Swarm Horror Factor 14, may frighten away people. Note: Also see specific damage and attacks described under the specific insect descriptions.

5. **Swarm of Poisonous Arachnids:** These include poisonous spiders, like the black widow and scorpions. Even the sting from one of these arachnids is dangerous, but again their numbers are so great and the stings so numerous that they can kill. Poisonous arachnids typically inflict 3D6 damage from a single sting. A group of 10 to 40 will inflict 2D6 x 10 damage per melee unless a poison/toxin saving throw is made (half damage). Even if the victim saves vs poison, he or she suffers from dizziness and nausea and is -4 to strike, parry, and dodge. Optional: Swarm Horror Factor 16, people should run for their lives. Note: Also see specific damage and attacks described under the specific insect descriptions.

4. Increase Hit Points of Insects.

Range: 400 ft (122 m) plus 10 ft (3 m) per level.

Duration: 1D4 hours per day.

Hit Point Increase: 10 hit points each (temporary)

The character is able to increase the hit points of one particular class of insects. For example: If the character is controlling both red ants and fire ants, he can only increase the hit points of one type of ant, not both. The increase affects every individual within that class, but the increase is temporary and the bugs will eventually return to normal.

5. Create Giant Insect.

Range: 400 ft (122 m) plus 10 ft (3 m) per level.

Duration: Remains giant for 1D4 hours each time used.

Restrictions: This power can only be performed three (3) times per day (24 hour period) and can only transform one insect each time (that's a total of three giant insects a day).

The character is able to increase the size of one (1) individual insect to use as a living tank or to ride like a horse. After a certain amount of time (the duration is erratic — 1D4 hours) the insect reverts back to its normal size.

The General Abilities of Insects Transformed into Giants:

1. The insect becomes a giant (10 ft/3 m in length).

2. **Armor Rating:** Cockroaches, carwigs, crickets, moths, butterflies, and similar soft bodied insects have an A.R. 13 and an S.D.C. of 100.

Flies, bees, wasps, ants, grasshoppers, most arachnids, and reasonably heavily armored insects have an A.R. of 16 and an S.D.C. of 200.

Beetles, praying mantises and some ants are heavily armored and have an A.R. of 18 and an S.D.C. of 300.

3. Average number of attacks is four for insects, and six for arachnids (varies with the type of insects — predators like the preying mantis will also have six at giant size).

4. Damage from small pincers/mandibles will be 2D6, or 3D6 from medium and 4D6 from large mandibles (typically beetles).

5. Speed running is typically about 20 to 30.

6. Speed flying is typically about 30 to 60 mph (48-80 km)

7. Most flying insects have polarized vision and a heightened sense of taste and smell equal to the minor super abilities.

Important Note: **Mutants in Orbit**, a source book for **Rifts** and **After the Bomb**, contains rules for creating mutant insects, complete with insect powers, abilities, chemical scents, BIO-E, hostility index, and a dozen mutants insect types with data for both the S.D.C. and M.D.C. system.

6. Other Abilities and Bonuses.

- Recognize and identify insect species 60% + 5% per level of experience.
- Immune to all insect bites/stings/poison, including Black Widow spiders and scorpions.
- Can create insect armor by covering himself in bugs (preferably beetles with a hard shell); A.R. 12, S.D.C.: 1D4 x 10 + 30.

INSECT DESCRIPTIONS

The following information only includes a small sampling from the insect kingdom, but most insects will fall into one of these categories. Pay heed to the "habitat" section of the stats. For example: If your character is in upstate New York he can't summon fire ants which are indigenous to the southern United States and Asia. Likewise, if it's winter or you're in a frozen, winter environment, no insects can be summoned outdoors. Indoors may be another story. Most houses, ships, and definitely large buildings will contain spiders, cockroaches, centipedes and even the occasional fly all year round. A character with this power may also breed and bring his own insects with him, releasing them as needed. The insects' speed and number of melee attacks are reduced by half in freezing temperatures (less than 32 degrees Fahrenheit/0 Celsius) and they will die in 2D6 + 10 minutes.

Common Red Ants

Size: Up to 3/8 inch

A.R. 4

Hit Points: 1

Attacks Per Melee: 2; bite injects venom.

Natural Abilities: Climb 99%, venom does no damage unless 30 or more individuals attack, at which point 1D4 points of damage are done each melee round, unless a save vs poison/toxin is successful. When provoked, they emit a repulsive odor of formic acid that is barely noticeable from even a swarm of tiny ants.

Speed: 4 running, 15 flying.

Habitat: Throughout southern Canada and the entire United States east of the Rocky Mountains.

Behavior: These ants are fiercely aggressive. A typical colony ranges in size from 2,000 to as many as 4,000 individuals and can be found in exposed soil or under stones, logs, stumps, and in dead trees.

Number Of Individuals That Will Respond When Called: 2D6 × 100

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed: 20 running or 44 flying (30 mph/48 km). Attacks Per Melee: 4. Insect is +5 to strike, parry, and dodge. Head butt does 3D6 damage. Kicking with one of its legs does 3D6 damage.

Can pick up and carry huge objects with their mandibles, four tons (8,000 lbs/3600 kg). This means the giant ant can easily throw or pick up a car and use it as a giant club or toss it around like a toy. Crush/squeeze with mandibles: 5D6 damage. Venomous bite does 6D6 damage unless a save vs poison is successful. Emitting formic acid counts as one melee attack and causes the prey's eyes to water and burn and the nose and throat to be irritated and burn, with the following penalties: -3 to strike, parry and dodge. Or the acid can be sprayed into wounds, causing an additional 2D6 damage, plus the penalties.

Carpenter Ants

Size: Up to 1/2 inch

A.R. 6

Hit Points: 2

Attacks Per Melee: 1; bite is irritating but has no venom and a single bite does no significant damage.

Natural Abilities: Climb 99%, chew through wood 99%, bite does no damage unless 30 or more individuals attack, at which point 1D6 points of damage are inflicted each melee round.

Speed: 3 running, 11 flying

Habitat: Throughout eastern North America, west as far as Texas.

Behavior: Somewhat stronger and tougher but slower than their red cousins. They nest in the wood of dead trees, logs, stumps, and old wood in buildings. A typical colony may contain up to 2,500 workers, a single queen, and several males.

Number Of Individuals That Will Respond When Called: 2D6 × 100

Abilities When Giant: A.R. 18, S.D.C. 300, Speed: 15 running or 32 flying. Attacks Per Melee: 4. Insect is +5 to strike, parry, and dodge. Head butt does 4D6 damage. Kicking with one of its legs does 4D6 damage. Can pick up and carry up to five tons (10,000 lbs/4500 kg) with its mandibles, enabling this giant to easily pick up or throw a Mack truck. Can chew through a door or two foot thick tree in 1D4 + 1 melees. Crush/squeeze with mandibles: 6D6 damage.

Emitting formic acid counts as one melee attack and causes the prey's eyes to water and burn and the nose and throat to be irritated and burn, with the following penalties: -3 to strike, parry and dodge. Or the acid can be sprayed into wounds causing an additional 2D6 damage, plus the penalties.

Fire Ants

Size: Up to 1/2 inch

A.R. 4

Hit Points: 1

Attacks Per Melee: 1; bite injects venom.

Natural Abilities: Climb 99%, venom does no damage unless 30 or more individuals attack, at which point 2D4 points of damage is inflicted each melee round, unless a successful save vs poison/toxin is made (1D4 damage if the save is good).

Speed: 5 running, 10 flying

Habitat: Throughout the southern United States from Florida to California and Mexico and Central America.

Behavior: These ants are fiercely aggressive and extremely vicious if provoked. A typical colony numbers from 1,500 to 2,000 individuals and the nest is in exposed soil or under the corners of stones, and other objects. Nests in the ground consist of a loosely constructed, irregular mound of dirt about two feet (0.6 m) in diameter.

Number Of Individuals That Will Respond When Called: 2D6 × 100

Abilities When Altered In Size: A.R. 16, S.D.C. 200, Speed: 25 running or 44 flying. Attacks Per Melee: Six (very aggressive). Insect is +6 to strike, parry, and dodge, +3 on initiative. Head butt does 3D6 damage. Kicking with one of its legs does 3D6 damage. Can pick up and carry up to four tons (8,000 lbs/3600 kg) with its mandibles (the ant could easily throw or pick up a car and use it as a giant club). Crush/squeeze with mandibles: 5D6 damage.

Venomous bite does 6D6 damage unless a save vs poison/toxin is made (a save reduces the damage by half). Emitting formic acid counts as one melee attack and causes the prey's eyes to water and burn and the nose and throat to be irritated and burn, with the following penalties: -3 to strike, parry and dodge. Or the acid can be sprayed into wounds, causing an additional 2D6 damage, plus the penalties.

Common Grasshopper

Size: Up to three inches long

A.R. 4

Hit Points: 2

Attacks Per Melee: 2; spits "tobacco juice" (actually the contents of their stomachs) when provoked or handled.

Bonuses: +2 to dodge, +1 to strike.

Natural Abilities: Jump/fly 99%, "tobacco juice" does no damage at their natural size. Have the ability to "sing" (a loud buzzing or clicking noise) by rapidly rubbing their legs against their front wings, or by clicking their front wings together.

Speed: 4 running, 8 leaping, 15 when in flight.

Habitat: Throughout most of North America, Canada, Central America and the world.

Behavior: Rather docile unless threatened or provoked. Make excellent riding beasts when transformed into a giant.

Number Of Individuals That Will Respond When Called: 100 per level of summoner.

Abilities When Altered In Size: A.R. 16, S.D.C. 200, Speed of 20 running, 30 leaping and 44 when in flight. Attacks Per Melee: 4. The insect is +3 to strike, +6 to parry and dodge. Bite does 2D6 damage. Head butt does 4D6 damage. Hind leg kick does 6D6 damage. Can jump up to 300 ft (91 m) in a single leap when giant sized.

Spitting "tobacco juice" on a victim causes a painful burning sensation (caused by digestive acids) if shot into the eyes. Victim is blinded until the fluid can be washed out of the eyes. Victims are -5 to strike, -9 to parry and dodge until the "tobacco juice" is removed with water. Getting hit with the juice on the body causes no damage but stinks and the character may vomit from revulsion; roll to save vs non-lethal poison/toxin. A failed roll means the person loses two melee attacks and initiative while he vomits. Spitting counts as one melee attack.

Singing (see natural abilities above) causes such a racket that all characters within a 50 ft (15.2 m) radius have difficulty hearing and are distracted; -3 on initiative and -2 to parry, or dodge.

Common Honey Bee

Size: Up to 1/2 inch

A.R. 5

Hit Points: 2

Attacks Per Melee: 2; sting injects venom.

Bonuses: +2 to dodge, +2 to strike.

Natural Abilities: Fly 99%, sense of direction 99%, find and collect pollen and honey 99%.

Stings do no significant damage unless 30 or more individuals attack, at which point 3D6 points of damage is inflicted every melee round. Due to the pain and discomfort of the stings, the victims are -2 to strike, parry, and dodge and lose initiative.

Speed: 5 running, 22 when in flight.

Habitat: Throughout most of North America and the world.

Behavior: Rather docile, but when threatened or provoked they become extremely aggressive and vicious. Scents and odors, called pheromones, play an important role in the life of a bee. The act of stinging releases an "alarm odor" that excites and attracts other bees to form a common defense. A bee is able to sting only once. After stinging, the stinger is left in the victim's body, and the bee will die a short time later. They make excellent riding beasts when transformed into a giant.

Number Of Individuals That Will Respond When Called: 100 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed 20 running and 88 when in flight (60 mph/96 km). Attacks Per Melee: 5. The insect is +7 to strike, parry, and dodge while in flight. When on the ground it is +3 to strike, parry, and dodge. Bite does 2D6 damage. Head butt does 3D6 damage. Hind leg kick does 2D6 Damage. Has ability to jump/hop 8 ft (2.4 m) vertically and 16 ft (4.8 m) horizontally.

The bee can create a powerful rush of wind by turning around and furiously beating its wings. Range of the wind blast is 120 ft (36 m). Wind gusts as high as 50 mph (80 km). The average person caught in the gust is unable to physically attack or move forward. Victims must roll a saving throw vs losing balance or having an item (gun, sword, etc.) blown from their hands; must roll an 18 or higher, P.E. bonuses are applicable to the save. A failed roll means it will take the victim an additional melee to

fully recover, and 1D8 melees to find and gather up any equipment blown away.

Venomous sting does 2D6 damage plus an additional 6D6 damage from the poison. Roll to save vs poison. The stinger can not penetrate body armor that has an A.R. of 17 or higher. There is a 1-65% chance that the bee's stinger will break off in the person (causing an additional 2D6 damage). If the stinger is broken, the bee will continue to fight by biting for 1D6 melees then dies.

Yellow-Jacket Hornet & Wasps

Size: Up to 3/4 inch

A.R. 7

Hit Points: 3

Attacks Per Melee: 2; sting injects venom.

Bonuses: +2 to dodge, +2 to strike.

Natural Abilities: Fly 99%, sense of direction 98%, create paper nests 98%.

Stings do no significant damage unless 30 or more individuals attack, at which point 3D6 points of damage is inflicted every melee round. Due to the pain and discomfort of the stings the victims are -2 to strike, parry, and dodge.

Speed: 5 when grounded, 22 when in flight.

Habitat: Throughout all of North America, Mexico, South America and the world; as far north as the Arctic Circle.

Behavior: Easily angered, becoming extremely aggressive when threatened or provoked. Their stings are more dangerous than a honey bee's and are not lost after a sting attack. They make their nests out of paper and build them in trees and in bushes close to the ground. The Yellow-jacket's toughness make them excellent riding beasts when giant, but because of their volatile temperament they are hard to control (rider is -2 for the hornet to respond to his commands; it doesn't enjoy having a passenger).

Number Of Individuals That Will Respond When Called: 100 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed of 25 running and 88 when in flight (60 mph/96 km). Attacks Per Melee: 7. The insect is +8 to strike, parry, and dodge while in flight. When on the ground it is +4 to strike, parry, and dodge. Bite does 2D6 damage, head butt 3D6 damage, and a kick from a hind leg does 3D6 damage. Has ability to jump/hop 8 ft (2.4 m) vertically, and 16 ft (4.8 m) horizontally. Ability of wind rush same as the bee.

Venomous sting does 2D6 damage plus an additional 6D6 damage from the poison. Roll to save vs poison. The stinger can not penetrate body armor that has an A.R. of 17 or higher. After stinging the hornet and wasp does not lose its stinger and does not die. It can attack by stinging numerous times.

Horse Fly

Size: Up to 1/2 to 5/8 inch

A.R. 6

Hit Points: 4

Attacks Per Melee: 2; bloodsucking bite is painful and itches.

Bonuses: +3 to dodge, +1 to strike.

Natural Abilities: Fly 98%, sense of direction 98%, suck blood 98%. Bite does no damage unless 30 or more individuals attack, at which point 2D4 points of damage is inflicted per melee round.

Speed: 6 running, 28 when in flight.

Habitat: Throughout all of North America, Mexico, Central America and the world.

Behavior: Excessively pesky. Their bites are painful, become swollen and badly itch. When they bite, they also suck blood and can pass on livestock diseases (Tularemia and Anthrax) to other animals and occasionally humans. The diseases are treated with penicillin and if left untreated, they can eventually lead to death. Roll to save vs poison/disease. A failed roll means the victim becomes sick a few days later, with a terrible fever and nausea. Reduce all bonuses, number of attacks, skill proficiencies and speed by half. Victims remains sick until he receives medical treatment/vaccination.

The horse fly is a tough and hardy insect, making them difficult to kill. They can be found in swarms near water or wherever livestock or cattle are found. When giant sized, the horse fly is a tough hombre, like a flying tank.

Number Of Individuals That Will Respond When Called: 100 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed of 22 running, 220 (150 mph/241 km) when in flight. Attacks Per Melee: 5. The insect is +7 to strike, parry, and dodge while in flight. When on the ground it is +4 to strike, parry, and dodge. Head butt does 5D6 damage. Kick with legs does 2D6 damage. Has ability to jump/hop 8 ft (2.4 m) vertically, and 16 ft (4.8 m) horizontally. Ability of wind rush is the same as the fly. Has advanced sight same as the minor super ability.

Bloodsucking bite: The bite inflicts 2D6 damage, but the vampire can continue to suck blood, inflicting an additional 2D6 damage per bloodsucking attack (each counts as one melee attack). Victims of six or more bites must also roll to save vs poison/disease. A failed roll means the individual gets sick 1D4 days later. Also the victims of six or more blood draining attacks will feel a bit weak from blood loss; -2 on initiative and -1 to strike, parry and dodge. The effects are cumulative for every six blood draining attacks.

Praying Mantis

Size: Up to 8 inches

A.R. 6

Hit Points: 4

Attacks Per Melee: 3

Natural Abilities: Climb 98%, fly 96%, and prowl 95%. Exceptionally skilled at stalking prey 98%. Can rotate head nearly 180 degrees. Foreleg pincers are used to hold prey while they eat them alive with their powerful mandibles. A Praying Mantis has two brains, one in its head, another in its abdominal region. If it loses its head to decapitation the insect can continue to fight on for 2D6 melees. The female is larger than the male and more aggressive. No real threat to a humans at their normal size (but a terrifying and efficient killing machine when giant).

Bites do no damage to humans unless 30 or more individuals attack, at which point 1D4 points of damage is inflicted every melee round.

Speed: 4 running, 22 when in flight.

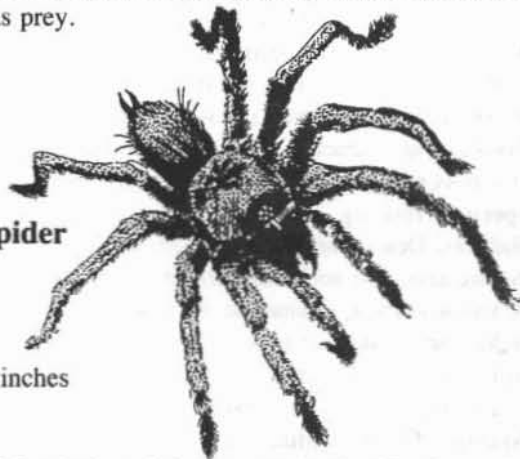
Habitat: Throughout all of the United States, Mexico, Central America, southern Canada, Japan, China, Asia and most of the world (originated from the Orient).

Behavior: Remarkably strong and tough, but somewhat slow moving, except during combat. A vicious and efficient hunter. Stalks and eats other insects such as ants, fruit flies, house flies,

and many others, including its own kind. They will occasionally eat raw meat. After mating, the female often decapitates the male and eats him. They make exceptional riding beasts and monsters when giant. **Number Of Individuals That Will Respond When Called:** 1D4 x 10 per level of the caller.

Abilities When Altered In Size: A.R. 18, S.D.C. 300, Speed of 22 running, 44 when in flight (30 mph/48 km). Attacks Per Melee: 6. The insect is +5 to strike, parry, and dodge when in flight. +7 to strike, +9 to parry, and +5 dodge on the ground. Stalking/prowl ability even at giant size is 70%. Bite does 5D6 damage. Head butt does 4D6 damage. The kick of the other legs (total of four) does 3D6 damage. Abdomen/tail swat does 5D6 damage. Can carry up to six tons (12,000 lbs/5400 kg) with its forelegs and can pick up a Mack truck. Has the ability to jump/hop 20 ft (6 m) vertically and horizontally. Has advanced sight and taste the same as the minor super abilities.

The two foreleg pincers are large, serrated and spiky they inflict 4D6 damage from hit/swat. They are designed for grabbing, pinning/incapacitating its prey (1-60% chance) and crushing; 6D6 damage for the initial grab and crush, 3D6 damage per each additional crush/squeeze melee attack. The praying mantis' standard attack is to hold its prey pinned in its huge arms and bite at the head and throat. A giant praying mantis instinctively sees humans as prey.



Jumping Spider
(arachnid)

Size: Up to 4 inches

A.R. 5

Hit Points: 3

Attacks Per Melee: 3; fangs inject venom that liquifies tissue.

Natural Abilities: Climb 98%, jump 98%, prowl 90%, nightvision is 20 times its body length. Exceptionally skilled at stalking prey. The Jumping Spider hunts by using its exceptional vision (nearly as acute as a human's) and amazing jumping abilities. The spider's eight (8) eyes allow it to see in nearly every direction. This spider does not spin a web to capture its prey, but will anchor itself with a strand of silk for safety before making a life threatening jump. It can jump 40 times its own body length. After capturing its prey the spider unsheathes two large fangs that it sinks into the victim and pumps in a toxic venom. The venom liquifies the victim's tissue which the spider later sucks out. Venom does no damage unless 30 or more individuals attack, at which point 2D6 points of damage is inflicted per melee round. One Jumping Spider is no real threat to a human being at their normal size, but a terrifying and efficient killing machine when giant.

Speed: 6 running, 10 jumping and running

Habitat: Throughout the world.

Behavior: It has remarkable hunting and stalking abilities. A vicious and efficient predator. Stalks and eats other insects such as fruit flies, houseflies, the praying mantis, and others, including their own kind. Usually have elaborate coloring and are covered

in hair. They make excellent riding beasts when giant because of their speed and agility, but are difficult to mount.

Number Of Individuals That Will Respond When Called: 1D4 × 10 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed running is 50 (35 mph/56 km) or 66 jumping and running (45 mph/72 km). Attacks Per Melee: 7. Insect is +8 to strike, parry, and dodge, +4 on initiative. Head butt does 4D6 damage. Kick, crush with one of its eight (8) legs does 4D6 damage. Can leap 40 ft (12.2 m) high and up to 400 ft (122 m) horizontally. Has advanced sight, night-sight, and advanced taste, the same as the minor super abilities.

Venomous bite: The bite inflicts 3D6 damage and the poison an additional 6D6 unless a successful save vs poison/toxin saving throw is made (half damage).

The Typical Scorpion (arachnid)

Size: Up to 5 inches

A.R. 5

Hit Points: 2

Attacks Per Melee: 3; fangs inject venom that liquifies tissue.

Natural Abilities: Climb 98%, jump 80%, prowl 90%, nightvision is 20 times its body length. Each scorpion's sting inflicts poison that does 3D6 damage. When stung by a swarm of 10 or more scorpions, the victim endures 2D6 × 10 damage per melee unless a poison/toxin saving throw is made (half damage). Even if the character saves vs poison he or she suffers from dizziness and nausea and is -4 to strike, parry, and dodge.

Speed: 5 running

Habitat: Deserts and arid land throughout the world, including the western and southwestern United States, Mexico, Central America, Africa, China and Australia.

Behavior: A skilled predator that feeds on insects and tiny rodents. They make excellent riding beasts when giant sized because they are very stable and quick.

Number Of Individuals That Will Respond When Called: 1D4 × 10 per level of the caller.

Abilities When Giant Size: A.R. 16, S.D.C. 200, Speed running is 50 (35 mph/56 km). Attacks Per Melee: 6. The arachnid is +8 to strike and parry, +4 to dodge, and +3 on initiative. Large foreleg pincers inflict 3D6 damage from a hit/swat or 4D6 to snip/crush in a scissor motion. 3D6 damage per attack to crush with pincers (1-40% chance of pinning an opponent). Bite does 2D6 damage, head butt does 2D6, kick with one of its eight legs also does 2D6 damage. Can leap 20 ft (6 m) high and horizontally. Has advanced sight, smell and taste the same as the minor super abilities.

Venomous Stinger: The stab from the large stinger does 4D6 damage plus the poison does an additional 6D6 unless a successful save vs poison/toxin saving throw is made (half damage).

Note: The black widow spider is basically the same as the scorpion. The tarantula on the other hand, is not poisonous. Its venom inflicts 1D4 damage and causes the person to itch for 3D4 days. During that period, the victim is -2 to strike, parry and dodge and -3 on initiative (very distracted). The black widow and tarantula are found in similar environments as the scorpion.

Greater Stag Beetle

Size: Up to 4 inches

A.R. 7

Hit Points: 5

Attacks Per Melee: 2

Natural Abilities: Climb 98%, fly 70%, and prowl 75%. Have large, paired mandibles nearly as long as their bodies. Their bite is painful and causes one (1) point of damage each time bitten. The Greater Stag Beetle is no real threat to humans at their normal size, but are terrifying to behold when giant sized.

Speed: 3 running, 12 when in flight.

Habitat: Throughout the world.

Behavior: Extremely powerful and aggressive, but is not very agile and is a clumsy flyer. They are primarily burrowers, feeding on decaying plant matter, roots, dung, dead insects and the occasional live insect. They make an excellent riding beast when giant sized, because of their physical power, armor and endurance.

Number Of Individuals That Will Respond When Called: 1D6 × 10 per level of the caller.

Abilities When Altered In Size: A.R. 18, S.D.C. 400, Speed of 22 (15 mph/24 km) running or 33 when in flight (22.5 mph/36 km). Attacks Per Melee: 6. The insect is +5 to strike, parry, and dodge. Head butt does 5D6 damage, kick/crush with one of its six legs does 5D6 damage. Rake/slash with claws on the end of legs causes 4D6 damage. Bite with huge mandibles does 1D6 × 10 damage. Can pick up and carry up to six tons (12,000 lbs/5400 kg) and can easily throw a Mack truck.

Natural armor is extremely tough, P.E. is equal to 30, and can take large amounts of damage; truly a living tank when a giant. It has advanced smell and touch (antennas) the same as the minor super abilities.

Mutant Insects and Mutant Insect Player Characters

See **Mutants in Orbit**, a source book for **Rifts** and **After the Bomb**, which contains rules for creating humanoid mutant insects, complete with insect powers, abilities, chemical scents, BIO-E, hostility index, and a dozen specific mutant insect types with data for both the S.D.C. and M.D.C. system. Check it out! They make great monsters and villains and outrageous player characters.

Control Radiation

This impressive power enables the super being to control the dangerous properties of nuclear radiation and reaction/heat.

1. Radiate Extreme Radiation Levels

Range: Effects up to a 100 ft (30.5 m) radius.

Damage: 3D6 per melee while within the affected area and those exposed have a 30% chance of contracting radiation sickness.

Duration: As long as character concentrates. No other attacks are possible when radiating extreme radiation levels.

Attacks Per Melee: Counts as all melee attacks per 15 second round.

The super being can cause himself to emit extreme levels of radiation that are dangerous to unprotected victims (need radiation suits or similar shielding). The area where the radiation was

emitted will remain irradiated and dangerous for 4D6 melees after he leaves. Everybody exposed to the radiation must roll percentile dice. A roll of 01-30 means they have radiation sickness.

The victims of radiation poisoning have the following symptoms: physical nausea, headache, loss of appetite, and vomiting. Left untreated, the victim will take six (6) points of damage daily (does not recover until treatment is received) and suffer from hair loss, ulceration of the skin, bone marrow depression, bloody diarrhea, lung fibrosis, premature thickening and hardening of the artery walls, and the possible development of malignancy and eventual death. Unless treated, the sickness remains and can be lethal, especially to normal humans. Combat Penalties: Reduce all bonuses and P.E. attribute by half, reduce speed and skill proficiencies by 10%, and reduce the number of melee attacks by one. These penalties apply as long as the person is sick. Immediate treatment will see recovery within 3D4 days, but add three days to the recovery time for every one day treatment was delayed. The average super human recovers twice as quickly.

2. Use Self as a Radioactive Dampener

Range: 100 ft (30.5 m) radius, plus 10 ft (3 m) per level of experience.

Duration: As long as character concentrates. No other attacks are possible when dampening radiation.

Attacks Per Melee: Uses all melee attacks.

The character's body becomes a sponge that absorbs all the nuclear radiation in the immediate area, making it safe for others. The radiation dampening aura radiates around the character and moves with him. Comes in handy when encountering radiation leaks that injures others. The character CANNOT prevent a nuclear explosion, nor absorb the massive amounts of radiation that would be released in a nuclear blast.

3. Detect Radioactive Elements

Range: 160 ft (48 m) + 20 ft (6 m) per level of experience.

This is the ability to sense the presence and general location (near, far) of hidden or buried uranium, plutonium, radium, thorium, polonium, and any other radioactive elements. The character is unable to determine the exact amount, again getting only general impressions (large, pretty big, little, etc.). He can also sense the presence of nuclear power systems.

4. Generate Intense Light/Glow

Range: 500 ft (152.4 m)

Damage: None, but people within 100 ft (30.5 m) of the character have a 30% chance of contracting radiation sickness.

Duration: Controlled by the character.

Attacks Per Melee: Counts as two melee actions/attacks and lasts about six seconds.

The individual can cause his body to glow, generating a super bright light that makes it impossible to look at him. All attacks directed against him are -5 to strike. Combatants in the brightly lit area are -3 to strike, parry and dodge, because the light makes it difficult to see without squinting and blinking. The light generation ability can also be used to light a large area.

5. X-Ray Vision

Range: Equal to normal vision.

The ability to see through walls, floors, metal, etc. Lead and lead alloys are the only substances that the character is unable

to see through. Same as the minor super ability found on page 168 of **Heroes Unlimited**.

6. Discharge Nuclear Fire From Hands

Range: 100 ft (30.5 m) plus 10 ft (3 m) per level of experience.

Damage: 3D6 + 1D6 for each level of experience.

Duration: Instant

Attacks Per Melee: Same as hand to hand.

Bonuses: +3 to strike if a careful, aimed shot.

The character has the ability to release flamethrower-like streams of nuclear flame from his hands. The severity of damage can also be controlled in increments of 1D6.

7. Generate Intense Heat, Melt Objects, and Shoot Bolts of Heat

Range: A 20 ft (6 m) radius around the character radiating the heat, or can be directed up to 20 feet (6 m) away plus 5 feet (1.5 m) per level of experience. Heat bolts can be fired 100 ft (30.5 m).

Area of Effect: Can melt everything in a 20 ft radius around the character (that's about 400 square ft/36 sq. m all around him), or can be directed to a 20 square foot area (that's approximately a 4x5 foot/1.2x1.5 m rectangular area) per level of experience.

Damage: Bolts of heat inflict 1D6 damage per level of experience. The melting of materials varies. Those exposed have a 30% chance of contracting radiation sickness.

Duration: Controlled by the character. The character must use all his concentration to maintain and increase the temperature, therefore, no other attacks are possible while generating heat.

Attacks Per Melee: Counts as two melee attacks.

The character can generate intense nuclear heat from his body or throw it from his hands to melt dense materials such as metals, brick, glass, and concrete. The maximum temperature generated by the character is 1500 degrees centigrade. The generated heat does not affect carbon based life forms, such as humans, animals, and plants (life forms do have the possibility of contracting radiation sickness though), or carbon based products such as carbon fiber body armors, plastic, diamonds, etc.

The generated heat can melt many types of body armor and metals, causing the individual to be burned by the molten slag (2D6x10 damage, the victim loses all attacks for four melee rounds/one minute, and will need medical treatment). Melting concrete or asphalt can cause burns to feet and legs. Substances with a higher melting point, like concrete, brick, iron, nickel, manganese, and silicon, will not instantly melt but must receive a sustained heat for a certain period of time, sometimes lasting several melees (see Melting Point Temperatures/Damage below).

The character with this power is unaffected by heat, fire and molten slag, enabling him to walk through molten metal or rock without ill effect/damage. The character can also ignite flammable liquids and gases (gasoline, kerosene, natural gas, etc.). He can select a specific part of his body from which the heat will be expelled, so it is possible to generate heat from only his hands or feet and so on. Thus, if the character wants to generate heat but doesn't want to melt through the concrete floor he's standing on, he can consciously will the heat to emit from his upper body only.

The intense heat can also serve as a protective field that can stop bullets, crossbow bolts, and other small projectiles by melting them before they reach the character. Roll as if it were a

parry. A successful parry means the bullets were vaporized before they hit and inflict no damage. Entire bursts and volleys can be destroyed in this fashion (roll once to parry/vaporize them all).

Melting Point Temperatures/Damage

0-300 Degrees Centigrade: Instantly melts or ignites gasoline, kerosene, lamp oil, all flammable gases, all flammable fabrics, wood, asphalt, platinum, tin, gunpowder, explosives, and products made from sulfur, sodium, or phosphorus. Can also cause water to boil to scalding temperatures. **Damage:** The usual damage caused by fire or explosives. 1D6 damage from stepping on melted asphalt with shoes or other protective covering (6D6 if barefoot), plus initiative, speed and the number of attacks are reduced while walking/running over the boiling surface.

300-700 Degrees Centigrade: Can melt lead, aluminum, magnesium, and zinc, but heat must be sustained for one (1) full melee. Concrete and brick can be made extremely brittle but won't melt at this level. **Damage:** 1D6 damage to human and animal life per melee round/15 seconds from the heat alone. Walking through molten substances causes 1D6×10 damage plus initiative, speed and the number of attacks are reduced while walking/running over the boiling surface. Damage to concrete and brick: reduce the affected area's A.R. and S.D.C. by half (brittle and more fragile).

700-1200 Degrees Centigrade: Can melt calcium, gold, copper, silver, concrete, brick, and rock. The heat must be sustained for three (3) full melees before the materials become liquid. **Damage:** 2D6 damage to humans and animals per melee round/15 seconds from the heat alone. Walking through the molten substance causes 2D4×10 damage plus initiative and number of attacks are lost, and speed is half while walking/running over the boiling surface.

1200-1500 Degrees Centigrade: Can melt iron, nickel, manganese, silicon, and potassium. At this level the character can melt a lot of rocks to create a large amount of molten lava, and can turn entire cars and small trucks into molten slag. The heat must be sustained for six (6) full melees. **Damage:** 3D6 damage to humans and animals per melee round/15 seconds from the heat alone. Walking through the molten substance causes 2D6×10 damage plus initiative and number of attacks are lost, and speed is half while walking/running over the boiling surface.

Note: Having one's body armor or vehicle melted on top of him causes 2D6×10 damage, the victim loses all attacks for four melee rounds/one minute, and will need medical treatment for burns. Reduce physical beauty by half from permanent scarring.

Substances and metals that are NOT dramatically affected

Several substances and metals are not affected by this heat and melting power due to their high melting points or ability to quickly dispel heat:

Carbon and carbon based objects: Most living creatures, humans, animals, and plants (life forms do have the possibility of contracting radiation sickness though), or carbon based products such as carbon fiber body armors, plastic, diamonds, etc. However, the heat will cause some damage and touching boiling substances causes damage.

The metals Titanium, Chromium, Tungsten, and Vanadium all have melting points well beyond the character's maximum heat generating temperature. These metals will still conduct heat, burning skin or igniting any flammables touching them. Fabricators Inc. "Flexi-Steel" body armor is made from a combination of Tungsten and Vanadium.

8. Other Abilities/Bonuses

- The character is immune/impervious to all types and levels of radiation.
- Impervious to heat and flame, including molten substances.
- Add 30 points to S.D.C.

9. Disadvantages

- The character is constantly radiating small but potentially dangerous amounts of radiation. To prevent this he must concentrate on absorbing/holding in the radiation, which reduces the numbers of attacks and bonuses by half.
- Lead lined body armor, vehicles, walls, etc., block the deadly effects of radiation but can still melt if the heat generating ability is used.

Control Static Electricity

This major power sounds a bit lightweight but, in the right hands, it can be quite formidable.

1. Joy Buzzer Shock

Range: Touch

Damage: Inflicts one S.D.C. damage, but is startling; shocked person loses initiative and there is a 1-50% chance the person will drop anything he is holding or release an opponent that is being physically restrained, entangled, pinned or otherwise held.

Duration: Instant

Attacks Per Melee: Equal to hand to hand.

2. Static Cling

Range: Can be cast up to 40 feet (12 m) plus 10 feet (3 m) per level of experience.

Area of Effect: 20 feet (6 m) plus 5 feet (1.5 m) per level of experience.

Damage: None other than combat penalties.

Duration: Five minutes plus two minutes per level of experience.

Attacks Per Melee: Equal to hand to hand.

On the amusing end this static charge can cause hair to stand on end, dresses to ride up, and clothing to cling and crinkle, making them look messy and feel uncomfortable.

On the more menacing end of the spectrum, static cling can be used to manipulate clothing like capes, jackets, scarves, ties, shoelaces, and hats to cover and/or enwrap a person's head or wave in his face, temporarily blinding and/or distracting the individual. Likewise, the clothing can encircle the legs, causing the person to stumble, or around the arms, impairing movement.

In any case, the victim loses one melee attack and initiative. Counts as one melee attack. Victims require 1D4 melee actions/attacks to completely remove the clinging article of clothing.

3. Static Charge

Range: Can be cast up to 40 feet (12 m) plus 10 feet (3 m) per level of experience.

Area of Effect: 20 feet (6 m) plus 5 feet (1.5 m) per level of experience.

Damage: None other than combat penalties.

Duration: Three minutes plus one minute per level of experience.

Attacks Per Melee: Equal to hand to hand.

Charges the air with static electricity, causing hair to stand on end and bristle, paper to rustle and fly into the air, and clothing to cling and undulate. The charge creates a very uncomfortable, chaotic and distracting environment where things are

moving into the air, across the floor, along one's body, and all the other things associated with static cling but on a larger scale.

Opponents lose the initiative and two attacks/actions every melee that the static charge is in force.

4. Static Energy Bolt

Range: 20 feet (6 m) plus 10 feet (3 m) per level of experience.

Damage: 1D6 S.D.C., but it also disrupts power tools and electrical equipment. A static energy bolt will erase computer disks, cause distortion to audio tapes, and if directed at electronic devices, like televisions, computer monitors, radios, clocks, simple power tools, and similar, it causes a sudden energy overload, temporarily (1D6 minutes) rendering the item useless.

Duration: Instant.

Attacks Per Melee: Equal to hand to hand.

Bonus: +3 to strike

5. Crackling Static Electrical Field

Range: Self and about six inches (0.15 m) beyond.

Damage: 1D4 S.D.C. and possible knock-down.

Duration: Five minutes plus two minutes per level of experience.

Attacks Per Melee: Not applicable.

Streams of crackling electricity and sparks of energy encircle the character. The field appears to be a protective force field or that the individual is supercharged with energy, scaring away the average citizen. The crackling field makes an impressive light show but offers no defense except that anybody touching the person is shocked and suffers 1D4 S.D.C. damage. There is a 1-50% chance of being knocked off one's feet (losing initiative and one melee attack).

6. Static Dust Cloud

Range: 40 feet (12 m) plus 10 feet (3 m) per level of experience.

Area of Effect: 20 feet (6 m) plus 5 feet (1.5 m) per level of experience.

Damage: None other than combat penalties.

Duration: One minute per level of experience.

Attacks Per Melee: Equal to hand to hand.

Bonus: +3 to strike

A sphere of static electricity collects particles of dust and lint into a large cloud. The movement of the cloud can be directed by its creator and used to obscure the vision of opponents and to cover a getaway.

Only shadowy forms can be seen of people inside the cloud or on the other side of the cloud (-4 to strike a shadow image).

Entering the cloud causes one's hair to stand on end and lint and dust to cover the body and get into the eyes causing blindness; -9 to strike parry and dodge while in the cloud. It takes one full melee (15 seconds) to become unblinded upon exiting the cloud. Even after emerging from the cloud, the lint and dust will cover the body like a dusting of powder. Mutant animals with fur will find this particularly annoying and will have to bathe to get undusty. This power can also be used to cover glass and plastic like computer and TV screens, windows, lenses, eyeglasses, etc.

Divine Aura

This major power provides the character with the aura of divinity, like that of the mythical Greek gods. The character carries himself with an air of superiority, charisma, and being larger than life. An average person will feel intimidated and may actually believe the character is some sort of superhuman demigod.

- **Awe or Horror Factor 14:** Enemies must roll a 15 or higher on a twenty-sided die to avoid being momentarily awestruck. A failed roll means the individual loses initiative, one of his melee attacks, and is the last to attack. Roll each melee round.
- **Followers:** One follower per every level of experience. Each follower is completely devoted and is automatically subject to all influences of the Divine Aura. The followers believe only their master and will do anything he commands without question. They will even sacrifice their lives for him. **Note:** Followers are always characters with a low self esteem and intelligence (I.Q., M.A. and M.E. of 7 or lower), so they tend to be low level thugs, punks and fanatics.
- **Power of Command:** As often as every three melees (45 seconds), the character can issue a simple, attention drawing command (not a complex set of instructions or plans or something completely contrary to the person's nature) like, "stop," "look," "no!," "duck/look out," "unhand her," "give it to me," and so on. Everybody hearing the command is likely to pause and/or obey, at least for an instant. Roll to save vs psionic attack/mind control or lose and be forced to obey and lose one melee attack/action in the process. Followers are +1 on initiative, +1 to strike, parry and dodge and get one additional melee attack when they are commanded to do something ("get him," "kill," etc.).
- **Power of Voice Amplification:** Can be used simultaneously with other powers. Voice is deepened and booming, as if spoken on a loudspeaker, and clearly heard for up to 1600 feet (488 m). The volume and range can be controlled.
- **Power of Illusion:** The character can create the illusion that he is twice as big as he really is.
- **Bonuses:** Add 2D4 to both M.A. and M.E., +1D4 to P.B., and add 1D4 x 10 to S.D.C.

Gem Powers

This major ability allows the character to draw powers and abilities from gems, as well as reshape them into various forms. "Gems" include crystals but not glass.

Gem Shaping: The character can mentally shape a gemstone as if it had been cut and polished by a professional, adding facets and accents as desired. The person must be holding the gem and requires a minute or two of concentration. Elegant and intricate designs can be accomplished and are especially desirable for earrings, rings and necklaces. This power enables villains to cut gems to disguise their original appearance and to sell them at near full market value (75% of market), rather than find a fence or underworld gem cutter. **Note:** All changes are permanent.

For every level of experience, there is a 10% chance of success. A failed roll means the stone is ruined — worthless.

Power Stones: The character can draw certain innate psionic or seemingly magic powers/properties from various precious and semiprecious stones. The powers listed are identical to the psionic or super power of the same name.

Requirement: All stones must be free of any serious flaw, and must be cut and polished to have a faceted/crystal appearance. Chips and slivers cannot be used, only whole stones in crystal cut form. Only one type of power can be focused and released from a particular gem at a time. May be made into rings and other jewelry.

Limitations: Power can be drawn from small gems three times, and large gems six times. After the third or sixth usage, the gem

crumbles and turns to dust. Even after the first use, the gem will become flawed or discolored (worth half normal value).

Range: Touch; the user must hold or have on his/her person, and mentally concentrate on using the gem(s). If the power gem is dropped or lost, that particular power instantly stops (but that usage is still used up).

Damage and Abilities: Varies with the gem; can activate one gem power per melee and can combine up to three different powers/gems.

Duration: One minute/four melees per level of experience. All bonuses and power are temporary. Attribute bonuses from super abilities are NOT applicable.

Penalty: Remaining focused on the use of the power gem(s) means the user is -2 on initiative and dodging.

The Powers of the Stones:

- **Agate (red-orange):** Bio-regeneration (psionic). Average cost: $2D4 \times 10$ dollars per small stone (double for large stones).
- **Amethyst crystal:** Any of the following psionic powers can be drawn from this crystal: detect psionics, hypnotic suggestion, and meditation. Average cost: $4D4 \times 10$ dollars per small stone (triple for large stones).
- **Aquamarine:** Underwater power (minor super ability). Average cost: $4D4 \times 10$ dollars per small stone (triple for large stones).
- **Black Tourmaline:** Mind block (psionic). Average cost: $2D4 \times 10$ dollars per small stone (double for large stones).
- **Diamond:** Invulnerability (major super ability) or wingless flight (minor super ability). Average cost for a small, nicely cut diamond: $1D4 \times 1000$ dollars. Large diamonds cost 12,000 dollars per carat. The diamond must be at least one carat to use the power of invulnerability (counts as a large gem).
- **Emerald:** Invisibility (major super ability). Average cost for a small, nicely cut emerald: $4D4 \times 100$ dollars. Large emeralds cost 8,000 dollars per carat.
- **Garnet:** Empathy (psionic). Average cost for a small, nicely cut garnet: $4D4 \times 100$ dollars. Large garnets cost 1,000 dollars per carat.
- **Quartz (clear):** Bend light (minor super ability). Average cost: $3D4 \times 10$ dollars per small stone (triple for large stones).
- **Quartz (ruby):** Energy expulsion: Light/laser (minor super ability). Average cost: $4D4 \times 10$ dollars per small stone (quadruple for large stones).
- **Quartz (smoky):** Energy resistance (minor super power). Average cost: $4D4 \times 10$ dollars per small stone (triple for large stones).
- **Ruby (red):** Energy expulsion: fire (minor super ability). Average cost for a small, nicely cut ruby: $3D4 \times 100$ dollars. Large rubies cost 8,000 dollars per carat.
- **Sapphire (most colors):** Empathy or empathic transfer (psionic). Average cost for a small, nicely cut sapphire: $2D4 \times 100$ dollars. Large sapphires cost 5,000 dollars per carat.
- **Star Sapphire:** Bio-manipulation (psionic). Average cost for a small, nicely cut star sapphire: $1D4 \times 1000$ dollars. Large star sapphires cost 7,500 dollars per carat.
- **Zircon:** Impervious to fire/heat (minor super ability). Average cost for a small, nicely cut zircon: $4D4 \times 100$ dollars. Large zircons cost 2,500 dollars per carat.

Holographic Memory Projection

This major super power enables the character to function like a living camera, able to record and project/replay recorded/seen events. The image is holographic, a three dimensional, semi-opaque and seen as the character remembers it. If the character didn't witness something then that element would not be part of the memory projection, and hence, not shown. Also, the image is presented from the character's viewpoint, and not a perfect 360 degree view. That is to say that events not personally witnessed, like something not in his field of vision, say behind him, are not recorded. All events are presented accurately (total recall in this regard) and can be recalled at will. Magical illusions cannot be recorded and replayed. However, the character will instantly recognize an illusion and cannot be affected. The same principle applies to optical illusions and other holographic projections.

The character does not have to expend tremendous concentration to record an event, but must stay focused on observing and not participating. Becoming involved in combat or other activity will prevent the recording of events. The replayed image cannot be modified or enhanced in any way. The lighting, sizes of objects, and their true colors remains as it was seen. The image does not necessarily require a wall or dark area, it can simply be projected into any empty space. The image size is life size and can be projected up to 100 feet (30.5 m) away. It takes 1D4 melees (15 seconds to one minute) to find and recall a memory projection. A head injury or insanity can block or erase a memory. Likewise, a psionic mind wipe can erase memories.

This power is perfect for espionage, where the character can look at blueprints, diagrams, memos, maps, books, computer screens, demonstrations, and actual items, and record it all!

Creating illusions is another feature of this ability, but they lack sound and can be easily recognized as fake at close range, thus these illusions are most effective as momentary distractions. The recorded visual memories can be projected to create what appears to be very real image. The image can be a wall, door, vehicle, weapon, police officer, guard dog, crowd of people, heroes, villains, etc. Note too, that the image can be a moving sequence (as it really happened in the past) or freeze framed (somebody just standing there).

Range: Project image up to 100 feet away (30.5 m). Recording range is also 100 feet.

Area Affected: Can cover up to a 100 foot area (30.5 m).

Damage: None, other than being distracted, or momentarily stunned, or faked-out and scared away. **(GM Option:** Can use a horror factor type response to frightening illusions, but the HF should never be more than 12 and works only when the illusion is initially created.)

Limitations: If touched or examined closely (within five feet/1.5 m) the image is clearly semi-opaque and not real. However, from a distance this can be very effective. Another limitation is the absence of sound, which can be a real giveaway. Furthermore, the projected image must have been a real event/experience, not a dream, hypnotic image, telepathic image, magic illusion, nor television or film image (unless the TV and the image being played on it were shown — not very real or scary).

Creating illusionary disguises is another ability. The character can create a holographic illusion over himself to look completely different, turning into an old man, police officer,

businessman, woman, robot, etc. The best disguises are the simplest, like changing the color and style of clothes, hair, and facial features. This requires far greater concentration, causing the illusion maker to lose two melee attacks/actions. Furthermore, this illusory disguise suffers from the same limitations as the projection illusions, most notably, that it is an obvious hologram when touched or seen up close (5 ft/1.5 m). Impersonation is also possible if the character has the espionage skill, but the illusory disguise will not hold up under close scrutiny.

When using an illusory disguise, all types of film will reveal what looks like a double exposed image of the character and another (his disguise) and is too blurry/obscured to make out the character's true features. Everybody else in the picture/film looks fine. The same is true of photographing the larger, holographic illusions/images — it can't be done.

Multiple Beings/Selves

This power allows the character to produce multiple copies of himself. The copies can be thought of as extensions of the original being. One copy can be created per every two levels of experience, with a maximum of seven at 14th level or higher. At first and second level, only one copy can be made, at fourth level, two completely identical beings, and so on. All copies have the same exact skills, experience points, memory, powers (other than creating more duplicates), and physical traits as the original at the time of duplication. However, clothes and physical possessions are not duplicated. In other words, the duplicate is created totally naked and must acquire his own clothing and equipment. Of course these will typically be provided by the original creator.

Only the original can make copies. This is the only ability not passed on to the duplicates. The copies can operate independently, but all sense what the others are feeling (fearful, happy, sad, etc.), as well as their general health (sick, injured, dying, etc.) and general location (city and country). The original being is still the "master" (as in the originator and the leader/commander) and is the only one who controls and commands the copies. If he dies the others vanish into thin air. Each copy is at the same experience level as the original was at the moment they were created and do not grow in experience independently. Nor does the original gain any experience from his duplicates. To completely assimilate the copies' memories/experiences (but not experience points), the duplicate must merge back with his creator. If the copy should die, his recent experiences die with him and the creator will not know exactly what has transpired.

When a duplicate is injured or dies, each of the current copies and the original sense it. However, only the original suffers any permanent side effects. First, that duplicate is forever lost (cannot be recreated). Second, everything the duplicate has experienced is lost. Third, the original permanently loses one P.E. and P.B. point and 8 S.D.C. points.

Injured duplicates, even those on the verge of death, can be reabsorbed by the original and saved, but the original must be within 100 feet (30.5 m) of the copies. Copies are completely restored within 48 hours. Copies can only be merged into the master, not into each other. A copy cannot refuse merging other than by running away. This never happens unless the copy has suffered severe trauma, mind control or possession.

Creating copies in an instant. A few or all can be created in one melee action (about 4 seconds). Which means an opponent might suddenly find himself facing several opponents where only one had stood moments before.

The advantages of this power are extraordinary! It enables the superhuman to create competent, 100% loyal assistants who are as capable as he is. It allows him to be in one or more locations at once (no limit in range/distance), creating the opportunity for the perfect alibi (I was right here with dozens of witnesses). The downside is that careless use of this power can cause serious and permanent physical or psychological damage.

Multiple Lives

This bizarre, major super ability allows the character to completely regenerate his physical body shortly after the final moment of death as a reflex action. The regeneration occurs when the character is completely dead, not just in a coma or near death. As long as the body is not disintegrated, regeneration will occur, even if dismembered.

The character's life force/essence is so powerful that it will not easily succumb to death. The moment the physical body dies it turns to dust. The life force then drifts to a reasonably safe location and begins to generate a new body. Scientists speculate that the body is formed in the same way as a psychic medium can create ectoplasm, only this organic substance becomes real living flesh and the new body is identical to the old. The life force can travel up to 100 miles (160 km) in its search for a safe and isolated location for regeneration.

While in energy form (when seeking a regeneration location), the life force is immune to all attacks. However, as soon as the regeneration process begins, the character is vulnerable and can be killed. Only the body is recreated, not material possessions, weapons, armor, or implants. The recreated body will be perfect in the sense of being disease and injury free, and with all body parts complete and fully functional. The new body will look identical to the previous one, including attributes (other than P.E.), moles and birthmarks. Memories, insanities, and phobias are part of the life force and will be included in the regenerated character. Finally, no additional insanities result when the character dies, since death is actually a normal part of its existence.

The regeneration process takes 6D6 minutes per level of the dead character. Unfortunately, the life force is drained with each regeneration and results in a somewhat weaker character — one level lower and minus two from the P.E. attribute. Reduce hit points, skills, and experience points appropriately. Experience points are dropped to the minimum number for the next lower level. Consequently, a ninth level character with a P.E. of 18 would be reborn as an eighth level character with a P.E. of 16 and the regeneration process would last 6D6 minutes times nine — as long as five and a half hours.

The character can regain and exceed the lost level by gaining experience points as usual, however, the P.E. is permanently lost. In addition, a first level character, or a character brought back to life as a first level character, cannot regenerate itself; the life force is simply too weak. **Note:** A character's life force is able to regenerate itself nine (9) times. The tenth time is death.

Other bonuses: Can regenerate missing or damaged limbs and organs in 48 hours. Never scars, heals twice as quickly as normal,

add +1D6 to P.E. (one time bonus), +10% to save vs coma and death.

Negate Super Powers

Range: 120 ft (36.6 m) plus 10 (3 m) feet per level of experience when focusing on a specific target, or a blanket negation of everybody within a 10 foot (3 m) radius, plus 10 feet (3 m) per level of experience.

Damage: Temporarily negates/stops/prevents super abilities.

Limitations: Does not affect psionics, magic, bionics, or physical attributes/training. Requires concentration and focus.

Duration: While the negator is concentrating and focused on his target(s).

The negation power will momentarily prevent super beings from using any of their superhuman powers while they are within range and/or the target of the negation attack. The negation attack is a powerful psionic type bio-manipulation attack that confuses and blocks the parts of the brain that control the super abilities, effectively making them temporarily inert. This ability only effects so called "super abilities" and is powerless against psionics, magic, mechanical or physical abilities.

The character must concentrate and stay focused on the target of negation. This means he can only perform two other actions/attacks per melee (defensive moves not included), unless he drops the negation attack. Similarly, skill performance is minus 25%. Being knocked out, experiencing pain or being forced to concentrate on something else (like an all-out attack) will instantly break the influence of the negation. Of course, the character can stop the negation at any time.

Note: The power of negation can be used on a specific individual at a greater range or as a blanket aura that will negate the super abilities of everybody within a specific radius of the negator.

Slow-Motion Control

The character has the awesome ability to slow or distort time for short periods and within a limited range. Time itself will actually slow within the area under his influence. The time distortion is not permanent and time snaps back to normal within a few seconds after the character has stopped using his power. Only the character who possesses this power is unaffected within the area of effect.

1. Slow Individuals and/or Vehicles

Range: Up to 140 ft (42.7 m) away, plus 5 ft (1.5 m) per level of experience.

Area Affected: 40 ft (12.2 m) radius.

Duration: 1D4 Melees.

Attacks Per Melee: Once per melee, counts as one attack, allowing additional attacks/melee actions.

The super being can slow up to two (2) individuals or one (1) vehicle (car, truck, etc.) per level of experience, for 15 to 60 seconds (1D4 melee rounds). Victims of the time distortion feel as if they are weighted down and cannot move quickly no matter how hard they try. Reduce all combat bonuses, attacks per melee, and speed of the affected persons or vehicle by half. Likewise, damage inflicted by slowed attackers is also half.

2. Split-Second Slowing (Automatic Dodge)

Area Affected: Up to 40 ft radius.

Duration: A split-second.

Attacks Per Melee: Equal to the number of hand to hand attacks.

Bonus: Automatic Dodge

The ability to slow time and speed for a split-second allows the character to determine the path of an adversary's attack (punch, lunge, kick, etc.), and side-step it. This character can even dodge a bullet or burst of bullets, energy blast or thrown weapon, as long as he can see it and knows it's coming. Roll to dodge with an additional +2 bonus. The automatic dodge uses up one melee attack/action.

3. Slow Metabolism

Area Affected: Self, or another within 40 ft (12.2 m).

Duration: As long as the character desires and concentrates. No other attacks or actions are possible while the character is concentrating to slow his metabolism.

This ability allows the super being to slow his or another, willing or unconscious person's metabolism to extremely low levels. It can be used to simulate death, slow bleeding, or slow the spread/effects of a disease, poison/toxin through the body (half damage and duration of toxins). Adds a bonus of +1 to save vs poison/toxins/drugs and +10% to save vs coma.

4. Mentally Control Clocks/Timers — 85%

Range: 100 ft (30.5 m)

Area Affected: Up to four different (4) clocks/timers within the specified range.

Duration: As long as the character desires and concentrates. No other attacks/actions are possible while the character is concentrating.

The character has the ability to mentally slow or stop the internal mechanisms of clocks and timers. Comes in handy to prevent the detonation of a timer activated bomb, or to throw off a time release lock on a bank vault.

5. Slow Aging Process

Range: Self

Duration: Constant

Bonus: A one time bonus of +6 to the Physical Beauty attribute (Take note of attribute bonuses for the ability to impress and charm).

This innate and ongoing process slows the ravages of time on the character's face and body. The character will look and feel younger than he really is and doubles the average life expectancy to about 140 years.

6. Additional Bonuses:

- Add one extra attack per melee.
- Add +1 to initiative.
- Add +1 to strike.

Spin at Extraordinary Speed

This is the ability to spin like a top, at incredible speeds.

1. Spin Self At Extraordinary Speed

Spinning Speed: 220 mph (353 km), plus 20 mph (32 km) per level of experience.

Traveling/running Speed: 100 mph (160 km), plus 10 mph (16 km) per level of experience.

The character can spin himself at high velocity, but no ground friction is caused because the character is actually riding on a small cushion of air.

2. Deflect Projectile and Gas Attacks While Spinning

Range: Self

Duration: Constant while spinning.

While spinning, the character is impervious to bullets, thrown weapons (knives, shurikens, arrows, etc.), and all gas attacks. Any projectiles or gases are blown off course by the high velocity winds caused by the super being's spinning ability. There is a 30% chance of a projectile or gas attack meant for the character being deflected and hitting a comrade or an innocent bystander. Psionics, magic, and energy attacks are not deflected and do full damage.

3. Create and Control Mini-Tornados

Range: 100 ft (30.5 m) plus 20 ft (6 m) per level of experience

Duration: One full melee (15 seconds).

Attacks Per Melee: The creation of a typical mini-tornado's counts as three melee actions/attacks.

The super being creates the tiny tornadoes by spinning in one spot for one melee (15 seconds), stops, and sends the swirling gust of wind forward towards a target. The direction and movement of the tornado can be controlled while the creator concentrates on it, but he cannot perform any other melee actions/attacks if he is directing the tornado. It disappears in 15 seconds.

One mini-tornado is strong enough to pick up, hurl, or knock down a man or as much as 300 lbs (135 kg). Anyone caught by a mini-twister is completely helpless while in the tornado (no attacks). When the tornado stops/disappears, the individual is dropped to the ground and is dizzy and disoriented for 1D4 melees (-2 on initiative, -2 to strike, parry, and dodge and speed is half — legs are wobbly). Counts as three melee actions/attacks.

The tornado can also be used to pick somebody up and slam them into a wall or other solid object, inflicting 6D6 damage. This is an instant attack and counts as two melee attacks.

4. Fling Fusillade of Small Debris While Spinning

Range: 100 ft (30.5 m) radius.

Damage: 1D6 and temporarily obscures vision.

Attacks Per Melee: Uses all melee attacks — must be sustained for the entire melee.

Bonus: Automatic Strike.

This power enables the character to use his spinning vortex to pick up and hurl pebbles, sand, dirt, dust, paper and garbage. Unfortunately, this ability does not allow for accurate aiming or selective targeting. Both friends and foes will be peppered by the flying debris and tiny particles. Characters without a protective face covering (eyes, nose and mouth) will have difficulty seeing or speaking because the particles fly in their face. Victims are -4 on initiative and -4 to strike, parry and dodge, as well as suffer minor 1D6 damage.

5. Tunneling Ability

Range: 40 ft (12.2 m), plus 10 ft (3 m) per level of experience.

The super being has the ability to tunnel through soft earth or sand by spinning at high speeds, like a drill. The friction caused by the character's passage superheats and tightly packs the sides of the tunnel, preventing an accidental collapse. The tunnel's depth will be the same as the character's height. For

every 10 ft (3 m) of tunneling, the character has a 30% chance of striking a large rock/boulder, tree roots, metal piping, and/or chunks of concrete, causing 3D6 damage to himself.

6. Spinning Airborne Leaps

The character can create enough velocity to take-off into the air and leap/flip himself 10 feet (3 m) per level of experience into the air and 20 feet (6 m) per level of experience lengthwise. With practice, the height and distance can be controlled as the spinner desires.

7. 360 Degree Vision While Spinning

Range: Self; equal to normal vision.

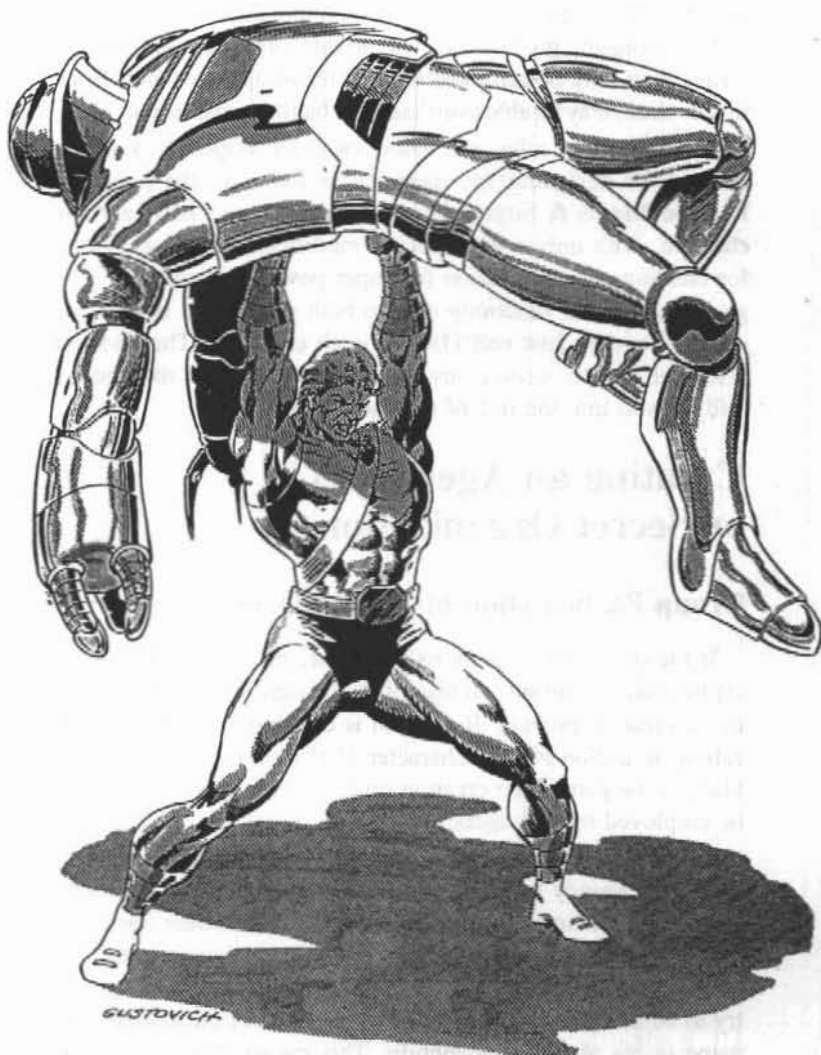
Duration: Constant

Bonuses: +3 on initiative, +1 to parry, +2 to dodge.

While spinning, the character can clearly see in all directions at once.

8. Other Abilities and Bonuses

- Sense of Balance — 88%
- Add one (1) extra attack per melee
- +1 to strike
- +6 damage while spinning only
- Add 1D6 to P.E. Attribute
- Add +20 to S.D.C.



Organizations

By Erick Wujcik and Kevin Siembieda

Designing Player & NPC Organizations

When it comes to the game of super villainy, international espionage, and secret operatives (heroes and villains), one of the player character's most powerful resources may not be his super ability, bionics, or gun, but the character's base of operation or secret organization. Secrecy, for many reasons, can be a critical factor for the men and women behind the mask. Many have established secret hideouts and/or a base of operation, while others have created or joined a much larger organization with other super beings and many agents and resources.

Secret agencies come in all sizes, ranging from the one-man outfits over the corner laundromat, to the worldwide organizations of international importance. Of course, not all super villains or heroes are affiliated with, or are members of, an organization. On the other hand, a significant number (30%) have either created or joined forces with a secret organization. Many independent villains will find themselves selling their unique services to criminal, espionage, government, or private organizations, which means they may be affiliated with different agencies and, from time to time, may be able to utilize their facilities and resources.

The following rules are based on *Erick Wujcik's* excellent method for designing spy agencies as found in the pages of **Revised Ninjas & Superspies**. The *basic agency rules* are unchanged, with only a few specific modifications and additions for creating an organization for super powered characters. The game master can randomly roll-up both player and non-player agencies easily. **Just roll 1D6 for each category.** The GM can also feel free to modify any of the results so that the agency will fit well into the rest of the campaign world.

Creating an Agency or Secret Organization

Group Participation in Agency Design

If the organization is an existing one, the Game Master can create it all by himself. At his option, he may include the players in the creation process. If the GM is creating a specific organization as a Non-Player Character (NPC), the players are not likely to be part of the creation process, even though they may be employed by that agency.

However, a group of player heroes or villains can put together their own agency by using the point system that follows. This saves the GM time and assures the players that their agency is exactly what they want it to be. However, players must first consult with the Game Master to get his approval. GMs should try to be accommodating but not to the point of unbalancing the game or his plans for adventure. This means that players may not be able to randomly roll or select from all the potentially available organizations. The type and size of the agency may

be limited by the GM and the financial resources of the characters. Unless the group is hooking up with an established organization, they are very unlikely to have the money or manpower to establish and maintain a large national or international organization. Players should try to be understanding and cooperative. This means that most player organizations are likely to be limited to the selection of agencies numbers 1, 2, 3 and 4.

If the group designs the agency it should be by consensus, with **everyone** agreeing to the way the points are distributed. The exact number of points available depends on the type of agency. Here are the six basic types:

Step One: The Size and Orientation

To determine which one is right for your particular game, the GM and players should talk about what type of adventures they can expect to be involved in. Game Masters should pay attention to the players' goals and needs, because unlike real life, you can mold the agency around those needs. Also use logic. If the characters want a lot of freedom, and desire to be their own boss, they are likely to be a part of a smaller outfit; numbers 1-3. If they are very secretive then number 3 may be the most appropriate. The bigger agencies, numbers 4, 5 and 6, offer great resources, but may also mean answering to bosses, supervisors, and a host of administrators, as well as following company rules and dealing with interpersonal relationships and conflicts with co-workers.

The game master can easily roll up both player and non-player agencies by the random/quick roll method. Just roll 1D6 for each category. The GM can also feel free to modify any of the results so the resulting agency will fit well into the rest of the campaign world. Otherwise, the game master or players can *select the agency that best suits them and design away.*

Note: The points listed under each category is the total available points for all the different agency features. Even with 500 points, selecting agency features can be difficult. If no points are spent on a particular feature (A through R), then the agency automatically has the worst level, level 1 (None), in that feature.

1. Small-time Gang or Private Agency. This is a very small organization seldom exceeding more than a dozen personnel, including superhumans. These agencies usually run on a shoestring and will have very few resources and even less political power (virtually none). 50 POINTS are available, plus an additional 10 POINTS for the hideouts and 10 POINTS for research.

Note: The additional 10 points must be applied only to those specific features. Additional points can be spent from the general point pool. Organization designers can spend the general points (in this case, 50) wherever they desire.

2. Crime Gang or Crime Busting Agency. Typically, a local operation (limited to one or two geographic locations) dedicated to criminal activity of all kinds. Crimes are likely to include robbery, kidnapping, battery, protection, destruction of property,

extortion, and can include murder. Although a small outfit, this group may have over two dozen employees, in addition to super villains.

If heroes, this would be a **crime buster agency**. An organization dedicated to fighting super villains, criminals and evil in all its forms. Like the criminal gang, these heroes probably operate in one or two specific geographic areas (i.e., a particular city, state or province).

These organization are sometimes funded by wealthy patrons and/or private corporations. Of course the sponsor(s) may expect the members of the organization to give their needs and desires priority consideration or withdraw their support. Although these groups can be quite formidable, they are, generally, given low attention and have little political power. 90 POINTS are available, plus add an additional 10 POINTS for equipment and 10 POINTS for the vehicle features.

3. Secret Club or Society. This is an organization that typically has one large central office and local members, but also has members, associates, and supporters scattered throughout the country (occasionally international). These organizations are almost always secret and privately funded and/or co-financed through word of mouth marketing of their special services, abilities, or goals.

Typically, secret societies will have a core group or founding members composed of people related in body or ideals, such as being predominately mutants, or alien, or cyborgs, or all believe that mutants are evil and must be exterminated, or the government is weak so they will be the secret manipulators, etc. Some of these groups can acquire a frightening amount of political power. 145 POINTS are available, plus 10 POINTS for internal security, 10 POINTS for external infiltration (typically government and law enforcement agencies), and 10 POINTS for the budget categories.

4. Super Agency. If a criminal organization, this group is involved in major crimes, terrorism and activities that can affect or endanger thousands of lives, entire cities, and occasionally, the world. Their crimes are bold, always grab media attention and net them millions of dollars in cash, information or equipment. All key operatives will be powerful and famous super villains and even low level and new agents are likely to have some degree of extraordinary abilities. They will typically have agents, spies and freelancers scattered throughout the country and the largest may even have a few international connections. These groups seldom have significant political power.

Champions of good will be super heroes of renown, dedicated to fighting powerful super villains and villain organizations. 200 POINTS are available, plus 10 POINTS for outfits.

5. Super Network. The player characters' main enemies are other beings with extraordinary powers and powerful organizations and governments. The organization is generously funded and equipped. 300 POINTS are available plus 20 for military power or budget.

6. Mega-organization. An agency of this size and power indicates that the role-playing world is extremely dangerous. The group is powerful, with superhumans as their elite force and an army of well equipped and well trained ordinary men and women. These fiends can have their hands in everything: blackmail, sabotage, multi-million dollar thefts, gun running, drugs, assassination, murder, terrorism, and worse. Power and

wealth are the typical motivations behind this group's members. The resource of these rare mega-organizations can be the equivalent of some entire countries. 500 POINTS are available plus 20 for internal security and 20 for budget.

Non-military or super powered agencies are structured a bit differently, but still fit the general size and available points for the agencies listed, though they are not likely to have any (or many) "known" superhumans working for them. Here are some basic comparisons in regards to point allocation. A small news agency is roughly equivalent to #3, a large news agency is equal to #4, network T.V. is equal to #5 plus 100 POINTS, a large university #5, police force #4, lab or research facility sponsored by a large university #3 or #4, small independent lab or research facility #2, a large private detective agency #4, a medium private detective agency #3 or police station, and a small private detective agency #1 or #2. The F.B.I. and C.I.A. are both #6.

Note: Give an additional 10 POINTS to all non-superhuman agencies or a modification bonus of 5 or 10 points when necessary or desired.

Step Two: Agency Features

A. Outfits

The standard clothing issued by the agency to its members. Replacement of any agency issued outfits is automatic.

1. None. The characters are responsible for their own clothing. No replacements of any kind are available. Agency Cost: None

2. Utility Outfits. The agency has a standard uniform for all its employees. This is typically a one-piece coverall, with insignia patches and shoes also provided free. The agency has plenty of replacements, in standard sizes, and also provides free laundry service. Agency Cost: 2 Points

3. Open Wardrobe. A complete range of civilian clothes, including disguises and foreign uniforms, is available to any agent of the organization. Quality is comparable to the stuff found in a discount department store or in a cheap mail-order catalog. Agency Cost: 5 Points

4. Specialty Clothing. Standard armor, protective clothing, pilot outfits, SCUBA gear, plus any other standard outfits, are available. In addition, the civilian clothing is fairly classy, equivalent to what's available in expensive clothing stores. Agency Cost: 10 Points

5. Gimmick Clothing. A full range of clothes, including standard armor, plus up to \$10,000 per outfit for clothing Gimmicks. The quality is high-fashion, with designer labels in the very latest styles. Agency Cost: 30 Points

6. Unlimited Clothing. The agency offers any and all clothing Gimmicks for any standard clothing, uniforms or specialty outfits. Any quality level is available, and the world's top designers are on call to specially make appropriate outfits for any agent. Agency Cost: 50 Points

B. Equipment

This describes all the equipment and supplies provided free of charge by the agency. Replacement of any lost or damaged, agency-issued equipment is automatic.

SPECIAL NOTE: Unlike other categories, it is possible to pay points to combine several of the following featured equip-

ments. For example: by spending 15 Points, an agency would provide both Ninja (#3) and Electronic (#4) equipment as described below.

1. None. The characters are responsible for buying and replacing their own equipment. Agency Cost: None

2. Cheap Gear. Each character has up to \$500 worth of equipment available for each mission. Note that replacement costs, at the completion of a mission, are subtracted from the amount available for the next mission. Agency Cost: 2 Points

3. Ninja Equipment. An unlimited amount of Ninja and Martial Arts equipment is available. Agency Cost: 5 Points

4. Electronic Supplies. Up to \$5,000 worth of sensory and communications equipment is available for each agent. No other equipment is available. Agency Cost: 10 Points

5. Gimmicked Equipment. Each agent has a budget of \$30,000 for any and all equipment issued at any one time. Replacement of lost or damaged equipment is automatic, but the total amount of agency supplied equipment can never exceed \$30,000. Agency Cost: 30 Points

6. Unlimited Equipment. Characters can take any equipment, with any gimmicks included, without a budget limit. Note that this does not include clothing or weapons. Requests around half a million dollars or more may be subject to review and final approval. Agency Cost: 50 Points

C. Weapons

This includes all the weapons issued from the agency's armory. Any agency-issued weapons come with an unlimited supply of ammunition. Any expended ammo or damaged weapons are replaced automatically.

1. None. The characters must buy their own weapons and ammunition. No automatic replacement. Agency Cost: None

2. Ammunition. The agency provides ammunition for weapons supplied by the characters. Agency Cost: 2 Points

3. Armed Agents. Each agent is issued two (2) conventional weapons, with a maximum value of \$1,500. Ammunition is provided free. Agency Cost: 5 Points

4. Ninja Weapons. Any and all Ninja, martial arts, ancient and stealth weapons are provided. This includes swords, bows, spears and the like. May include gimmick weapons and ammunition like explosive/trick arrows, slingshot pellets and so forth. Agency Cost: 5 Points

5. The Arsenal. Each agent is allowed to choose up to \$50,000 worth of conventional weapons and up to \$500,000 worth of gimmick or energy weapons (lasers, etc.), with all appropriate ammunition included. Agency Cost: 30 Points

6. Unlimited Weapons. Characters belonging to the agency can take any and all conventional weapons, energy weapons, gimmick weapons, and explosives as they are needed; may be limited by assignment. Minor bionic and cybernetic implants and disguises are also available (see **Heroes Unlimited** and **Ninjas & Superspies**). Agency Cost: 50 Points

D. Bionics & Robotics

Bionics includes all the bionic and cybernetic implants, gizmos, disguises, weapons, limbs, internal organs, body armor, and reconstruction as presented in **Heroes Unlimited** and **Ninjas & Superspies**.

Robotics offers the various types of robot constructions, both drones and intelligent, as found in **Heroes Unlimited**.

1. None. The characters have NO access to bionics or robotics. Must buy or steal and modify any robots on their own. No automatic replacement of robots, parts, or bionic devices. Agency Cost: None

2. Basic Systems. The agency provides one person, other than possible player characters, who has a fair understanding about cybernetics and robots. The members of this agency are able to recognize bionic parts and how they work. Very simple bionic implants can be removed, repaired, and installed, but installing artificial limbs, organs, or major operations are impossible. Similarly, the agency understands the basics behind robots and artificial intelligence and can perform minor repairs and reprogramming of basic robot systems. Must buy or steal and modify any robots, robot parts, or bionic implants, but can modify and install basic systems and features. No automatic replacement of robots, parts, or bionic devices. Agency Cost: 10 Points

3. Cyber Agents. This organization has a knowledge and access to cybernetic technology and systems, although limited. Qualified agents can receive three (3) bionic implants. These include bionic features for the ear, and eye, eye weapons, sensors, lung, and throat implants from **Heroes Unlimited** and any of the cyber implants from **Ninjas & Superspies**. Bionic organs are also available to agents who are seriously injured, however, bionic reconstruction, limbs, weapons, and armor are NOT available.

Only the type 3 (exoskeleton) robot can be built and given to operatives. No other robots are available, unless they are purchased or stolen. The emphasis of this organization is human augmentation, not robotics. The annual budget is limited to 1D6 × 10 million dollars, which limits the creation of new cyber agents and may affect the availability of bionic parts, features, implants and exoskeletons. Agency Cost: 25 Points

4. Robot Arsenal. Type one, two and three robots can be constructed, repaired, and modified by this agency. The only limitation is money for production. The annual budget is 3D4 × 10 million dollars, which limits the total number of finished robot types and features available, in addition to robot player characters. Agency Cost: 35 Points

5. The Bionic Arsenal. Full bionic reconstruction, features, and implants are available as found in **Heroes Unlimited** and **Ninjas & Superspies**, although limited to special agents and for the restoration of seriously injured and valuable operatives. 30% of the organization's operatives will have one to four bionic implants, weapons or disguises. 20% will have a bionic limb or two and that limb will have three special features or weapons, plus the agent can have one additional bionic implant or feature. Furthermore, 10% of the operatives will have major bionic reconstruction, with a budget of 7.2 million. Repairs, replacements, ammunition, additional features (if proven worthy), and body armor are available upon approval. The annual budget is 5D4 × 10 million. Agency Cost: 50 Points

6. Unlimited Robotics and Bionics. Characters belonging to the agency can receive any number of bionic implants, organs and reconstruction, subject to approval from the organization's leaders. Typically, only valuable and experienced agents are bristling with bionic features or given powerful bionic bodies. However, as many as 50% of the agents will have 1D4 bionic

implants/features. Robots can include all four types, but the most common are type one and two. Repairs, replacements, and ammunition are automatic and supplied quickly. See **Heroes Unlimited** and **Ninjas & Superspies** for the full range of available systems. Agency Cost: 60 Points

E. Vehicles

Transportation provided by the agency to the characters. Also includes information on the agency's fleet of vehicles.

1. None. Can you run? Fly? Swim? We sure hope so, because you're not going to get any kind of ride from the agency. Agency Cost: None

2. Public Transportation. The agency has no vehicles of its own and sends all agents out via commercial transit facilities. In other words, the characters can take buses, regularly scheduled airlines, trains and ships. It's also possible for the characters to hire taxicabs and rent vehicles, but they have to use their own money and will be reimbursed only if the proper receipts and paper work are turned in. A rented vehicle destroyed by an agent will be paid for by the agency, but may result in a reduction in pay, being prohibited the use of rented vehicles again or a desk job (reserved for reckless repeat offenders). Agency Cost: 3 Points

3. Fleet Vehicles. The agency maintains a fleet of standard, unmodified vehicles. Small cars, mini-vans, small boats and small aircraft are available. All vehicles are the most common and cheapest kind available. Agency Cost: 10 Points

4. Spy Cars. Aside from an unlimited selection of unmodified vehicles (valued at \$20,000-\$30,000), each agent has \$85,000 available for customizing or upgrading his or her own vehicle, including limited super vehicle features (see **Heroes Unlimited**, pages 80-87, for features). The vehicles are of high quality, but are limited to standard production line versions. Agency Cost: 25 Points

5. Specialty Vehicles. Unmodified ground and air vehicles are available in unlimited quantity and can be fairly expensive. Conventional, new model sports cars, luxury cars, airplanes and helicopters are also available. Each agent's special car may have up to \$500,000 worth of modifications, gimmicks and super features (see **Heroes Unlimited**, pages 80-87, for super vehicle features). Agency Cost: 40 Points

6. Unlimited and Super Vehicles. Any existing vehicle is available, including rare and expensive models (I'll take a 1928 Duesenberg, Model SJ.) and aircraft. Special operatives can also receive one super vehicle with a budget of 12 million dollars, or opt for two or three super vehicles constructed from a total budget of 12 million (see **Heroes Unlimited**, page 75 & 76, and pages 80-87). Ground and air vehicles are available. Agency Cost: 60 Points

F. Communications

This is a measure of how good the communications network and devices are in the agency.

1. None. Characters must use public phones and pay for all calls out of their own pockets. Agency Cost: None

2. Basic Service. The agency has telephones, two-way radios (walkie-talkies) and uses regular mail service. No scrambler or bug detectors available. Agency Cost: 2 Points

3. Secured Service. All the agency's telephones and radios are equipped with scramblers. Important messages go by bonded, private courier and armored truck services. Agency Cost: 10 Points

4. Computerized. A computer network links up the various offices of the agency with the central HQ. In addition, all radio and telephone communications have sophisticated computer scrambling available. Special private couriers and armored truck services are also used. Agency Cost: 15 Points

5. Satellite Network. Instant communications anywhere in the world is provided through a system of ground-based, microwave transmitters and satellite relay stations. Each and every individual agent is wired with a scrambled, private signal channel. Computer networks and other sophisticated services are employed. Agency Cost: 30 Points

6. Unlimited Communications. The agency has a private satellite network with 12 dedicated satellites covering the globe, its own private telephone network, and a private mail carrier system. Plus a worldwide data network serviced by a supercomputer at each main HQ. Agency Cost: 50 Points

G. Offices, Hideouts, and Distribution

Just how widespread are the offices and personnel of the organization?

1. None. All agency personnel, including the director, work out of their homes. There are no real offices connected with the agency. 1D4 abandoned buildings are known and used as temporary hideouts, as well as the homes of friends and fellow agents. Agency Cost: None

2. Urban. All the agency's offices are crowded into one building in one city. No remote offices. 2D6 abandoned buildings are known and used as temporary hideouts. Four special "safe houses" have been established as hideouts; two in the city and two in the country. All are small, accommodating four to six individuals comfortably, and have all the common appliances and facilities one would find in a home. Special items include \$600 dollars in cash, first-aid kit, two 9 mm pistols and 12 clips of ammunition, a two week supply of food for four and an old, but reliable clunker of a car. Agency Cost: 5 Points

3. National. The agency has offices and field agents in only one country. An office is located in every major city of that country, with field agents in every medium-sized community. Each major city also has two "safe houses" (same as described in #2, except that there can be \$6000 worth of additional special items, whether it be plane tickets, wardrobe, metal security doors, alarm, weapons, or equipment). 2D4 abandoned building are also known and used in each city as temporary hideouts. Agency Cost: 15 Points

4. Regional. The agency has an office in all the large cities of its own country, and in all the major cities of neighboring countries. Field agents cover all strategic areas in the home country and in any bordering countries. Each key city has four "safe houses" (same as described in #3) secondary locations have only one. Agency Cost: 25 Points

5. International. Agency maintains a major office in every major city in the world and has field agents in every capital city, and in most strategic locations. Each key city of operation has five safe houses identical to #2 with the exception of \$25,000 worth of additional special items. Agency Cost: 35 Points

6. Ubiquitous. Every city in the world has an office or a field agent representing the agency. This agency is everywhere, with their people covering every population center of 50,000 or more. Key areas of operation have ten "safe houses"/hideouts identical to #5, plus one super hideout, usually subterranean, and three million dollars worth of special features, which can include armed guards, robot guard, energy weapon defense system, an entire arsenal, energy weapons, several vehicles, jet packs, exoskeleton, fellow agent assistants, medical facility, laboratory, and so on. Agency Cost: 50 Points

H. Military Power

The amount of military force that the agency can command directly. Note that directly means just that, the agency can order around the unit without needing permission or authorization from any other source.

1. None. The agency's main security force is composed of its "own" agents. No additional support is available. Agency Cost: None

2. Security Guards. A few hired security guards, with revolvers, are all the agency has. Agency Cost: 5 Points

3. Militia. The agency can call directly on a 150 man force of national guardsmen. They have access to standard military weapons and equipment. Agency Cost: 15 Points

4. Private Army. A small unit of 200 experienced mercenaries and combat veterans. They come complete with weapons and equipment. Constantly on duty and ready to be mobilized.

If the bionic feature is part of this agency then 20% will have bionic implants and 10% will be full conversion cyborgs. If the robot feature was taken, then 5% will have basic exoskeletons, 5% will be type one robots and 2% are type two robots. Agency Cost: 30 Points

5. Strike Force. One of the country's commando battalions, with up to 450 soldiers, is ready to be airlifted to anywhere in the world at a moment's notice. Includes infantry weapons, eight tanks, and four artillery pieces, plus three armed helicopters.

If the bionic feature is part of this agency then 20% will have bionic implants and 10% will be full conversion cyborgs. If the robot feature was taken, then 5% will have basic exoskeletons, 5% will be type one robots and 2% are type two robots. Agency Cost: 40 Points

6. Major Strategic Force. The agency directly commands a 5,000 soldier force complete with vehicles, aircraft, artillery and shipping.

If the bionic feature is part of this agency then 20% will have bionic implants and 10% will be full conversion cyborgs. If the robot feature was taken, then 10% will have basic exoskeletons, 5% will be type one robots and 5% are type two robots. Agency Cost: 50 Points

I. Super Powered Operatives

Does the agency employ any superhumans, other than the player characters?

1. None. The agency's main security force is composed of its "own" agents. No additional super support is available. Agency Cost: None

2. Freelance. As many as four, known super beings who possess few or comparatively insignificant super abilities, magic



or psionic powers, or special training, or who are low level (1st and 2nd level) are infrequently hired for special assignments or for protection (can include characters from **Beyond the Supernatural**). Reasonable fees. Agency Cost: 10 Points

3. A few Regulars. The agency has as many as five superhumans, hardware or special training agents on staff. However, these agents typically have comparatively minor psionic or super abilities, or are low level (1st to 4th), which means they are not too expensive to keep on staff. Agency Cost: 20 Points

4. Super Strike Force. An elite team of six to eight super powered trouble-shooters. Can be either freelance or full-time employees, but all are tough, experienced (typically 5th to 10th level), and possess formidable powers (can include any super category: alien, cyborg, robot, mutant, psionic, etc.). Agency Cost: 40 Points

5. Super Army. This organization actively recruits superhuman individuals of a like mind. A small unit of 60 experienced, mercenary superhumans (mutant animals, mutant humans, psionics, cyborgs, etc.) are constantly on duty and ready to be mobilized. 80% of the force will have, comparatively, minor powers, like mutant animals, martial artists, minor psionics, minor bionics, etc., and/or lack experience (first and second level). However, 20% compose an incredibly powerful, experienced, super-strike force that leads the army (average level of experience is 5th to 10th level). All come complete with weapons and equipment. Agency Cost: 50 Points

6. Major Force. Similar to #5, except that the army has 140 members and 25% possess formidable powers and experience. Agency Cost: 70 Points

J. Sponsorship

Exactly who is controlling the agency, providing them with their leadership and their real source of funds?

1. Secret. The player character agents have no idea who is really behind the organization or what hidden motives there might be in their assignments. Agency Cost: None

2. Military. The agency is run by a unit of the military that is specifically concerned with military goals. Spying on enemy armies, stealing military secrets, and national security are always top priorities. Agency Cost: 4 Points

3. Private Industry. The agency was set up by a private company that expects the organization to show a profit. Industrial espionage is important, as well as gaining information on international trade. May also offer its services (agents) for hire. Agency Cost: 6 Points

4. Government. This kind of agency is sponsored by an official government and is covered by the government's legal framework. The group's emphasis can range from fighting crime to internal security (ferreting out moles and traitors in government departments), to external investigation (international spying). Agency Cost: 10 Points

5. International Organization. Sponsored by an international body, the agency is free to set its own policies and to wage war against internationally distributed networks of criminal activity and terrorism. Agency Cost: 20 Points

6. Agent Sponsored. The agents themselves control the agency, and can set policy and choose whatever goals they like. Agency Cost: 50 Points

K. Special Budget

Reveals the money available, not for regular operating costs, but for any kind of special projects. In other words, how much money is available to "front" an operation. For example, if the agents are ready to trap some drug dealers, this would determine just how much cash the agency could afford to risk.

1. None. No money available for any special projects. Agency Cost: None

2. Nickels and Dimes. Up to \$5,000 or even \$10,000 is available for any one operation. But it better be a success! Agency Cost: 5 Points

3. Small Potatoes. Agency can dig up \$50,000. Agency Cost: 15 Points

4. Large Loans. Agency has up to \$1,000,000 to kick into any important mission. Agency Cost: 25 Points

5. Big Bucks. Agency can get up to \$100 million. Agency Cost: 35 Points

6. Mega Bucks. Agency has up to \$5 billion available. Agency Cost: 50 Points

L. Administrative Control

This determines just how much freedom the agents have.

1. Rigid Laws. All agents must always abide by the letter of the law or face prison. Agency Cost: None

2. Loose Laws. Agents can get away with minor violations (traffic offenses, littering) but must avoid committing any serious offenses, like kidnapping, murder, assault, blackmail, etc. Agency Cost: 5 Points

3. Free Hand. Characters are free to break most laws in the pursuit of official agency goals. Still liable for damages (can be sued) and will be held accountable for any accidental deaths. Agency Cost: 15 Points

4. Agency Protection. The agents will be protected by the agency at all costs, shielded from any legal suits or prosecution. Agency Cost: 25 Points

5. License to Kill. Each agent is specifically authorized to break any and all laws in the execution of their duty. Murder, assassination, theft and illegal interrogation are all allowed. Agency Cost: 35 Points

6. Above the Law. The agency is given authority above the laws of its country. Agents can do anything they wish. Not possible in the U.S., or most Western democracies, but definitely an option in communist, most oriental and third world countries. Agency Cost: 50 Points

M. Internal Security

This is the level of internal infiltration that the agency is vulnerable to. Note that this is the only thing that prevents spies from already having been placed in the organization. It varies according to the agency's security measures: Enemy agents, moles, "turned" employees, and other unreliaables can only be prevented with high levels of internal security.

1. None. No security. Anyone can walk in or out, and employees are not screened or given security background checks. 25% chance of each and every employee being an infiltrator. Agency Cost: None

2. Lax. A security guard at each entrance checks visitors in and out. Identification is simply printed and signed (no pictures or fingerprints). 15% chance of each employee being an infiltrator. Agency Cost: 5 Points

3. Tight. Alert security guards, electronic alarms, and electronic picture I.D. cards are all part of the agency's security system. A rigid check of prospective employees reduces the chance of infiltrators to 10%. Agency Cost: 10 Points

4. Iron-Clad. Every entrance and exit is under constant video monitoring. Everyone entering is checked for correct fingerprints, and signatures, subjected to a metal detector and must be personally recognized. Only a 5% chance of finding a mole in any office. Agency Cost: 25 Points

5. Paranoid. Everybody entering is strip searched, and no one can so much as enter a bathroom without surveillance. Multiple checkpoints and constant personnel checking reduce infiltrations to less than a 3% chance in each office. Agency Cost: 30 Points

6. Impregnable. An insanely complicated barrage of tests, signs and countersigns, searches, and (choose one) either X-ray Checking (comparing skeleton/dental patterns to make positive ID), Retinal Scans, or Biochemical (checking a person's blood type and genetic markers for positive identification) for each and every person entering any office of the agency. Only a 1% chance of an infiltrator being found anywhere in the agency. Agency Cost: 50 Points

N. External Infiltration

A measure of how well the player characters' agency has infiltrated and corrupted enemy organizations. There are even

attempts at infiltrating friendly or allied agencies (just in case). An important side benefit of external infiltration is that captured characters may be provided with "accidental" opportunities to escape by friendly infiltrators.

1. None. The agency has no infiltrations. Agency Cost: None

2. Rare Minor Traitor. The agency occasionally manages to pay off some low ranking persons in other organizations. These are usually janitors, clerks or technicians who rarely have any idea of what is really happening where they work. At best, they can give clues. 10% chance in each office of each enemy agency. Agency Cost: 5 Points

3. Information Source. A critical person who is privy to the enemy agency's secret communications is an agent of the group's agency. This agent is usually a secretary or communications officer who sees about half of all the secret messages. A 12% chance of an agent in each major office of each enemy agency. Agency Cost: 10 Points

4. General Infiltration. The agency has placed infiltrators and moles throughout the enemy agency's structure. There is a 5% chance that each employee of each enemy agency is working with the player characters. Agency Cost: 25 Points

5. Blanket Infiltration. Every enemy agent encountered is 5% likely to be secretly working for the group's agency. Agency Cost: 35 Points

6. Major infiltration. Not only is the structure of all enemy organizations filled with informers, but the actual leadership of the opposition has at least one mole among them. Of course, this mole can only be used once, so it's likely that he/she will not be exposed for anything short of global catastrophe. Agency Cost: 50 Points

O. Research and Information Gathering

The available resources and methods of collecting, collating, storing, and accessing information.

1. None. The characters are responsible for buying their own books, newspapers, computers, recording equipment, and paying for research/information facilities. They must do their own footwork at libraries, etc. Agency Cost: None

2. Cheap Resources. Each character has up to \$2000 worth of computer equipment, as well as a TV, VCR, police band radio, and commercial radio. The agency has 1D4 national and one international clipping service. Note that replacement costs, at the completion of a mission, are often subtracted from the amount available for the next mission if the equipment is destroyed. Serve yourself. Agency Cost: 2 Point

3. Good Connections. The agency has \$10,000 worth of computer equipment, two modems, is on line with a dozen national and international computer networks, a score of clipping services, both national and international (with 1D4 staff sorting and updating data), and has a source at 1D6 major newspapers, allowing access to newspaper files/records and wire services. Agency Cost: 10 Points

4. Excellent Connections. \$30,000 computer system, with a computer and modem for every field operator, is on line with 40 national and 20 international computer networks, 1D6 x 10 clipping services, a staff of 3D4 legmen to do research and monitor the news services. Plus, connections at 4D6 different major newspapers and 1D4 TV stations nationwide and 1D6 foreign news agencies. Agency Cost: 20 Points

5. Superior Connections. Has twice as big budget, services, news connections and staff as described in number four. Special connections include Interpol and several police forces, scientific agencies, and universities across the globe. Has reasonable access to laboratories and research facilities at half price (agency picks up all lab and research fees). Agency Cost: 30 Points

6. Unlimited Connections. Massive research and information network with full-time staff monitoring all data, up to the minute updating, and assistants and private research personnel for grunt work. Staff of technical specialists and laboratory facilities are also available at key centers around the world. Connections with 2D6 x 100 news agencies around the globe, Interpol, the military, and spy agencies. Agency Cost: 50 Points

P. Agency Credentials

Just what is the reputation and authority of the agency? The credentials determine just how much respect the characters' agents can command.

1. Hunted. The group and its members are assumed to be criminals, outlaws, vigilantes, or terrorists. Police and superheroes will try to apprehend them for known crimes or questioning. Other superbeings will seldom offer any help and view them with intense dislike and suspicion. The average citizen will fear contact, and will avoid them and/or call the authorities (1-80% likelihood). The media will paint an ugly picture of recklessness and mayhem, or worse. Agency Cost: None

2. Unknown. No one has even heard of the organization or the superbeings in it. They lack credibility and get no cooperation from anybody and little positive media coverage if they get any coverage at all. Agency Cost: 3 Points

3. Faceless. The group is regarded as just another bunch of misguided vigilantes, mutants, monsters or villains to be avoided. Heroes will find cooperation from authorities, particularly police, to be slow and reluctant. Villains will be pursued by authorities if they are recognized, but few have earned a reputation and few have heard of their group. The response from individuals, to both heroes and villains, will vary dramatically, from a friendly and helping hand (especially from fans) to avoidance, suspicion, fear, and hatred. Agency Cost: 5 Points

4. Known. The organization and its key agents are known to the public as heroes or villains. Heroes will find police and local authorities helpful in matters that are in their jurisdiction. Media coverage will, generally, be positive, although mistakes and misquotes will be given strong coverage too.

Villains will be quickly identified and pursued by authorities. Media coverage will usually be negative. The average citizen will react the same as #3. Agency Cost: 10 Points

5. Recognized. "Good guys" are typically admired and quickly recognized. They get positive cooperation and respect from the average citizen. Police, foreign governments, and bureaucrats will all help and cooperate fully with any investigations and operations. Media coverage is typically positive.

Villains will be also be quickly identified and pursued by authorities. Media coverage will usually be negative. The average citizen will react in fear. Agency Cost: 30 Points

6. Super-Heroes or Arch-Criminals. These characters are known as bigger-than-life personalities who are loved or feared. Any official or any citizen will jump at the chance to risk their lives helping one of these heroes or his agency. Conversely,

they will quake in awe and terror or flee arch-criminals and their minions cooperating only out of fear or intimidation. These characters always receive major press. Agency Cost: 50 Points

Q. Agency Salary

The amount of money received weekly by the player characters. Check the character's O.C.C. for the base salary, if any.

1. None. The character must get a day job and work to make ends meet, or steal what they need. Agency Cost: None

2. Pittance. The organization is strapped for money. Many members earn just enough to get by. Average annual salary is about 15,000 to 24,000 dollars. The agency runs a 5% chance per week of experiencing a labor strike. Agency Cost: 2 Points

3. Freelance. Characters are paid at the completion of each assignment. Price can vary dramatically, from a few thousand to tens of thousands (average is about \$6000 per job). He may have to supplement his income with conventional work, charity, or theft. Agency Cost: 5 Points

4. Good. Characters receive a weekly pay of about \$1000, plus reasonable expenses. The job doesn't pay well compared to private industry, but job security is solid. Agents will often get a 2D6 x 1000 dollar bonus for a successful or profitable assignment, as much as \$120,000 annually. Agency Cost: 20 Points

5. Excellent. Characters receive a weekly pay of about \$4000, plus most expenses. Agents will often get a 1D4 x 10,000 dollar bonus for a successful or profitable assignment; as much as \$300,000 annually. They can afford to dress well, eat well, and live upper-class lives. Those who are well known and respected can earn an additional 1D6 x 100,000 dollars annually through commercial endorsements in advertising and merchandising. Agency Cost: 30 Points

6. Outrageous. Want your characters to hang around with millionaires and the jet set? This feature pays all expenses, a weekly salary of \$20,000 and annual bonuses of 1D4 x 100,000 dollars. Plus commercial endorsements can garner an additional 3D6 x 100,000 dollars. Agency Cost: 50 Points

Other Information

Each organization should also have a name, insignia and symbol. It's also a good idea to come up with a director, an agent's executive officer, and a few technicians, all as non-player characters. Remember that interesting guards, secretaries, and fellow (or senior) agents can make an organization a lot more interesting.

EXAMPLE: A Typical City Police Station

Here's a breakdown of a typical city police station or sheriff's office. The basic category is a *crime busting agency*. Note that most city police are paid somewhat less than comparable federal police, but typically on the high end of a pittance (24,000 to about 35,000 for officers and special agents). Total points available: 110; all available points do not have to be spent. Also, the GM could charge 5 to 15 points for modifications such as the police officer's slightly modified salary. Note that in a town or even a small city, this is likely to be the entire police department. In large cities the police department is equal to a number three or four size agency.



A Crime "Busting" Agency — Total Available Points: 110

A. Outfits: #2 Utility Outfits — Standard Police Uniforms: 2 points. Stations in large or wealthy cities may spend more points on an open wardrobe, specialty clothing or gimmick clothing for undercover officers and special agents.

B. Equipment: #2 Cheap Gear — Police Department: 2 points. Includes the department's investigative equipment (fingerprint kits, etc.), handcuffs, office equipment, radar detectors, and first-aid kits. Available to most police officers.

C. Weapons: #3 Armed Agents — Standard sidearm, nightstick, tear gas, rifles: 5 points

D. Bionics & Robotics: #1 None

E. Vehicles: #3 Company Fleet — Squad Cars and Helicopters: 10 points

F. Communications: #4 Computerized: 15 points

G. Offices and Distribution: #2 Urban/Precinct Stations: 5 points

H. Military Power: #1 No points

I. Super Powered Operatives: #1 Typically: No points. Some larger police stations may have a special division/strike force equal to #3 and rarely, #4.

J. Sponsorship: #4 Government: 10 points

K. Budget: #2 Nickels and Dimes (generally speaking): 5 points

L. Administrative Control: #1 Rigid Laws: No points

M. Internal Security: #2 Lax: 5 points. The internal security at most police stations is fairly lax, with criminals, lawyers and citizens walking in and out all the time. On the other hand, prospective employees are screened possible obvious criminal backgrounds.

N. External Infiltration: #2 Rare Minor Traitor: 5 points. Although police occasionally infiltrate criminal organizations, most of their tip-offs come from crooks who are plea bargaining or trading favors.

O. Research: #4 Excellent Connections: 20 points (smaller operations might only be a #3).

P. Agency Credentials: #4 Known — 10 points

Q. Agency Salary: #2 Pinnances — Poorly Paid Civil Servants: 2 points

The average police station: 96 total points. Bigger and more prosperous stations/departments might spend all 110 points.

Government Sponsored Superbeing Control Agencies (S.C.R.E.T.)

By Kevin Long

Many world governments whose countries have known superbeing vigilantes and/or criminals operating within their borders have formed special agencies to help control, capture, monitor, or eliminate them. These agencies usually have large budgets, access to state of the art weaponry, and the backing of their country's intelligence community, police forces, occasionally the military and/or some politicians/government leaders.

When a superbeing problem arises, the agency sends out a S.C.R.E.T. (Superbeing Control, Retrieval, and Elimination Team), usually consisting of three to six highly trained, heavily armed men and women. When a moderate to large superbeing team is involved a S.C.R.E.T. will number from eight to fifteen operatives, plus one or two armored vehicles or tank, and one armored gunship (helicopter). Robot exoskeletons, robot vehicles, and bionic augmentation may also be available to the team. Occasionally, the teams may consist of loyal superhumans recruited by the government. However, even firepower of this magnitude doesn't always bring success. An American S.C.R.E.T., consisting of twenty-five personnel, with three heavily armed and armored vehicles and two exoskeleton agents, was incapacitated in a matter of minutes outside Buffalo, New York, by the super villain organization known as the **Masters Of Speed**. This was the second S.C.R.E.T. to fall to the speedsters.

The United States, Canada, England, and Russia have the most sophisticated, best trained and funded S.C.R.E.T. agencies (equal to agency size number five: Super Network). The German S.C.R.E.T. agency was, at one time, one of the largest and most sophisticated until they suffered terrible losses after a large portion of their personnel broke away to form the anti-reunification terrorist group known as the **Brotherhood of Armageddon**. They are currently in the process of rebuilding.

Mexico, South Africa, France, Israel, Australia, and China have each just created their own S.C.R.E.T. agencies, but these are new and small. **Note**: Equal to agency size number three, but should expand to number four over the next five years — average agent is 1D4 level.

Typical S.C.R.E.T. Squad

A typical S.C.R.E.T. consists of one team leader, and two or three special agents/military specialists (can be a special training character from **Heroes Unlimited** or martial artist or agent from **Ninjas & Superspies**), one heavy weapons specialist (can be a hardware character from **Heroes Unlimited**), one light

weapons specialist (usually uses the standard laser rifle, M-16A1, the G3 Heckler & Koch and sniper rifles), and one communications specialist. When a team numbers more than eight (8) agents, a second team leader is assigned or a second squad is created. All have access to modern military weapons, equipment, vehicles and facilities, and often experimental weapons and devices as well.

USA S.C.R.E.T. Agency

A Super Network — Total Available Points: 320

A. Outfits: #4 Specialty Clothing: 10 points

B. Equipment: #4 Electronic Equipment: 10 points

C. Weapons: #5 The Arsenal: 30 points

D. Bionics & Robotics: #3 Cyber Agents & Exoskeletons: 25 points

E. Vehicles: #4 Spy Cars: 25 points

F. Communications: #4 Computerized: 15 points

G. Offices and Distribution: #3 National: 15 points

H. Military Power: #4 Private Army: 30 points

I. Super Powered Operatives: #2 Freelance: 10 points

J. Sponsorship: #4 Government: 10 points

K. Budget: #5 Big Bucks: 35 points

L. Administrative Control: #3 Free Hand: 15 points

M. Internal Security: #3 Tight: 10 points

N. External Infiltration: #2 Rare Minor Traitor: 5 points

O. Research: #4 Excellent Connections: 20 points

P. Agency Credentials: #5 Recognized: 30 points

Q. Agency Salary: #5 Excellent: 30 points

The USA S.C.R.E.T. Agency: 325 total points; including 5 points for modifications. Most established S.C.R.E.T. agencies are very similar.

A Typical S.C.R.E.T. Agent

Alignment: Any, but often anarchist or aberrant

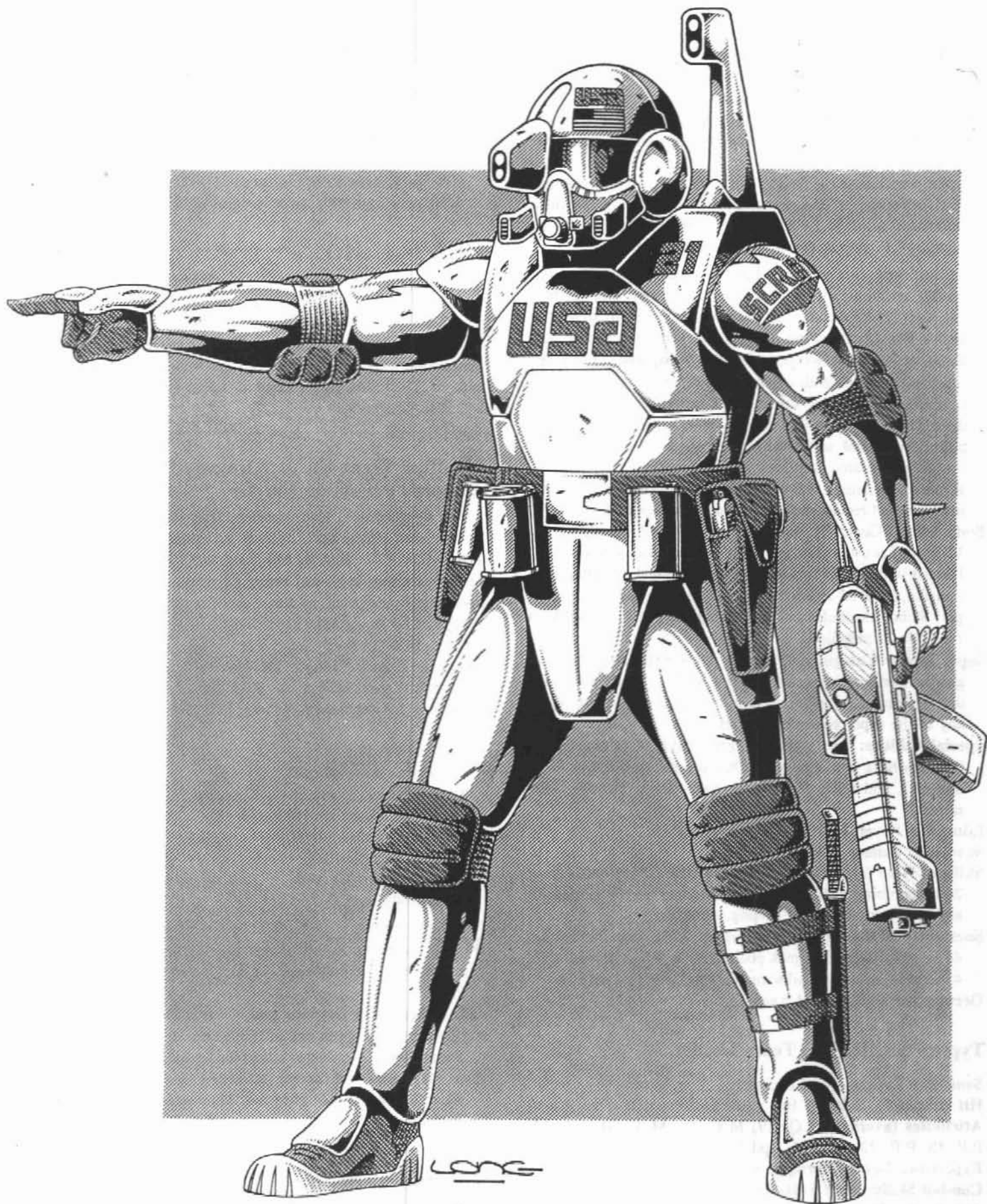
Hit Points: 30, S.D.C. 130

Weight: Male: 185 lbs. (83 kg), Female: 130 lbs. (58.5 kg)

Height: Male: 6 ft 3 inches (1.9 m), Female: 5 ft 10 inches (1.74 m)

Age: 23 to 35

Attributes (average): I.Q. 12, M.E. 17, M.A. 10, P.S. 21, P.P. 18, P.E. 15, P.B. 10, Spd 24



Disposition: Patriotic, moral, steadfast, loyal, and brave. Believes wholeheartedly in their government and the agency. Willing to die for their beliefs.

Experience Level (average): Second (USA and other experienced agents range from third to eighth level; roll 2D4).
Combat Skills: Hand to Hand: Assassin or Martial Arts.

Attacks Per Melee (average): Six (6)

Bonuses (average): Strike +4, parry +7, dodge +7, damage: +6, roll with punch, fall, or impact: +5, strike with body block/tackle: +1 (does 1D4 damage), crush/squeeze does 1D4 damage, pin/incapacitate on roll of 18, 19, or 20.

Bonuses To Save: save vs. psionic attack/insanity: +1, Save vs. coma/death: +10%.

Weapon Proficiencies: W.P. knife, W.P. paired Weapons, W.P. revolver, W.P. automatic pistol, W.P. semi and fully automatic rifle, W.P. rifle, W.P. sub-machinegun, W.P. heavy, W.P. energy pistol, W.P. energy rifle.

Weapons: Any, but usually a laser or other energy rifles and pistols, an automatic pistol (9 mm), grenades: two (2) tear gas, two (2) knockout, two (2) nerve gas; six (6) shurikens and/or two (2) throwing daggers. Remember, can use just about any military weapon. **Special Weapons:** Agents are equipped prepared with special weapons or equipment to help neutralize a particular superbeing's power. For example, if the S.C.R.E.T. is going up against a superbeing with the power to control and discharge electricity, they will wear specially insulated uniforms and appropriate body armor. Robot exoskeletons, robot vehicles, super vehicles and bionic implants and reconstruction may also be supplied.

Body Armor: Generally, wear hard armor vest (A.R. 12, S.D.C. 120) or Class 4 Armor (full suit — A.R. 17, S.D.C. 280). Helmet with a laser targeting system, thermal and ultraviolet imagers, infrared sensor system, and an independent air supply. Robot exoskeletons, robot vehicles and super vehicles may also be supplied.

Super Power Category: Primarily physical training, but can also be hardware, special training, or bionic. Occasionally use superhumans, in which case the agent can be just about any of the super power categories.

Special Abilities: Vary with each agent. Physical training agents typically have power punch (3D6 damage), power kick (4D6 damage), and force of will (see page 124 in *Heroes Unlimited*).

Education Level: Military Specialist

Scholastic Bonus: +20%

Skills of Note (typically): sniper, tracking 20%, concealment 20%, climbing 78%, prowl 74%, swimming 78%, general athletics, body building, boxing, wrestling.

Secondary Skills (typically): forgery 35%, land navigation 44%, pick locks 40%, pick pockets 35%, wilderness survival 45%, pilot: auto 84%, pilot: motorcycle 64%, first aid 55%.

Occupation: Professional Agent

Typical S.C.R.E.T. Team Leader

Same as a Typical Agent except:

Hit Points: 51, S.D.C.: 160

Attributes (average): I.Q. 19, M.E. 18, M.A. 20, P.S. 23, P.P. 18, P.E. 22, P.B. 11, Spd 28

Experience Level (average): Sixth (6)

Combat Skills: Hand to Hand: Assassin or Martial Arts.

Attacks Per Melee (average): Seven (7)

Bonuses (typically): Strike +6, Parry +8, Dodge +8, Damage: +12, Roll with punch, fall, or impact: +8, Strike with body block/tackle: +1 (does 1D4 damage), Crush/squeeze does 1D4 damage, Pin/incapacitate on roll of 18, 19, or 20.

Bonuses To Save: Save vs. psionic attack/insanity: +2, Invoke trust/intimidation in others: +60%, Save vs. coma/death: +24%, Save vs. poison/magic: +4.

Skills of Note (typically): sniper, tracking 25%, concealment 25%, climbing 83%, prowl 79%, swimming 83%, general athletics, body building, boxing, wrestling.

Secondary Skills (typically): forgery 40%, land navigation 49%, pick locks 45%, pick pockets 40%, wilderness survival 50%, pilot: auto 89%, pilot: motorcycle 69%, first aid 60%.

USA S.C.R.E.T. — Weapon Platforms/Vehicles

A S.C.R.E.T. typically has access to most military weapons and vehicles, but typical teams will also have a number of modified and/or experimental weapons and vehicles made available to them. The following are common items used by the American S.C.R.E.T. agency.

Modified Verne Corp. "Dragoon" Armored Personnel Carrier

The Dragoon is a four wheeled, fully amphibious, armored vehicle used by the U.S. military and many NATO countries. The S.C.R.E.T. version has been modified with additional ceramic composite armor, heavy electrical, thermal, and sonic insulation, and special puncture proof tires.

Weight: 27,998 pounds (12,700 kg)

Length: 18'4" (5.6 m)

Maximum Speed: 72 mph (116 km/h)

Maximum Range: 650 miles (1045 km)

Crew: 3 + 6 (Commander, gunner, pilot and 6 agents/specialists)

A.R.: 12

S.D.C. by location:

Wheels/Tires — 40 each

Laser Turrets (2, small) — 40 each

Heavy Machine Gun (1) — 50

Cannon Barrel (1) — 80

Cannon Turret — 100

Mini-Spotlight (1) — 5

Main Body — 550

Weapon Systems:

90 mm cannon : 2D4 × 10 damage per blast. Range: 6000 ft (1600 m). Maximum rate of fire: 3 per melee. Payload: 30 blasts.

.50 caliber heavy machine gun : 7D6 damage. Range: 2000 ft (610 m). Maximum rate of fire: Bursts or wild. Payload: 300 rounds before needing to reload (takes one melee to reload).

Two (2) small laser turrets (one each side) : 4D6 damage per blast, Range: 600 ft (183 m), Maximum rate of fire: 4 per melee per each turret. Payload: Effectively unlimited.

Cyberworks Network "Thunderclap" Sonic Cannon Tank

A new tank still being tested by the U.S. Army. Four have been given to the American S.C.R.E.T. agency for testing in the field. The Thunderclap has a newly designed sonic cannon as its main gun, accompanied by a smaller, secondary laser

cannon and two small laser cannons. So far, the new tank and sonic cannon have proven to be extremely reliable.

Weight: 43 tons

Length: 21'0" (6.2 m)

Maximum Speed: 45 mph (72.4 km/h)

Maximum Range: 470 miles (600 km)

Crew: 3 (Commander, gunner, pilot)

A.R.: 15

S.D.C. by Location:

Treads (2) — 100 each

Sonic Cannon — 120

Laser Cannon — 70

Laser turrets (2, small) — 40 each

Main Body — 600

Weapon Systems:

Cyberwork Network's "Banshee" Sonic Cannon (1) : Sonic blast does 2D4 × 10 damage per blast. Range: 6000 ft (1600 m). Maximum rate of fire: 3 per melee. Payload: Effectively unlimited.

High-Speed Laser Cannon (1) : Mounted on top of turret, 1D4 × 10 damage per blast. Range: 4000 ft (1200 m). Maximum rate of fire: 4 per melee. Payload: Effectively unlimited.

Two (2) small laser turrets (one each side) : 5D6 damage per blast. Range: 1000 ft (305 m). Maximum rate of fire: 4 each turret per melee. Payload: Effectively unlimited.

Modified AH-1G Huey Cobra Helicopter

The S.C.R.E.T. version has been modified with additional ceramic composite armor, heavy electrical, thermal, and sonic insulation, bulletproof canopy windows, and heavy-duty rotor blades. The additional modifications have slowed the helicopter's speed (-1 to dodge).

Weight: 4.1 tons

Length: 53 ft (16 m)

Cruising Speed: 110 mph (176 km/h)

Maximum Range: 359 miles (578 km)

Payload: 2,500 lbs (1125 kg)

Crew: 3 (pilot, co-pilot, gunner); there is enough room to squeeze in as many as four passengers.

A.R.: 12, S.D.C.: 500

Weapon Systems:

XM-30 30 mm Automatic Gun XM-140 mounted in a turret on the nose: 2D4 × 10 damage. Range: 11,000 ft (3355 m). Rate of fire: Bursts, spray, wild. As many as 80 rounds per full melee burst. Payload: 1600 rounds (20 full melees).

High-Speed Laser (Cyberworks Network design) mounted in a turret on the nose along with the XM-30: 1D4 × 10 damage per blast. Range: 4000 ft (1200 m). Maximum rate of fire: 4 per melee. Payload: Effectively unlimited.

Two (2) seven-tube XM-158 2.75" rocket launchers, one each side: 1D6 × 10 damage per rocket. Range: 10,000 ft (3048 m) or about 1.6 miles (2.5 km). Rate of fire: Can be fired one at a time or in volleys of 2 or 3, 4. Payload: 14 missiles.

Standard EX-7 Equalizer (USA) Exoskeleton

The availability of robot exoskeletons/power armor is limited and their assignment must be authorized by a commanding officer. The EX-7 Equalizer is the most common among American squads. It is worn like body armor and supplements the wearer's physical strength and provides special weapons. It is the design of the KLS Corporation.

Body Frame & Size: Human, about 6 ft 6 inches to 7 ft (1.9 – 2.1 m)

Weight: 300 lbs (135 kg)

Power Supply: Nuclear

Attribute Enhancement: Increase P.S. to 28, P.P. to 22, Speed (running) to 77 (53 mph/85 km); can leap 20 feet (6 m) up or lengthwise.

A.R.: 13, S.D.C.: 260

Sensors: Bio-scan (pilot), micro-radar, radar detection, and radiation detector.

Optics: Infrared, night-sight, telescopic, and targeting sight.

Audio: Wide band radio and loudspeaker.

Weapons (built into the power armor): Knuckle spikes (+ 1D4 damage to punches), wrist blaster (3D6 damage), optional laser rod, ion rod or flamethrower (pick one).

Note: All sensors, optics and audio systems are described on pages 146 & 147 of **Heroes Unlimited**. Weapons are found on pages 147-149.

EX-9 Super (USA) Exoskeleton

The EX-9 is a new suit of power armor designed by the KLS Corporation for the American military and is being field tested by the S.C.R.E.T. agency. Limited availability.

Body Frame & Size: Human, 7 ft (2.1 m)

Weight: 400 lbs (180 kg)

Power Supply: Nuclear

Attribute Enhancement: Increase P.S. to 30, P.P. to 24, Speed (running) to 132 (90 mph/148 km); can leap 20 feet (6 m) up or lengthwise.

Limited Flight: Can fly or hover up to 1000 feet (305 m) above the ground. Maximum speed is 120 mph (192 km/h). +1 to dodge in flight. However, system starts to overheat after 10 minutes of continuous flight (at any speed), causing the flying jets weapon and sensor systems to burn out within 2D6 minutes; require replacement of parts to get to work again.

A.R.: 14: special new alloy — laser resistant (lasers do half damage).

S.D.C.: 440

Sensors: Bio-scan (pilot), micro-radar, radar detection, and radiation detector.

Optics: Infrared, night sight, telescopic, and targeting sight.

Audio: Wide band radio and loudspeaker.

Weapons (built into the power armor): Spike and tow line, retractable blades (one arm — 3D6 damage plus PS bonus), wrist blaster (3D6 damage), optional laser rod, ion rod, flamethrower or chemical spray (pick one).

Note: All sensors, optics and audio systems are described on pages 146 & 147 of **Heroes Unlimited**. Weapons are found on pages 147-149.

The Brotherhood of Armageddon

A Super Network of Terrorists — Total Available Points: 320

The Brotherhood of Armageddon began as a sub-group within the German S.C.R.E.T. agency; that has broken away from it and in the process, crippled the German's S.C.R.E.T. operation. Sabotage, defection, security leaks, theft, murder, mismanagement, and bad publicity have all plagued the German agency, and most of it has been instigated by the Brotherhood.

The Brotherhood of Armageddon is a group of fanatical fascists with a twisted view of the world. They have three goals. One, to prevent the unification of the two Germanies. Having failed this they now hope to create a schism between the two, causing them to again separate. This will be accomplished by sabotaging the government, industry and the authorities, and by promoting hatred and dissension among the people.

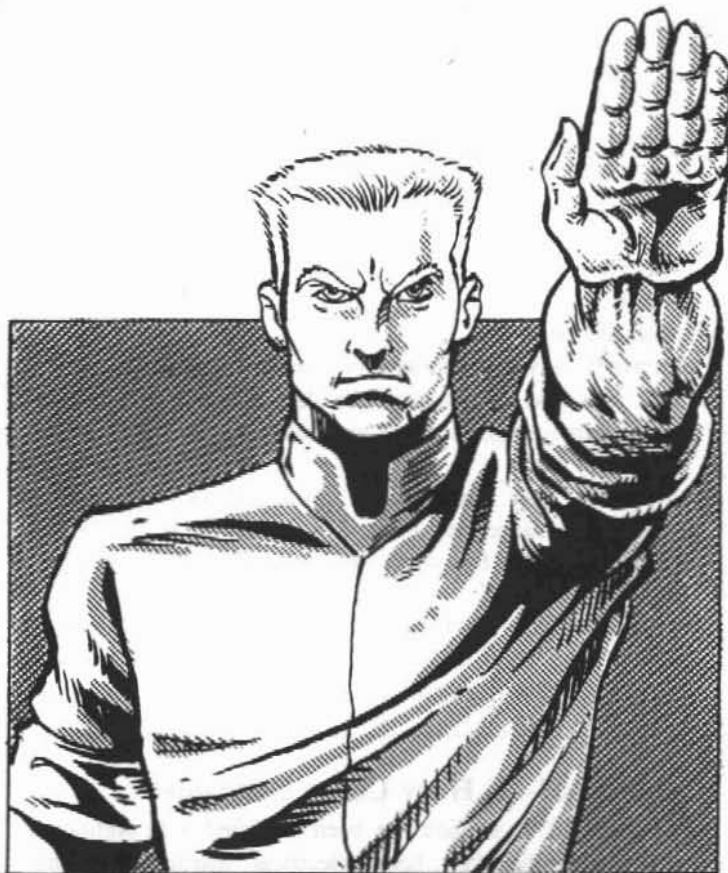
Two, isolationism and the propagation of the German people. They take this to mean the exportation and/or elimination of all foreigners. Primary targets include Jews, Arabs, Turks, Asians, Africans, and even people who have been German citizens for generations.

Three, re-establishment of military power, including cybernetic augmentation, robotics, and the recruitment of superhumans (mutants, experiments, psionics, etc.; the only restriction is they must be Aryan).

The Brotherhood's greatest strengths are its military and espionage background (thanks to the S.C.R.E.T.s program), secret high technology bionics facility (research and development and manufacturing), the recruitment of superhumans, and their fanatical dedication to the cause. The terrorists are ruthless and well organized. Even more frightening, they are growing in power and are rumored to have begun hiring super villains as mercenaries (pawns) for their activities outside of Germany.

- A. Outfits: #4 Specialty Clothing: 10 points
- B. Equipment: #4 Electronic: 10 points
- C. Weapons: #5 The Arsenal: 30 points
- D. Bionics & Robotics: #5 Bionic Arsenal: 50 points
- E. Vehicles: #4 Spy Cars: 25 points
- F. Communications: #4 Computerized: 15 points
- G. Offices and Distribution: #3 National: 15 points; but does engage in international freelance mercenary activity and terrorism.
- H. Military Power: #3 Militia: 15 points
- I. Super Powered Operatives: #3 A Few Regulars: 20 points
- J. Sponsorship: #1 Secret: No points
- K. Budget: #5 Big Bucks: 35 points
- L. Administrative Control: #3 Effectively Free Hand: 15 points. The agency doesn't have any authority to break laws, but they actively break the law to achieve their goals.
- M. Internal Security: #4 Iron Clad: 25 points
- N. External Infiltration: #3 Information Source: 10 points
- O. Research: #4 Excellent Connections: 20 points
- P. Agency Credentials: #1 Hunted: No points
- Q. Agency Salary: #4 Good: 20 points. Fanatically dedicated, not in it for the financial reward.

The Brotherhood of Armageddon Terrorist Agency: 315 total points, includes a no point modification adjustment.



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Adolf Hoffmeijer

Leader of the Brotherhood of Armageddon

Alignment: Aberrant

Hit Points: 67, S.D.C.: 40

Attributes (average): I.Q. 15, M.E. 24, M.A. 23, P.S. 17, P.P. 17, P.E. 20, P.B. 19, Spd 18

Disposition: Fanatically patriotic (in his own twisted way), diabolical, cunning — a master at strategy and tactics, ruthless, resourceful, a brave and merciless opponent. Believes wholeheartedly in their cause and willing to die for his beliefs.

Weight: 188 lbs (84 kg). **Size:** 6 ft (1.8 m). **Age:** 27

Experience Level: Sixth (6)

Super Power Category: Natural Psionic

Psionic Powers: I.S.P.: 108. Telekinesis, hydrokinesis, empathic transfer, mind block, hypnotic suggestion, sixth sense, summon inner strength, detect psionics, and see aura.

Combat Skills: Hand to Hand: Martial Arts.

Attacks Per Melee: Five (5) hand to hand or four (4) psionic attacks and can perform a Karate style kick (1D8 damage), jump kick, and entangle.

Bonuses: Strike +6, parry +8, dodge +8, damage: +12, roll with punch, fall, or impact: +8, strike with body block/tackle: +1 (does 1D4 damage), critical strike on a roll of 18, 19, or 20.

Bonuses To Save: Save vs psionic attack/insanity +5, invoke trust/intimidation in others 80%, charm/impress others 45%, save vs coma/death +24%, and save vs poison/magic +3.

Skills of Note (Espionage & Military): Sniper, tracking 75%, intelligence 82%, interrogation 80%, escape artist 70%, disguise 80%, impersonation 80%, demolitions 95%, demolitions disposal 95%, pilot tank 80%, read sensory equipment 80%, W.P. knife, W.P. pistol, W.P. semi & fully automatic rifle, W.P. energy rifle.

Secondary Skills: Pick locks 45%, pick pockets 40%, wilderness survival 50%, pilot: auto 98%, climbing 82%/50%, swimming 82%, and hand to hand: martial arts.

Note: Loved and trusted by all members of the Brotherhood. Always wears full, heavy body armor when he is knowingly entering into combat with superhumans.

Death Witch

Death Witch, is second in command and is also Adolf's best friend and one-time lover, Hilda Hertz.

Alignment: Aberrant

Hit Points: 62, S.D.C.: 58, plus bionic armor.

Weight: 800 lbs (full cyborg — both arms, legs, reinforced spine, armor and other features). **Size:** 6 ft 5 inches (1.95 m). **Age:** 29

Attributes (average): I.Q. 14, M.E. 18, M.A. 20, P.S. (bionic) 24, P.P. 23, P.E. 12, P.B. 12, Spd 220 (150 mph/240 km/h)

Disposition: Fanatically patriotic (equal to Adolf), ruthless, cold, calculating, cunning — a master at field combat; a merciless and brave opponent. Good at intimidation and torture. Believes wholeheartedly in their cause and willing to die for her beliefs.

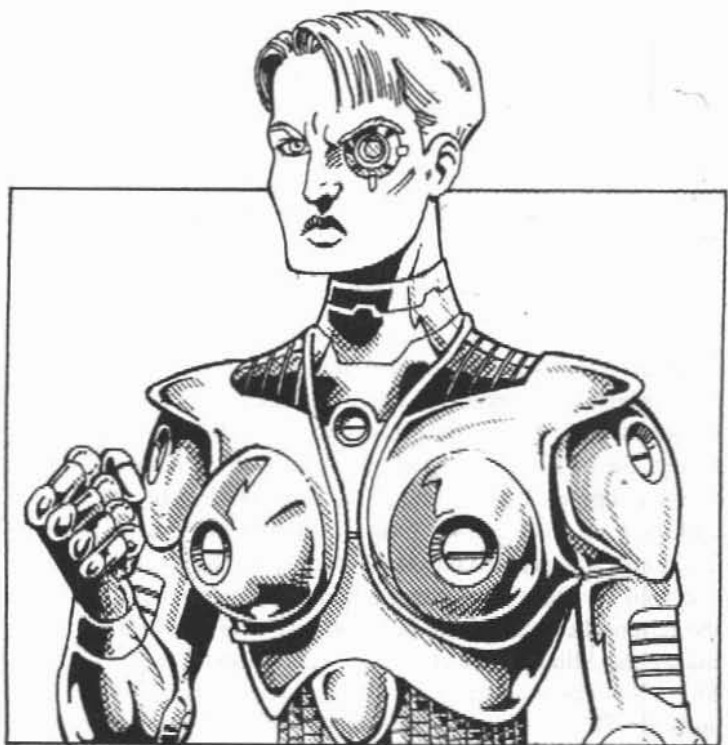
Experience Level: Seventh (7)

Super Power Category: Bionic

Bionic Features: Sensors: Amplified hearing, ear microphone and radio receiver/transmitter, thermo-imager, infrared vision, night-sight, targeting (+1 to strike), radar, bio-scan and mini-computer. Weapons: Eye laser (2D6 damage), electrical discharge (3D6), retractable claws (left arm — 3D6 damage), chemical excretion, and a concealed mini-laser (2D4 damage). Other: Bionic lungs with independent oxygen and gas filtration. Loudspeaker, voice synthesizer, and 3/4 body armor (A.R. 16, S.D.C. 600). **Note:** See the bionic section in **Heroes Unlimited**, pages 61-67, for details on bionic features.

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Six (6) hand to hand.



Bonuses: Strike +6, parry +7, dodge +7, damage +13, roll with punch, fall, or impact: +6, stun on an unmodified roll of 17, 19, or 20.

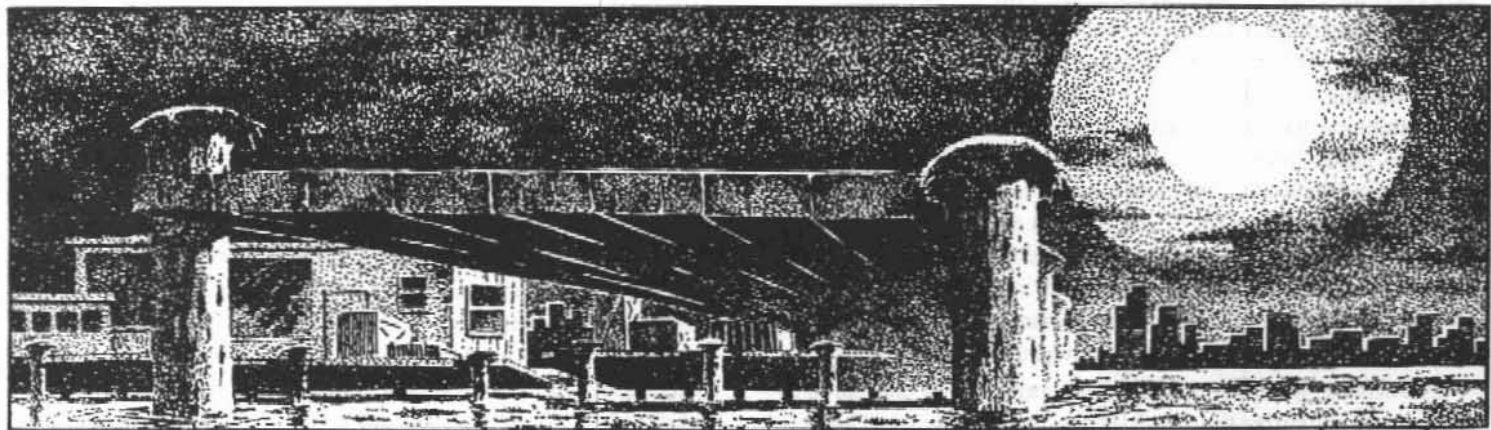
Bonuses To Save: Save vs psionic attack, +6 save vs gas, and invoke trust/intimidation in others 65%.

Skills of Note (Espionage & Military): Sniper, tracking 75%, intelligence 86%, interrogation 85%, escape artist 75%, wilderness survival 90%, concealment 70%, boxing, gymnastics, body building, swimming 98%, climbing 98%/75%, W.P. semi & fully automatic rifle, W.P. heavy, W.P. energy pistol, W.P. energy rifle.

Secondary Skills: W.P. knife, W.P. blunt, W.P. pistol, pilot: auto 98%, pilot: helicopter 84%, photography 90%, and language: German 98% and English 95%.

Weapons of Note: Standard particle beam rifle, laser rifle, laser pistol, plus bionic weapons.

Note: Loved and trusted by all members of the Brotherhood. Always wears full, bionic body armor. Still cares deeply for Adolf. Often leads important strike forces.



—Criminal Organizations—

The Dark Tribunal

By Steve Sheiring & Kevin Siembieda

The Dark Tribunal's origin is extraterrestrial. Its chief operators and founding members, though they may look human, were originally members of a highly trained team of deep space explorers. They were sent to Earth to research and infiltrate the planet. Several years of study indicated that the planet was too densely populated with existing, intelligent and hostile life forms and suffered from pollution and dwindling natural resources. The Earth was deemed unsuitable for use by the aliens and they prepared for their long journey home. As fate would have it, the seven alien spacecraft flew too low over the Persian Gulf during the Middle East crisis and were attacked by the United States Air Force. Five of the smaller vessels were totally destroyed. The two, larger, personnel carriers were irreparably damaged, but the pilots were able to escape their attackers and crash-landed in the mountains of Pakistan. Furthermore, communication with their homeworld was also lost, and the likelihood of an investigative team coming to look for them was remote (they are presumed dead). Thus, escape from this tiny blue planet was impossible. The aliens salvaged everything they could and destroyed the remains of their spaceships. The military conflicts at that time covered the alien nature of the destroyed vessels and allowed the extraterrestrials to make good their escape. However, the attack and subsequent hardships have made the aliens bitter enemies of humankind. The survivors have pledged to avenge the slaughter of their comrades by launching a vendetta against mankind — thus was created the Dark Tribunal.

The members of the Dark Tribunal view themselves as the champions of all intelligent *non-human creatures*, including other aliens, mutant animals, deformed mutants of all kinds, and other intelligent and semi-intelligent creatures considered to be "monsters" or "freaks" by human standards. The ultimate goal of the Dark Tribunal is the enslavement and/or destruction of mankind and to establish a new order. Of course, they will be the rulers of this new order. Until they accomplish this goal, however, the Dark Tribunal is occupied with secretly controlling and punishing mankind for crimes committed against non-human intelligences. These crimes include, but are not limited to, humans starting wars in which non-humans are killed, creating environmental hazards in which non-humans are killed or are made to suffer, the destruction of environments conducive to non-human life forms, cruel and unusual treatment/experimentation/studies/imprisonment of non-human captives, the irresponsible creation and subsequent treatment of mutants, and the hunting, enslavement and extermination of intelligent non-humans (mutant creations from biological experimentation, i.e., mutant humans, mutant animals, clones, renegade cyborgs, etc.).

Individuals, groups, organizations, corporations, and governments may all suffer the wrath of the Dark Tribunal. The prescribed methods of punishment are many. The more direct measures include terrorism, beatings, torture and/or murder, and as-

sassination of those held responsible (often, being an employee of an accused company can be crime enough). Mass murder, injury, and wholesale genocide are also common, as are acts of vandalism, arson, and other means of destruction, ranging from small and isolated incidents to massive catastrophes. It was the Dark Tribunal that was responsible for the chemical disaster in India and the Alaskan oil spill from the Exxon Valdez. Their attacks are often disguised as tragic accidents, but are sometimes obvious acts of deliberate sabotage, though the perpetrator may remain unknown.

The Dark Tribunal also uses subtle measures to inflict their punishment. This can include corporate take-overs followed by the liquidation or mismanagement of the company, damaging rumors and innuendo, evidence regarding criminal or dangerous activity (thereby impairing and sometimes destroying the company's operations and/or eliminating key company officers), secretly supporting competitors, secretly supporting forces hostile to the target company or individual (this can range from money and equipment to murder and theft), corruption (payoffs, spies, stool pigeons, saboteurs, etc.), extortion, threats, and political power games.

The control and manipulation of humankind comes in the way of secretly gathering wealth and power by purchasing stocks and controlling interests in corporations, establishing highly placed agents within powerful corporations and governments, and subverting potentially dangerous individuals, companies, and governments.

Thousands of humans serve the Dark Tribunal as active agents, spies, assassins, assistants, and freelance agents, but most (85%) of these operatives have no idea that they serve an inhuman master. Remember, most DT aliens look completely human. Consequently, their human operatives are just greedy, unscrupulous, and/or power hungry opportunists who see the forces behind the Dark Tribunal as a means to get what they desire. The average human pawn knows nothing about the aliens or the secret society known as the Dark Tribunal. Allegations from others about aliens or a secret society that subverts world governments and plans human genocide will be dismissed as being outlandish and totally ridiculous. Also, bear in mind that many of the corporations controlled or influenced by the DT aliens seem to be independent and unrelated. None are military; most are involved in the development of advanced computers and technology or special services (mainly information gathering and dissemination).

The Dark Tribunal is constantly looking for intelligent nonhumans to liberate from human oppression and to join their cause. As long as the nonhuman has the proper attitude and philosophy (mainly, hates humans and is obedient to the DT), the Dark Tribunal will accept them into their membership, regardless of any handicaps or limitations in power or education. The physically handicapped and infirm are treated with kindness and respect, while the uneducated are given at least basic training in some area (**GM Note:** Equal to high school education or low level special training; scholastic bonus of +5% on skills). Those



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with questionable attitudes, especially those gifted with super abilities, are frequently recruited as freelance assassins and agents, but the true nature of the Tribunal is seldom revealed to them. They are just hired guns, pawns, in a much larger game.

The Structure of the Dark Tribunal

There are seven (7) key leaders of the Dark Tribunal. Most are located in North America, but three head operations in other countries, although they visit the main headquarters often. Each has one vote in deciding the innocence or guilt of an individual human, organization or government accused of crimes against nonhumans. The seven also vote on most of the Dark Tribunal's important decisions. Majority always rules in all votes. The seven also serve as the generals and directors in their war against humankind and the growth of their secret society.

The Dark Tribunal operates as a loosely knit democratic republic. All DT aliens vote regarding matters that affect them all, but regional groups can act fairly independent of the overall secret society, as long as they stay within the parameters of operations and work for the advancement of the society. The most important rules include: never reveal the existence of the Dark Tribunal (punishable by death), never reveal the alien nature of its founding and core members, never jeopardize the secret society (especially out of personal revenge or greed), never betray a DT alien, and all must be willing to die to preserve the society and the ruling seven.

Important meetings to decide the fate of an accused, be it the criminal in person or an effigy representing the individual or institution, have ritualistic overtones. Typically, only the seven regional or seven central leaders need to be present, but often dozens or even hundreds of DT aliens may attend the ceremony as spectators. Each of the seven voters dresses in the garb of the Grim Reaper, sickle and all. A mask covers the face of each individual, and eye contact is frowned upon. The entire outfit is referred to as "The Robes of Judgement." Voting is performed by pointing one's sickle in an upward direction to vote for innocence, downward to vote for guilt, and laid flat to abstain. Regional leaders and their most trusted officers (seven aliens total) perform a similar ritual regarding serious decisions, formal trials and executions. Humans are never completely trusted under any circumstances and are never given a vote nor access to critical information. However, nonhumans, like other aliens and mutant animals, who have proven themselves worthy may be given the privilege of voting as if they were true DT aliens.

The Dark Tribunal Organization

A Mega-Organization — 540 available points

- A. Outfits: #3 Open Wardrobe: 5 points
- B. Equipment: #4 Electronic Supplies: 10 points
- C. Weapons: #5 The Arsenal: 30 points
- D. Bionics & Robotics: #2 Basic Systems: 10 points
- E. Vehicles: #5 Specialty Vehicles: 40 points
- F. Communications: #4 Computerized: 15 points
- G. Offices and Distribution: #5 International: 35 points
- H. Military Power: #4 Private Army: 30 points
- I. Super Powered Operatives: #5 Super Army: 50 points
- J. Sponsorship: #6 Agent Sponsored: 50 points
- K. Budget: #5 Big Bucks: 35 points
- L. Administrative Control: #1 Rigid Laws: No points. The mem-

bers of the Tribunal must abide by the letter of the organization's laws or face punishment, even death.

M. Internal Security: #5 Paranoid: 30 points

N. External Infiltration: #4 General Infiltration: 25 points

O. Research: #6 Unlimited Connections: 50 points

P. Agency Credentials: #2 Unknown: 3 points

Q. Agency Salary: #3 Freelance: 5 points. Fanatically dedicated, not in it for the financial reward.

The Dark Tribunal Organization: 473 total points, includes 13 points for special modification.

The founding leaders

1) Divine Master

Special Power: Divine Aura

Occupation: Leader of the Dark Tribunal and Chief Judge

Experience level: 15

Resides at the California compound.

2) Phantom Panther

Special Power: Multiple Lives(9)

Occupation: Head of Terrorist Activities.

Experience level: 9

Resides at the California compound.

3) Quo

Special Power: Invulnerability

Occupation: Head of Internal Security.

Experience level: 7

Resides at the California compound.

4) Holo

Special Power: Holographic Memory Projection

Occupation: Head of Espionage.

Experience level: 5

Resides at the California compound.

5) The Grand Inquisitor

Special Power: Control Others

Occupation: Chief Medical Officer and Head of Torture.

Experience level: 11

Resides at the Vancouver compound.

6) Plexor

Special Power: Multiple Beings

Occupation: Head of Recruitment.

Experience level: 6

Resides at the New York office.

7) Gemstone

Special Power: Gem/Crystal Manipulation

Occupation: Head of Assassinations.

Experience level: 7

Resides at the Paris compound.

Base of Operation (California)

The Dark Tribunal has its main base of operation in California, with major secondary operations in New York, Vancouver, London, Paris, Dresden, Calcutta, Singapore and Brasilia. These are all seemingly harmless businesses or organizations engaged in trading international commodities, information and services. The Dark Tribunal also has about a hundred highly placed alien operatives and another 300 loyal human agents in major corporations and governments throughout the world. One DT alien is even a US congressman from New Mexico. A dozen DT agents are active within the FBI and Interpol (middle level), while a

half dozen have infiltrated the United States' CIA and Britain's MI-6 (all are low level civil servants at this point).

The central base for the Dark Tribunal organization is located on an isolated ranch/farm in Northern California. The sprawling ranch covers a hundred acres and is disguised as being a commune for a UFO cult. A small cattle ranch and farm area are maintained for the sake of appearance. Most of the barns and storage facilities are used for things other than farming, such as hangars for aircraft and ground vehicles and equipment storage. Three large ranch houses, five smaller houses, four large barrack-style buildings, and a dozen storage sheds complete the surface structures found on the compound. The nicer houses serve as the living quarters for the 200 DT aliens and 60 other nonhumans, while the other buildings serve as the quarters for their 600 human cultists and workers. The only other structures of note are three satellite dishes and one radar dish. A small fleet of vehicles (mostly small trucks and jeeps) and a large stockpile of weapons, armor and equipment are kept on the ranch. A number of the weapons and pieces of equipment have been illegally purchased or stolen.

All the humans on the ranch are witless pawns who believe that the founders of the cult are in contact with aliens from another world. The cult leaders have them convinced that the noble aliens will someday return to Earth and purge it of all that is evil, ridding mankind of sickness and turning the planet into a paradise. The cultists also believe that some of the nonhuman mutants recruited by the DT aliens are visitors from other planets. All the cultists are a hundred percent loyal to the leaders of the cult and to their "alien brothers." Ironically, the alien members of the Dark Tribunal are not suspected of being aliens.

The cultists are so fanatical that they will not believe anything bad that even the most famous hero might have to say, and will do whatever they can to preserve and protect the commune, even die fighting. This means heroes who attack the commune or its leaders will be confronted by hundreds of innocent, although dangerous, humans. Many of the human dupes have special training in military, weapon, physical, computer, mechanical, and medical skills. About 50% have some sort of combat and weapon training. **GM Note:** Average level of experience is third level or roll 1D4.

The ranch is guarded by armed patrols with shotguns, automatic weapons and padded body armor. The patrols often appear to be nothing more than handymen, gardeners, and ranch hands working on the estate. Weapons and armor are typically concealed. The patrols will typically try to scare off nosey intruders, but if that doesn't work, they are captured, interrogated and either converted or killed. The bodies and all evidence of the victims will completely disappear or be found hundreds of miles away from the UFO Cult.

The neighboring, rural community has grown so accustomed to the strange lights, flurries of activity at the commune, and the odd behavior of the UFO cultists, that they don't think twice about what might be going on. One other note about security. The Dark Tribunal never receives mail directly at their residence. They prefer not to have mailmen snooping around the premises. Consequently, mail is either sent to various local post office boxes or to one of several small businesses the Dark Tribunal have set up as fronts for mail, messages, and outside contacts.

The Armory

The Head of Security is a burly mutant gorilla known as Big Gun. He was one of the first nonhumans to be rescued and recruited by the Dark Tribunal. He is a full voting member and completely loyal. It is his job to maintain and protect the armory and oversee the security of the compound.

Several underground vaults are used to store the various weapons, armor, and special items used by the Dark Tribunal. The vaults are guarded by two sentries and electronically locked and wired to an alarm system. A password, which is electronically voice printed, and retina scan are required to gain entry. The vault is also equipped with an automated delivery system, which retrieves the item requested.

GM Note: Each vault is 50 ft by 50 ft by 8 ft (15x15x2.4 m), is made of alien metals, and has an S.D.C. of 8000 and an A.R. of 16. The pair of guards do NOT have access to the vaults. They are typically armed with sub-machineguns and hard armor vests. Even if they can be defeated or tricked, entering the vaults will be nearly impossible. Any explosion doing enough damage to open a vault will cause the roof to collapse, inflicting massive amounts of damage and burying the vault under tons of rubble. While the vaults can be viewed as a form of treasure, transporting all the various items will be extremely labor intensive. Entry to the vault area is via a secret entrance somewhere on the estate grounds.

Armor & Equipment Vaults (2):

Two hovercraft

4D6 anti-gravity flight harnesses

6D6 psionic communicators

2D4 Robes of Judgement (complete with mask and sickle)

2D4 x 10 riot jackets (A.R. 10, S.D.C. 60)

2D4 x 10 hard vests (A.R. 12, S.D.C. 120)

2D4 x 10 riot armor (A.R. 14, S.D.C. 180)

2D4 x 10 hard armor (A.R. 16, S.D.C. 260)

Plus: A variety of bugging and surveillance equipment, radio/communication equipment, rare or expensive electronic gear and other valuable items, as well as various types of all-weather hunting, combat, and anti-radiation clothing (at least 25 sets).

Weapon Vault (1):

Weapons

1D6 x 100 survival knives

1D6 x 100 total of various common revolvers

1D6 x 100 total of various common automatic pistols

1D6 x 100 M16 style assault rifles

2D6 x 100 total of various sub-machineguns

1D6 x 10 light machineguns

1D4 x 10 heavy machineguns

4D6 rocket launchers

4D6 66 mm LAWs

6D6 DT ion pistols

6D6 DT laser pistols

6D6 DT laser rifles

6D6 DT heavy laser rifles

4D6 DT particle beam rifles

2D6 M-2A1-7 portable flamethrowers

2D6 Anti-gravity flight harnesses

Ammunition

4D6 × 100 clips for any standard weapon per weapon.

2D6 × 100 boxes of shotgun shells per shotgun type.

2D6 × 100 grenades per grenade type.

50 pounds (22.7 kg) of DT alien plastic explosive (see Phantom Panther)

1D6 × 10 energy clips for each type of energy weapon.

1D6 energy clip recharging generators.

Special Items Vault (1):

4D6 psionic communicators

2D6 anti-gravity flight harnesses

1D4 Robes of Judgement (complete with mask and sickle)

One million in gold bullion

One million in U.S. currency

One million in diamonds and other jewels

Ten million in bearer bonds

1D6 × 10,000 dollars worth of major foreign currencies: Canada, Mexico, England, Germany, France, Switzerland, Japan, and Australia.

Plus: Secret documents, maps, plans, passwords belonging to the Dark Tribunal and "business" associates, including underground/terrorist organizations. Remember, if the compound is attacked, all of the above weaponry will be implemented in repelling the attackers.

The vehicles are stored separately in an underground bunker. A ramp leading to the surface is the only access for the vehicles. A large metal barn (150 ft by 50 ft by 20 ft) encloses the area around the ramp and also serves as a cover. Some minimal amount of farm equipment, livestock, and animal feed is also present to further enforce the illusion. There are always at least 2D6 three-man hovercraft (concealed), 1D4 jet packs (concealed), one helicopter (concealed), eight jeeps, one limousine and 1D6 modified automobiles; the limo and modified automobiles have super-car features.

Some Notable Figures Among the DT Aliens

Divine Master

Leader of the Dark Tribunal and Chief Judge

The Divine Master is the leader and founding father of the Dark Tribunal. Despite his arrogant, abrasive attitude, the Divine Master is loved and admired by the other alien members of the secret society. His experience, wisdom, and aggressive nature have enabled him to build the Tribunal into a formidable, international organization. He derives immense, sadistic pleasure any time he is responsible for inflicting pain and suffering upon mankind. In fact, awards and bonuses are given to members of the Dark Tribunal who develop unusually creative and substantial suffering for the human race. His one soft spot is his compassion for his fellow aliens, but even here he is absolutely ruthless in his dealings with traitors and human sympathizers.

The Divine Master generally stays within the confines of the California headquarters, where he directs and commands his followers like a general. Various satellite dishes and sophisticated translation devices keep him up-to-date with world events. The



world news media is quite fastidious in reporting assassination attempts, hijackings, terrorist attacks, mishaps and events as they happen, which is important to the insidious plans of the Dark Tribunal. Whenever the Divine Master does leave the grounds of the compound, he is accompanied by two bodyguards and one super-powered DT alien. His favorite mode of transportation is his armored, stretch limousine which has \$150,000 worth of super-car features.

Aliases: Divinity, Judge Divine, Mr. Divine

True Name: Dredmoore Regent

Alignment: Aberrant

Hit Points: 99, S.D.C.: 60

Weight: 196 lbs. (89 kg), **Height:** 6 ft 6 inches (2.0 m), **Age:** 40, **Sex:** Male

Attributes: I.Q. 24, M.E. 20, M.A. 25, P.S. 15, P.P. 15, P.E. 15, P.B. 20, Spd. 12

Disposition: Vain, arrogant, and sometimes abrasive. But a real go-getter and great organizer. Fine and well-respected leader.

Experience Level: Fifteenth (15)

Combat Skills(including bonuses): +2 strike, +5 parry/dodge, +4 damage, +4 roll with punch, critical strike or stun on unmodified 18-20, death blow on natural 20.

Attacks per Melee: Seven (7)

Other Bonuses: Trust/intimidate 84%, charm/impress 50%, +3 vs psionics/insanity.

Super Power Category: Alien

Super Power: Divine aura (see NEW super abilities section)

Minor Power: Energy resistance

Educational Background: General studies and navigation

Skills of Note: Radio: basic 98%, radio: scrambler 98%, radio: satellite relay 98%, surveillance systems 98%, read sensory equipment 98%, navigation 98%, navigation: space 98%,

pilot space shuttle 98%, pilot hovercraft 98%, basic and advanced math 98%.

Secondary Skills: Hand to hand: martial arts, writing 98%, swimming 98%, computer operation 98%, pilot motorboat 98%, pilot auto 98%, W.P. laser rifle, W.P. automatic pistol.

Appearance: Humanoid with no body hair. Often wears stylish hairpieces for the head, and always has an attractive tan.

Environment: High radiation

Familiarity with Earth: Well-studied

Occupation: Leader of the Dark Tribunal and Chief Judge

Special Vehicles: A.T.V. hovercraft, super-car limo, anti-gravity harness.

Weapons: Laser rifle with night-sight, automatic pistol, hand grenade belt with four explosive hand grenades and two smoke grenades.

Special Items: The Robes of Judgement and poison gauntlets.

The gauntlets have retractable claws that do 1D6 damage as a cutting weapon and releases a deadly nerve poison (to humans and most terrestrials) which inflicts 4D6 damage and, unless a successful saving throw is made, causes convulsions for 2D4 melees (duration is accumulative). Victims of convulsions reduce attacks, speed, and combat bonuses by half. A second successful save vs poison damage reduces the nerve damage by half.

Common Items: Flashy, fashionable clothing. Often wears boots, with a knife in each one, and a walking cane that is also a concealed sword.

Available Money: The entire DT moneys and resources. At least 75 million dollars available within 48 hours.

Armor: Has access to the Dark Tribunal armory.

The Phantom Panther

Head of Terrorism

The Phantom Panther is highly individualistic and extremely temperamental; a firecracker ready to explode. His emotional explosions usually take the form of some dramatic act of terrorism against mankind.

The Phantom Panther, not only plans the specific details of a terrorist mission, but also loves to be part of the team that executes it as well. Typically, the other team members serve as decoys and back-up, while the Phantom Panther performs the most critical parts of the plan. In addition, he will not hesitate to perform solo missions. Sometimes the solo missions simply serve to eliminate some frustration from deep within the Phantom Panther's psyche.

He loves to toy with humans assigned to investigate or prevent one of his terrorist actions. False clues, misleading phone calls, and even messages in the classified ads of major newspapers, are all used to further hype his activities. Every once in a while, the information he provides is actually true. This not only causes confusion among law enforcement agencies, but sometimes leads to the framing and arrest of a rival or enemy.



The Phantom Panther has contacts with terrorist organizations all over the world. From time to time, these other organizations subcontract work from him. These other organizations are willing to provide him with shelter, a means of travel, and pay his other expenses; therefore, the Phantom Panther can travel just about anywhere in the world via this underground network. His shadow clothing helps hide him at night, and his anti-gravity flight harness allows him to fly, hover, hide and evade most opponents.

Finally, the Phantom Panther is a master of demolitions. If it can be blown up, the Phantom Panther can find a way to do it. One of his pet projects is to build a nuclear bomb. While this is a joint effort with other terrorist organizations, the Phantom Panther is the organizer and leader of this effort. Meanwhile, he has begun to produce larger numbers of his gimmick explosives (arrowheads, pellets, etc.) and sells them to other, respected terrorists. Note that the Phantom Panther is immune to radiation, as are all the DT aliens.

Aliases: Leon Lyon, Richard Katz

True Name: Felyxz Pantra

Alignment: Miscreant

Hit Points: 60, S.D.C.: 85

Weight: 194 lbs. (87 kg), **Height:** 6 ft 4 inches (1.85 m), **Age:** 30, **Sex:** Male

Attributes: I.Q. 15, M.E. 9, M.A. 13, P.S. 17, P.P. 21, P.E. 18, P.B. 20, Spd. 21

Disposition: Aloof, temperamental and a definite loner, although he will associate with others to achieve his goals. Enjoys terrorism and loves "playing" with humans as if it were a cat and mouse game.

Experience Level: Ninth (9th)

Combat Skills (including bonuses): Hand to hand: basic, +4 strike, +5 parry/dodge, +4 damage, +2 roll with punch, critical strike on unmodified 19-20.

Attacks per Melee: Six (6)

Other Bonuses: +6% vs coma/death, +2 vs poison/magic, 50% charm/impress.

Super Power Category: Alien

Super Power: Darkness control and multiple lives (see NEW abilities section for the description of the latter).

Minor Powers: None

Educational Background: Military Specialist

Scholastic Bonus: +10%

Skills of Note: Tracking 85%, intelligence 88%, detect concealment 85%, acrobatics (balance, walk tightrope, climb rope, and back flip are all 98%), climb 96%/80%, prowl 95%, demolition 97%, demolitions disposal 97%, sniper, W.P. targeting, W.P. energy pistol, W.P. energy rifle, W.P. rifle.

Secondary Skills: W.P. knife, first aid 95%, land navigation 76%, pick locks 80%, wilderness survival 85%, basic mechanics 76%, pilot automobile 98%, pilot motorcycle 96%.

Appearance: Dark-skinned human

Environment: High radiation

Familiarity with Earth: Well-studied

Occupation: Head of Terrorism for the Dark Tribunal

Special Vehicle: Antigravity flight harness

Special Weapons: 1. A mini-laser (tool) used for cutting wires, glass, chain links, bolts, and padlocks. Range: 10 ft (3 m), damage (two settings): 1D6 or 2D4, payload: 30 blasts.
2. Sniper rifle with telescopic and passive night-sight.

3. Conventional grenades: Four explosive, two phosphorous, and two smoke.

4. Gimmick explosives: Six exploding pellets (4D6 damage), 12 tiny exploding pellets (2D6 damage; keeps two in each boot, four on each wrist), explosive tipped throwing darts (1D8 damage). See **Heroes Unlimited**, pages 78 & 79, for detailed descriptions of gimmick items.

5. DT alien plastic explosive: One ounce of this potent explosive does more damage than six explosive hand grenades (1D6 x 100). Similar to the human's plastic explosive, it can be molded, dyed, shaped, or painted to look like an ordinary everyday item. It can only be detonated, however, with a special blasting cap and remote control device. Detonation occurs when the sonic vibrations generated by the alien remote control device interact with the explosive. This means that sonic booms or other sonic stimuli may detonate the explosive. Phantom Panther typically carries eight ounces on him, but may have five times more for special missions.

Special Armor: Shadow clothing, a dark grey and black, martial arts style jumpsuit made from the same fabric as the Robes of Judgement, supplemented by light padded armor on the arms, shoulder pads and reinforced helmet/mask. The lightweight, cloth-like armor allows for unrestricted movement. A.R. 16, S.D.C. 100.

Available Money: He has approximately \$20,000 of available credit on his cards, carries 1D6 x 1000 in local currency, and has about \$500,000 in various bank accounts (used for the accomplishment of the job and informants).

Common Items: Wears dark clothing, black is his favorite color.

Additional Equipment: Has access to the Dark Tribunal armory.

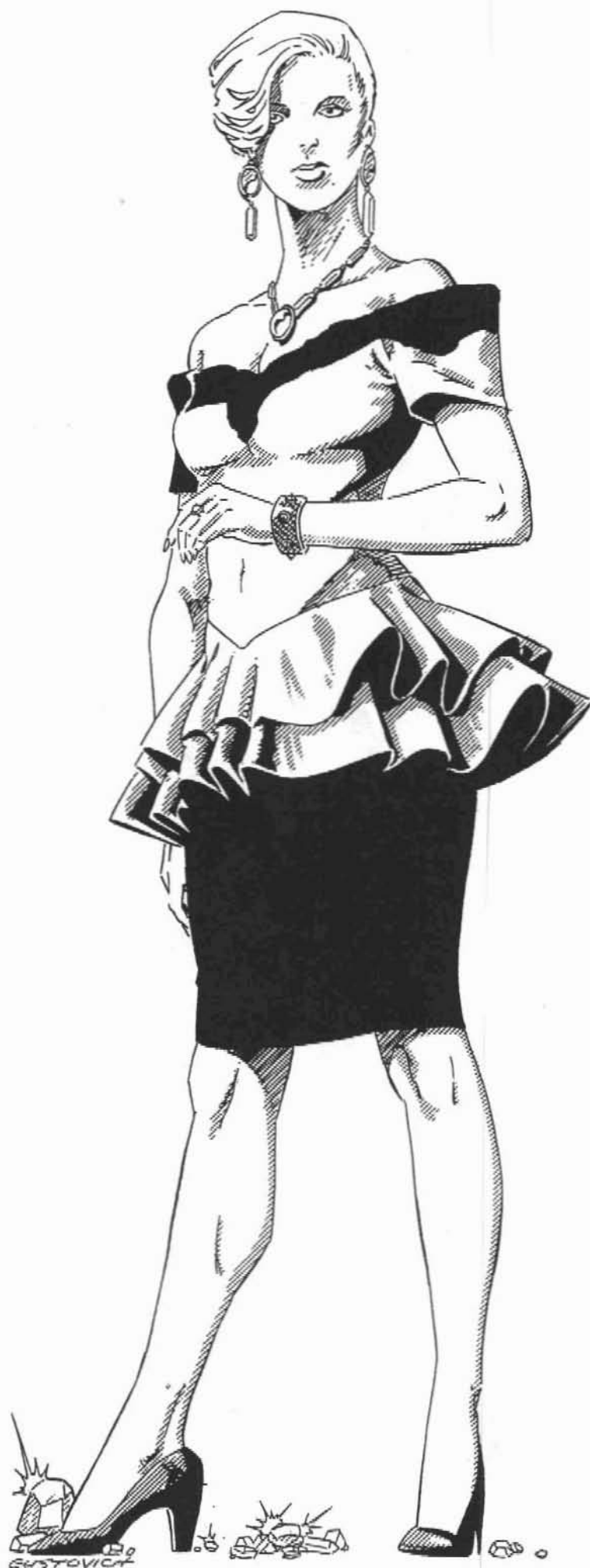
Gemstone

Head of Assassinations

Gemstone is known as a beautiful international fashion model — Gemstone is both her real and professional name. Her exotic look and seemingly sincere, friendly and vulnerable nature have attracted the eyes of many rich and influential men. As a result, she can often gain access to other media personalities, other powerful men, and restricted information by using her feminine wiles and charm. She has many powerful friends who will help her in many ways, from providing money and alibis to paying off officials and providing physical protection. Gemstone has intelligently developed and cultivated relationships with many key political, military and business figures from around the world.

This femme fatale is a master at pretending sympathy and mothering men, and getting a man to discuss his troubles and confide in her. Any information acquired by Gemstone is quickly transferred to the Dark Tribunal. In addition, she often enjoys the company of an influential gentleman alone, without his bodyguards, which makes him an easy target for assassination.

Obviously, Gemstone cannot always do the killing herself, or even be present when an assassination occurs. However, she can help create the proper environment for an assassination by gaining prior access to a facility, home or office and case, firsthand, a target's abode, learn about security systems and schedules, or even take an opportunity to copy or steal a key or access code. Similarly, she can conveniently leave a window or door unlocked, turn off an alarm, plant weapons, cause others



to drop their guard or create a distraction, all of which help the actual assassin(s) or saboteur to complete the mission.

Gemstone prefers that assassinations appear to be accidents and death by normal causes. When this isn't possible, she will try to set up a patsy to take the fall. Her style is one of stealth and subterfuge rather than bullets and bombs, like Phantom Panther. They draw too much attention and are so messy, but she will not hesitate to use these methods when the situation calls for it.

Gemstone is keenly interested in developing and adapting biological and germ warfare techniques, drugs/poison, magic, and psionics as tools for her assassinations. She loves the fact that little if any evidence is left behind when using these methods. Also, countering her attacks is extremely difficult unless you know exactly what her plans involve. Unlike her human counterparts, however, she will not use these methods unless they can be completely controlled and directed.

Beside her main residence in Paris, Gemstone maintains apartments in New York, London, Vienna, and Tokyo. She has many friends and acquaintances all over the world, particularly Europe, and has access to their homes, companionship and protection if necessary. Villas, chalets, mansions and castles have all opened their doors to her in just about every country imaginable.

Name: Gemstone

Aliases: Ruby Redd

True Name: Geomanthra

Alignment: Miscreant

Hit Points: 44, S.D.C.: 66

Weight: 191 lbs (85 kg), but looks like she weighs 125 lbs

Height: 6 feet 1 inch (1.8 m), **Age:** 25, **Sex:** Female

Attributes: I.Q. 21, M.E. 20, M.A. 18, P.S. 15, P.P. 25, P.E. 12, P.B. 24, Spd. 12

Disposition: A major flirt, sexy, friendly and often plays the part of a bimbo, acting naive and innocent. In reality, she is incredibly cunning, always scheming and plotting, observant, resourceful, daring, and cool under stress.

Experience Level: Seventh (7th)

Combat Skills (including bonuses): Hand to hand: assassin, +5 strike, +4 damage, +6 parry/dodge, knockout/stun on unmodified 17-20, +3 roll with punch.

Attacks per Melee: Five (5)

Other Bonuses: 50% trust/intimidate, 70% charm/impress, +3 vs psionics/insanity

Super Power Category: Alien

Super Power: Gem power (see NEW super abilities section)

Minor Power: Bend light

Educational Background: Science Specialist

Skills of Note: TV/video 88%, cryptography 78%, basic and advanced math 98%, biology 88%, chemistry 98%, first aid 88%, pathology 93%, computer operation 98%, read sensory equipment 88%.

Secondary Skills: Art 71%, languages: French, Japanese, English 93%, photography 98%, pilot: automobile 98%, W.P. knife, W.P. automatic pistol.

Appearance: Looks completely human; beautiful, very feminine, and an elegant dresser. Dynamite figure and stunning facial appearance.

Familiarity with Earth: 90%, has studied well.

Occupation: Head of Assassinations for the Dark Tribunal. Secret identity is that of a famous international fashion model and socialite.

Special Vehicle: Antigravity flight harness.

Weapons: Automatic pistols with flash suppressors and silencers, and knives are among her favorite hand-held weapons. Poisons, narcotics, and death dealing drugs are another.

Death mask: Placed over a victim's face, the mask tightens and conforms to the victim's head, blocking all airways, prevents screams and causes suffocation within 1D4 minutes. The mask material is a tough (A.R. 10, 20 S.D.C.), transparent, plastic-like substance. Can be removed by flicking the release mechanism at the base of the neck, but there is only a 1-10% chance that a panicking victim will find the release mechanism.

- Special Items:** 1. A bracelet with one emerald and six amethysts.
2. A bracelet with an emerald, four rubies and four aquamarine.
3. A mega-diamond necklace composed of one large center diamond (six carats), one dozen small diamonds, two dozen zircon and accented by four rubies. The necklace is worth about a million dollars.
4. A pendant made of one large, black tourmaline and four ruby quartz and four smoky quartz.
5. A ring with a large ruby surrounded by six zircon and two clear quartz.
6. Amethyst and garnet earrings (two stones each).

As well as agate earrings (one stone each), one black tourmaline ring, one sapphire ring, one pair of diamond earrings, two pair of ruby quartz earrings, two pair of clear quartz earrings, two pair of agate earrings, one garnet ring, and one agate ring.

Available cash: \$100,000 in credit cards, and four million in bank accounts. More can be available upon special assignment.

Armor: May use any body armor when expecting combat or Robes of Judgement, but typically wears no apparent armor and uses the gems' powers for protection. Has access to the Dark Tribunal armory.

Holo — Head of Espionage

Holo is an attractive but average looking woman. She works at fitting into a crowd, never wearing anything overly conspicuous. This inconspicuousness allows her to observe the general human population unnoticed and unrestricted. Holo could live right next door to you and you would never suspect her of being an alien or terrorist. Humans often entrust this "regular girl" with many secrets and problems of everyday life. As a result, Holo has an excellent overview of how the average citizen thinks.

Her primary objective is to gather information and eliminate troublemakers. Holo has discovered that joining clubs/organizations, health clubs, religious organizations, volunteer programs, and singles groups, as well as, subscribing to various mainstream and underground publications can provide her with a great deal of important contacts and information. While not a true computer hacker, Holo does have access to many computer data bases and is in charge of the Dark Tribunal's information and reference data bases. Much of her information gathering is dedicated to



finding and eliminating those engaged in crimes against non-humans.

This information enables Holo to track, locate, and choose what organizations and individuals should be brought to trial before the Dark Tribunal. Once a suspected criminal is brought to Holo's attention, Holo will personally record the criminal(s) in the act. If successful, Holo will be able to bring a strong case before the Dark Tribunal. Holo often leads groups of other members of the secret society on her espionage missions.

Name: Holo

Aliases: Spy Master and Ms. Holly Graham

True Name: Holovarna

Alignment: Aberrant

Hit Points: 45, S.D.C.: 70

Weight: 192 lbs. (86 kg), but looks a slim 130.

Height: 6 ft 1 inch (1.8 m), **Age:** 25, **Sex:** Female

Attributes: I.Q. 15, M.E. 19, M.A. 15, P.S. 15, P.P. 15, P.E. 15, P.B. 15, Spd. see extraordinary speed power.

Disposition: Polite and well-mannered, aristocratic yet not snobbish. Tends to be quiet and unassuming. Clever, resourceful, extremely observant, secretive, sneaky.

Experience Level: Seventh (7)

Combat Skills (including bonuses): +4 roll with punch, +11 parry/dodge, +4 strike, +2 save vs psionic attack, +4 damage per every 20 mph of speed up to 320 mph.

Attacks per Melee: Seven (7; includes boxing bonus)

Other bonuses: None

Super Power Category: Alien

Super Power: Holographic memory projection (see NEW super abilities section)

Minor Power: Extraordinary Speed

Educational Background: Military Specialist

Scholastic Bonus: +10%

Scholastic Skills: Hand to hand: expert, disguise 85%, impersonation 78%/58%, intelligence 80%, interrogation 80%, tracking 75%, pick locks 80%, boxing, wrestling, acrobatics, swimming 98%, W.P. targeting, W.P. blunt, W.P. knife, W.P. automatic pistol.

Secondary Skills: Escape artist 65%, pilot: automobile 98%, forgery 65%, pick pockets 65%, and languages: English, Japanese, Russian, French 90%.

Appearance: Humanoid. Nothing in particular stands out or seems remarkable about this character, though she is tall and attractive.

Familiarity with Earth: Well studied.

Occupation: Head of Espionage for the Dark Tribunal.

Special Vehicle: Antigravity flight harness.

Weapons: Any variety of energy or human weapons.

Special Items (disguise clothing): Make-up, equipment, wigs, clothing, etc., for the purpose of disguise. Also uses illusory disguise power. **Optional:** Holo can have all of the cybernetic disguise features as found in *Ninjas & Superspies*, GM's choice. She is also one of the elite seven who regularly uses the DT infiltrators within the British MI-6, Interpol, CIA and other agencies.

Common Items: Rolex watch with built-in calculator and compass and shows the time in any time zone in the world. Swiss army knife, reversible clothing and clothing with belts and suspenders which can be used as rope for climbing and strangling. Flexible clothing that can be adapted as a disguise or that can be changed into/out of quickly. Holo is quick and light on her feet. She needs to get in and out of situations

with speed and stealth, and cannot be encumbered. The lighter her gear the better. This is not to say that she doesn't arrive at various places amidst great pomp and circumstance and a pile of suitcases.

Available cash: \$40,000 in credit cards, and six million in bank accounts. More can be available upon special assignment.

Armor: Has access to the Dark Tribunal armory.

Plexor—Head of Recruitment

If anyone can convince a non-human to enlist or at least sympathize with the Dark Tribunal it's Plexor. He can tell stories that will make you burst into tears with laughter or sadness. Plexor has a special talent for finding what makes a person tick, and knowing what buttons to push to get his way. Plexor's diplomatic and negotiating powers are incredible and he will often play one or more forces against the other. While he usually remains calm and collected, he is a master at agitating others and provoking conflicts, always manipulated in his favor.

Plexor has no problem adapting to various cultures and loves to travel. He is equally comfortable dealing with the upper or lower classes of a culture and serves as an international liaison for the Dark Tribunal, with a vast number of individuals and organizations. His personal belief is that all humans are scum, and he is always ready to take advantage of any human, not that you could tell by his public demeanor.

Plexor prefers to avoid combat, using his wit and charm rather than brawn to solve a problem. Plexor does not get easily riled and is always cool under fire. Insults never affect him either, especially from humans whom he figures are bellicose and moronic trouble-makers anyway. So why should he lower himself to their standards? If vengeance is necessary, blackmail, cons, or setting up the enemy to take the fall for a crime will suit Plexor just fine.

Name: Plexor

Aliases: Many; uses common first and last names, such as John Green, Bill Smith, Ron Brown, Ed Jones, etc.

True Name: Multrax Plexora

Alignment: Aberrant

Hit Points: 51, S.D.C.: 60

Weight: 194 lbs. (87 kg), **Height:** 6 ft 1 inch (1.8 m), **Age:** 32, **Sex:** Male

Attributes: I.Q. 22, M.E. 21, M.A. 30, P.S. 15, P.P. 15, P.E. 15, P.B. 20, Spd. 17

Disposition: Flamboyant, confident, and a persuasive talker, yet always calm and rational, even under duress. A super salesman with an angle and plausible reason or rationale for everything. Could talk an Eskimo into buying ice cubes. Wonderful story-teller.

Experience Level: Eighth (8th)

Combat Skills (including bonuses): +2 strike, +3 parry/dodge, +3 roll with punch, critical strike on unmodified 18-20.

Attacks per Melee: 3

Bonuses: +8% skill bonus, 97% trust/intimidate, 50% charm/impress

Bonuses to Save: +3 vs psionics/insanity

Weapon Proficiencies: None

Super Power Category: Alien

Super Power: Multiple Beings (see NEW ability section)



Minor Power: Extraordinary Mental Affinity

Educational Background: General Studies

Scholastic Bonus: +10% plus +8 I.Q. bonus, all have been added into skill percentages. Total: 18%.

Skills of Note: Basic and advanced math 98%, radio: basic 93%, radio: scrambler 83%, radio: satellite 78%, surveillance 93%, optic systems 93%, laser optics 83%, read sensory equipment 83%, cryptography 73%, computer operation 98%, biology 83%, botany 83%, chemistry 93% and languages: English, Russian, German, Spanish, Arabic, French, Japanese, Chinese, all at 98%

Secondary Skills: Hand to hand: martial arts, pilot: automobile 98%, pilot: motorcycle 98%, pilot: airplane 98%, write 71%, and forgery 63%.

Appearance: Humanoid. Tall, dark, handsome, mustached.

Familiarity with Earth: The best.

Occupation: Head of Recruitment for the Dark Tribunal

Special Vehicles: Hover vehicles and anti-gravity flight harness.

Weapons: Stun pistol, DT energy pistols, 9 mm pistols, and daggers.

Special Items: DT language translator, DT psionic communicator, and portable computer. The computer is the size of a notebook but contains an entire encyclopedia of information on the various cultures of the world, thus allowing Plexor to fit in better with the natives. Information can be updated and stored on computer discs for future use. This computer even contains current information on important world figures, and includes such data as hobbies, favorite foods, and favorite jokes. Data on 25,000 individuals can be stored at any one time.

He is hooked up with several computer networks and a score of information and news services. As well as having

purchased time on major computer systems/networks. He is also one of the elite seven who regularly uses the DT infiltrators within the British MI-6 and Interpol.

Common Items: Suitcases and travel gear. Plexor is almost always on the move, looking for new recruits. He also has a multitude of passports, both legitimate and fake, a variety of identification cards, driver's licenses and credit cards.

Available Money: He has approximately \$50,000 of available credit on his cards, carries 2D6 x 1000 in local currency, and has 50 million in cash in various Swiss bank accounts (used for informants and recruitment).

Armor: Has access to the Dark Tribunal armory.

The Grand Inquisitor

Chief Medical Officer & Torturer

The Grand Inquisitor lost his entire family in the crash, which has led to his insane hatred of all human life. Whenever he goes more than several weeks without a really good torture, experiment (on a human subject), or murder, he behaves like an irrational lunatic, ranting, raving, sobbing, smashing and throwing things, and having temper tantrums. As a result, the Dark Tribunal allows the Inquisitor to keep a few humans as torture pets. The Doctor can delight in their torture and heal them, so that he "play" with them another day.

The madman's most recent brainstorm is, to transform humans into monsters, rather than torturing or killing them. This has led to continuing experiments in altering their genetic structure, mutation, and the monster transformation. Most of his experiments have been unsuccessful, killing the test subject, but sooner or later he will have a few survivors. **GM Note:** If you desire, this can lead to the creation of villains or heroes in the experiment

or mutant categories. The only difference is to have these characters roll two or three times on the Unusual Characteristics Table (**Heroes Unlimited**, page 109) or Side-Effects Table (**Heroes Unlimited**, page 69) or come up with other disfiguring/nonhuman characteristics.

He loves to watch video recordings and films of all of his torture and experiment sessions, replaying the really "fun" sequences. On occasion, he'll send copies to the victims' friends and families. He is so twisted that he even sickens and frightens some of his fellow elite seven and many of the DT aliens who work under him. However, he was once a great person and is allowed to continue his depraved work. Even now he can be a dedicated and caring physician when treating nonhumans. He demonstrates none of his insanities to his inhuman patients and is the epitome of professionalism and a healer.

When the Doctor is not occupied with healing nonhumans or tormenting humans, he enjoys astronomy and observing and studying nature.

Aliases: The Grand Inquisitor, The Dread Impaler

True Name: Droctra Scarrie

Alignment: Diabolic

Hit Points: 71, **S.D.C.:** 60

Weight: 196 lbs. (88 kg), **Height:** 6 ft 6 inches (2.0 m), **Age:** 50, **Sex:** Male

Attributes: I.Q. 30, M.E. 24, M.A. 18, P.S. 12, P.P. 12, P.E. 20, P.B. 5, Spd. 12

Disposition: Foul-tempered, spiteful, only smiles and laughs and enjoys life when he is inflicting pain on humans. After a really good torture, he is in a pleasant frame of mind.

Dedicated to healing and helping nonhumans and equally dedicated to tormenting humans.

Insanities: Sadistic and obsessed with hurting and killing humans (loves it).

Experience Level: Eleventh (11th)

Combat Skills (including bonuses): +1 strike, +3 parry/dodge, +2 damage, critical strike on unmodified 19-20, +4 roll with punch.

Attacks per Melee: Six (6)

Other Bonuses: +16% skill bonus, 50% trust/intimidate, +5 vs psionics, +10% vs coma/death, +3 vs poison/magic.

Super Power Category: Alien

Super Power: Control Others

Minor Power: Healing Factor

Educational Background: Special Training equal to a Ph.D. in science and medicine.

Skills of Note: Knows all Science, Medical (plus cybernetic and bionic procedures), and Computer skills at 98%, plus read sensory equipment 98%, radio: basic 98%, T.V./video 98%, and several languages, including English, Spanish, French, Russian and Chinese, all at 98%.

Secondary Skills: Hand to hand: basic, basic electronics 98%, basic mechanics 98%, pilot automobile 98%, pilot truck 98%, pilot airplane 98%, pilot helicopter 90% and pilot motor boat 98%.

Appearance: Humanoid reptilian with pale yellow skin, deep green eyes, and long fingers, excellent for poking and probing his victims. Typically seen in lab coat or medical clothes.

Familiarity with Earth: Good but limited.



Occupation: Chief Medical Officer and Head of Torture for the Dark Tribunal

Special Vehicles: Anti-gravity flight harness and private helicopter.

Weapons: Power gloves. Gives wearer a strength of 30. The razor-sharp fingers allow the Doctor to penetrate human skin and drive his hand through the human body in order to rip out internal organs, including the heart.

Surgical Short Sword. This long sword does 4D6 damage and is nearly indestructible. It never needs sharpening and slices through bone like a hot knife cuts through butter. Scalpels and blade weapons of all kinds are his weapons of choice.

Special Facility & Items: Hi-tech "conditioning" and medical facilities. These are located in the basement of the Dark Tribunal's main living area. A ramp in an empty room leads to the underground chambers.

Common Items: Various lab devices and recording instruments. Microscopes, magnifying glasses, and surgical instruments.

Armor: Seldom wears any other than the Robes of Judgement, but does have access to the Dark Tribunal's armory.

The DT Medical Center

The Grand Inquisitor's medical facility has a score of different laboratories and operating rooms, radiology, the best medical and life support facilities, bionic reconstruction facilities and a 125 bed hospital with ample supplies of drugs, blood, and equipment. Twelve other doctors and thirty nurses are on staff. A sophisticated, alien bio-computer allows the Doctor to analyze and diagnose diseases, broken bones, and mental illnesses. The computer also provides recommendations for cures. Surgery can be performed by any of the doctors.

Rooms of Note

Torture Chamber (2): A very large surgical room and laboratory. Has a surgical table and a large metal table (10 × 5ft/3 × 1.5 m) with metal and leather restraints, two large freezers, and three long laboratory tables with computers and chemical analyzing devices. Two pain induction chairs which send electrical shocks through the victim. Special helmets are placed over the victim which stimulate the various parts of the human brain. These helmets can also induce hallucinations and illusions, permanent insanities may result (1-29% chance; if so, roll on random insanity table). Various hand-held scanning devices, surgical instruments, various knives and picks, lasers, cattle prods, manacles, restraints, straightjackets, truth serum and other drugs, and other devices of torture are also in this room. A male nurse, two female nurses and one other doctor (psionic healer—3rd level) are the usual assistants.

Bionic Laboratory (2): Two large and complete bionic labs with adjoining operating rooms are located at this facility. Bionic implants, organs, and limbs can be installed, removed, repaired or upgraded. The DT aliens have excellent cybernetic knowledge and skill.

Isolation Rooms (seven rooms, all 6 ft by 6 ft by 8 ft): Totally soundproofed, with lights controlled from the outside, usually dark. No windows or furniture. Hand, neck, and foot manacles and an infrared video camera are attached to each wall.

Sensory Deprivation Chamber (one): Used for experiments and treatments.

Olympic-sized swimming pool. Various liquids, including corrosive acids, may fill the pool. Victims will be submerged or teasingly lowered toward the pool. Also used as a normal swimming pool for both recreation and therapy.

Six surgery rooms, life support, trauma unit, burn center and other medical treatment facilities are also present.

Quo — Head of Security

Very rarely leaves the Dark Tribunal residence in California except on special missions and to serve as a bodyguard for the Divine Master. Should the Dark Tribunal be attacked on their own territory, Quo will fight to the death to protect his companions. He manages the armory and keeps track of which weapons, armor, and special items are currently available or need to be built/acquired. Also monitors check-outs (and check-ins) by all members of the Dark Tribunal.

Often works with the people in espionage and approves the assignment of special weapons. It is Quo who is first to interrogate captured trespassers and super-powered enemies. Should the compound or the society fall under attack, it is Quo who will rally and lead the troops, setting up a sophisticated defense, ambushes, booby traps, and a devastating offensive.

Aliases: Quentin Strong and Harold Mann

True Name: Quorash Thorash

Alignment: Aberrant

Hit Points: 75, S.D.C.: 380

Weight: 256 lbs (115 kg), **Height:** 6 ft 6 inches (1.9 m), **Age:** 27, **Sex:** Male

Attributes: I.Q. 15, M.E. 12, M.A. 12, P.S. 45, P.P. 28, P.E. 33, P.B. 9, Spd. 22

Disposition: Except for his dislike of mankind, Quo has the personality of a Paladin. Strong, macho, honorable, dedicated, loyal, hardworking and willing to jump in front of a bullet for one of his friends. A creature of few words and very rarely shows emotion. Lets his actions speak for himself. A good strategist.

Experience Level: Seventh (7th)

Combat Skills (including bonuses): +9 strike, +14 parry, +15 dodge, +11 pull punch, +11 to roll with punch/fall, +34 damage, knockout/stun on unmodified 17-20, automatic knockout on a roll of a natural 20. **GM Note:** In *Rifts* or *Beyond the Supernatural*, Quo is considered to have supernatural strength.

Attacks per Melee: Six (6)

Other Bonuses: +8 vs magic, +8 vs poison, +30% vs coma/death.

Super Power Category: Alien

Super Power: Invulnerability

Minor Power: Extraordinary Hearing

Educational Background: Military Specialist

Scholastic Bonus: +10%

Skills of Note: Hand to hand: assassin, demolition 98%, demolitions disposal 98%, intelligence 80%, interrogation 85%, tracking 75%, boxing, gymnastics, wrestling, W.P. energy rifle, W.P. energy pistol, W.P. heavy, and W.P. rifle.

Secondary Skills: W.P. knife, W.P. blunt, general athletics, body building, swimming, running, land navigation 68%, and pick locks 70%.

Appearance: Human but very broad and muscular — a walking mound of muscle.

Familiarity with Earth: Good in general, very familiar with aspects of the military and weapons.

Occupation: Head of Security for the Dark Tribunal

Special Vehicles: Anti-gravity flight harness and hovercraft.

Weapons: Energy and heavy weapons are his favorites.

Special Items: Barbed nets. These nets contain tiny barbs which inject a sleep drug into the victim, causing temporary unconsciousness for several hours. And of course he has access to experimental weapons and the entire armory.

Common Items: Loves to wear leather jackets with the logo of the grim reaper.

Armor: Has access to everything in the Dark Tribunal's armory. Prefers heavy armor.



Big Gun — Mutant Gorilla

Head of Security at the Vancouver Compound

Big Gun was one of the Dark Tribunal's first nonhumans to be recruited. He was a little known criminal on the run — the product of inhumane experiments at a Canadian research facility. He is completely loyal to the secret organization and will die trying to protect its leaders and followers. He received most of his combat and weapons training from Quo, who remains his friend and mentor. B.G. also serves as a bodyguard to the Grand Inquisitor and is the head of security at the Vancouver compound.

Aliases: B.G.

True Name: Big Gun

Alignment: Aberrant

Hit Points: 74, S.D.C.: 40

Weight: 200 lbs. (90 kg), **Height:** 6 ft 6 inches (1.9 m; originally size level 11, now size level 9), **Age:** 31, **Sex:** Male

Attributes: I.Q. 19, M.E. 15, M.A. 17, P.S. 21, P.P. 13, P.E. 18, P.B. 9, Spd. 12

Disposition: Hates humans, particularly scientists and politicians. Tough, alert, intelligent, and resourceful. Well-respected, but a little bit feared by the human cultists.

Experience Level: Eighth (8)

Combat Skills (including bonuses): +2 strike, +3 parry/dodge, +6 damage, +2 roll with punch, critical strike on unmodified 18-20, kick attack, judo throw, paired weapons, and entangle.

Attacks per Melee: Six (6; one added by prehensile feet)

Bonuses: Trust/intimidate 45%, +2 vs poison, +2 vs magic.

Super Power Category: Mutant Animal

Human Features: Looks: none, hands: partial, speech: partial, bipedal: partial.

Animal Power: Prehensile feet (adds one melee attack).

Animal Psionics: None

Educational Background: Special DT Training

Scholastic Bonus: +5% and +6% for I.Q. bonus equals a total of +11%.

Skills of Note: Hand to hand: expert, demolitions 92%, demolitions disposal 92%, pilot DT hovercraft 94%, W.P. blunt, W.P. automatic pistol, W.P. automatic rifle, W.P. heavy, W.P. energy pistol, W.P. energy rifle.

Secondary Skills: Basic math 98%, read and write English 98%, climbing 98%/71%, swimming 98%, pilot automobile 98%, and pilot truck 94%.

Appearance: A large, intelligent gorilla wearing body armor and carrying a variety of weapons. Looks very mean.

Occupation: Head of Security at the California compound.

Special Vehicles: A.T.V. hovercraft and anti-gravity flight harness.

Weapons: DT particle beam rifle, DT laser rifle with night-sight and six additional clips, automatic pistol, two grenades and four smoke grenades.

Armor: Heavy body armor: A.R. 16, 260 S.D.C., and has access to the armory.

The Average DT-Alien

Average Alignment: Anarchist or evil, but can be any. The alignments of the key characters and most DT aliens reflect their treatment and regard for humans and other enemies. This is a war and humans are the enemy. Among themselves, especially with respect to the original investigative team, the Dark Tribunal's members are perceived as generous and compassionate heroes, not villains.

Attribute Bonuses: Add 1D6 to the following: I.Q., M.A., M.E., P.B.

Height: Six feet (1.8 m) to 6 ft 6 inches.

Weight: Approximately 190 pounds (85.5 kg)

Sex: 55% male, 45% female

S.D.C. Bonus: 1D4 × 10 plus physical and O.C.C. points.

Natural Abilities: Atomic radiation does no damage, can see into the ultraviolet spectrum of light, and radiates low levels of radiation that is hazardous to humans after prolonged exposure (must wear protective clothing to contain the radioactivity).

Super Power Category: Alien

Super Abilities: About 50% of the DT aliens have super abilities. These are always one major ability and one minor ability.

30% are psionic, and 20% have no special powers, although they may submit themselves to bionic reconstruction or receive 1D4+2 bionic implants.

Bionic Aliens: Can be a full conversion cyborg with a typical budget of 7 million (occasionally as much as 9 million), or a cyber agent with about 500,000 to a million dollars' worth of implants and minor bionics (bionic eye or one hand or arm, etc.).

Psionic Aliens: Fall into the category of "alien" psionic. See **Heroes Unlimited**, page 127, for details on I.S.P. and abilities.

Appearance: Most (84%) look completely human.

Skill Bonus: Special training but only a 10% skill bonus.

Occupational & Skill Orientation: There are three main occupational types of DT Aliens.

Military Specialists (40%): Trained in the use of weapons, combat and espionage. Hand to hand is usually expert or assassin, plus other physical training skills. S.D.C. bonus of 15. 50% possess super abilities, while 10% possess psionic powers, both tend to have powers suitable for espionage and/or combat. Average level of experience: 1D4+2.

Technicians (35%): Engineering, building, and communication — no or few minor powers like heightened senses. 20% will have super abilities, 10% possess psionic powers. Average level of experience: 1D4+2.

Science Specialist (25%): Medical/cybernetics doctors, scientists, etc. — 50% are psionic (Optional: Can use the healing psionic powers found in **Rifts** and **Beyond the Supernatural**), 20% will have super abilities that help in the medical profession, like x-ray vision, heightened senses, and so on. Average level of experience: 1D4+3.

Note: All members of the Dark Tribunal speak and read/write English fluently, in addition to their normal skills. All are from a high radiation planet.

Special DT Alien Items

Note that the secrets behind the creation and production of these items are top secret!

DT Psionic Communicators

A radio style communicator which enables the aliens to communicate via telepathy with each other. The communicators can only be used by the DT aliens and even then, only by those who have received a cybernetic implant in the brain. All leaders and about 40% of the aliens can use the psionic communicators. The communicators are about the size of a cigarette lighter and have a range of 800 miles (1280 km).

DT Translator

A universal translator that can interpret all Earth languages at 88% accuracy. About the size of a pack of cigarettes. Range: 100 feet (30.5 m).

DT Anti-Gravity Flight Harness

This is a simple, lightweight harness that is worn like a vest and consists of belts that connect at the chest. A control helmet/cap psionically directs the wearer's flight, direction and speed. Note that if the wearer is knocked unconscious or dazed, the

harness will stop working and he will plummet to the ground. The device makes no sound.

Maximum Speed: 60 mph (96 km); can also hover stationary or travel slowly.

Maximum Altitude: 1000 feet (305 m).

Weight: 10 pounds (4.5 kg)

DT Hovercraft (ATV flying platform)

Another alien device is the ATV hovercraft. The disk-like, open-air flying platform can comfortably seat the pilot and two passengers (four under cramped conditions). The vehicle is maneuverable and fairly quiet.

Maximum Speed: 150 mph (241 km); can also hover stationary or travel slowly.

Maximum Altitude: 500 feet (152.5 m)

Weight: 500 pounds (225 kg)

The Robes of Judgement

The sacred robes and accompanying mask and sickle are more than mere symbols. Each has special properties. However, the Robes are considered sacred garments and therefore, are seldom worn into combat. The Robes are made available only to the seven regional leaders/directors of DT operations and the seven high rulers.

The protective armor: The Robes are woven from an alien fiber that offers armored protection yet is as lightweight as cotton. A.R. 15, S.D.C. 50.

The mask has several properties. Bonuses to save: +6 vs psionics, +2 vs magic. The mask also has hypnotic powers. Anyone within 20 feet (6 m; this means all hand to hand opponents must roll to save) who is looking at the robed figure will become dazed: -1 melee attack, -2 on initiative and -1 to strike, parry, and dodge. Roll to save vs psionic attack/mind control every melee round that the character confronts the villain. It can also induce a person to tell the truth; roughly equivalent to the "words of truth" magic spell or truth serum. Range is six feet (1.8 m) and the person must be under interrogation. Victims roll to save vs psionic attack/mind control each melee round (15 seconds) that the character is being grilled.

The sickle is a weapon composed of alien metals and technology. It is nearly indestructible, inflicts 4D6 damage as a blade weapon and provides the bonuses of +1 to strike, +1 to parry and +2 to damage. The sickle can also fire six (6) powerful energy bolts inflicting 1D6 x 10 damage. It takes four hours for each energy bolt to recharge; 24 hours to be back to full power.

Financially, the Dark Tribunal has accumulated approximately nine hundred million dollars in cash, plus nearly four billion in other tangible assets, which are spread across many U.S. banks and under various false names. All money and possessions belong to the Dark Tribunal and not to individual members.

Power Gloves

Lightweight, mechanized gloves that give the hands a strength of 30, and ideal for holding, crushing, tearing, and puncturing. The fingers have retractable blades. The gloves are generally reserved for medical/surgical use, but can be used as a weapon.

DT Bionics

The alien's knowledge of bionic reconstruction and cyber-implants is excellent and they have two, secret, bionic facilities;

one in Vancouver and the other in Singapore. However, they honor and respect their bodies, which means their use of full reconstruction is limited, commonly used only on individuals whose bodies have been severely damaged or deformed. However, implants are fairly common. See **Heroes Unlimited** and **Ninjas & Superspies** for a large range of bionic systems.

DT Weapons of Note

DT Ion Blaster

Range: 400 ft (122 m)

Damage: 3D6

Attacks Per Melee: Automatic weapon, same as modern W.P.

E-Clip Capacity: 20 blasts

Weight: 1.8 lbs (0.85 kg)

Cost: Not generally available.

DT Laser Pistol

Range: 800 ft (244 m)

Damage: 5D6

Attacks Per Melee: Same as modern W.P., aimed, bursts, wild.

E-Clip Capacity: 20 blasts

Weight: 1.5 lbs (0.7 kg)

Cost: Not generally available.

DT Laser Rifle (light)

Range: 4000 ft (1200 m)

Damage: 5D6

Attacks Per Melee: Same as modern W.P., aimed, bursts, wild.

E-Clip Capacity: 20 blasts

Weight: 5 lbs (2.3 kg)

Cost: Not generally available.

Note: An excellent sniper's weapon.

DT Pulse Laser Rifle (heavy)

Range: 4000 ft (1200 m)

Damage: Two settings: three pulse blast 5D6, six pulse blast 1D6 × 10.

Attacks Per Melee: Equal to the operator's hand to hand.

E-Clip Capacity: 20 blasts (60 pulses total)

Weight: 6 lbs (2.7 kg)

Cost: Not generally available.

Note: Can be fired single shot (blasts) for sniping purposes or in bursts.

DT Particle Beam Rifle (heavy)

Range: 4000 ft (1200 m)

Damage: 1D6 × 10 + 10

Attacks Per Melee: Equal to the operator's hand to hand.

E-Clip Capacity: 20 blasts

Weight: 10 lbs (4.5 kg)

Cost: Not generally available.

Note: Cannot be used as a sniper weapon.

Fabricators Incorporated

Fabricators Inc. is a criminal organization which services the underworld. The company's primary industry is to design, build, and sell high-tech weapons and equipment exclusively to super villains, criminal organizations, villainous mercenaries, and corrupt governments worldwide. The organization has been in business for about twelve years and has grown to become an international conglomerate that continues to expand. When Fabricators Inc. first started business, back in 1980, it sold high quality weapons and specialty equipment to ordinary criminals. The hallmark of their equipment were dependability, quality, and untraceability. The organization's reputation and size spread throughout the underworld and the company quickly became the supplier of the elite. Today when a villain wants the best, he thinks of Fabricators Incorporated.

Fabricators Inc. is a unique criminal organization in that they not only offer superior technology and quality product, but many other services, such as the PRD Plan (Product Repair Discount Plan in which a delivery or repair team will fly anywhere in the world to fix a problem or deliver a replacement), a money laundering service, fencing of stolen goods, plastic surgery makeovers, bionic implantation, and a cash and barter system of payment.

The head of Fabricators Inc. is the genius who started it all, Claude Pedrovski. He is known to the underworld only as the Fabricator. He is a pioneer in robotics and weapon mechanics, especially energy fields, and a wizard in electronics, general mechanics, and management.

The location of the Fabricators' offices and manufacturing facilities are carefully guarded secrets and revealed only to the most trusted agents. Employees within the Fabricators' criminal organization are carefully screened. Loyalty is a top requirement and betrayal means death. A special sensor is surgically implanted in the head of each key employee, including middle and upper management, and all the employees at the main office. The device serves as a means of identification at the main office (the Byrne Building in New York) and secret manufacturing facilities.

The organization is actively involved in underworld activity and directly employs about sixty thousand full-time operatives worldwide. The company's legitimate holdings employ 20 times as many. The organization cares about and takes care of all its employees. Mr. Pedrovski's philosophy is that a well paid, highly regarded employee is a happy and loyal employee. Consequently, he provides them with a bevy of benefits, ranging from full-coverage dental, health insurance, paid vacations, retirement funds, big bonuses and profit sharing, as well as superior salaries to begin with.

Super villains, elite spies and criminal specialists are hired as freelance operatives. They typically work as members of **Drop Teams** and **Elimination Teams**. They do not have the implants and do not know the location of the main office or other secret facilities. Their only connection to Fabricators Inc. is through an authorized **Liaison Operative**. The Liaison acts as their go-between with the company and gives them their assignments and instructions, reprimands them when they disobey or make

mistakes, arranges delivery of special weapons and/or equipment, pays them (in cash or equipment), and counsels them. Freelancers who refuse to cooperate with a liaison operative will never again work for the Fabricators. Freelancers who continue to make trouble are first dealt with by their liaison to work things out. If the problem cannot be amicably resolved, the troublemaker is eliminated. **Note:** The Liaison Operative, Elimination Teams, and other key operatives are described elsewhere in this section.

Fabricators Inc.'s Payment System

Cash or Trade

The Fabricator (Mr. Petrovski) has come up with a barter system of payment for special clients who have special needs and insufficient funds. This "barter system" is especially handy for super villains who have little or no money but can trade their services and powers for equipment.

The company will build and sell just about anything. The interested parties meet (usually with a liaison), discuss the project, a price is determined, and "terms" of payment are established. The Fabricator and his liaisons are fond of saying, "There is so much more to life than money," and will happily arrange payment in the way of barter. Typically the client will provide some item, service, or services in trade for the Fabricator's products.

A government can trade land and land rights, mineral rights and other natural resources, tax breaks, military and industrial contracts, diplomatic immunity, legal and/or military protection, cooperation from the authorities, positions of political power, and information. Powerful landowners, the super rich, and large corporations can offer similar services if cash is a problem.

Super villains have their unique abilities and criminal expertise to trade. Fabricators Inc. may ask their super human client to steal hard to find or well protected item(s), or collect/steal information. They may require that they eliminate, terrorize, or sabotage a competitor, or eliminate or frighten someone who is getting too close to their secrets.

Other services may include assassination (for them or another client), track down and eliminate a spy or traitor, create a disturbance/distraction, make a dangerous delivery or pick up, repossess an item from a client, protect/guard or escort (may be of a Fabricators Inc. facility, property, personnel or client), theft, extortion, kidnapping, and all types of criminal activities. Indentured servitude is another means of payment; typically six months to one year as a grunt employee, but two to four years are not uncommon depending on the cost of the items desired. Hellbent and the Masters of Speed, although not indentured, have performed over 30 assignments for the Fabricators and have about a dozen to go before they pay off the cost of their base. They also have made large cash payments for additional items and services.

An Example of a Barter: A notorious super villain wants his battle armor modified with a force field generator. An easy task for the Fabricator and his organization. They need to acquire a small, yet powerful radioactive pellet for a solar disintegrator for another client. The only such pellet is being used in the power armor of a fearsome super hero, the guy who just last week sent six different super villains to prison. In exchange for the pellet and \$500,000.00 in cash, the Fabricators will build

the force field generator into the armor. Once the pellet is in their possession the Fabricators will rush to accommodate their client. When it is finished the client is notified and a secret drop-off location is arranged for delivery. A Drop Team, usually comprised of one low- to mid-level super being and two non-super powered men wearing body armor and armed with high-tech weaponry, is dispatched to the location with the hardware.

Note: In most cases involving very rare commodities or new customers, the client must provide payment in advance. However, for long time, reliable clients, Fabricators Inc. will begin work on the request immediately and may even provide the finished product in advance of payment and arrange a reasonable payment schedule. A payment schedule may also be involved when the payment requires several assignments or a long period of service.

Fabricators Inc. services for acting as a fence, agent for acquiring super humans, and laundering money rarely requires any bartering because they take a fee of 20% to 50% as payment.

Stealing from or betraying Fabricators Inc. is not smart

Betrayal is not tolerated and has severe repercussions. Here's a typical example of a super villain getting too cocky and also an example of how a barter situation can suddenly develop for somebody else.

A super villain meets with a Fabricators Drop Team and begins to make the exchange. The villain decides that he can get more out of the Fabricators than he's bargained for. During the meeting, he gets his equipment and demands additional items for the same money. When the Drop Team refuses, he attacks, kills them, takes the material they brought, his money, and disappears. When the organization hears about this treachery they are furious and want revenge. They call an extremely powerful client who has been asking for equipment beyond his means and make him an offer. His liaison tells him that the item(s) he wants are available if he agrees to retrieve their stolen goods and show the perpetrator the error of his ways.

A week later, the villain who betrayed the company lands in the hospital. He is in a coma (may or may not live), both legs and arms are broken, his jaw is shattered, he has a concussion, missing teeth, and lacerations. If the fool recovers, a Fabricators Inc. liaison informs him that he should consider himself extremely lucky and that next time he's a dead man. If the stolen equipment was damaged and/or the money was not recovered the villain owes the company in full plus a 50% service charge, compounded at a rate of 50% monthly, and if there are future transactions, the fees will be 50% higher and payment must be made in advance.

If the fellow had gotten lucky and defeated the person(s) sent after him, the Fabricator would send his personal bodyguard and assassin, **Voltaic**, and an **Elimination Team** to settle the matter in a more permanent and dramatic way. The point is, Fabricators Inc. will live up to their end of the bargain 100%, but will not tolerate betrayal or treachery in any way. Revenge (The Fabricator sees it as "payment" because "everything has a price") is always swift and terrible, but it may not always be an out and out attack. Revenge might mean being framed for crimes and imprisoned, losing everything the person holds dear, etc.

Contacting Fabricators Inc.

As stated previously, once the initial contact is established the super villain, group or organization is assigned a liaison. Large organizations or governments may have several liaisons assigned to specific departments or individuals.

Contacting the company for the first time can be difficult. The villain must have heard about Fabricators Inc. in order to utilize them. However, while word of mouth can be pretty good in the underworld community, less than 15% know anything about Fabricators Inc. and the few that do are reluctant to share the information because they want to keep the resources of the secret organization to themselves. **Note:** A larger percentage of the underworld and conventional world deal with some arm of Fabricators Inc. without ever knowing it.

Only about 10% of new customers are introduced to Fabricators Inc. by somebody who is already involved with the company and who is willing to arrange a meeting with a liaison on their behalf. This means that Fabricators Inc. often sends a liaison out to track down a particular super villain to make first contact and offer their services. About 30% of their clients are found this way.

Another way to make initial contact is to search out Fabricators Inc. through the underworld by leaving messages all over the place. Sooner or later (probably later), somebody at Fabricators Inc. will get the message. However, they don't meet with just anybody and unless the individual is known to them, at least by reputation, they will view him or her with great suspicion. Such individuals will be placed under surveillance for weeks to months, and the investigative team will decide whether the person is "legitimate" or not before any contact is made. About 10% of the new customers are introduced to Fabricators Inc. in this fashion. **Note:** Most of the organization's money is made from satisfied return customers.

Fabricators Inc. Special Branches and Services

Fabricators Inc. has several branches and services which are extremely useful to today's super villain. The organization felt that there was a genuine need for the following services and responded by offering them to their extensive list of clientele. Of course, there is always a fee for the service.

1. Money Laundering Branch

A special branch of Fabricators Inc. that launders their clients' "dirty" money through their own front companies, foreign banks, and bogus foreign corporations. The fee is thirty cents on the dollar. This is actually a great rate since the organization guarantees that the funds cannot be traced.

2. Fencing of Stolen Goods

The organization will fence stolen items that are very valuable, rare, or hard to get rid of. They specialize in the exotic and articles such as famous paintings, sculptures, ancient artifacts, rare coins, gems and jewelry, technology, cybernetics, robotics, military hardware, and military secrets. The organization pays the seller about 10% to 50% of what the item is worth, typically about 25%, and then resells it for a substantial profit or uses it themselves.

Fabricators Inc. does NOT fence small-time goods such as televisions, stereos, VCRs, cars, cheap jewelry, or generally, anything under \$100,000. They let the small-time fences deal with low end items.

3. Plastic Surgery

Fabricators Inc. has an extensive, worldwide list of highly professional plastic surgeons. A simple referral to a reasonably reliable surgeon costs a quarter of a million dollars. They can also make all arrangements, including the acquisition of a top surgeon, the new face, new finger and palm prints, the removal of identifying scars, birthmarks, moles, or tattoos, a new identity (complete with identification papers), and a safe place for recovery (typically 2D4 weeks). A liposuction and tummy tuck are also thrown in if needed. This extensive service costs one million dollars. If the client is especially dangerous or the subject of an extensive manhunt, the fee may be doubled or tripled. Altering the voice/vocal cords costs an additional quarter of a million.

4. Drop Teams

The Fabricators will deliver articles contracted from them anywhere in the world, with a guarantee the item(s) ordered cannot be traced and that the delivery team has not been followed. Drop Teams will deliver anything purchased from Fabricators Inc. at no additional charge, under reasonable circumstances. Special instructions, dangerous locations, and time restrictions imposed by the client may involve additional fees of 50,000 to 500,000 dollars and replacement of the goods if apprehended by the authorities.

Drop teams can also be hired as a super delivery service that will deliver/smuggle a client's message or package to another individual or place without interference from customs services, border police, international shipping brokers, and so on. The place of delivery can include prisons, foreign countries, exotic locations, and to the authorities underworld figures of the rich and famous.

The cost of such a delivery is subject to the conditions of the job. A straightforward delivery will cost 100,000 dollars. Special instructions, dangerous locations, hazardous materials, materials wanted by authorities and time restrictions imposed by the client may involve additional fees of 50,000 to a million dollars. Fabricators Inc. is not responsible for loss of the package or its confiscation by the authorities under such unusual circumstances, but half the money will be refunded. Explosive devices will not be delivered.

5. Worldwide Repair Teams

Fabricators Inc. has repair teams ready to service their products in the field anywhere in the world. The teams will fly in the next day with tools and spare parts to repair the client's weapon, vehicle, or device. The organization offers a 75% discount if the item is defective and will repair it for free. There is a 10% discount on normal repairs if the repair team is unable to fix a problem in the field and must bring the product into the main office for repairs. Clients with the **Product Repair Discount Plan** are given their 50% repair discount plus the 10% if it is necessary to bring the product in (see the sections on Fabricators Inc.'s Weapons, Body Armor, Robots, and Vehicles for data about the PRD Plan).

6. Heavy Construction Teams

The organization offers a construction service to build their clients' secret bases, bunkers, hideaways, concealed compartments, subbasements, hidden vaults, security systems, surveillance systems, and defense systems (concealed weapons, pits, traps, robot guards, etc.). The construction teams will fly in and build whatever the client desires as quietly as possible.

To build the extraordinary without being discovered, the team will pretend to be conventional construction workers doing an ordinary job. In some cases, they use SMUs (Satellite Masking Units — SM units and technology are never sold to clients). SMUs are large holographic projectors and distortion units that create illusionary images to the naked eye and scramble/distort spy satellite sensors. Of course, common sense tactics are also used, like working at night using special optic systems and sound suppression techniques, disguising workers as deliverymen, non-builder personnel, employees, and so on.

Fabricators Inc. specializes in building security conscious bases for super villains and organizations. As such, they offer a full service design team of architects and engineers who will design a base to meet the client's every need. The fee for this kind of construction and service is astronomical.

What follows are some typical construction features and costs.

Concealed armored vault, the size of a closet, the vault and its door has an A.R. 16, 200 S.D.C.: \$125,000.

Concealed, walk-in, armored vault, the size of a small bedroom, the vault and its door has an A.R. 16, 300 S.D.C.: \$200,000.

Concealed/secret room (part of a normal house or apartment), about the size of a large bedroom, no special armor: \$250,000.

Secret passage/entrance/exit: \$100,000 (short, 40 to 100 ft/12.2 to 30.5 m), \$250,000 (medium, 110 to 600 ft/33.5 to 183 m), \$750,000 (long, 1000 to 2500 ft/305 to 762 m).

A simple, small, underground bunker/bomb shelter, A.R. 18, 500 S.D.C. (about the size of a one-car garage): \$500,000. Add \$500,000 if concealed.

A simple, medium size, underground bunker/bomb shelter, A.R. 18, 1000 S.D.C. (about the size of a two-car garage): \$900,000. Add \$700,000 if concealed.

A large, underground bunker/bomb shelter, A.R. 18, 2000 S.D.C. (about the size of a house): \$2,500,000. Add one million if concealed.

A concealed subbasement or base under an existing building: \$200 per square foot (0.09 sq. m).

A concealed underground base under open land: A.R. 14, S.D.C. 50 per 10 foot (3 m) area costs \$170 per square foot (0.09 sq. m).

Basic life support: Independent generator/power (requires fuel), air circulation and purification system, lighting, heating and cooling, all computer monitored, costs \$50 per square foot (0.09 sq. m).

Advanced life support: Independent generator/power (requires fuel), air recycling, circulation and purification system (makes the same air breathable for months), toxic filter prevents contamination from hazardous gases, airtight seals, independent oxygen supply, lighting, computer/timer controlled lights, heating and cooling, all computer controlled and automated, costs

\$1000 per square foot (0.09 sq. m). Can be limited to a smaller area within a larger complex.

Total independent support systems: Nuclear reactor and generator, air recycling, circulation and purification system (makes the same air breathable for months), toxic filter prevents contamination from hazardous gases, airtight seals, independent oxygen supply, lighting, timer controlled night and day lights, heating and cooling, all computer controlled and automated, costs \$3000 per square foot (0.09 sq. m). Can be limited to a smaller area within a larger complex, but even a tiny, basic nuclear generator costs at least 20 million.

Simple security system — alarms, motion detectors and monitored cameras: Five dollars a square foot (0.09 sq. m).

Superior, automated security system: Utilizes a battery of different sensors monitored by a computer. Can include video, heat, motion, sound, ultraviolet light, lasers (non-lethal), microwaves, and seismic sensors. 50 dollars a square foot (0.09 sq. m).

Simple identification system: Self-locking doors and self-arming system that requires the security alarm and surveillance system to be manually turned off and doors to open when the correct six digit identification code is entered. Back-up power supply with a 12 hour reserve. \$1000 per door/entrance.

Sophisticated identification system: Computerized, requires seven digit access code or code card, and visual/video identification. Independent power supply with an energy reserve of 3D4 days. Typically linked to the security and defense system. \$5000 per door/entrance.

Complex identification system: Computerized and requires fingerprint or palm scan, retinal scan, voice scan and verbal access code (numbers or phrase). A ten digit code can be incorporated as a manual override. Independent power supply with a separate generator that can run for 3D4 weeks. Typically linked to the security and defense system. \$100,000 per door/entrance.

Conventional defense and weapon system: Utilizes conventional weapons and systems such as machineguns/projectiles, explosives, knockout gas, tear gas, smoke, electric shock, and so on. \$300 per square foot (0.09 sq. m) of the area protected by the system.

Energy defense and weapon system: Utilizes sophisticated lasers, microwaves, high voltage electricity and other energy weapons (excluding particle beams and plasma). \$2000 per square foot (0.09 sq. m) of the area protected by the system.

Fabricators Inc.

A Mega-Organization — Total Available Points: 540

- A. **Outfits**: #5 Gimmick Clothing: 30 points
- B. **Equipment**: #6 Unlimited Equipment: 50 points
- C. **Weapons**: #6 Unlimited Weapons: 50 points
- D. **Bionics & Robotics**: #6 Unlimited Robotics & Bionics: 60 points
- E. **Vehicles**: #5 Specialty Vehicles: 40 points
- F. **Communications**: #5 Satellite Network: 30 points
- G. **Offices and Distribution**: #5 International: 35 points
- H. **Military Power**: #2 Security Guards: 5 points
- I. **Super Powered Operatives**: #4 Super Strike Force: 40 points
- J. **Sponsorship**: #3 Private Industry (Fabricators Inc.): 6 points
- K. **Budget**: #6 Mega Bucks: 50 points

L. Administrative Control: #3 Free Hand: 15 points; Fabricators Inc. has laws, rules and regulations which must be followed to the letter, but its agents are given a free hand in breaking the laws of the various countries where they operate. Even so, the operative(s) may be held responsible for extreme actions and lawbreaking.

M. Internal Security: #5 Paranoid: 30 points

N. External Infiltration: #4 General Infiltration: 25 points

O. Research: #4 Excellent Connections: 20 points

P. Agency Credentials: #3 Faceless: 5 points. Fabricators Inc. is unknown to the public. There are some people within the law enforcement agencies of the world who have heard the name "Fabricators Inc." in connection with the manufacturing and smuggling of weapons and technology, but little else is known. A few of the Fabricator's operations may be suspected of illegal activity, but nobody within law enforcement or government agencies has any idea how massive and organized Fabricators Inc. really is. Even in the underworld where the organization is known, it is an enigma. Not even their best clients have any idea just how massive the company is.

Q. Agency Salary: #6 Outrageous: 50 points

Fabricators Inc. Mega-Organization: 541 total points.

Front Companies of Note

Fabricators Inc. secretly owns or controls hundreds of companies worldwide. Most are used to launder "dirty money," purchase or otherwise acquire special goods and services, manufacture weapons and/or high-tech components, research and communications. Most of the companies are legitimate and many are well respected in their field. A few are even household names. These companies employ ordinary people who have no idea that they are working for a business owned by, or subtly controlled by, a powerful criminal mastermind.

In order to maintain control and security, Fabricators Inc. makes a point of planting spies within all the companies in which they have holdings.

1. The Byrne Building

The Byrne Building, located on Madison Avenue in New York City, New York, is the secret headquarters of the Fabricators. From all outward appearances the building is a simple office building for dozens of different companies and professional services. In fact, the first two floors serve as the places of business for several legitimate companies that have absolutely no affiliation with the Fabricators. They include a barbershop, candy store, a large legal firm, public accountant, a stockbroker, a small publishing company, and a branch of the U.S. Postal Service.

2. Mercury Delivery Worldwide (MDW)

An up and coming package delivery company, third only to Federal Express and United Parcel Service, is secretly owned by Fabricators Inc. It had legitimate earnings last year of \$71.5 million and is considered a hot property on the New York Stock Exchange. The company employs 31,000 people worldwide, 5% of whom are agents of Fabricators Inc. who make sure their clients "special" packages get through unmolested by customs agents and federal inspectors.

In order for underworld figures to use this legitimate delivery network, the client must pay cash in advance. Rates can range

from a hundred to ten thousand times the normal express service rates depending on the nature of the shipment. MDW delivers to every civilized nation on the planet and owns a fleet of delivery vans, trucks, cargo planes and jets. The company's main office is located in Los Angeles, California. A large branch office is located in the lobby of the Byrne Building (Fabricators Inc.'s main office) in New York City, but no "special" packages are ever shipped out of that office (they do nothing to attract attention).

3. Firearm Outfitters

Firearm Outfitters is a world famous and well respected weapons manufacturer based in Arlington, Virginia. They specialize in the manufacturing and customizing of automatic assault weapons. The company had legitimate earnings of 174.6 million dollars and expects to double those sales over the next few years. They have major contracts with the U.S., Germany, France, Italy and Africa and expect to offer a new, highly praised, high-tech assault rifle. The United States Secret Service is on the verge of purchasing 50,000 of their newest high caliber mini-machineguns, which could launch the weapon into the same stratum of popularity as the mini-uzi. This would mean millions of dollars in sales worldwide. This company is Fabricators Inc.'s most financially lucrative asset outside of their own secret organization. It's dealings with various world authorities and governments also makes them privy to delicate information. Firearm Outfitters also manufactures parts used in Fabricators Inc.'s underworld weapons network.

4. Condor Steel

This is another well respected company based in Reading, Pennsylvania. It was on the verge of bankruptcy before Fabricators Inc. secretly purchased them four years ago. The company had legitimate earnings last year of 44.2 million dollars. Those numbers are expected to rise 50% over the next year with the signing of an agreement with a major Japanese auto manufacturer who just opened a new factory in the same city. The company unknowingly supplies Fabricators Inc. with the majority of the steel and other metal alloys used in their illicit manufacturing centers.

5. Fabricators Inc.

There is a French company known as Fabricators Inc. which is owned by the secret underworld organization of the same name. This company specializes in research, development, and the manufacturing of electronic and cybernetic/bionic parts. The company has been thoroughly investigated and cleared by the governments of France, Germany, Canada and the USA, all of whom purchase technology, implants, and components from the company. As one might suspect, the company secretly provides the same services for the underworld organization that controls it. In fact, it is the Fabricator and his research and development team that frequently provides the technology sold by the allegedly legitimate, front company. Of course, the true, cutting edge developments are secrets kept by the criminal organization.

6. Other Holdings

The Fabricator or his various corporations have major stock holdings in the Cyberworks Network (13%), KLS Corporation (23%), and several other manufacturing, electronics, and high technology corporations (typically ranges from 4% to 24%).



Drop Teams (a.k.a. D-Teams)

A Drop Team consists of two or three non-super powered operatives, (typically Special Training: The Secret Operative or superspy; 1D4+2 levels of experience) and one mid-level (1D4+3) super villain.

Half of the Drop Teams are freelancers or indentured servants that are extremely well paid and have signed an exclusivity contract with Fabricators Inc. They are highly trained and completely loyal to their employer. Bonuses and perks are common rewards for loyalty and a job well done. The Drop Team members work through a liaison and only a handful of regulars know the actual location of the organization's headquarters and secret facilities (most probably wouldn't tell even if they did know).

Their primary job is safe delivery of the Fabricators' packages (weapon, armor, etc.) to a client and then to drop off the client's payment to the organization liaison. The Drop Team is always careful to be inconspicuous and avoids conflict, surveillance and

being followed. A client who tries to rip off or cheat the organization will be met with deadly force.

Drop teams are also used as a super delivery service, delivering packages or messages for clients of Fabricators Inc. In most cases, the team, working through a liaison, does not know the identity of the client and are usually forbidden from opening the package. These teams are also used to pick up and drop off information, packages, and payments from informants, spies and other operatives.

Note: A second Drop Team may join forces with the first team on special assignments seen as particularly vital or dangerous.

Typical Drop Team Non-Super Human Operative

Heroes Unlimited Style Secret Operative

Alignment: Anarchist, miscreant, or aberrant, rarely unprincipled or diabolic.

Average Hit Points: 34, **S.D.C.:** 70

Average Weight: 175 lbs (79 kg), **Height:** 6 ft (1.8 m)

Average Age: 22 to 35

Average Attributes: I.Q. 9, M.E. 11, M.A. 10, P.S. 21, P.P. 14, P.E. 17, P.B. 11, Spd. 18

Disposition: Loyal, trustworthy, and tight-lipped; lets the super powered operative do most of the talking.

Average Experience Level: Fourth or Fifth (pick one or roll 1D4 + 2)

Combat Skills: Hand to Hand: Expert or Martial Arts

Average Number of Attacks Per Melee: Six (6)

Average Bonuses: +2 to strike, +6 parry, +6 dodge, +6 damage, +7 to pull/roll with punch or fall, and +1 to strike with body block/tackle (does 1D4 damage). Crush/squeeze (1D4 damage), or pin/incapacitate on a roll of 18, 19, or 20.

Typical Super Power Category: Special Training: The Secret Operative. Or could be any of the Special Training characters or even a Hardware or Physical Training character from **Heroes Unlimited**, or any of the spy operatives from the **Ninjas & Superspies RPG**.

Typical Scholastic Bonus: 10% or 20%

Typical Skills (4th level proficiency): Detect ambushes 80%, detect concealment 70%, intelligence 89%, tracking 70%, pick locks 75%, pick pockets 65%, interrogation 80%, land navigation 77%, wilderness survival 80%, general athletics, body building, boxing, wrestling, pilot automobile 98%, pilot helicopter 92%, pilot jet 92%, radio: basic 85%, radio: scramblers 80%, and basic mathematics 98%.

Secondary Skills: Running, climbing 74%, prowl 70%, swimming 74%, advanced mathematics 76%, auto mechanics 59%, first aid 65%, and pilot truck 72%.

Typical Weapon Proficiencies: W.P. Knife, W.P. paired weapons, W.P. automatic pistol, W.P. automatic rifle, W.P. sub-machinegun, W.P. energy pistol, and W.P. energy rifle.

Appearance: Usually well muscled, bristling with weapons, clad in body armor and dressed to appear as ordinary people.

Occupation: Drop Team Operative — Spy/Espionage.

Weapons: Anything necessary for the assignment that is available from Fabricators Inc. Commonly available weapons include: 7.65 mm Parabellum Mauser or .45 Colt (plus 3 clips of ammo), 9 mm mini Uzi or Ingram Model 10 (plus 3 clips of ammo), a standard laser pistol (plus 3 energy clips), a standard laser rifle (plus 3 energy clips), a large Bowie knife, and four shurikens (coated with a special nerve toxin that cause paralysis: Takes effect in 2D4 melees and last for 2D4 minutes).

Body Armor: Fabricators Inc. FA-70FF full body ultra-lite, flexi-steel armor (A.R. 14, S.D.C. 150, 14 lbs/6.4 kg, with built-in force field providing an additional 200 S.D.C. — see description in equipment section).

Vehicle: Whatever is necessary, including souped-up vehicles.

Money: Rarely carry money on them. Great pay.

Typical Drop Team Super Villain Agent

Alignment: Anarchist or any evil

Weight: 200 lbs (90 kg), **Height:** 6 ft, 2 inches (1.65 m)

Age: 20 to 40

Attributes: Any, at least an I.Q. of 10, higher is preferred.

Disposition: Usually mean, tough, resourceful, obedient, and suspicious. Must show loyalty to the organization.

Average Experience Level: Fourth, Fifth, or Sixth (pick one).

Typical Super Power Category: Any, but Mutant, Experiment, or Psionic are most common.

Finishing Building the Superhuman: You'll need a copy of **Heroes Unlimited** to round out the Drop Team super villain. Most are young or only have a couple super abilities — few are brain surgeons. Follow the directions below:

1. If a mutant or the product of an experiment, roll on the random power tables or select one (1) major super ability and one (1) minor super ability (add any bonuses to villain's attributes or combat skills). Don't forget to roll for random side-effects and unusual characteristics.
2. S.D.C. base is 30 (build additional S.D.C. through powers, physical skills such as boxing, etc.).
3. Select a Hand to Hand combat skill (all are available).
4. Typical Scholastic Skills (add a +10% bonus to all)
Choose 4 Espionage
Choose 4 Physical (add bonuses to attributes and combat skills)
Choose 2 W.P.
5. Choose 8 Secondary Skills (add any I.Q. or O.C.C. bonuses).
6. Add up S.D.C. and determine hit points as usual.
7. Determine combat skill bonuses as usual.
8. Add any attribute bonuses to combat skills or to saving throw bonuses.

Fabricator Liaison

The Liaisons serve as the diplomatic branch of Fabricators Inc., finding new clients, arranging meetings, negotiating deals, resolving disputes, delivering ultimatums and warnings to both clients and company operatives, overseeing regional operations, and occasionally making personal pick ups and deliveries of cash and merchandise. Unlike the Drop Teams and Elimination Teams, they know the true location of Fabricators Inc. and many, if not all, of their secret bases of operation and manufacturing and many of the "front" businesses. Each Liaison is assigned a particular geographic location as his or her region, but are expected to travel anywhere needed. They travel all over the world by using all manner of transportation, as well as a network of teleportation devices located at 26 key locations in the USA, Canada, South America, Europe, Middle East and the Orient. A general use teleporter and the Fabricators private teleport device are located in the Byrne Building in New York.

The teleporters are attuned only to active Liaisons, the Fabricator, Voltaic, Bellicose, and Damon Lazaris. The machines read the individual's heat signature, brain wave patterns, and genetic coding. Each operative also has a secret code number he must punch in to initiate teleportation. Unauthorized personnel who try to use the teleporter will cause the machine to attack, scrambling their molecules and causing 4D6 x 10 damage. The internal circuitry and mechanics will fuse into an unrecognizable mass of slag (fail-safe mechanism). The compromised teleporter location will not be used again.

Most Liaisons are fanatically loyal to the organization and the Fabricator and would kill themselves before revealing information about their employer. The Liaison carries two cyanide tablets which he is instructed to take if on the verge of revealing vital secrets about the operations or locations of Fabricators Inc. The use of the poison is left to each Liaison's discretion. Traitors

are tracked and killed by an Elimination Team or freelance super human. For these reasons the Liaison is extremely well compensated, making it one of the most demanding and dangerous jobs in the organization, yet one of the most sought after. In the last ten years, only two Liaisons felt it necessary to take their own lives to protect their secrets and only one turned traitor.

The average Liaison has two Drop Teams and One Elimination Team at his disposal. Master Liaisons in charge of large operations will have four times as many teams working for him and may have a dozen or more less experienced Liaisons working under his or her direction.

Typical Liaison — Non-Super-powered Agent

Heroes Unlimited Style Secret Operative

Average Alignment: Anarchist or Aberrant, but can be any evil.

Average Hit Points: 41, S.D.C.: 88

Average Weight: 180 lbs (81 kg), **Height:** 6 ft (1.6 m)

Average Age: 24 to 45



Attributes: Any, but must have an I.Q. and M.A. of 14 or higher and an M.E. of 12 or higher. A high P.E., P.B. and Spd are also desirable, but not a requirement.

Disposition: Crafty, intelligent, resourceful, levelheaded, diplomatic, convincing and loyal/trustworthy. These guys typically see the organization as a family and would never intentionally betray the organization or the Fabricator.

Average Experience Level: Fifth, Sixth or Seventh (pick one)

Combat Skills: Hand to Hand: Martial Arts

Average number of attacks Per Melee: Six (6)

Average Bonuses: +2 to strike, +3 parry, +3 dodge, +3 damage, +6 to pull/roll with punch or fall, and +1 to strike with body block/tackle (does 1D4 damage). Crush/squeeze (1D4 damage), pin/incapacitate on a roll of 18, 19, or 20, entangle, karate-style kick (1D8 damage), and jump kick (critical strike).

Typical Super Power Category: Special Training: The Secret Operative. Or can be a genius at Hardware or a Psionic character from *Heroes Unlimited*, or any of the "Free Agents" from the *Ninjas & Superspies RPG*. Rarely a super human.

Typical Scholastic Bonus: 15% or 20%

Typical Scholastic Skills (Fifth Level): Detect ambushes 85%, detect concealment 75%, intelligence 93%, interrogation 85%, tracking 75%, pick locks 80%, pick pockets 70%, land navigation 81%, disguise 85%, general athletics, body building, boxing, wrestling, basic mathematics 98%, pilot automobile 98%, pilot helicopter 96%, pilot jet 96%, radio: basic 90%, and radio: scramblers 85%.

Secondary Skills: Running, climbing 82%, prowl 78%, swimming 82%, advanced mathematics 80%, computer operation 80%, first aid 70%, and pilot truck 76%.

Typical Weapon Proficiencies: W.P. knife, W.P. paired weapons, W.P. automatic pistol, W.P. automatic rifle, W.P. sub-machinegun, W.P. energy pistol, W.P. energy rifle.

Appearance: Wears disguises and can resemble an everyday person, bum, city employee, policeman, and even a Wall Street lawyer or broker.

Occupation: Liaison Operative — Diplomatic Agent/Spy

Weapons: Usually carries a .45 Colt (plus 3 clips of ammo) and a standard laser pistol (plus 3 energy clips). Also carries three smoke and tear gas grenades and a long Stiletto knife. Of course, any of the Fabricators' weapons are available to the Liaison.

Body Armor: Fabricators Inc. FA-70FF full body ultra-lite, flexi-steel armor (usually worn under clothing: A.R. 14, S.D.C. 150, 14 lbs/6.4 kg, with built-in force field providing an additional S.D.C. 200 — see the description elsewhere). Rarely wears the armor's helmet.

Special Equipment: Two (2) Cyanide Tablets. Has access to cybernetic implants and disguises and any of the company's gimmicks, gizmos, and equipment.

Vehicles: Whatever is necessary, including access to teleportation devices.

Money: Usually has 100,000 dollars available to them in case of emergencies and to help or accommodate clients. Typically carry 1D4 x 1000 dollars in cash and 10,000 in credit cards on them at all times. Get paid a great salary plus bonuses for a job well done.

Elimination Teams (a.k.a. E-Teams)

An Elimination Team is part of the assassination and enforcer arm of Fabricators, Inc. It takes care of any "problems" which may compromise the organization or soil its reputation in the underworld. They track down, capture or kill traitors, spies, thieves, blackmailers, troublemakers and enemies. If a client refuses to pay or hold up his end of a bargain, the elimination team tries to convince him to do otherwise, typically using strong-arm techniques like threats, beatings, breaking legs, vandalism, blackmail, etc. If a law enforcement official or spy is getting too close, they either scare him off, put him in a hospital for a long time or kill him. If the Elimination Team is unsuccessful, the first time they will continue to return until the job is done.

Half the Elimination Teams are made up of freelancers or indentured servants. All are extremely well paid and have signed an exclusivity contract with Fabricators Inc. Most are highly trained, powerful and completely loyal to the company. The Elimination Team's members do not know the location of the organization's headquarters or any of their secret facilities, and most probably wouldn't tell even if they did.

The operations of the Elimination Teams are overseen by Voltaic. On important or deadly missions, either he, Bellicose, or another super powered veteran (8th level or higher) accompany and command the team. A typical team consists of one high level super human, like Voltaic or Bellicose, one middle or low level super human, psionic or cyborg, and four non-super human operatives with a strong military or espionage background. If an unusually powerful target and/or targets are to be eliminated, one or two additional super humans, psionics, or cyborgs will be added to the team. It is not uncommon for two or three teams to temporarily join forces on particularly dangerous or difficult assignments.

An E-Team is used only in extreme circumstances. They can not be bribed or persuaded to have mercy. They will always finish the job. Those who don't will find themselves hunted by Voltaic and an E-Team themselves.

A Typical E-Team Operative without super powers

Use the stats from the Drop Team non-super-powered operative. The only difference that the average level of experience is sixth level (roll 1D4 + 4). If the GM desires, the **super power category** can include any characters from Special Training, Hardware, Physical Training or minor Bionic Characters from **Heroes Unlimited**. Any of the spy or martial arts operatives from the **Ninjas & Superspies RPG** are also applicable.

A Typical E-Team Operative with super powers

Use the same basic stats and roll up instructions from the super-powered Drop Team operative. The only differences are that the team leader will have 1D4 + 5 levels of experience and the second super villain will only have 1D4 levels of experience. Mutants, the products of experimentation, psionics, and cyborgs are the typical categories for super beings.

Non-Player Characters



The Fabricator

Head of Fabricators Inc.

Claude Pedrovski is a genius in the arts of electronics, engineering, robotics and weapons. To the underworld, he is known as the Fabricator. His true identity is a carefully guarded secret, known to only a handful of his most trusted operatives (including Voltaic and Lazaris). The Fabricator has the appearance and demeanor of a kindly old grandfather or college professor. This serves to belie his true genius and the fact that he is the power behind this massive underworld empire.

He began his criminal career as a small-time arms manufacturer, smuggler, and dealer working out of a back room in lower Manhattan. Today he runs a multi-billion dollar business out of a fifty story building on Madison Avenue. The company has satellite offices, corporate holdings, and connections worldwide. His creations have been sold to nearly every major super villain or criminal organization in the world. **Note:** Nobody outside of the organization has any idea that the Bryne Building is the central headquarters for the Fabricators. Not even the most trusted clients, like Hellbent, are privy to this information.

Pedrovski very rarely goes out in public or deals directly with a client. Most transactions are handled by his loyal employees. He prefers to tinker with his creations and design new wonders. He finds the day to day routine of business distracting from his more pleasant pursuits of creating and building. However, he is a supreme manager and organizer responsible for making his

company the global giant that it is today. To help run the business, he has surrounded himself with talented and loyal people. He has also divided his numerous holdings and the many facets of his operations into separate companies and organizations, that operate independently, each with its own CEO and management, but all of which serve a larger whole.

Damon Lazaris is the Fabricator's hand-picked, second in command. Lazaris is a calculating, analytical, resourceful and imaginative man perfectly suited to his job of overseeing under-world operations. He loves a challenge and lives for the acquisition of power. He has worked for the Fabricator for nearly 20 years and has been a trusted confidant and friend. However, over the last few months, the Fabricator and his personal bodyguard, Voltaic, have begun to suspect Lazaris and his bodyguard, Bellicose, of plotting a takeover. The Fabricator and Voltaic are now monitoring the two very closely and have withheld a number of secrets as they prepare themselves for a worst case scenario — betrayal.

If there is a blatant conflict between the two men, 76% of the operatives who work for Fabricators Inc. will give their support to the Fabricator (remember, many of the legitimate corporations owned or controlled by Fabricators Inc. don't know anything about the underworld organization or Pedrovski). However, Lazaris is likely to avoid any obvious confrontations. Instead he'll consider assassination and subtle sabotage as a means to get what he wants. Should his treachery be proven (there is only suspicion for the moment) and he lives to escape, he knows enough to destroy the organization through many methods (tip off the authorities, start a gang war with competing criminal organizations, insider trading, sabotage, robbery, etc.)

Real Name: Claude Pedrovski

Alias: The Fabricator

Alignment: Aberrant

Hit Points: 71, S.D.C.: 57

Weight: 170 lbs (76.5 kg), **Height:** 5 ft, 6 inches (1.68 m),

Age: 58

Attributes: I.Q. 22, M.E. 12, M.A. 15, P.S. 11, P.P. 10, P.E.

14, P.B. 11, Spd. 8

Disposition: Kind, soft-spoken, grandfather type, yet ruthless and merciless when cheated or betrayed. Extremely intelligent, crafty, imaginative, honorable/a man of his word, and meticulous. A mastermind when it comes to organization.

Experience Level: Fourteenth (14)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Six (6)

Bonuses: +2 to strike, +3 parry, +3 dodge, +4 damage, +4 to roll with punch, fall or impact. Critical strike on an unmodified roll of 19, or 20, Critical strike or knockout from behind. Kick (1D6 damage), and Judo style body throw/flip (1D6 damage and victim loses initiative and one melee attack).

Body Armor: Fabricators Inc. FA-70FF full body ultra-lite, flexi-steel armor, A.R. 14, S.D.C. 150, Wt. 14 lbs (6.4 kg), with built-in force field: Range: Self only, Duration: 12 hours then battery needs recharging, S.D.C. 200. The Flexi-Steel armor itself partially deflects all energy attacks (laser, electricity, etc.), reducing their damage by half. Wears the body armor under his street clothes and never wears the body armor's helmet.

Super Power Category: Hardware

Super Abilities (Hardware): Electrical, mechanical, and weapons.

Special Hardware Skills: Hot wiring 92%, computer hacking or hacker 82%, recognize quality and complexity of electrical systems 98%, building super vehicles skill 94%, recognize vehicle quality by observation from a distance 90%, by personal inspection 98%, make and modify weapons 92%, recognize weapon quality by sight 55%, by personal inspection 80%.

Special Hardware Bonuses: Weapon skill bonuses: +1 to strike, parry, and dodge when using ancient weapons and +1 to strike with modern weapons/guns.

Education Level: Doctorate

Scholastic Bonus: +35% plus +8% I.Q. Bonus

Skills of Note: Electrical engineer 98%, surveillance systems 98%, robot electronics 90%, computer repair 98%, computer operation 98%, computer programming 98%, mechanical engineer 98%, locksmith 98%, aircraft mechanics 98%, robot mechanics 90%, astrophysics 98%, basic and advanced math 98%, chemistry 98%, chemistry: analytical 98%, demolitions 67%, demolitions: disposal 67%, sniper, weapon systems 63%, W.P. knife, W.P. target, W.P. automatic pistol, W.P. semi- & fully automatic rifle, W.P. energy pistol, W.P. energy rifle.

Secondary Skills: Forgery 95%, auto mechanics 89%, navigation 98%, read sensory equipment 98%, first aid 98%, pilot automobile 98%, pilot truck 98%, and pilot helicopter 98%.

Appearance: Short, potbellied, grey haired and balding, with blue eyes. Wears round spectacles. Looks like a kindly grandfather.

Occupation: Founder and leader of the criminal organization known as Fabricators Inc. He is also a mechanical genius who still tinkers with the design and development of weapon systems and robotics.

Weapons, Vehicles, & Equipment: All the resources of Fabricators Inc. are at his fingertips.

Money: He has amassed a personal fortune of 150 million in bank accounts, 375 million in stocks and property, and has 2D6 x one million dollars in cash on hand at all times. Fabricators Inc. has approximately 18 billion dollars in property, equipment and other resources.

Damon Lazaris

Second In Command at Fabricators Inc.

Lazaris is a cold, unemotional man who is a gifted administrator and financier. He plans to someday dispose of the Fabricator and takeover his organization. That day may be at hand as he carefully positions himself for a take-over. His main obstacles are the Fabricator's intelligence and cunning, the loyalty of his employees, and his faithful friend and bodyguard, Voltaic. Lazaris fears Voltaic's awesome powers and knows the freak is suspicious of him. Still, Voltaic's presence will not dissuade him from his call to power and when the time is right, he'll have Bellicose deal with the old man and his pet super human.

Lazaris doesn't trust his own bodyguard, Bellicose, or anybody else and plans to have him killed after he has served his purpose. He realizes that Bellicose also fears Voltaic, so he is constantly giving his moronic pawn hypnotic suggestions to the contrary. In addition to Bellicose, Lazaris has the loyalty of



three Elimination Teams (that's six super humans) and four Drop Teams who will join his side if it comes to a violent coup. He can also call on a handful of freelance super villains who give loyalty to no one and can be bought for the right price.

No one in the organization, not even the Fabricator, suspects that Lazaris is a natural psionic. He goes to great lengths to keep his mental abilities a secret because his secret powers give him an advantage over his opponents and rivals.

Real Name: Damon Lazaris

Alignment: Miscreant

Hit Points: 52, S.D.C.: 30

Weight: 135 lbs (61 kg), **Height:** 5 ft, 11 inches (1.80 m), **Age:** 42

Attributes: I.Q. 15, M.E. 17, M.A. 22, P.S. 8, P.P. 8, P.E. 9, P.B. 10, Spd. 12

Disposition: Aloof, calculating, unemotional, merciless, cunning, resourceful, and intelligent. He would sell his mother into slavery if the price was right or if it was a means to gain power. He has always been power hungry, but has rarely let ambition cloud his judgement to the point of recklessness. He has recently decided that he can successfully take over Fabricators Inc. and is quietly working to that end.

Experience Level: Tenth (10)

Super Power Category: Natural Psionic

Psionic Powers: 152 I.S.P. and the powers of bio-manipulation, empathy, mind bolt, alter aura, see aura, detect psionics, hypnotic suggestion, mind block, and sixth sense. He uses empathy to read the emotions of his opponents and uses it against them by playing on their fears and other emotions. Empathy and hypnotic suggestion are especially useful in negotiating tactics.

Psionic Attacks Per Melee: Six (6)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)

Bonuses: +1 to strike, +2 parry, +2 dodge, +2 damage, +2 to roll/pull with punch, fall or impact. Kick attack (1D6 damage), critical strike on an unmodified roll of 19, or 20, Judo style body throw/flip (1D6 damage and the victim loses initiative and one attack per melee).

Other Bonuses: +1 to save vs psionic attack and has the ability to evoke trust/intimidate 70% (in his case it's usually intimidation).

Education Level: Two Years of College

Scholastic Bonus: +15%

Skills of Note: Computer operation 98%, computer programming 98%, basic and advanced mathematics 98%, chemistry 98%, chemistry: analytical 98%, and languages: English, French, Spanish, and German, all at 98%.

Secondary Skills: W.P. automatic pistol, forgery 75%, pick locks 80%, navigation 98%, read sensory equipment 85%, first aid 95%, and pilot automobile 98%.

Appearance: Dark, greasy hair, beady eyes, sunken cheeks and a hawk nose. Shockingly scrawny and pale skinned. Always wears the most expensive clothing.

Occupation: Criminal kingpin — second in command of Fabricators Inc. with aspirations to take over.

Body Armor: He uses the FA-70 full body ultra-lite, flexi-steel armor (A.R. 15, S.D.C. 200, 16 lbs/7.3 kg, energy resistant, deflecting all energy attacks and reduces damage by half). Wears the body armor under his street clothes and never wears the helmet.

Weapons, Vehicles, & Equipment: Has access to teleporters and a large portion of Fabricators Inc.'s resources are at his fingertips. Whatever weapons, vehicles, equipment and personnel he needs, he can get.

Money: He has amassed a personal fortune of six million in bank accounts, 32 million in stocks and property, and has 1D4xone million dollars in cash on hand at all times. As the second in command at Fabricators Inc., he has approximately 500 million dollars at his disposal for the management of the business (half is in cash, the rest is in stocks and property). More is available upon authorization by the Fabricator. His annual salary is seven million dollars plus bonuses, perks, and authority.

Note: Lazaris has empathically sensed an increased level of hostility toward him from Voltaic and is more careful around him than ever.

Voltaic

The Fabricator's Bodyguard & Chief Enforcer

Clint Heuser started out his criminal career as a small-time operator who got busted early on for assault with a deadly weapon and burglary. While serving time in the Arizona State Penitentiary, he studied to become an electrical engineer and finally received a college degree after six years of correspondence school. He was an excellent electrician and was called upon to do a great deal of electrical work needed around the prison.

The warden was so impressed by Heuser's enthusiasm towards his newly chosen profession and his exemplary behavior that he was assigned a work release program near Hoover Dam. The electrical company looked at the program as good public relations



and a way to give the prisoners a second chance. Heuser worked five days a week at the dam maintaining the giant hydro-electric generators. Each night he was returned to his prison cell. One day, six month's later, he saw his chance for freedom.

The prison guards had grown to trust Heuser and got a little lax in keeping an eye on him. While one of the guards was busy chatting about football with an electric company employee, Heuser slipped away unseen. He made his way to a catwalk

above the huge generators and power cables toward an unguarded exit. Unfortunately, he was spotted by another prison guard and ordered to halt. Heuser panicked and ran. The guard fired several times hitting Heuser once in the leg. The force of the bullet sent Heuser over the catwalk railing and into a web of live high voltage cables. Any normal man would have been fried to a crisp, yet miraculously, he survived. While recuperating in the prison hospital, he discovered his wondrous new powers over

electricity and magnetism. A short time later, he used his powers to escape.

He hid out in the mountains and learned to master his powers. He resurfaced some months later in Denver, Colorado, where he robbed three banks in one day for a total of 78,000 dollars. At the last bank, Denver National, he destroyed four police cruisers, killing two officers. Over the next few months he made headlines in major cities across the country for his daring daylight robberies and the number of dead or injured he left in his wake.

After a string of robberies in New York, Heuser was contacted by a Liaison of Fabricators Inc., who offered him security and safety. The villain joined the organization as a freelancer and by chance he met the Fabricator himself. For some reason, the two took an immediate liking to each other. A few months later, the old man offered him a job as his bodyguard and chief enforcer/assassin. Heuser saw the chance for great wealth and power with such an organization and accepted.

The Fabricator has personally designed a special costume made for him which helps channel his electrical and magnetic powers. With the new costume, Heuser christened himself "Voltaic". He has grown to love his job and the power and respect that comes with it. He also cares deeply about the old man and the two have become close friends. In some ways, the Fabricator is the father he never had.

Voltaic doesn't like nor trust Damon Lazaris or his bodyguard, Bellicose. He believes they both have ambitions to take over the organization, which can only be achieved by eliminating the Fabricator. Voltaic has voiced his concerns to his friend, but the Fabricator has a keen sense of honor and high regard for loyalty, so until he has concrete proof of their treachery, he will not authorize their elimination. He has, however approved of Voltaic's keeping a watchful eye on them and he has taken precautions in regard to his personal safety and control of the company.

Bellicose thoroughly repulses Voltaic because he is a moronic animal without honor or values and who delights in unnecessary violence, and torture and mutilates his victims. Voltaic hopes the Fabricator will someday give him the go-ahead to terminate Bellicose and Lazaris.

Real Name: Clint Heuser

Alignment: Aberrant

Hit Points: 87, **S.D.C.:** 110

Weight: 295 lbs (133 kg), **Height:** 6 ft, 6 inches (2 m), **Age:** 31

Attributes: I.Q. 15, M.E. 14, M.A. 11, P.S. 34, P.P. 21, P.E. 21, P.B. 14, Spd. 33

Disposition: Smart, imaginative, cool-headed, and trustworthy, but incredibly ruthless and murderous in both combat and in getting what he wants. Completely loyal to the Fabricator and the company. Thoroughly loves his job and his position of power. He doesn't like or trust Bellicose, Lazaris and anybody who seems close to them. He is extremely cautious around them.

Experience Level: Twelfth (12)

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Seven (7)

Bonuses: +7 to strike, +9 parry, +9 dodge, +23 damage, +8 to pull/roll with punch or fall, and +1 to strike with body block/tackle (does 1D4 damage). Crush/squeeze (1D4 damage), kick (1D6 damage), entangle, pin/incapacitate on

roll of 18, 19, or 20, critical strike on roll of 19 or 20, knockout/stun on an unmodified roll of 17-20, and can deliver a death blow on natural 20.

Other Bonuses: +12% to save vs coma/death and +3 to save vs poison/magic.

Super Power Category: Mutant

Major Super Ability: Magnetism (including the ability to hurl/repel metal objects: 290 ft/88.4 m and sense iron: 420 ft/126.8 m).

Minor Super Abilities: Energy expulsion: electricity (15D6 damage or a quick damage roll of 2D4 x 10 + 10 — can regulate the amount of damage in increments of 1D6; +3 to strike if an aimed shot, +1 to strike if shooting wild) and energy resistance.

Unusual Physical Characteristics: Stocky Build

Education Level: Trade School

Scholastic Bonus: +20%

Skills of Note: Electrical engineer 98%, surveillance systems 98%, computer repair 98%, robot electronics 65%, boxing, wrestling, climbing 98% and swimming.

Secondary Skills: W.P. automatic pistol, running, general athletics, body building, prowl 98%, advanced mathematics 98%, first aid 98%, and pilot: auto 98%.

Appearance: Extremely large man with blonde hair and blue eyes. Wears a skintight black and light blue costume with a cape.

Occupation: Criminal. He is the Fabricator's right-hand man, bodyguard and chief assassin. Voltaic is also the head of the Elimination Teams operations.

Weapons, Vehicles, & Equipment: All the resources of Fabricators Inc. is at his finger tips, including authority over all E-Teams.

Money: Voltaic has amassed a personal fortune of seven million in bank accounts, ten million in stocks and bonds, and has 2D6 x 10,000 in cash on hand at all times. His annual salary is five million dollars plus bonuses, perks, and equipment.

Bellicose

The Body Guard of Lazaris and an Enforcer

Jefferson Radko is another product of military experimentation to produce the perfect fighting man. The experiment was rumored to be so dangerous and prone to produce such horrendous deformities that they couldn't get any volunteers. The government sanctioned the military to offer freedom to death-row prisoners in exchange for their service to their country. Radko was one of four condemned prisoners to volunteer.

Radko is a psychotic, mad dog killer who enjoys murder and dismemberment. He was convicted on ten counts of murder and mutilation and suspected of five others. He was the only human subject to survive the experiment, which was declared far too dangerous and brought to a halt. Besides, they had other prospects for creating super-soldiers that looked promising and were safer.

Despite the promise of freedom, Radko's psychological profile indicated that he was a homicidal maniac. His super powers only made him more dangerous. Thus, they decided to send him back to prison to be executed. However, Radko, fearing the worst, escaped and killed three military police with his bare hands. Two were dismembered.



He was recruited by Fabricators Inc. and eventually became the personal bodyguard and assistant to Damon Lazaris. He enjoys his job, especially assassination assignments, but wishes there were more opportunities to kill and hurt people. Bellicose is the code name given to Radko by Lazaris. He doesn't know what the word means but likes the sound of it. He dislikes Lazaris but realizes that without him he'd be a flunky under the thumb of Voltaic or even out on the street. Bellicose suspects that Lazaris is somehow manipulating him, but doesn't know how. In fact, his years of service under Lazaris has made him so susceptible to his power of hypnotic suggestion that the lumbering oaf is -3 to save vs Lazaris' hypnotic attacks.

Bellicose is jealous of Voltaic and loathes him. For the moment, he feels that Voltaic is too powerful to confront, but he fondly dreams of defeating and torturing him. He is a willing pawn to Lazaris and will enjoy an out and out battle to take over the company.

Real Name: Jefferson Radko

Alignment: Diabolic

Hit Points: 79, S.D.C.: 149

Weight: 241 lbs (108 kg), **Height:** 6 ft (1.8 m), **Age:** 27

Attributes: I.Q. 8, M.E. 11, M.A. 8, P.S. 31, P.P. 24, P.E. 42, P.B. 8, Spd. 21

Disposition: Mean, foul, disgusting, arrogant, over-confident and suffers from delusions of grandeur. Although he is not the most intelligent person in the world, he is NOT stupid and is experienced in the art of assassination and criminal activity. He loves his job, but wishes he had more opportunities to kill and maim. Relishes inflicting pain, causing slow, torturous death, and combat. He's not fond of anybody, including his boss. He hates and distrusts Voltaic.

Experience Level: Ninth (9)

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Eight (8)

Bonuses: +7 to strike, +11 parry, +11 dodge, +20 damage, +8 to pull/roll with punch or fall, and +1 to strike with body block/tackle (does 1D4 damage). Crush/squeeze (1D4 damage), kick (1D6 damage), entangle, pin/incapacitate on roll of 18-20, and knockout/stun on an unmodified roll of 17-20.

Other Bonuses: +50% to save vs coma/death, +11 to save vs poison/magic, and +3 to save vs psionic attacks.

Weapon Proficiency Bonus: Sniper: +2 to strike with semi-automatic or bolt-action rifle.

Super Power Category: Experiment

Major Super Ability: None

Minor Super Abilities (4): Extraordinary physical strength, extraordinary physical prowess, extraordinary physical endurance, and healing factor.

Experiment Side-Effects: Increased mass and strange red eyes.

Education Level: Trade School

Scholastic Bonus: +20%

Skills of Note: Detect ambushes 98%, tracking 90%, pick locks 95%, pick pockets 90%, interrogation 98%, sniper, boxing, wrestling, and prowl 98%.

Secondary Skills: W.P. automatic pistol, W.P. rifle, W.P. energy rifle, general athletics, body building, swimming 98%, land navigation 72%, and pilot automobile 98%.

Appearance: Brown hair and eerie red eyes. Has the letter "B" tattooed on his forehead. Wears an armored, red costume with dark grey gloves and boots.

Occupation: Bodyguard/assassin for Damon Lazaris. He is frequently assigned to lead E-Teams against difficult foes.

Weapons, Vehicles, & Equipment: Most equipment and resources of Fabricators Inc. is available to him, including access to one or two E-Teams, as long as Lazaris or Voltaic approves it.

Body Armor: His costume offers some armor and protection: A.R. 14, S.D.C. 110; other suits of armor are also available.

Money: Bellicose has amassed a personal fortune of one million in bank accounts, two million in stocks and bonds. He has 2D4 × 10,000 in cash on hand at all times. His annual salary is three million dollars plus bonuses, perks, and equipment.

The Fabricators Inc.'s Central Office & Home Base

The Byrne Building — New York

The Fabricator lives and works at the organization's secret, central headquarters in the Byrne Building. The building, located in downtown Manhattan, New York, also houses ten floors of offices, manufacturing facilities, laboratories, Liaison teleports, and living quarters for Fabricators Inc. operations employees.

The Byrne Building has fifty floors, with the top ten floors entirely devoted to the organization. The next five floors down have offices and facilities for many of the Fabricator's legitimate businesses (with Fabricators Inc. operatives working at them), and the rest of the floors are rented out to companies that have nothing to do with the Fabricators or the underworld. These offices are always filled with tenants because the Fabricator rents them at about 20% below market, which is a phenomenal value for its location in Manhattan. He does this to help conceal his criminal activity. The building's legitimate tenants are completely unaware that the organization exists. The lobby and lower floors have shops that include a barbershop, candy store, two cozy restaurants, a bar, bookstore, newsstand, a public accountant, stock broker, and a branch of the US Postal Service. A small publishing company occupies the fifth floor, and a large legal firm occupies the sixth and seventh floors.

The Fabricator's Domain

Floors 40 through 43 are apartments for the secret organization's employees. A typical apartment has one or two bedrooms, a kitchen, living room, and small dining area. All come completely furnished and equipped with all the necessities, such as refrigerator, stove, microwave, dishwasher, central air-conditioning, television, VCR, and stereo. All the windows in the apartments are made of bullet-proof glass (S.D.C. 50, A.R. 10). The inner walls of some apartments and many offices are reinforced to withstand explosions (S.D.C. 225 for every 20 ft/6 m area).

A special elevator is needed to access the apartments. It is equipped with special sensors that read the code being transmitted by the implant imbedded in each employee's head. The resident must also use a personal magnetic card slid through a reader on

the wall next to the elevator, to make the elevator go. Anybody can use the elevator to travel to the 39th floor, but it stops and goes no further unless the passenger has a recognizable code card and implant. To go beyond the living levels, each passenger must pass a retinal scan, palm/finger print identification, and voice verification security system. Intruders will be apprehended and disposed of. Each elevator has an A.R. of 14 and an S.D.C. of 300 each. The walls of the elevator shaft have an S.D.C. of 300 for every 20 ft (6 m).

A guard station is located on the 40th floor, manned by four men wearing the Fabricators Inc.'s FA-70 body armor and armed with laser rifles (range: 4000 ft/1200 m, damage: 6D6, 20 shot payload, and each man carries two spare E-clips. Each also carries a laser pistol (range: 600 ft/183 m, damage: 4D6, 10 blasts payload and each man carries two spare E-clips), and billy club.

The station has bullet-proof glass and is filled with video screens showing the hallways of floors 40 through 44. Two sliding doorways on either side of the station conceal three standard FSR-200 Sentry Robots as reinforcements. At the first sign of serious trouble, one of the guards punches a large red button and the two doors slide open to release the robots. All employees must sign in and out at the guard station.

The 44th floor is the home of the Fabricator and his personal bodyguard, Voltaic. It is a huge apartment that covers half the floor. The other half houses his private laboratories/work areas, private museum, and storage. The entire floor has twenty foot (6 m) high ceilings and is lavishly furnished with rare antiques, dinosaur bones, paintings, sculptures, and other art treasures. His private teleport device is concealed in the huge master bedroom. Only he and Voltaic are able to use it.

The Fabricator is an avid collector of dinosaur fossils, bones and eggs. His most prized possessions are full skeletons of an adult Allosaurus and Triceratops. The skeletons are posed in a fearsome looking battle scene.

The outside and inner walls, floor, and ceiling of his apartment are reinforced to withstand an explosion (A.R. 14, S.D.C. 300

per every 20 ft/6 m area). All the windows are triple paned with bullet-proof glass (S.D.C. 150, A.R. 13). A pair of specially programmed FSR-200 Sentry Robots with the advanced intelligence and human speech features act as the Fabricator's and Voltaic's personal butlers. They even dress in a butler's uniform and have an English accent. One answers to the name Hershel, the other to Stewart. Of course, both are programmed for combat.

The hallway outside the Fabricator's apartment is constantly guarded by two FSR-200 Sentry Robots with the same features as the butlers. Each is dressed to resemble a human guard and unless inspected closely, will be mistaken for a real human. Both wear the FA-70 body armor for additional protection and are armed with a laser rifle and FW-120 Electranet pistol. They are fondly referred to as Mike and Ike. The two robot guards and butlers obey commands only from the Fabricator or Voltaic.

Another ten standard FSR-200 Sentry Robots with human features are concealed behind two sliding doors in the hallway. All are armed with their standard weaponry.

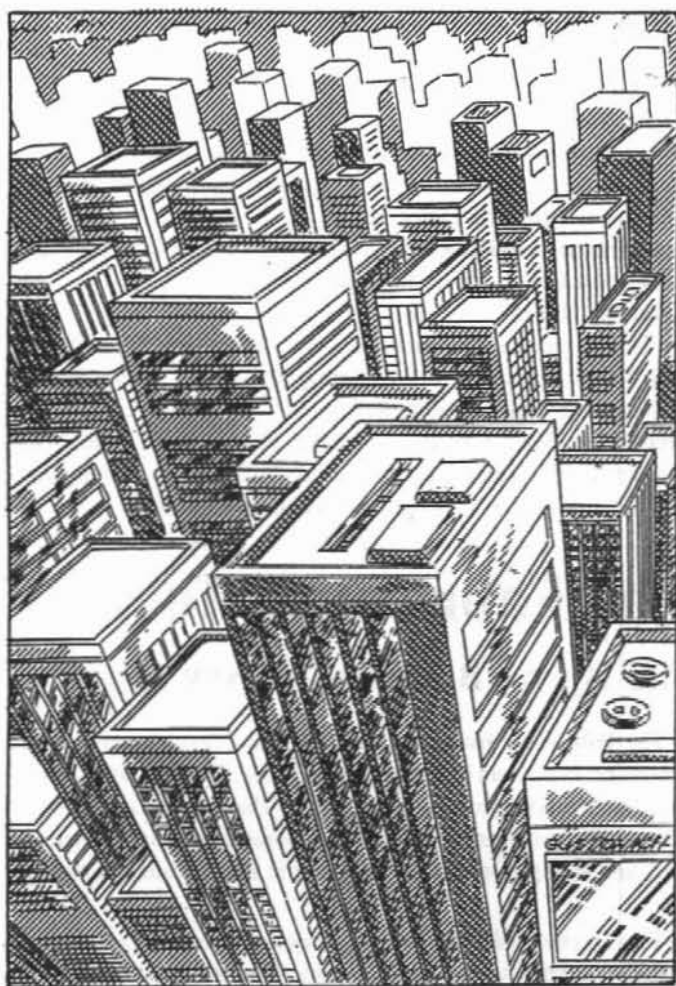
Two elevators are in the hall outside the Fabricator's apartment. The first leads to the offices and work areas on the floors above. Sensors within the elevator will only allow the Fabricator and Voltaic to use this elevator. Anyone else will alert security. **The second elevator** leads to a tunnel below the building's basement. The tunnel is an old subway shaft. Inside are two enclosed, double seated, electric sleds used by the Fabricator and Voltaic to get outside without being noticed and for quick getaways. Each sled is heavily armored, having an S.D.C. of 350 and an A.R. of 16.

The tunnel travels for three miles (4.8 km) and stops at another elevator and an adjacent set of stairs guarded by two FSR-200 Sentry Robots. Both are dressed to resemble human guards and unless inspected closely, will be mistaken for real humans. Both bots are wearing FA-70 Body Armor and are armed with laser rifles and FW-120 Electranet pistols as well as their built-in weaponry. As one might expect, the two robots only obey the Fabricator and Voltaic. The Fabricator refers to them as Stan and Laurel.

Another FSR-200 Sentry Robot waits behind a sliding door. It answers to the name Errol and looks and sounds completely human. The robot is programmed to act as a driver and bodyguard for the Fabricator and Voltaic. Both the stairs and the elevator lead to a fortified parking garage with five different makes of limos and four other nondescript, late model cars resembling junkers. All of the cars are armored (S.D.C. 600, A.R. 16), have special puncture resistant tires (S.D.C. 50), and have tinted bullet-proof glass (S.D.C. 50, A.R. 10). Each is equipped with a special computerized chameleon ability, allowing the cars to change their paint colors and license plate numbers, the same as *The Masters of Speed's* truck. Voltaic also keeps his car, a Ferrari Testarosa, here. **Note:** Only the Fabricator and Voltaic know about the tunnel and the fortified garage. Not even Lazaris is aware that it exists.

The 45th floor is where the organization's offices begin. The Fabricator's official office is the largest and like his apartment, is lavishly furnished. Damon Lazaris' large office is also on this floor and is equally lavish.

The 46th floor contains the Fabricators Inc.'s Liaison offices, teleporter, and other facilities for their needs. Also situated on this floor is the base's defense computers and personnel defensive



weapon storage. The outside walls and floor have an S.D.C. of 400 per every 20 ft (6 m). The ceiling has an S.D.C. of 600. There are no windows from this floor up.

The 47th floor houses the generators, life support systems, air-conditioning, heating, lighting and a mini-nuclear reactor which independently powers the Fabricators' eleven floor headquarters. All the walls, floor, and ceiling have an A.R. of 15 and an S.D.C. of 500 per every 20 ft. The reactor is situated off to the right and is enclosed by a superior containment chamber. The usual, extreme identification process is required to access the reactor area.

This entire floor is protected by twenty standard FSR-200 Sentry Robots armed with laser rifles and pistols. An additional ten concealed in the walls as reinforcements rely only on their built-in weaponry. The entire floor can be sealed and flooded with knockout gas which obviously does not affect the robots.

The 48th and 49th floors are one big open area and house all the machinery and equipment needed to manufacture many of the weapons, equipment, and components utilized by Fabricators Inc. Engineers and technicians are busy working on every contraption imaginable. This area is always abuzz with activity, twenty-four hours a day. In the center of the room is the massive hydraulic helicopter pad. Usually the pad has two helicopters waiting to be loaded, a Sikorsky CH-54 Flying Crane used to carry heavy loads, and an HH-3E Jolly Green Giant used to carry lighter but still formidable loads. If the shipment is going out of state, the two helicopters usually carry their loads to waiting aircraft at the local airport. All the walls, floor, and ceiling have an S.D.C. of 600 per every 20 ft (6 m).

The 50th floor is the pilot prep area and where fuel for the helicopters is stored in two armored (S.D.C. 500) and laser resistant tanks off to the right. Additional manufacturing shops and engineering offices finish this floor.

On the far left is a defense station and situation room with bullet-proof windows that look out over the floor. The guards while away the hours, when not on patrol, by taking turns playing cards or video games. On duty for shifts of eight hours are 20 guards clad in FA-70FF body armor. Ten of the men are armed with laser pistols, VK-431 vibro sabres, FW-170 air densifier barrier wristbands and FW-255 Plume Cannons. The other ten are armed with 9 mm sub-machineguns, billy clubs, and the FW-270 orbiting anti-grav jet ball lasers system and control helmets. An additional total of 20 FSR-200 standard sentry robots (they look like robots) are concealed in walls at four strategic locations (five robots per location). They have their built-in weaponry, a laser pistol, three knockout grenades and an electrane pistol. The robots are activated either by the security system or a manual panic button.

An armored storehouse (S.D.C. 600) holds spare ammunition for the FW-501WS Armored Jet Cycles, and for the roof defenses. In the center of the room is a large square hole for the elevator helicopter pad to pass through. Overhead are two hydraulic armored doors (S.D.C. of 700 for each door) that slide open to allow the elevator helicopter pad access to the roof. All the walls, floor, and ceiling have an S.D.C. of 600 per every 20 ft (6 m).

The roof. Radar monitors the air traffic within a 50 mile (80 km) radius. In case of attack by air, six combat pilots stand ready at all times. They fly FW-501WS armored jet cycles. In addition, the roof is defended by four computer controlled mini-missile launchers. The missile launchers can rotate 360 degrees and are hidden in retractable, armored metal housings resembling large air conditioners (S.D.C. 300). Six laser turrets are also strategically placed about the roof. They are larger than the small turrets described in the weapons section and have twice the range and inflict an additional 2D6 damage. The roof is constantly patrolled by ten men.

The sides of the building from the 38th floor up are defended against intruders trying to climb up the sides. At the 49th and 42th floors are little nozzles ringing the circumference of the building. They spray out a special super slippery lubricant which makes climbing the building impossible (even characters with the adhesion power must move at half speed and are -50% to climb). The lubricant can be made to cover all sides of the building. It completely evaporates within one hour, leaving no residue. Strategically placed motion and heat sensors indicate the presence of any climbing intruder, which releases the lubricant and alerts security.



Fabricators Inc. — Weapons & Equipment

Weapons, Body Armor, Robots, and Vehicles

The descriptions that follow are of items commonly available from Fabricators Inc. These products are only sold or traded to known villains, criminal organizations and established clients (which can include individuals, mercenaries, and governments). They are NOT available to the average super hero or good guy organizations, including most democratic governments. Heroes who try to infiltrate the organization are likely to be discovered and killed on the spot.

These goods can be acquired by paying cash or trading services. Fabricators Inc. sets the price and there is no squabbling or trying to wrangle for a lower price. What they ask for is what they get. Prices for each item falls under one of four price levels or can be set by the Game Master.

G.M. Note about prices, payment and availability: Since you are essentially Fabricators Inc. YOU decide on the final price and method of payment or combination of payments, not the players or their characters. Not all items are in stock and the amount of time necessary to provide an item can vary dramatically. Also, depending on the client, payment in advance may be a requirement. Some big ticket items are so expensive that they demand a higher purchase price and may require a payment level over a long period of time.

Example: The FW-270 Orbiting Anti-Grav Jet Ball Lasers and Neural Control Helmet costs 48 million dollars, falling under the Level One purchase price. One measly Level One murder is not worth 48 million clams, so, Fabricators Inc. ups the price to three (3) Level One payments. That means the villain must kill three important people or must comply with special demands, like:

1. Kill the head of a rival criminal organization.
2. Steal a holo-imager from a much-feared super villain team, or super hero team, or military facility, etc.
3. Pay five million in cash.

If the organization demands the payment in cash, the purchaser must get the 48 million on his own.

Product Price Levels

Level One: This level is reserved for the most expensive items, like vehicles and huge damage inducing weapons.

Possible methods of payment include the execution of one to four of the following services (varies with price of the item). All are extremely dangerous and difficult. (**GM Note:** They are also good ideas and motives for adventures/conflicts.):

1. Assassination/murder of a high level government official, high ranking military leader (General or Admiral), president of a country, president/CEO or board of directors of a major corporation, the head(s) of a rival criminal organization, or killing an extremely powerful hero(s) or villain(s).
2. Stealing information, or item(s), or vehicle from an extremely powerful hero, team of heroes, government or military facility, villain team or powerful criminal organization.

3. Kidnap or rescue a person(s) from an extremely well protected/defended location, like from prison, the military, super humans, and criminal organizations.

4. Indentured servitude for two to four years.

5. Cash Payment: The cost of Level One items start at 20 million.

Level Two: The second most expensive level of products.

Possible Methods of Payment are identical to Level One only the target subjects are a bit less dangerous and demanding. The cost of Level Two items range from between 10 to 20 million dollars. Indentured servitude is limited to one to two years

Level Three: Possible Methods of Payment include:

1. through 5. as described under Level One, only the level of danger and difficulty is less extreme. The cost of Level Three items range from between three to ten million dollars. Indentured servitude is limited to six months to one year.

6. Safe delivery or pick up of information or shipment to a particular location and/or individual.

7. Protection of a place or person (could be Fabricators personnel or a client).

8. Frighten or brutalize somebody enough so that they will not testify (against one of the Fabricators' operations, operatives or a client).

9. Act as enforcers by inflicting great bodily harm (but NOT kill), destroy property, frame somebody, and similar things.

Level Four: This is the least expensive of the price levels and is usually paid for in cash. The trade of services rather than cash is left to the sole discretion of the Liaison and can include numbers one through nine and similar services. The cost of Level Four items range from between \$750,000 to three million dollars. Indentured servitude is limited to six months.

Weapons

Ammunition, Power Cells & Fuel

Fabricators Inc. offers specialty ammunition, power cells, and fuel for purchase by its clients. All of the company's products will only accept ammunition, E-cells, and often even fuel manufactured by them. Ammunition, spares clips and parts must be purchased with cash. Bulk packages are also available at a substantial savings. Orders in the U.S. and Canada are delivered by Fabricators Inc.'s own overnight courier service.

1. E-Cells: \$1000 each, or \$42,000 for a package of 50.
2. Micro E-Cells: \$500 each, or \$20,000 for a package of 50.
3. Mega E-Cells: \$20,000 each, or \$550,000 for 30.
4. E-Clips: \$1500 each, or \$65,000.00 for 50.
5. Fuel Pellets: \$2,000 each, or \$88,000 for 50.
6. Darts for the FW-135 Neural Stun Dart Gun:
Neural Disrupting Dart — \$1500 each, or \$65,000 for 50.
Green Mamba Venom Dart — \$2000 each, or \$85,000 for 50.
7. Net/Retracting Wire for the FW-120 Electranet Gun: \$5000 each, or \$40,000 for a package of 10.
8. Shells for the FA-55 Plume Cannon:
Armor Piercing: \$25,000 each, or \$220,000 for 10.
Explosive: \$20,000 each, or \$175,000 for 10.
Proximity: \$30,000 each, or \$275,000 for 10.

9. Mini-Missiles: Heat Seeking (Explosive): \$20,000 each, or \$175,000 for 10.

Laser Targeting (Explosive or Armor Piercing): \$30,000 each, or \$275,000 for 10.

VK-421 Vibro-Blade Claw Gloves

Vibro-blades are blade weapons surrounded by an invisible high-frequency energy field, allowing the weapon to cause greater damage than an ordinary blade.

Damage: 2D6 damage with a scratch/swipe attack, 4D6 damage with tear/rip or stabbing attack. The claws can cause damage to the hardest body armor or metal alloy.

Purchase Price: Level 4

Monetary Value: \$25,000

PRD Plan: Costs an additional \$10,000 per year.

VK-431 Vibro-Sabre

Damage: 5D6

Purchase Price: Level 4

Monetary Worth: \$18,000

PRD Plan: Costs an additional \$8,000 per year.

VK-441 Vibro-Knife

Damage: 2D6

Purchase Price: Level 4

Monetary Worth: \$14,000

PRD Plan: Costs an additional \$6,000 per year.

FW-135 Neural Stun Dart Pistol

The neural stun dart gun is powered by compressed air, and fires a special dart which injects a chemical that disrupts the nervous system of its victim. The effect is temporary paralysis. Darts used to inflict damage by means of poison are also available. The gun is laser sighted and virtually silent, making a barely audible "poof" sound when fired.

Range: 300 ft (91 m)

Attacks Per Melee: Four

Dart Clip Capacity: 10

Weight: 2 lbs (0.9 kg)

Ammunition: Disposable, hardened plastic syringe darts. All darts are good for one time use only; after being fired, new ones must be purchased.

Damage: Special

Neural Disrupting Dart: Completely immobilizes normal humans for 2D6 minutes, but super humans and professional athletes who are physically tougher are paralyzed for 1D6 minutes. Saving throw: 15 or higher. A successful save means the chemical has little effect, but the victim is sluggish for one melee, losing the initiative and two melee attacks that round.

Green Mamba (Two-Step Snake) Venom Dart: Causes 2D6 damage and the victim falls into a coma unless a saving throw of 15 or higher is made. If the saving throw is successful, the victim will suffer physical damage only, but will be woozy for 1D4 melees: -1 to parry, -2 to strike and dodge. If the saving throw is missed, victim should receive immediate medical attention or death will occur within 1D4 hours — roll to save vs coma/death.

Ammunition Cost: Neural Dart: \$1500 each, or Green Mamba Venom Dart: \$2000 each.

Purchase Price: One Level Four. The purchase provides one dart gun, ten compressed air cartridges, eight neural disrupting darts and four venom darts.

Monetary Value: \$150,000

Product Repair Discount Plan (PRD Plan): Costs an additional \$100,000 dollars per year.

FW-120 Electranet Pistol

The FW-120 Electranet is a large pistol that fires a retractable, high tensile steel, wire net that is electrified. The net has a series of small weights around its outer circumference that allows it to completely ensnare its victim. Once the victim is ensnared in the net, a high-powered electrical charge is fed to it via the retracting wire, three times a melee round. The net and retracting cable have an S.D.C. of 50. Damaged nets are easily removed and replaced with a new one. Replacement takes two (2) full melees (30 seconds). The gun comes with one free replacement net/retracting wire and two spare E-clips.

Range: 400 ft (122 m)

Attacks Per Melee: Three (3) electric charges.

Damage: 4D6 each attack/charge.

E-Clip Capacity: 9

Weight: 3 lbs (1.4 kg)

Spare Net/Retracting Wire Cost: \$5000 each.

Purchase Price: Level 4

Monetary Value: \$175,000

PRD Plan: Costs an additional \$150,000 per year.

FW-220 Electranet Rifle

A bigger version of the FW-120 Electranet pistol. The only difference is greater range.

Range: 1200 ft (366 m)

Attacks Per Melee: Three (3) electric charges.

Damage: 4D6 each attack.

E-Clip Capacity: 9

Weight: 9 lbs (4 kg)

Spare Net/Retracting Wire Cost: \$5000 each.

Purchase Price: Level 4

Monetary Value: \$255,000

PRD Plan: Costs an additional \$200,000 per year.

FW-220-A Electranet Bow and Arrow

A bow and arrow version of the FW-120 Electranet pistol. The only difference is its use with bow weapons; suitable for all types of bows. The electrical line is attached to a portable electric battery pack that can be worn as a belt or in a backpack (no additional cost for either style). The bow can be of any style, including cross bow and long bow at no additional charge.

Range: 600 ft (183 m)

Attacks Per Melee: Three (3) electric charges.

Damage: 4D6 each attack.

E-Clip Capacity: 9

Weight of the Portable Battery Pack: 7 lbs (3.2 kg)

Spare Net/Retracting Wire Cost: \$5000 each.

Purchase Price: Level 4

Monetary Value: \$200,000

PRD Plan: Costs an additional \$150,000 per year.

FW-255 Plume Cannon

The FW-255 Plume Cannon is a devastating mini-rocket launcher with a state of the art targeting system. The cannon is a two-handed weapon that rests on the operator's shoulder when ready to fire. It physically resembles a bazooka or LAW except that it is a little larger and fires five mini-missiles!

The weapon's sophisticated sensors and targeting computer are the real key to the weapon's deadliness. The operator looks through the special panorama sight to view up to five targets selected by the targeting computer. The operator either approves or declines any or all of the suggested targets by pushing a button above the trigger/handgrip. If any of the targets are approved the cannon's sensors read each target's heat signature and then programs that information into the five heat seeker mini-warheads inside the FA-55 Rocket Propelled Plume Shell.

The cannon's range finder locks in on the designated target(s) and notifies its operator when it is ready to fire with a pinging signal (firing before the signal has a penalty of -4 to strike). The pull of the trigger fires the FA-55 Plume Shell rockets out of the cannon. Moments later, the nose-cone drops away to reveal five self-propelled, heat seeker mini-missiles. Each of the missiles can be programmed to hit the same designated target or to disperse to strike as many as five different targets — one each.

Range: 2000 ft (610 m)

Attacks Per Melee: One every two melees/30 seconds; it takes a full melee round, 15 seconds, to reload and recalibrate the weapon. **Weight:** Cannon: 22 lbs (10 kg). Plume Shell: 4.5 lbs (2 kg) each. **Ammunition:** FA-55 Rocket Propelled Plume Shell holding five (5) self-propelled, programmable, heat seeking mini-missiles. Armor piercing, explosive, and proximity mini-warhead shells are available.

Damage: Varies with the different types of warheads.

Armor Piercing: 1D4 x 10 damage per each mini-missile, blast area is 2 ft (0.6 m). Designed to penetrate one specific target and explode.

Explosive: 5D6 damage per each mini-missile, blast area is 10 ft (3 m). Designed to damage a contained area.

Proximity: 3D6 damage per each mini-missile to everything within its blast area of 20 ft (6 m). The proximity mini-warheads explode when they are within 20 ft (6 m) of their intended target, not upon impact. The warheads are filled with ball-bearings that scatter like a shotgun blast, inflicting damage to a much larger area. This shell is ideal against low flying planes, helicopters, flying super beings, and personnel.

Ammunition Cost: Armor piercing: \$25,000 each, explosive: \$20,000 each, or proximity: \$30,000 each.

Payload: A backpack with adjustable straps comes with the purchase. It holds six Plume Shells and weighs a total of 27 lbs (12 kg) fully loaded. A portable, foam rubber lined, carrying case (50 S.D.C.) is also available and holds 12 shells and weighs 60 lbs (27 kg) fully loaded.

Purchase Price: A Level Two purchase provides one cannon and six shells of choice.

A Level One purchase includes one cannon, two portable carrying cases, and forty shells, plus a complimentary Fabricators Inc. hot drink mug and thermos.

Monetary Value: Level Two package: \$15 million. Level One package: \$21 million dollars.

PRD Plan: Costs an additional Level Three "payment" or a cash payment of 3 million dollars annually.

FW-168 Air Densifier Barrier Pistol

The FW-168 Air Densifier Barrier pistol is a relatively new creation. The gun fires an energy pulse which temporarily densifies air molecules effectively creating an area of "hard" air or a force field-like barrier as big as five feet (1.5 m) or as small as one foot (0.3 m) in diameter. The barrier is completely invisible and cannot be moved from the spot where it was created. After two (2) full melee rounds (30 seconds) the barrier dissipates.

These instant barriers can be used to deflect physical assaults, such as thrown weapons, bullets, or help absorb the impact of a small explosion. Energy attacks, including particle beams, plasma, fire blasts, electricity, and most others will also impact on the solidified air. Only lasers and light beams go right through (as well as sound waves and vibrations) and inflict full damage! Most forms of psionic and magic spells are not impaired by the barrier unless they are some sort of physical assault such as a fire ball.

The barrier is also good for momentarily blocking small openings like windows, portholes, and normal size doors. Note that the range is very limited, making it impossible for use as a rifle or other long ranged device.

Range: Up to 50 ft (15.2 m)

Attacks Per Melee: Two (2) shots/barriers

Damage: Typically none; a defensive weapon only, but can cause 1D6 damage to anyone running into or punching the barrier.

Maximum Barrier Size: 5 ft (1.5 m) diameter.

Barrier Duration: 2 full melees.

Barrier A.R. 15, S.D.C.: 50

E-Clip Capacity: 10 Barriers.

Weight: 3.5 lbs (1.6 kg)

Purchase Price: Level 3 (purchase includes the gun and two spare energy clips).

Monetary Value: \$6 million

PRD Plan: Costs an additional Level 4 "payment" or a cash payment of \$1,750,000 annually.

FW-170 Air Densifier Barrier Shield Wrist Band

The FW-170 wrist band is an outgrowth of the FW-168 gun with similar results. The advantage is a smaller item that is far easier to conceal. However, the range is dramatically reduced.

Range: Up to 12 ft (3.6 m)

Attacks Per Melee: Two (2) barriers

Damage: Typically none; a defensive weapon only, but can cause 1D6 damage to anyone running into or punching the barrier.

Maximum Barrier Size: 4 ft (1.2 m) diameter.

Barrier Duration: 2 full melees.

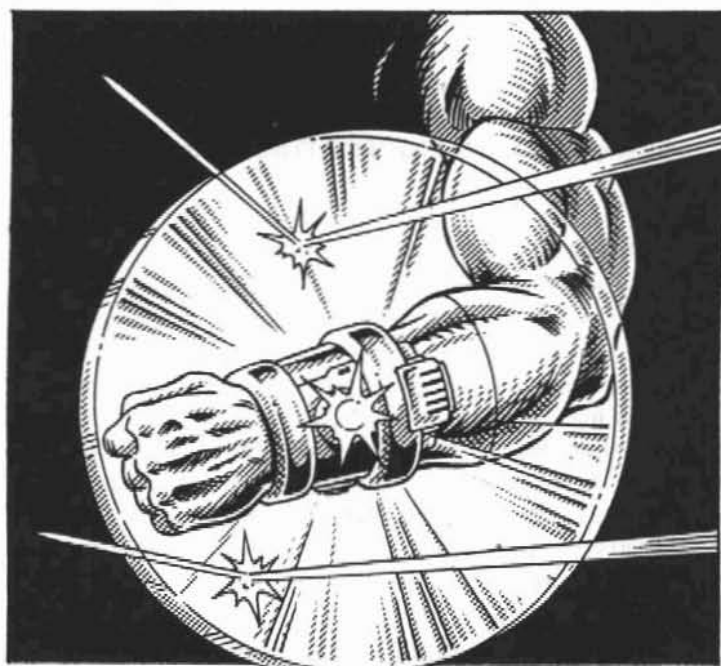
Barrier A.R. 15, S.D.C.: 50

E-Clip Capacity: 6 Barriers — solar powered; recharges one barrier every four hours.

Weight: 1.5 lbs (0.67 kg)

Purchase Price: Level 3 (purchase includes the wrist band and two spare energy clips).

Monetary Value: \$5.6 million



PRD Plan: Costs an additional Level 4 "payment" or a cash payment of \$1.5 million annually.

FW-270 Orbiting Anti-Grav Jet Ball Lasers and Neural Control Helmet

The FW-270 is the newest weapon from Fabricators Inc. Upon donning the Neural Control Helmet, the six laser, jet balls jump to life and orbit around the wearer about four feet (1.2 m) away from his body; the helmet being the nucleus around which the balls orbit in pairs. Two of the pairs of Jet Balls orbit at opposite 45 degree angles. The third's orbit is horizontal. All of the pairs of balls can be sped up, slowed, or made to hover in place. Each of the ball lasers are equipped with high definition television cameras with telescopic sight and passive light amplification/nightvision (range: 2000 ft/610 m). The cameras are always pointed outward as they go through their orbits.

The neural control helmet covers the entire top portion of the wearer's face and head. The eyes are completely covered by a protective visor. The operator "sees" through the jet balls' cameras, giving him 360 degree vision. The inside of the helmet is studded with neural sensors and feeds the collected visual data of the six jet balls to the wearer's vision center in his brain. The neural sensors also allow mental control over the movement, speed, and firing of the laser balls as if they were extensions of the operator's body.

Range: The range of vision and attack are both 2000 ft (610 m).

Attacks Per Melee: Six (6), one (1) per each jet ball laser.

Damage: Each jet ball has one high energy laser that inflicts 3D6 damage.

Power Source: Seven E-Cells; one E-cell in each of the six jet balls, and one in the neural control helmet. One E-cell lasts for 10 hours of constant use.

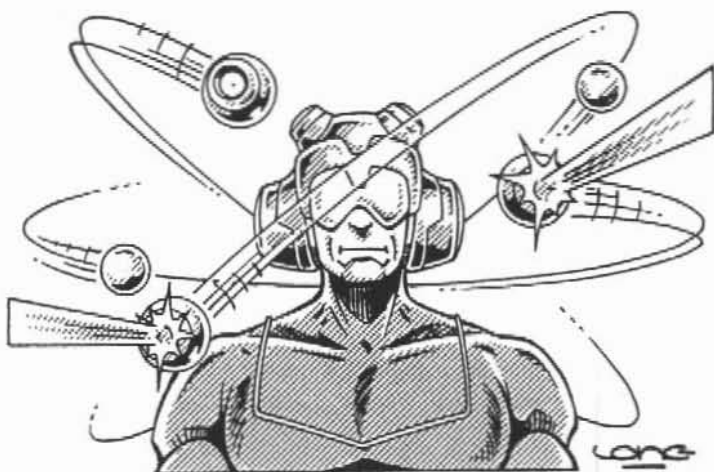
Bonuses: While wearing the weapon system the wearer is +6 on initiative, +2 to strike, parry and dodge.

Disadvantages: Using the weapon system for more than thirty (30) minutes will cause extremely painful and debilitating headaches. After 30 minutes of constant use, the operator suffers

penalties of -3 to strike and -5 to parry and dodge. Long term use will eventually cause insanity and pinprick hemorrhaging of the brain and possibly a coma or even death.

Unfortunately, using the weapon system is highly addictive. The Neural Control Helmet stimulates the pituitary gland causing it to release a neural chemical into the brain that causes eventual addiction. The operator has a 5% chance of becoming addicted after every use of the system. If the character becomes addicted, it will be difficult to stop using the system and the headaches will become an accepted occurrence. Insanity can result after prolonged addiction.

Purchase Price: Counts as three Level One trades. Purchase includes one complete unit (6 orbiting anti-grav jet ball lasers, a neural control helmet, a padded carrying case, and seven additional E-cells).



Monetary Value: 48 million dollars

PRD Plan: Costs an additional Level 2 "payment" or a cash payment of \$12 million annually.

FW 24 Mini-Laser Turrets

This small laser system can be built into vehicles or buildings as a defense system. It comes equipped with an advanced laser targeting and motion detection system.

Damage: 4D6 damage per blast

Range: 2000 ft (610 m)

Maximum Rate of Fire: 4 each turret per melee

Payload: 10 shots per E-clip, 60 shots per E-cell, or can be effectively unlimited if built into a nuclear or other large power system.

Targeting System Bonus: +1 to strike.

Purchase Price: Level Three. The purchase includes one laser turret system and 12 E-clips or two E-cells.

Monetary Value: 5 million dollars.

PRD Plan: Costs a cash payment of half a million dollars annually.

FWI 1000 Internal Laser Defense System

Twenty (20) high-powered lasers are built into the walls of a hall way or room inside a building. The lasers are usually tied to the security/defense system and are usually concealed. When an intruder is identified, the lasers fire, filling the area with a network of deadly beams. A heat and motion detection system is the standard sensor system when not linked to a more sophisticated security network.

Damage: 3D6 × 10 damage every three seconds (equal to four attacks per melee)

Range: 20 ft (6 m)

Maximum Rate of Fire: 4 per melee

Payload: 20 shots per E-cell or can be effectively unlimited if built into a nuclear or other large power system.

Strike Bonus: Hits everyone within its network of lasers; the only way to avoid damage is to step out of the defended area. Tiny creatures, one foot tall/long (0.3 m) or smaller, are more difficult to hit; the lasers are -4 to strike such a small target and damage is 1D6 × 10 (not as many lasers strike).

Purchase Price: Level One. The purchase includes one internal laser defense system with sensors (covers a 20 ft area) and 10 E-cells.

Monetary Value: 22 million dollars.

PRD Plan: Cost an additional Level 3 "payment" or a cash payment of six million annually.

FW 61S Mini-Missile Launcher

This small rocket launcher system can be built into vehicles or buildings as a defense system.

S.D.C. of Launcher: 25, **A.R.:** 12

Damage: 1D6 × 10 per missile; fires only simple missiles (no additional strike bonuses)

Range: 10,000 ft (3050 m) — just under two miles (about 3 km)

Rate of Fire: One at a time or in volleys of 2 or 3; as many as four attacks per melee.

Payload: Six; it takes one minute/4 melee rounds to reload.

Purchase Price: Level Three and the purchase includes one missile launching turret and twelve missiles of choice.

Monetary Value: 3 million dollars.

PRD Plan: Costs a cash payment of half a million dollars annually.

FW 62A Mini-Missile Launcher

This small rocket launcher system can be built into vehicles or buildings as a defense system. It comes equipped with an advanced laser targeting and motion detection system and fires a more advanced type of missile (have strike bonuses).

S.D.C. of Launcher: 50, **A.R.:** 15

Range: 11,000 ft (approximately two miles/3.2 km)

Damage: 1D6 × 10 per missile

Rate of Fire: One at a time or in volleys of 2 or 3; as many as four attacks per melee.

Payload: Six heat seeker mini-missiles (+2 to strike) or six laser guided missiles (+3 to strike).

Targeting System Bonus: +1 to strike.

Purchase Price: Level Two and the purchase includes one missile launching turret and twelve missiles of choice.

Monetary Value: 11 million dollars.

PRD Plan: Costs an additional Level Three "payment" or a cash payment of one million annually.

FV 200 Vehicle Caltrop Dispenser

The caltrop dispenser is a defensive feature built into vehicles. It releases 200 razor sharp caltrops which inflict 1D4 damage each. The driver in a pursuing vehicle must roll a 20-sided die to see if he notices the caltrops — roll on initiative with a penalty of -4. A roll of 15 or higher saves. A failed roll means 1D4

of the vehicle's tires are punctured by a score of caltrops each. The car swerves out of control; roll against piloting skill - 50% to avoid a crash. Pursuit is impossible until the tires are replaced (takes about 3D4 + 2 minutes per tire).

A successful save means the driver can stop before hitting the caltrops, except the villains will get away. He can try to swerve around and avoid the caltrops. This is more difficult and oncoming traffic could be an additional danger. Roll on the following table.

01-25 Couldn't avoid the caltrops. 1D4 tires are punctured — same as above.

26-50 Avoided the caltrops but lost control of the vehicle and ran off the road. The vehicle suffers 1D6 × 10 damage and is stuck. Super strong characters will be able to get the vehicle back on the road in 2D4 minutes, others will have to wait for a tow truck (2D6 × 10 minutes).

51-75 Crash! Hits an oncoming vehicle or other large object. The vehicle suffers 1D4 × 100 damage and will require days of repair. Passengers each suffer 1D6 × 10 damage.

76-00 Success! Caltrops have been avoided and the hot pursuit continues.

Note: Hover vehicles are not affected. Robots can run over the little spikes but will suffer 1D4 × 10 damage.

Payload: 1000 caltrops — five dispensings.

Purchase Price: Level Four and the purchase includes one complete system and 2000 extra caltrops (extra caltrops cost \$500 per 1000). **Monetary Value:** \$150,000 dollars.

PRD Plan: Costs an annual cash payment of a \$20,000 dollars.

FV 220 Vehicle Smoke Screen Dispenser

The smoke screen dispenser is a defensive feature built into vehicles. It releases a thick cloud of smoke covering a 40 × 40 × 40 foot (12.2 m) area, momentarily obscuring the vision of pursuers. Any vehicles passing through the cloud lose sight of the truck for three seconds and have a chance of crashing or running off the road. Stopping immediately avoids an accident (unless somebody plows in from behind). The cloud dissipates in 1D4 minutes.

Plunging headlong through the cloud requires the driver to roll against his piloting skill with a penalty of -40%. A failed roll requires the roll of percentile dice. 01-60% means the vehicle has driven off the road, while a 61-00 means there has been a crash. Same consequences as number 51-75, under FV-200 Vehicle Caltrop Dispenser.

Payload: Enough for three (3) smoke screens.

Purchase Price: Level Four and the purchase includes the complete system and four extra smoke canisters (additional smoke canisters cost \$700).

Monetary Value: \$200,000 dollars.

PRD Plan: Costs an annual cash payment of \$20,000 dollars.

FV 220 Vehicle Oil Slick Dispenser

The oil slick dispenser is a defensive feature built into vehicles. It releases oil that covers a 20 ft (6 m) swath of roadway. Drivers of any vehicles driving through the slick must roll against his driving skill or skid off the road and/or crash. The piloting skill penalty is -60% and -5% more for each 10 mph (16 km) above 60 miles per hour (96.5 km). If control is lost, roll percentile dice to see how bad things are. 01-50% means the vehicle

has driven off the road, while a 51-00% means there has been a crash. Same consequences as number 51-75 under FV-200.

Payload: Enough oil to create three (3) oil slicks.

Purchase Price: Level Four and the purchase includes the complete system and four extra oil canisters (additional oil canisters cost \$300).

Monetary Value: \$150,000 dollars.

PRD Plan: Costs an annual cash payment of 20,000 dollars.

A Weapon Note:

Fabricators Inc. manufactures or smuggles all types of conventional weapons and armor. It can also make gimmick weapons and super vehicle modifications as described in the Hardware section of **Heroes Unlimited**, pages 76-87, as well as the gimmicks found in **Ninjas & Superspies**.

The company charges the purchaser four times their cost, so if the item costs 100,000 dollars to construct, the Fabricators will charge their client 400,000 dollars.

Special Equipment

FS-34 Stealth Boots

The FS-34 Stealth Boots gives the wearer the ability to walk and run silently. The boots are a favorite with assassins, cat burglars, and other thieves who need to be as stealthy as possible in their work. They are also padded, insulated against electricity and custom made to the feet of the purchaser for maximum comfort.

Range: Self

Power Source: E-cell (one for each boot); power from one E-cell lasts for 10 hours of use.

Bonuses: Add +20% to prowling attribute, +3 to initiative, and +2 to strike while wearing the boots. No bonuses when the boots are turned off.

Purchase Price: Level Four

Monetary Value: One million dollars

PRD Plan: Costs an additional \$200,000 per year.

WS-12 High Velocity Mini Jet Pack

The "WS" in the product number stands for "Whisper Silent," due to its super quiet thruster noise. The thruster nozzles also have a unique heat dampening and dissipating feature which greatly reduces the heat signature of the jet pack. This makes it difficult to be targeted by heat seeker sensors and missiles (they are -3 to strike). Another unique feature is its extremely high maneuverability, giving the wearer an extra +4 to dodge when in flight.

Top Speed: 250 mph (400 km)

Flight Duration: 1 hour maximum per fuel pellet.

Maximum Ceiling: 1000 ft (305 m)

Fuel: Special Fabricators Inc. Power Pellets.

Fuel Cost: \$2000 per each pellet

Jet Pack S.D.C.: 130

Weight: 20 lbs (9 kg)

Purchase Price: Level Three; price also includes 20 fuel pellets enough for 20 hours of flight time.

Monetary Value: 5.5 million dollars

PRD Plan: Costs an additional Level Four "payment" or a cash payment of one million dollars per year.

WS-12MC (Mentally Controlled) High Velocity Mini Jet Pack

This model is a variation of the WS-12, with a neural control helmet that gives the pilot the ability to mentally control the jet pack. This allows the operator to have his hands free to carry a weapon or to punch or grab while flying. The villain has a control sensor surgically implanted in his head that is linked to an avionics computer located in the jet pack. The jet pack reacts with the speed of thought for even greater maneuverability, giving the wearer an extra +1 on initiative, +1 to strike, and +3 to parry and dodge when using the jet pack.

Top Speed: 300 mph (480 km)

Flight Duration: 1 hour maximum per fuel pellet.

Maximum Ceiling: 1000 ft (305 m)

Fuel: Special Fabricators Inc. Power Pellets.

Fuel Cost: \$2000 per each pellet.

Jet Pack S.D.C.: 150

Weight: 20 lbs (9 kg)

Purchase Price: Level Two; the price includes the complete unit and 20 fuel pellets, enough for 20 hours of flight time.

Monetary Value: \$12.5 million dollars

PRD Plan: Costs an additional Level Three "payment" or a cash payment of three million dollars per year.

FW-501WS Armored Jet Cycle (experimental)

At this time, the FW-501WS armored jet cycle is unavailable to Fabricators Inc. clients and it is not likely that the cycle will be made available any time soon.

The jet cycle is a new development and is still in the testing phase. It incorporates the "Whisper Silent" thruster system and the unique heat dampening and dissipating features of the jet packs plus a weapon system. It is extremely maneuverable, giving the pilot an extra +2 to strike, parry, and dodge while in flight.

The pilot's helmet has a heads up display to view pertinent data and combat features, including a laser sighted LFG (Look, Fire, and Guide) system. The LFG controls the swivel action and direction of the .50 caliber Gatling-gun and helps to guide the mini-missiles. The Gatling gun and all missiles are fired by a verbal command registered through the pilot's helmet.

Top Speed: 350 mph (560 km)

Flight Duration: 1 hour maximum per fuel pellet. Can be refueled by the pilot while flying by just dropping another pellet into the fuel receptacle. A digital gauge lets the pilot know how much flying time is left before needing to be refueled. A loud buzzer sounds at a five minute warning and a head's up display shows a digital countdown of the time remaining.

Maximum Ceiling: 5000 ft (1524 m)

Seats: Two; a pilot and one passenger

Fuel: Power Pellets.

Fuel Cost: \$2000 per pellet. It can be modified to use a Mega E-Cell that lasts for one week/168 hours of constant activity (don't count shut down time in which energy is not used).

Armor Rating: 18

Jet Cycle S.D.C. by Location:

Forward Mounted Gatling Gun — 50

Mini-Missile Launchers (2) — 50 each

Rear Jets (2) — 75 each

*Main Body — 350

*Depleting the S.D.C. of the main body will destroy the jet cycle.

Note: The pilot is a small and difficult target to hit. Thus, he can only be hit when a character makes a called shot and even then the attacker is -3 to strike.

Purchase Price: NOT CURRENTLY MARKETED — the FW-501WS is part of Fabricators Inc.'s arsenal. If the jet cycle is ever made available to clients, it would cost at least two Level One services plus \$10 million dollars. The price includes the complete unit, with weapons, ammunition, and 10 power pellets, enough for 10 hours of flight time.

Monetary Value: 35 million dollars for the armed and armored jet cycle, if it is ever sold to clients. A less heavily armored version (half A.R. and S.D.C.), without the LFG helmet and weapons is more likely to be released than the FW-501WS, but it would still be expensive, at least 18 million dollars.

PRD Plan: Costs an additional Level Two "payment" or a cash payment of 18 million dollars annually.

Weapons:

1. One (1) .50 caliber Gatling gun mounted on a turret on the front underside of the jet cycle

Effective Range: 4000 ft (1200 m)

Damage: 1D6 x 10.

Payload: Belt fed with a 500 round belt. It takes one full melee round, 15 seconds, to reload a new belt; four belts are standard issue.

Rate of Fire: Standard for machinegun bursts, see Modern Weapon Proficiencies section in **Heroes Unlimited**.

Special Feature and Bonuses: The gun is controlled by a laser sighted LFG (Look, Fire, and Guide) system which give the pilot a +3 to strike bonus. Wherever the pilot points his head and looks, the laser targeting looks and the gun swivels to match the direction and sights on the target(s) in that area. The gun can swivel back and forth 180 degrees and up and down 45 degrees.

2. Two (2) air to air heat seeker and laser guided missile launchers: Each holds six mini-missiles

Effective Range: 11,000 ft (approximately two miles/3.2 km)

Damage: 1D6 x 10.

Payload: Six heat seeker mini-missiles and six laser guided missiles.

Rate of Fire: Equal to the pilot's hand to hand attacks. Can be fired one at a time or in volleys of two, four or all six. A volley counts as one attack. The LFG System in the pilot's helmet is used to help guide the missiles.

Special Feature and Bonuses: The missiles' targeting is helped by the laser sighted LFG (Look, Fire, and Guide) system which provides an additional strike bonus, making all missiles or volleys +4 to strike.

Body Armor

All of the Fabricators Inc.'s body armors are made from a special material called "Flexi-Steel," which was invented by the Fabricator himself.

Flexi-steel armor is unique in that no seams or openings are needed at the elbows, knees, or waist. The only openings are at the complex joints of the shoulders/upper arm and the hip/upper thigh. The armor is made from a special Vanadium and Tungsten alloy steel that is molecularly altered to allow the armor to bend

and flex yet still retain a high degree of strength and integrity. Flexi-steel armor also partially deflects all energy attacks (laser, electricity, etc.), reducing their damage by half.

FA-70FF Ultra-Lite

Flexi-Steel Body Armor with Force Field

The FA-70FF Ultra-Lite with force field is a full environmental body armor made of Flexi-Steel. The force field gives the wearer superior protection. The suit's helmet has an air filtration/exchanger system and can have an independent oxygen supply attached, targeting sight (1600 ft/488 m), passive night vision (1600 ft/488 m), infrared vision (1600 ft/488 m), and telescopic vision (4000 ft/ 1200 m).

Body Armor A.R.: 15, **S.D.C.:** 150 plus an additional 200 from the force field

Weight: 14 lbs (6.4 kg) for the armor plus 5 lbs (2.3 kg) for the battery pack (the pack has an A.R. of 14 and 100 S.D.C.).

Force Field: A.R. 16, S.D.C. 200 and can recharge lost S.D.C. at a rate of three per minute. Limited to protecting the wearer of the armor only, the field cannot be expanded to cover a larger area. **Force Field Payload:** 12 hours of use before the battery needs recharging.

Purchase Price: Level Three

Monetary Value: \$8.5 million

PRD Plan: Costs an additional Level 4 "payment" or a cash payment of 2.5 million dollars annually.

Bonuses: +1 to strike when optics and targeting sight are engaged.

Penalties: -5% Prowl penalty when wearing the armor.

FA-70 Standard Ultra-Lite

Flexi-Steel Body Armor

The FA-70 Ultra-Lite Flexi-Steel body armor is essentially the same body armor as the FA-70FF but without the force field. It has a higher A.R. and more S.D.C. It too is a full environmental body armor. The suit's helmet is also the same, with an air filtration/exchanger system, targeting sight and optic systems.

A.R.: 16, **S.D.C.:** 200

Weight: 16 lbs (7.3 kg)

Purchase Price: Level 4

Monetary Value: \$2 million

PRD Plan: Costs an additional Level 4 "payment" or a cash payment of \$750,000 per year.

Special Bonuses: +1 to strike when optics and targeting sight are engaged.

Penalties: -5% Prowl penalty when wearing the armor.

Robots & Robot Systems

WS-53 Anti-Grav Surveillance Ball

The WS-53 surveillance ball is another favorite among super thieves and spies. The surveillance ball is about the size of a softball and has anti-gravity and flying capabilities. It is rimmed with tiny, "whisper silent" propulsion jets for greater speed and maneuverability. The surveillance ball is also ringed with eight high-resolution mini-cameras with telescopic and night vision capabilities (range: 500 ft/152 m). A super sensitive microphone

that can pick up a whispered conversation from 100 feet (30.5 m) away and two micro-lasers complete the features of the spy unit.

Projection goggles are worn over the operator's eyes. Two mini-view screens face the operator's eyes on the inside of the goggles. The screens show two different views broadcast from the ball. This enables the operator to "see" in two different directions at once. The goggles have a built-in mini-laser disc recorder to allow for 30 minutes of recording. Tiny microphones in the temple stems of the goggles broadcast everything said.

The surveillance ball is controlled by a joy stick with a thumb controlled speed throttle and index finger weapon firing button, not unlike the controls of an arcade game.

Range of Broadcast & Control: 2000 ft (610 m)

Speed of Surveillance Ball: Up to 100 mph (160 km)

Surveillance Ball A.R.: 12, **S.D.C.:** 50

Surveillance Ball Weapons: Two (2) Micro-Lasers, causing 2D6+2 damage per dual blast.

Surveillance Ball Bonuses: Half those of its operator. Plus an automatic prowl skill of 60%.

Attacks/Actions Per Melee: Equal to those of its operator.

Power Source: Two E-cells, one in the surveillance ball and one for the projection goggles. The E-cell lasts for 10 hours of use.

Disadvantages: The operator is -6 on initiative and -6 to parry and dodge while operating the unit (he's focusing all his attention on directing the ball and monitoring the images relayed by it).

Purchase Price: Level 3. The purchase includes the entire surveillance ball system, projection goggles, a padded carrying case, and four additional E-cells.

Monetary Value: \$10 million

PRD Plan: Cost an additional Level 4 "payment" or a cash payment of \$2.5 million annually.

WS-53A Mini-Spy Robot

Similar in use and function as the WS-53 surveillance ball and utilizes the same projection goggles and joy stick control.

The WS-53A Mini-Spy robot is state of the art micro-technology stolen from a Japanese company. The tiny robot looks and acts like a large carpenter ant or cockroach. Its minuscule size and ordinary appearance makes it ideal for spying. Like the surveillance ball, the operator sees and hears everything the robot sees and hears. A super sensitive microphone can pick up a whispered conversation from 100 ft (30.5 m) away.

Range: 1000 ft (305 m). The robot will not go beyond the 1000 ft limit unless it is physically moved beyond its range, which causes it to shut down. Power and control will again be restored when the operator is within the specified range.

Length: One inch (25 mm)

Weapons: None

Speed: 15 (about 10 mph/16 km)

A.R.: 8, **S.D.C.:** 5

Weapons: Can bite with pincers, inflicting half a point of damage. Purely defensive stings, but doesn't even break the skin.

Bonuses: Equal to one-third of the operator's. Plus an automatic prowl skill of 80%.

Attacks/Actions Per Melee: Equal to those of its operator.

Optic Systems: Infrared, ultraviolet, night vision, and telescopic with a range of 1000 ft (305 m). All other optics have a range of 500 ft (152 m).

Power Source: One Micro E-cell for the robot (lasts for 2 hours) and one E-cell for the projection goggles.

Disadvantages: The operator is -6 on initiative and -6 to parry and dodge while operating the unit (he's focusing all his attention on directing the robot and monitoring the images relayed by it).

Purchase Price: Level One. The purchase includes two tiny insect spy robots, ten spare Micro E-cells, five E-cells, projection goggles, and joy stick control.

Monetary Value: \$24 million

PRD Plan: Costs an additional Level 3 "payment" or a cash payment of \$5 million annually.

FVR-12A Armored Virtual Reality Suit for Robot Control

For use with the FVR-12B Battle Bot. The robot is a separate purchase.

The FVR-12A Armored Virtual Reality Suit is a new creation from the geniuses at Fabricators Inc. The basic technology was stolen from the U.S. military and was upgraded by the organization into a viable weapons system. The suit has the ability to control a robot by placing the operator in a virtual reality environment.

The AVR suit has a fully enclosed virtual reality helmet that effectively recreates everything the robot sees and hears as if it were the operator that was there, not the robot. The operator controls the robot's movements by reacting to the VR stimuli and sensations. The robot, in turn, responds in the same way. The operator does not need to actually walk or run to a particular place to make the robot walk or run, all he needs to do is walk or run in place, turning the body in the direction that the operator wishes the robot to go.

To further simulate reality, the suit has sensitivity sensors and triggers throughout that enable the operator to slightly "feel" the sensation of impact from punches or gunshots. Likewise, the operator will know and feel areas of damage inflicted on his robotic extension; nothing physically harmful to him, but enough to remind him of the robot's damage and limitations. The operator only feels a slight tingle in the area where the robot is damaged and suffers no penalties himself for any damage accrued by the robot.

The AVR suit is lightly armored, affording the wearer some physical protection should he come under attack himself. When the suit's S.D.C. goes below 25 the virtual reality system ceases to function.

Control Range of the Robot: 1000 ft (305 m)

Attacks Per Melee: Equal to those of the operator's.

S.D.C. of the AVR Suit: 100, A.R.: 12

Weight of the Suit: 15 lbs (6.8 kg)

Power Source: Has the option of using five E-cells, offering 24 hours of constant activity, or one Mega E-Cell that lasts for one week/168 hours of constant activity (don't count shut down time in which energy is not used).

Purchase Price: Level One. The purchase includes only the AVR Suit, and ten E-cells or one Mega E-cell. The robot must be purchased separately.

Monetary Value: \$25 million

Product Repair Discount Plan Cost: An additional Level Two service or a cash payment of \$11 million per year.



FVR-12B Virtual Reality Battle-Bot

This is the robot designed for use with the FVR-12A AVR Suit just described. The FVR-12B robot is extremely tough and combat proven. The operator controls the Battle Bot via his body's movements while wearing the FVR-12A AVR Suit. A radio transmitter and speaker allows the suit's operator to speak through the robot.

Range: 1000 ft (305 m) away from the AVR suit operator. The bot will not go beyond the range limit unless it is physically moved beyond its range, in which case it completely shuts down. Power and control can be resumed the moment its operator comes within range.

Attacks Per Melee: Same as AVR suit operator.

S.D.C. By Location:

Hands (2) — 10 each

Arms (2) — 50 each

Legs (2) — 120 each

Forearm Vibro-Blades (2) — 10 each

Chest Laser — 10

Forehead Mini-Laser — 5

*Head — 50

**Main Body — 400 (an additional 200 S.D.C. can be added at a cost of 1.5 million dollars).

* Destroying the head of the robot will eliminate all optics. In most cases, the robot will automatically shut down when the optics are destroyed. The operator has the option of overriding the shut down command and continuing to battle blindly or trying to retreat. **Note:** The head is a small and difficult target to hit, especially when moving. Thus, it can only be hit when the attacker makes a "called shot" and even then the attacker is -3 to strike.

** Depleting the S.D.C. of the main body will effectively destroy the bot, shutting it down completely.

Height: 7 ft (2.1 m)

Weight: 500 lbs (225 kg)

Physical Strength: Equal to a P.S. 40 — +25 to damage.

Speed: Twice that of the operator's (not applicable to characters with super speed).

Hand to Hand Combat Damage:

Restrained Punch: 1D6 (and no additional damage from PS)

Full Strength Punch: 2D6 + 25 PS damage

Power Punch 4D6 + 25 PS damage (counts as two attacks)

Kick: 3D6 + 25 PS damage

Body Block: 4D4 damage Judo Throw: 3D6 + 25 PS damage

Weapons:

1. Two retractable forearm vibro-blades, one in each arm.

Damage: 3D6 + 25 PS damage bonus.

2. One (1) Chest Laser

Range: 2000 ft (610 m)

Damage: 5D6 damage

Rate of Fire: Twice per melee

Payload: Effectively unlimited while the robot is powered up.

3. One (1) Forehead Mini-Laser

Range: 500 ft (152 m)

Damage: 2D6 damage

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: Effectively unlimited while the robot is powered up.

4. Optional use of hand-held weapons (any available).

Optic Systems: Laser targeting, infrared, ultraviolet, night vision, and telescopic, with a range of 2 miles (3.2 km). All other optics have a range of 1600 ft (488 m).

Power Source: Has the option of using five E-cells, offering 24 hours of constant activity or one Mega E-Cell that lasts for one week/168 hours of constant activity (don't count shut down time in which energy is not used).

Purchase Price: Two Level One services or a cash purchase. The purchase includes only the FVR-12B Battle Bot, with the standard weapons and features described and two mega E-cells. The AVR suit must be purchased separately.

Custom Features: The Fabricators can customize the FVR-12B robot by building or adding any of the weapons and features described in the robot section of **Heroes Unlimited**, pages 136-151. The company charges the purchaser five times their cost on top of the \$38 million dollars of the basic unit. Thus, if the customization costs two million dollars, the Fabricators will charge their client an additional 10 million dollars.

Monetary Value (standard FVR-12B): \$38 million

PRD Plan: Cost an additional Level 2 service or a cash payment of \$15 million per year.

FSR-200 Sentry Robot

A human looking robot designed to function as a guard, often in conjunction with an advanced, automated security system. Definitely looks and sounds like a machine unless cosmetic options are purchased. It is extremely popular among villains who need to have their cache of stolen loot or hide-out protected while they are away. The FSR-200 also makes an excellent bodyguard, especially when equipped with an advanced artificial intelligence. Several leaders of hostile foreign governments swear by the versatile and formidable robots.

Type One Humanoid Robot with type one standard artificial intelligence. The robot is programmed to understand and respond to 500 different questions, demands, and statements. It is also able to ask questions, make small talk, and even whistle. When spoken to in its programmed language its computer will analyze it and respond appropriately.

Height: 6 ft (1.8 m) — and human in shape and features)

Weight: 400 lbs (180 kg)

Physical Strength: Equal to a P.S. 25 (+10 to damage).

Attribute Equivalents of Note: I.Q. 17, P.S. 25, P.P. 17, Spd.

40

S.D.C. By Location:

Hands (2) — 10 each

Arms (2) — 40 each

Legs (2) — 80 each

Forearm Vibro-Blades (2) — 10 each

Finger Laser — 5

*Head — 60

**Main Body — 250 (an additional 150 S.D.C. can be added at a cost of 1.1 million dollars).

* Destroying the head of the robot will eliminate all optics. In most cases, (70% of the time), the bot will automatically shut down when the optics are destroyed. However 30% of the time the robot continues to battle blindly. The person who owns and/or commands the robot can demand that it fight on blinded with a verbal order. **Note:** The head and hands are small and difficult targets to hit, especially on a moving target. Thus, they can only be hit when the attacker makes a "called shot" and even then the attacker is -3 to strike.

** Depleting the S.D.C. of the main body will effectively destroy the bot.

Hand to Hand Combat Damage:

Restrained Punch: 1D6 damage and no PS damage bonus.

Full Strength Punch: 2D6 + 10 PS damage

Power Punch: 4D6 + 10 PS damage (counts as two attacks)

Kick: 3D6 + 10 PS damage

Body Block: 3D4 damage

Judo Throw: 2D6 + 10 PS damage

Bonuses: +2 on initiative, +3 to strike, +3 parry, +3 dodge, +10 damage (this is the PS bonus), +3 to roll with impact/fall. Can perform kick attacks, entangle, Judo style body throw/flip, use paired weapons, and does critical strike on an unmodified roll of 18, 19, or 20.

Attacks Per Melee: Five (5) hand to hand attacks/actions per melee (energy weapons, punches, etc.). Skill is equal to an eighth level Hand to Hand: Expert.

Weapons:

1. Two retractable forearm vibro-blades, one in each arm.

Damage: 3D6 + 10 PS damage bonus.

2. One (1) Concealed Mouth Laser

Range: 200 ft (61 m)

Damage: 5D6 damage

Rate of Fire: Twice per melee

Payload: Effectively unlimited while the robot is powered up.

3. One (1) Finger Laser

Range: 500 ft (152 m)

Damage: 3D6 damage

Rate of Fire: Equal to the number of hand to hand attacks.

Payload: Effectively unlimited while the robot is powered up.

4. Optional use of hand-held weapons (any available).

Skill Programs: Combat (bonuses are included in that section) and investigative (88%), plus basic math, radio: basic, and one language of choice (all at a 92% skill proficiency). Also see W.P.s which follow.

Weapon Proficiencies: W.P. blunt, W.P. revolver, W.P. automatic pistol, W.P. rifle, W.P. energy pistol, and W.P. energy rifle.

Sensor Systems & Features:

Audio: Basic speech capabilities; sounds mechanical.

Optics: Laser targeting, infrared, ultraviolet, night vision, and telescopic, with a range of 2 miles (3.2 km). All other optics have a range of 1600 ft (488 m).

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 ft (152 m). The robot's computer can recognize up to 2,000 mechanical sounds, such as car and truck engines, generators, cocking guns, etc. Adds to alertness and attacks.

Power Source: Has the option of using five E-cells offering 24 hours of constant activity, or one Mega E-Cell that lasts for one week/168 hours of constant activity (don't count shut down time in which energy is not used).

Purchase Price: Two Level One services or a cash purchase. The purchase includes the basic FSR-200 Sentry Robot, and five extra Mega E-cells.

Monetary Value: \$38 million

PRD Plan: Costs an additional Level Two service or a cash payment of 18 million dollars annually.

Extra Options/Features and Cost

Advanced Artificial Intelligence: The advanced intelligence enables the robot to act completely human and "think" in an objective and subjective way (see **Heroes Unlimited**, page 136). The advanced intelligence also allows for the selection of four additional skill programs. Cost: \$6 million

Advanced Micro-Nuclear Power Supply: Six year life, without need for recharging. Cost: \$12 million

Human Speech: The robot's speech patterns are very natural and the voice synthesizer has a very human quality of sound. Jarring blows or impacts will cause the robot's speech to skip. Cost: \$200,000

Language Skill Program: Can speak and read three additional languages of purchaser's choice at 92% skill proficiency. Cost: \$200,000

Other Skill Programs: These can be found in **Heroes Unlimited**, page 139. They are available only to robots with advanced intelligence. Cost: \$225,000 each

Synthetic Skin and Looks: Realistic looking synthetic skin, hair, and human features are added to create the illusion that the robot is a real human being. The synthetic skin and features hold up to reasonably close visual scrutiny, but not to touch. Cost: \$450,000.

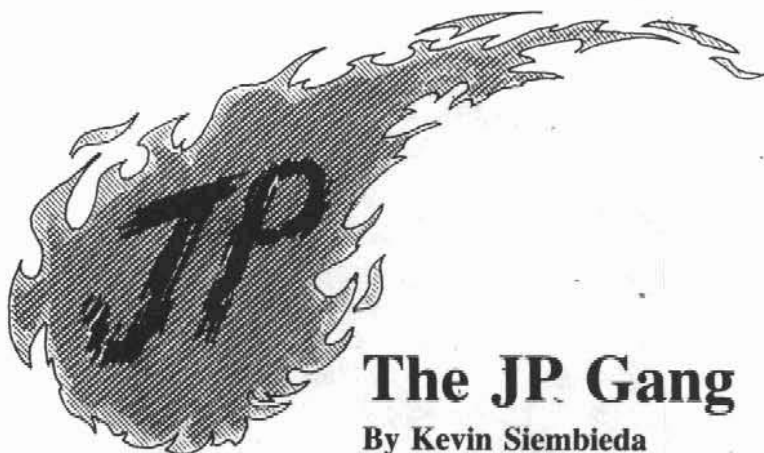
Other Custom Features: The Fabricators can customize the robot by building or adding any of the weapons and features described in the robot section of **Heroes Unlimited**, pages 136-151. The company charges the purchaser four times their cost on top of the 38 million dollars of the basic unit. Thus, if the total cost of customization is two million dollars to construct, the Fabricators will charge their client an additional 8 million dollars. At least it's cheaper than customizing the virtual reality bot.

A Note about Robots & Bionics

Fabricators Inc. is capable of manufacturing type one, two and three robots, with the standard or advanced artificial intelligence as described in the robot section of **Heroes Unlimited**, pages 136-151. The company charges the purchaser four times their cost, so if the robot cost nine million dollars to construct, the Fabricators will charge their client 36 million dollars.

Bionics as described in **Heroes Unlimited**, (pages 60-71) are also at the Fabricators' disposal, but the organization rarely performs full conversions. They prefer to stay with the compara-

tively simple cybernetic implants, single bionic limbs, weapons and disguises. Remember, the Fabricator's interests lay more with weapon systems and robotics than bionics. Likewise, Hardware gimmicks can be designed upon request.



The JP Gang

By Kevin Siembieda

The "Jay Pees" is a gang of street toughs, bullies, and petty criminals lead by a super-powered trio known as Jackhammer, Ping and Pong. In addition to lording over their domain, the gang's chief criminal activities include drug dealing (mostly crack cocaine), an expansive car theft ring and chop shop (cars are stolen from all over the city), and illegal gambling.

The JP's control a two mile area of the inner city as their turf, but also influence the surrounding three mile area and have plans for expansion. They are trouble with a capital "T" and have been the cause of many gang wars over the last year. Currently, there is rivalry between them and the two gangs that control the neighborhoods marked for conquest. Organized crime is taking a close look at these guys and wondering whether they should work with them or snuff them out before they get too powerful. The police are ineffective against them.

Jackhammer

Jack is the leader. He's a charismatic strong-man with brains equal to brawn. He grew up on the streets, dropped out of school at age 12 and joined a gang. During these formative years, he learned how to pick locks, steal cars, smuggle just about anything, sell drugs and a whole lot more.

When his mutant powers manifested themselves in his teens, he saw them as a means to attain power. He has started his own gang and has "eliminated" three others. He is the undisputed king of the neighborhood. His kingdom is a two mile area of inner city which he rules with an iron fist. He is smart, tough, mean, and ruthless. The police have been unable to get evidence against Jack and are now focusing on his two enforcers, Ping and Pong, who tend to be more careless and cocky.

He plans to be the kingpin of crime and run the city his way. He might play along with the mob, but will never work for them unless it's a trick to attack them from the inside.

Jackhammer — Gang Leader

Real Name: Jonathan Lewis

Aliases: Jack Lewis, Big Jack, and Jackhammer.

Alignment: Miscreant

Hit Points: 44, **S.D.C.:** 52

Weight: 214 lbs (96 kg — all muscle), **Height:** 6 ft (1.83 m),

Age: 20, **Sex:** Male



Attributes: I.Q. 18, M.E. 15, M.A. 14, P.S. 23, P.P. 20, P.E. 19, P.B. 10, Spd. 18

Disposition: Rough, tough, and resourceful. He is a quiet man who thinks about and plans his every move. When he shows his anger, everyone knows he must be furious. He is an excellent leader and motivator. He is motivated to acquire money, power and fame.

Experience Level: Sixth (6)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Six (6)

Bonuses: +4 to strike, +8 to parry, +8 dodge, +8 damage, +5 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). Kick (1D6 damage), and gets a critical strike on an unmodified roll of 19, or 20.

Other Bonuses: +8% to save vs coma/death and +2 save vs poison/magic

Super Power Category: Mutant

Major Super Ability: Vibration

Minor Super Abilities: Extraordinary physical strength.

Unusual Characteristics: Ambidextrous

Education Level: On the Job Training

Scholastic Bonus: +20% + 4% for a high I.Q.

Skills of Note: Intelligence 86%, interrogation 89%, palming 54%, pick locks 84%, forgery 79%, sniper, boxing, body building, general athletics, and prowl 90%.

Secondary Skills: W.P. knife, W.P. chain, W.P. automatic pistol, W.P. sub-machinegun, W.P. rifle, computer operation 89%, radio: basic 79%, auto mechanics 69%, and pilot automobile 98%

Appearance: A tall black man with black hair and smoldering blue eyes. Typically wears expensive suits and designer clothing. His work clothes include a simple pair of black fatigues, turtleneck shirt, leather jacket (with gang colors) and, when appropriate, a black ski mask. The gang emblem is a jagged "JP" in a ball of fire.

Occupation: Professional criminal.

Weapons: Has access to all conventional weapons, always carries an auto mag (4D6 damage) and a Manriki-Gusari (1D8 damage). Will use any weapon that is appropriate for the job.

Body Armor: Owns a variety of different types of light and heavy armor, but hates wearing them (seldom does).

Vehicles: Black stretch limousine and a bright red Mercedes sports car.

Money: Makes great money, about three million dollars a year personally, has an additional 3D4 x 10,000 in cash, and has 1D6 million in available operating capital for gangland operations.

Note: His gang is composed of 40 car thieves, 40 thugs for muscle, 12 pushers/thugs/two-bit hoods, and 40 punks/two-bit hoods who server as lookouts, runners, etc.

Ping

Ping and Pong are a couple of wild illegal aliens from Mexico. The sisters have mutant powers, they work as a team and are clever and powerful, but also cocky and reckless.

Ping is one year older and a master of gravity control. Pong is the younger, cuter sister, with the powers of elasticity and invulnerability. Their favorite ploy is to use Pong like a ball and hurl her into their opponents, bouncing around and causing mayhem. Ping is also known to bounce her opponents around via gravity manipulation, hence their nicknames, Ping and Pong.

Both are excitement junkies, and crave power, wealth and adventure. They like the wild life and love being the second in command of the JP gang. Unfortunately, they tend to take unnecessary chances, grandstand and taunt their antagonists, stimulating tension and animosity between rival gangs and the authorities.

Ping — Second in Command

Real Name: Felicia Rodriguez

Alias: Ping

Alignment: Anarchist

Hit Points: 27, S.D.C.: 36

Weight: 125 lbs (56 kg), **Height:** 5 ft, 3 inches (1.60 m), **Age:** 18

Attributes: I.Q. 11, M.E. 10, M.A. 12, P.S. 15, P.P. 14, P.E. 13, P.B. 12, Spd 18

Disposition: Bold, impudent, bitter, angry at men, the rich and society. Ping is the smart, resourceful one, with a head for strategy and tactics. However, she lets her emotions control her far too often, causing her to be rash, take foolish chances, grandstand, and act in anger. She loves her sister, but is annoyed by her reckless, carefree attitude and is jealous of her beauty and popularity.

Experience Level: Third (3)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Four (4)

Bonuses: +3 parry, +3 dodge, +3 to pull/roll with punch, fall, or impact and +1 to strike with body block/tackle (does 1D4 damage). Kick attack does 1D6 damage.

Super Power Category: Mutant

Major Super Ability: Gravity manipulation

Minor Super Ability: Bend light

Education Level: Grade School

Scholastic Bonus: +2%

Skills of Note: Basic math 86%, read and write 86%, dance 54%, cook 64%, sewing 52%, language: English 67%, native language is Spanish 98% and W.P. knife.

Secondary Skills: W.P. automatic pistol, general athletics, body building, running, swimming 68%, prowl 58%, pilot automobile 90%, and pilot motorcycle 68%.

Appearance: An attractive, young Mexican woman with short black hair, dark skin, deep brown eyes and a determined look.

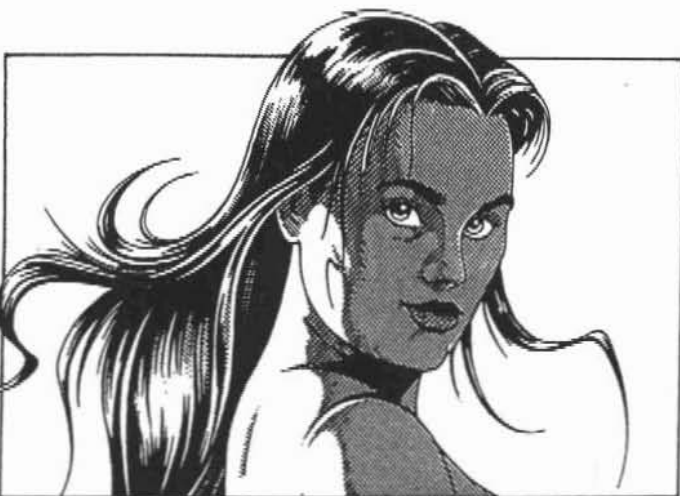
Occupation: Professional criminal and gang leader (2nd in command).

Weapons: Occasionally uses handguns and knives, but tends to rely on her super abilities.

Vehicle: Loves expensive cars and motorcycles.

Body Armor: None.

Money: She spends money freely and enjoys the good life, but she has 90,000 dollars in the bank and always has 1D4 x 1000 dollars, cash, in her possession at all times.



Pong

Real Name: Maryanna Rodriguez

Alias: Pong

Alignment: Miscreant

Hit Points: 47, **S.D.C.:** 36

Weight: 110 lbs (49 kg), **Height:** 5 ft, 5 inches (1.65 m), **Age:** 17

Attributes: I.Q. 9, M.E. 8, M.A. 15, P.S. 11, P.P. 13, P.E. 14, P.B. 20, Spd 16

Disposition: She is wild, arrogant, selfish and has a mean streak (she likes to prove just how powerful she is). She is a show-off and a braggart who knows she's beautiful and uses it to get her way. She also knows she's powerful and uses it to get what she wants. She has the unbridled exuberance of youth and thinks that she's indestructible in every way and can get away with anything. She is the most reckless of the three gang leaders and a bit of an air-head. She loves her sister, but thinks she should loosen up and enjoy life more. She also likes the fact that she is more beautiful and powerful than her big sister and reminds her of this often.

Experience Level: Second (2)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Four (4)

Bonuses: +3 parry, +3 dodge, +3 to pull/roll with punch, fall, or impact and +1 to strike with body block/tackle (does 1D4 damage).

Super Power Category: Mutant

Major Super Abilities: Stretching/elasticity and invulnerability.

Minor Super Abilities: None

Education Level: Dropped out of grade school

Scholastic Bonus: None

Skills of Note: Basic math 82%, read and write 82%, dance 46%, cook 56%, sewing 45%, language: English 60%, native language is Spanish 98% and W.P. knife.

Secondary Skills: General athletics, body building, running, swimming 68%, first aid 55%, and pilot automobile 88%.

Appearance: A beautiful, young Mexican woman with long, silky black hair, dark skin, smoldering brown eyes and a seductive look.

Occupation: Professional criminal and gang leader (3rd in command).

Weapons: Occasionally uses handguns and knives, but tends to rely on her super abilities.

Vehicle: Loves expensive cars.

Body Armor: None.

Money: She spends money freely and enjoys the good life. She has 23,000 dollars in the bank and always has 1D4 x 1000 dollars, cash, in her possession at all times. She also has about \$50,000 in jewelry.

The Reader

Another important, rising star in the JP gang is a weaselly looking black man known as the Reader. He is a psionic who assists Jackhammer in his running of the criminal operations. He uses his psychic powers to "read" people and objects and tells what he has learned to his crime bosses. He recognizes that he is a terrible leader, so he serves others that are more worthy and who will reward him well. He is loyal to Jackhammer and likes Felicia but finds Maryanna to be an obnoxious troublemaker.

Real Name: Isaiah Washington

Alias: The Reader

Alignment: Miscreant

Hit Points: 34, **S.D.C.:** 30

Weight: 138 lbs (62 kg), **Height:** 5 ft, 8 inches (1.73 m), **Age:** 27

Attributes: I.Q. 12, M.E. 23, M.A. 8, P.S. 12, P.P. 10, P.E. 12, P.B. 8, Spd 15

Disposition: He is a masterful liar and brown-noser; sneaky, secretive, and quiet. Has low self esteem and tries to avoid physical conflicts. He is loyal to Big Jack and Felicia, but will betray anybody else in the gang if it saves his bottom or makes him money.

Experience Level: Sixth (6)

Combat Skills: None

Attacks Per Melee: Two by hand to hand or four (4) using psionics.

Bonuses: +4 to save vs psionic attack

Super Power Category: Natural Psionic

Major Psionic Abilities: 106 I.S.P., has four psi-attacks per melee, and the powers of telepathy, object read, and hydrokinesis.

Minor Psionic Abilities: Detect psionics, see aura, alter aura, sixth sense, speed reading and mind block.

Education Level: On the Job Training

Scholastic Bonus: +20%

Skills of Note: Intelligence 82%, interrogation 85%, palming 50%, pick locks 80%, pick pockets 75%, forgery 74%, radio: basic 95%, radio: scrambler 85%, optic systems 95%, surveillance systems 85%, and cryptography 85%.



Secondary Skills: W.P. knife, W.P. automatic pistol, W.P. sub-machinegun, computer operation 85%, auto mechanics 65%, basic electronics 65%, first aid 75%, and pilot automobile 98%

Appearance: A thin, unattractive African American with a shaved head, sunken, beady eyes and sinister look.

Occupation: Professional criminal and assistant to Jackhammer.

Weapons: Occasionally uses handguns and knives, but tends to rely on his psionic abilities.

Vehicle: Loves expensive cars and was recently presented with a fully loaded sports car for uncovering a pair of undercover cops and learning about a gangland hit planned against Jack.

Body Armor: None.

Money: He makes about \$350,000 a year plus bonuses, like cars, but has a bad gambling habit. He has 42,000 dollars in the bank and always has 1D4 x 1000 dollars, cash, in his possession at all times. He also has about \$30,000 in jewelry.

Super Teams

The Dread Micro Wizards of Chaos

By Steve Sheiring

The Dread Micro Wizards of Chaos is a small organization of vile, supernatural beings whose only purpose in life is to rain terror on Earth for their own enjoyment. They will perform any act of evil for the proper payment. In some instances, payment can be the sheer enjoyment of a truly diabolical act. The Micro Wizards are, however, talented negotiators and typically expect a payment above and beyond their personal enjoyment. They enjoy seeing their clients squirm over the "price" of their service, which, in addition to a large cash payment, all too often requires some act of evil on the part of their employer (like information that can be used to hurt or blackmail somebody, secret data, access codes, or theft and murder). The Micro Wizards are very suspicious by nature and difficult to fool, which means the client will have to pay in advance and provide evidence that he or she has executed their end of the bargain. Finally, the more encompassing and difficult the task, the more likely the Micro Wizards will require the *true name* of the individual(s) requesting their service.

The Dread Micro Wizards of Chaos appear as small children ranging in age from five to ten years old. They are all highly charismatic and possess angelic faces and heart-warming smiles. In fact, they can change the appearance of their faces at will, but it will always remain lovely and pleasing. On the surface, they speak and behave like any normal child and are so convincing that even their human playmates can seldom tell the difference. Oh sure, these kids may act oddly at times, but then every child goes through tantrums and odd phases. Remember, make-believe and talking to invisible friends is not unusual for young children. Furthermore, all too many adults have been conditioned to dismiss outrageous stories from children as nothing more than fantasy. The Dread Micro Wizards recognize these facets of behavior and use them all too well to cover up and assist in the performance of their evil deeds. Indeed, they count on adults to ignore the silliness of little folk. After all, who would ever

believe that a dear, sweet child is capable of murder, kidnapping, extortion, or torture? The only time the Micro Wizards' true nature can be discovered is when they become extremely scared or angry. At that moment, the face transforms into that of a gnarled, wrinkled, aged fiend, and the voice becomes deep and crackles like dried wood burning in a fireplace.

The origin, age, and nature of the Micro Wizards is unknown by anyone on Earth. Some believe they are other-dimensional creatures or minor, supernatural intelligences. Others believe they are demons spawned in hell, while still others believe they are mutants unleashed by the government. Regardless of who may be correct, those encountering these beings know one thing for certain, they are the embodiment of evil, chaos and destruction.

The little wizards are known to summon supernatural monsters, with the dybbuk, succubus, gargoyle, gremlin, and hell hound among their favorites. Shape changing or illusionary magic are sometimes used to disguise the creature as an ordinary person, dressed conservatively, and normal looking in every way. This tactic may be used to make a monster seem to be the child's parent, relative, or teacher. The creature will reveal its true monstrous nature, and attack, only when no other alternative is available, or when commanded to do so by a Micro Wizard. The supernatural monster(s) enjoy these little games and are usually very willing to assist the Wizards in any way, shape, or form.

Their power is magic. Each possesses some measure of mystic ability, whether it be spell-casting, illusions, or circle magic. Some of the magical circles can be drawn with any instrument, like crayons, chalk, and dirt, which is perfect, because nobody is suspicious of a child playing with finger paints, or playing in a sandbox, or drawing pictures in the dirt. While magic is their central focus, they are always willing to learn new skills. Human skills are something the Micro Wizards learned over the years from their association with humans and their life on Earth.

They also possess supernatural powers in addition to their magic. One is the ability to **shrink** themselves, and all the possessions currently on their person, to six inches in height. Everything is shrunk proportionately, and is restored as soon as the demon spawn returns to normal size. Being six inches tall has many advantages, particularly in the area of stealth, spying,

assassination and escape. **Note:** A Micro Wizard weighs one pound (0.5 kg) when six inches tall (0.15 m or 152.4 millimeters).

The other natural ability is the power to **animate and control inanimate objects**, like toys, dolls, model airplanes, remote control cars, pogo sticks, bicycles, broomsticks, saucers and plates, and small household appliances. The Micro Wizard must first touch the object(s), and the total weight of all animated items cannot exceed 10 pounds (4.5 kg). The item turns back to normal when the Wizard is more than 30 feet away (9 m).

Getting in contact with the Dread Micro Wizards of Chaos is a difficult, but not impossible, task. Generally, one must place an ad in an underground or occult publication, or look for one of the Micro Wizards' own cryptic advertisements which occasionally appear in these publications. The ads seldom lead to a face to face meeting, but direct the prospective client to individuals (sometimes disguised monsters) who serve as the Wizards' agent. Or they might designate a specific location to talk. At such places, the prospective client may never meet the Micro Wizard, but he may find himself engaged in a conversation with somebody he cannot see (one seldom sees an invisible or six inch tall person standing in the shadows). The meeting is used to size up the client and evaluate the potential of the deal. The more desperate or malevolent the individual or the more horrible the assignment, the better.

The meeting place can be one of darkness and solitude, or as innocent as a playground or crowded amusement park. If the Micro Wizards even suspect a trap, they will flee, or ignore the meeting entirely. Additionally, if they are not interested in the assignment, or the client, the meeting place may be one that imperils the person seeking their services, or leads to an entanglement with the authorities or criminals. Remember, these beings are suspicious of everybody and will keep a watchful eye on a new client. Betrayal and treachery on the part of the client will provoke the wizards' ire and lead to terrible retribution.

Whenever a Micro Wizard is about to be caught by the authorities, he or she is likely to use their favorite ploy, to pretend to be an innocent child and simply sit down and cry. In between the sobs and tears, the Micro Wizard will demand to see mommy or daddy. Soon afterwards, a disguised monster, posing as the parent, will appear and rescue the distraught child, or, when nobody is looking, the wizard will shrink to six inches tall and make good his escape. Remember, many adults tend to ignore children, which only helps these evil beings to escape or cause chaos.

The Micro Wizards' Secret Playhouse

The Micro Wizards and their "parents" live in an ordinary, two-story, colonial style house. The house and all its furnishings are perfectly normal, with one exception, a locked door in the basement. This door leads not to a closet, but to another dimension. It is in this other world that one finds the Micro Wizards' true playhouse. Uttering the secret password, "playhouse," activates the dimensional portal. Those not knowing the password will only see an empty closet. **Note:** The Micro Wizards are not limited to using the closet doorway and can open and close portals to this particular dimension at will.

The other-dimensional Playhouse looks like an old plantation mansion from down south and the surrounding plantation grounds also look completely Earth-like, complete with weeping-willow

trees, tall grass, cotton plants and wild flowers. In the mansion are all kinds of weapons, books, magical devices, and instruments of evil. The Micro Wizards' spell books, circle making components, valuables and souvenirs are hidden all over the Playhouse. Particularly precious items are hidden and/or protected by magic, and their locations are known only to the specific owner. In addition, portals to other worlds are hidden within some of the one hundred rooms of the mansion. No windows open and the structure of the Playhouse is indestructible. **GM Note:** This can be an excellent means to transport characters from one role-playing world or time to another. Certainly these dimension travelling beings would fit into the worlds of **Rifts** and **Beyond the Supernatural**.

The demonic wizards may bring some of their victims back here to play games like "hide and seek" (with painful consequences when found), "tag or catch" (usually the playmate is hunted by a monster and must avoid being caught to survive), "doctor" (involving torture and/or experimentation), "hopscotch" (to other dimensions or frightening locations), "hangman" ('nuff said), as well as human sacrifice and enslavement. Slaves are magically or physically bound to the plantation to service their diminutive masters. Some are held by fear alone. Others may be chained, locked in a cage, magically charmed, mind controlled, drugged, or made too weak to resist. At least 40% of these captives are of alien origin.

The Playhouse always contains the following items of value scattered throughout the mansion: 2D4 + 1 enchanted objects, 1D4 + 2 weapons of chaos, two weapons of order, 2D4 × 100,000 dollars' worth of gold and gems, 1D4 spell books (1-50% chance the book describes all common wizard spells, 51-75% the book contains most Illusionist spells, and 76-100% the book contains common magic circles and instructions on how to make them), one book with the True Names of most major clients, a huge collection of nearly 300 different types of ancient weapons (swords, maces, pole-arms, etc.; all normal — no armor), a small collection of contemporary Earth weapons (about 50), several different wardrobes for different worlds, a variety of paintings and statues (no significant values, 50% show scenes of violence or depravity) and a large collection of children's toys. Normally, the Playhouse will be a cluttered mess and it is difficult to find anything easily.

GM Note: Game Masters can add or delete items found in the Playhouse, as well as things that guard them. The most valuable and/or dangerous items are protected by magic, traps, locked vaults, and/or supernatural protectors. The Plantation and the mansion are inhabited by the Wizards' human and alien slaves, and are also occupied by powerful monsters (slaves and allies). These can include zombies, golems, animated skeletons, hell hounds, dybbuk, vampires, or any number of magic or supernatural creatures. **Heroes Unlimited** provides a Random Mystic Creature Creation Table and Random Alien Creation Table, while RPG books like **Beyond the Supernatural**, **The Palladium RPG**, **Monsters & Animals**, and the **Rifts Conversion Book** contain a legion of monsters that can be plugged right into this setting.

Special healing properties. The Micro Wizards can regenerate three hit points per hour while in the Playhouse. A one month stay at the plantation will completely heal and regenerate all body parts. Unfortunately, the special healing process works only on the Micro Wizards and other supernatural creatures.

Note: Any broken toys and inanimate objects within the Playhouse regenerate within 48 hours.



The Seven Dread Micro Wizards of Chaos

- **Billy, Bobby, & Bud:** The Terror Triplets — Wizards Supreme. Each looks to be about eight or nine years old.
- **Mikey:** An illusionist and sadistic master of torture. Looks six years old. (GM Note: You can opt to change Mikey into a **Palladium RPG** summoner or a **Rifts** shifter).
- **Big Goobler:** Circle maker specializing in Summoning, Golem and Zombie circles. Limited spell knowledge. Looks to be 10 years old.
- **Little Foobie:** Circle Maker specializing in protection and power circles. Has the ability to dimensionally teleport any non-living circle components (the components appear out of thin air). Little Foobie has limited spell knowledge. Looks five years old and is the smallest of the Micro Wizards, 3 feet (0.9m).
- **Debbie Lou** — Master Illusionist, appears to be about seven years old.

The Terror Triplets — Wizards

Note: All have the same attributes and abilities unless otherwise noted.

Names: Billy, Bobby, and Bud

Aliases: The Terror Triplets, The Jones Brothers, The Smith Boys.

True Names: Biltreth, Bolgreth, and Buldeath

Alignment: All are Diabolic

Hit Points: 60, **S.D.C.:** 100 (natural S.D.C. and A.R. 12)

Weight: 85 lbs (39 kg), **Height:** 4 ft 6 inches (1.35 m)

Age: Unknown, appear to be 8 or 9 year old children.

Sex: All are males.

Attributes: I.Q. 21, M.E. 17, M.A. 22, P.S. 16, P.P. 16, P.E.

20, P.B. 22, Spd. 7

Disposition: Obnoxious troublemakers.

Experience Level: Tenth (10)

Combat Skills: Hand to hand: assassin, six attacks per melee, +2 strike, +3 parry/dodge, +4 damage, critical strike on unmodified 19-20, +3 roll with punch/fall, knockout/stun on unmodified 17-20, trust/intimidate 65%, 60% charm/impress, +2 vs psionics, +5 vs spell magic, circles, and illusions, +3 vs poison, and +10% vs coma/death.

Attacks per Melee: Six by hand to hand or five by magic.

Super Power Category: Magic/Supernatural

Spell Knowledge: Astral projection, recognize enchantment 96%, sense evil 100 ft (30.5 m range), sense magic (200 ft/61 m, with a 60% chance of pinpointing location). Five spell attacks per melee (or six hand to hand). +3 on spell strength — opponents must roll a 15 or higher to save. Can cast 14 spells per day. See **Heroes Unlimited**, pages 91-94, for details about wizards. A **Beyond the Supernatural (BTS)** Note: 200 P.P.E. each, P.S., P.P. and P.E. are considered to be supernatural.

Billy (20 spells): Anti-magic cloud, armor of Ithan, chameleon, carpet of adhesion, diminish others, expel devils/demons, fly as an eagle, globe of silence, invisibility (self), levitate, mesmerism, mystic portal, mystic shield, negate magic, restoration, see invisible, sorcerer's seal, teleport (superior), turn dead, and wind rush.

Bobby (20 spells): Armor of Ithan, call lightning, decipher magic, dispel magic barrier, exorcism, extinguish fires, globe of daylight, impenetrable wall of force, levitate, mute, mystic alarm, mystic portal, negate magic, sanctuary, shadow beast, speed of the snail, sorcerer's seal, stone to flesh, teleport (self), and wall of flame.

Bud (20 spells): Armor of Ithan, blind, breathe without air, carpet of adhesion, dimensional teleport, dispel magic barrier, eyes of the wolf, fire ball, invisibility (self), magic net, mystic alarm, mystic portal, negate magic, paralysis bolt, resist fire, sphere of invisibility, sorcerer's seal, swim as a fish, tongues, and words of truth.

Educational Level: Equivalent to Military Specialists. The scholastic bonus of 20% (and I.Q. bonus of 7%) has been added into the skills of note.

Skills of Note (Includes +7% I.Q. skill bonus): Concealment 97%, detect ambush 98%, detect concealment 98%, disguise 98%, intelligence 98%, impersonation 98%/87%, interrogation 98%, palming 98%, pick pockets 98%, pick locks 98%, sniper, tracking 98%, W.P. blunt, W.P. knife, W.P. staff, and W.P. sword.

Secondary Skills: Escape artist 87%, forgery 87%, land navigation 87%, wilderness survival 97%, first aid 98%, swimming 98%, climbing 98%, and prowl 98%.

Appearance: Typically wear food stained blue jeans or slacks, and dirty t-shirts. Their hair is rarely combed and often the face is smudged with dirt or ice cream.

Special vehicles: Magic Bicycles. These magic vehicles can travel up to 60 mph (96 km), fly up to 100 ft (30.5 m) above the ground, drive up the side of a building, and ride on water.

Special Weapons: 1. Magic Plastic Swords. These ordinary looking toy swords transform into the real thing when the power word "abra-cadabra" is uttered. The weapons inflict 3D6 S.D.C. damage (3D6 M.D. in **Rifts**).

2. Magic Frisbees of Death. A seemingly ordinary frisbee transforms into a high-speed saw blade that can cut through a log of wood. Uttering the power word "Bzzz" and hurling

the frisbee activates it. The weapon inflicts 1D6 × 10 damage and is +1 to strike. It turns back into an ordinary toy when it comes near any Micro Wizard. (1D6 × 10 M.D. in **Rifts**).

3. Magic Plastic Armor. The ordinary plastic armor turns into the genuine article when the word "Lancelot" is spoken. The magic armor has an A.R. 15 and 50 S.D.C. points. Destroying the S.D.C. destroys the armor. (50 M.D.C. and virtually weightless in **Rifts**).

Note: The transforming toys can be transformed back to their original toy form by uttering the appropriate power word. Only a Micro Wizard (or alchemist, psi-mechanic, or technowizard) can transform the toys. In their toy form, the items are easy to destroy, with no appreciable A.R. and an S.D.C. of only three. However, in their transformed state, the swords and frisbees are indestructible.

Common Items: Ordinary children's toys and games, candy, cookies, soda pop, and ice cream are always kept in large quantities. As are implements of torture, knives, and other weapons.

Armor: Use either the Armor of Ithan spell or the toy transformable armor.

Description: The triplets act like any group of ten year old, hot-tempered brothers. They spend a great deal of time wrestling, arguing, daring each other, playing practical jokes on one another, and generally bugging each other. Woe to any human who attempts to interfere with their play, or dares to pick on one of them. The brothers will instantly attack any outsider who harms or belittles any one of them. Normally they just frighten away or hurt such troublemakers, but when in a particularly foul mood, the kids may decide to maim, torture, or kill the person. The triplets are psionically linked and instantly sense when one of them is in trouble, hurt or killed.

The Terror Triplets have absolutely no feelings toward any Earth creature. They view the world as just another fun house and everything in it is for their enjoyment. The greater the pain and suffering they cause, the more they laugh. And the more fun they are having, or the more they are encouraged, the longer they will continue their nightmarish games.

Bullies, punks, heroes, people of a good alignment, and those who oppose them in any way, are among their favorite targets for mischief and torment. They especially love turning the tables on teenage gang members and bullies, whom they promptly destroy, sometimes wiping out an entire gang so quickly that the victims never know what hit them.

The trio's greatest weakness is their quick temper. They often rush into a situation, reacting in anger, without thinking about what they are getting themselves into. Then, once in serious trouble, they find themselves forced to reveal their true nature by using powerful magic.

Game Master's Note: Have fun creating your own magic items and toys for the Micro Wizards. The items listed above are given as examples and are not all inclusive. The same holds true for the Playhouse. Each room could be a separate adventure unto itself.

Mikey — Illusionist

Name: Mikey

Aliases: Micro Mike, Michael Apparition, and Spooky.

True Name: Mykkret

Alignment: Miscreant

Hit Points: 44, S.D.C.: 100 (natural S.D.C. and A.R. 12)

Weight: 70 lbs (32 kg), **Height:** 4 ft (1.2 m)

Sex: Male.

Age: Unknown, appears to be six years old.

Attributes: I.Q. 15, M.E. 13, M.A. 21, P.S. 13, P.P. 13, P.E. 18, P.B. 20, Spd. 10

Disposition: Quiet, charming, innocent and a bit forlorn in appearance. In reality, always thinking and planning mean tricks, revenge, or acts of evil. Clever, resourceful, daring; loves to scare people with his illusions and magic.

Experience Level: Eighth (8)

Combat Skills: Hand to hand: expert, entangle, paired weapons, kick attack, +2 strike, +3 parry/dodge, +2 roll with punch/fall, critical strike on unmodified 18-20, 50% trust/intimidate, 65% charm/impress, +4 vs spell magic, +3 vs circles and illusions, +2 vs poison, and +6% vs coma/death.

Attacks per Melee: Five by hand to hand or four by magic.

Super Power Category: Magic/Supernatural

Spell Knowledge: Illusionary magic: Four spell attacks per melee (or five hand to hand). +2 on spell strength — opponents must roll a 14 or higher to save. Can cast 11 spells per day. See **Heroes Unlimited**, pages 94-95, for details about illusionists. **A BTS Note:** 180 P.P.E., P.S., P.P. and P.E. are considered to be supernatural.

Spells: Illusionary: Age, blinding flash, chameleon, darkness, death trance, fingers of the wind, fool's gold, magic pigeon, mask of deceit, multiple image, mystic illusion, see the invisible, shadow meld, tongues and wisps of confusion.

Educational Level: Equivalent to Special Training. The scholastic bonus of 20% has been added into the skills of note.

Skills of Note: Disguise 95%, forgery 95%, escape artist 95%, impersonation 92%/72%, interrogation 98%, palming 80%, pick pockets 85%, pick locks 90%, W.P. automatic pistol, W.P. knife, and W.P. sword/fencing.

Secondary Skills: Land navigation 56%, wilderness survival 75%, swimming 98%, prowl 98%, pilot automobile 98%, pilot motorcycle 88%, and pilot motorboat 88%.

Appearance: Typically wears cute little kid clothing, like cartoon and funny animal clothes. The hair is usually combed and the clothing neat and clean.

Special vehicles: Magic Bicycle. Same as the Terror Triplets.

Special Weapons: May use the same magic toys/weapons as the Terror Triplets, but tends to rely more on his magic and knives than these special weapons.

Common Items: Ordinary children's toys and games. Candy, sweets, soda pop, and ice cream are always kept in large quantities. As are implements of torture, knives, and other weapons.

Armor: Uses either the Armor of Ithan (the spell is usually cast by one of his buddies or with a scroll) or the toy transformable armor.

Description: He is a master at playing the innocent child with a heart of gold and a touch of sadness. The kind of kid you just want to grab hold to hug and mother. But behind his angelic face hides a monster. Mikey is cunning in creating

an air of fear, apprehension, suspicion and hostility. He will expertly frame somebody with accusation, hearsay and circumstantial evidence. He'll use these tricks to incite arguments, hatred, suspicion, betrayal and even murder. His clever frames have been used in blackmail schemes, to break up groups, isolate intended targets, and to send people to prison.

His favorite ploy is to play one person against another by innocently revealing something bad or suspicious that he just happened to overhear or see (frequently an out and out lie). He'll use the old: "Please don't tell him I said that, I'm afraid he'll be mad at me," or, "Hold me, I'm afraid," and "I would never do anything bad," "I don't understand what you're talking about, please don't be angry with me," (batting his long lashes and with a sincere expression). In a similar vein, he can create an atmosphere of fear by hearing noises ("Did you hear that?"), suggesting danger ("I thought I saw somebody in the window!" or "I heard," or "I was told..."), and diverting attention by screaming, pointing, running away to hide, pretending to have seen something or to have been attacked, and so on.

Big Goobler — Circle Master

Name: Big Goobler

Aliases: Gooby, Biggles

True Name: Biglore-Gooblore

Alignment: Miscreant

Hit Points: 93, **S.D.C.:** 200 (natural S.D.C. and A.R. 12)

Weight: 135 lbs (61 kg), **Height:** 4 ft 9 inches (1.45 m)

Sex: Male

Age: Unknown, but looks to be about ten years old.

Attributes: I.Q. 17, M.E. 17, M.A. 22, P.S. 24, P.P. 24, P.E. 24, P.B. 17, Spd. 3

Disposition: Smiling, happy-go-lucky, always eager to participate in the evil plots of the others. He is usually an accomplice to the other Micro Wizards because he is too lazy to come up with his own schemes. He is particularly good friends with Little Foobie and Mikey, and is a frequent participant in their schemes because they are so imaginative, frightening (to the victims) and fun. He is infamous for his loud and rumbling, belly-jiggling laugh, which can be heard echoing in the background just before or after a disaster strikes. Gooby is sort of a diabolical version of a baby Santa Claus.

Experience Level: Fifteenth (15)

Combat Skills: Hand to hand: martial arts, +2 strike, +4 damage, 7 attacks per melee, critical strike on unmodified 18-20, +3 roll with punch/fall, +5 parry/dodge, knockout/stun on unmodified 18-20, death blow on unmodified 20, paired weapons.

Attacks per Melee: Seven by hand to hand or six by spell magic. +9 damage, +5 strike/parry/dodge, 35% charm/impress, +8 vs magic spells, +8 vs circle magic, +2 vs psionics, +5 vs poison, +18% vs coma/death, and 70% trust/intimidate.

Super Power Category: Magic/supernatural

Spell Knowledge: Astral projection, recognize enchantment 98%, sense evil 100 ft (30.5 m range), sense magic (200 ft/61 m, with an 80% chance of pinpointing location). +5 on spell strength — opponents must roll a 17 or higher to save. Can cast 16 spells per day. See **Heroes Unlimited**, pages 91-94, for details about wizards. **A BTS Note:** Posses-

ses 250 P.P.E. points, physical attributes are considered to be supernatural.

Spells Known: Anti-magic cloud, armor of Ithan, decipher magic, dimensional teleport, dispel magic barrier, fly as an eagle, mystic alarm, mystic portal, mystic shield, negate magic, paralysis bolt, sorcerer's seal, teleport (self), tongues, words of truth.

Circle Knowledge: All protection and summoning circles, plus the create golem and zombie circles (**GM Note:** Other related circles from the **Palladium RPG** and/or **BTS** can be added at the GM's option). Big Goobler has all the components for these circles, but they are usually stored in the Playhouse until needed.

Educational Level: Equal to Bachelor's Degree in electrical, physical, and computers. The scholastic bonus of 20% (and I.Q. bonus of 3%) has been added into the skills of note.

Skills of Note: Electrical engineer 98%, surveillance systems 98%, computer repair 98%, robot electronics 58%, fencing, prowling 98%, swimming 98%, swimming advanced/SCUBA 98%, computer operation 98%, and computer programming 98%

Secondary Skills: Read sensory equipment 98%, basic mechanics 98%, first aid 98%, W.P. blunt, W.P. knife, W.P. auto-pistol, climbing 98%, art 98%, advanced mathematics 98%, and cook 98%.

Appearance: Overweight and sloppily dressed, his jeans are always torn and falling down, and his shirts are never tucked in. His face and clothes are food stained, and Gooby constantly has a goody in his hand, ready to be eaten. He's particularly fond of chocolate in any form. Gooby loves baseball and frequently wears a baseball cap and kid clothes with a baseball motif, like jersey style shirts, etc. He's often seen carrying a baseball bat (which is as much a weapon as it is a toy — 2D4 S.D.C. damage).

Weapons: Automatic pistol, knives, and baseball bat.

Special vehicles: Flying saucer. This UFO-like craft is eight feet (2.4 m) in diameter, about four feet high (1.2 m) and eight inches thick (0.2 m). A customized pilot's seat allows Big Goobler to sit comfortably, and a transparent bubble dome encloses him. Saying the special phrase "Chocolate Goob" causes the bubble windshield to recess into the saucer so that Big Goobler can enter the craft. Uttering the words "Goob Chocolate" causes the bubble to close around the pilot. The craft is powered when a fly as an eagle spell is cast upon it. The Flying Saucer will then be capable of maneuvering, accelerating, decelerating, and landing just as if the spell had been cast on a person. No controls or control stick are necessary since the craft is attuned to the pilot's wishes and desires, sort of like a high-tech, magic flying carpet. The flying saucer has an A.R. 12, and an S.D.C. of 65.

Special Items: Various types of candies and sweets injected with poison or drugs. May use some of the same items that the Terror Triplets use.

Common Items: Junk food, portable television, portable radio, hammock, and remote control toys.

Armor: Uses Armor of Ithan spell as protection.

Description: Despite his sloppy appearance and laziness, Big Goobler is resourceful, agile, athletic, and not someone you'd want to meet in a dark alley. He and Little Foobie are specialists in circle magic and the best of friends. They exchange

dark secrets and often work together on evil plots. Anyone attacking Little Foobie will encounter Big Goobler's wrath.

Big Goobler pesters the other Micro Wizards into letting him participate in their fun and games. He is, generally, too lazy to initiate any schemes of his own, but at the same time does not want to miss out on any fun the others might be having or plotting. As a result, Gooby usually gets the assignments nobody else wants. Conversely, he is just happy to feel needed regardless of what he winds up doing.

When he is in a really lazy mood, you can find him reading a pile of comic books and eating chocolate ice cream. Other favorite pastimes include sleeping, watching television, listening to music, tormenting cats, frightening real children, stealing goodies, eating sweets, and, well, eating in general.

Every once in a while, when Big Goobler is very lonely, he summons up a playmate. The playmate is typically some type of hideous shape-changing creature like a dybbuk, succubus, werewolf, or tectonic entity. The big guy likes to order them around to make himself feel important. His favorite trick is to order the shape-changer to sneak up on old people and try to give them such a fright that they have a heart attack.

Little Foobie

Name: Little Foobie

Aliases: Foo-Foo, Lil' Bee, and Lily

True Name: Lith-Fawber

Alignment: Diabolic

Hit Points: 67, **S.D.C.:** 200 (natural S.D.C. and A.R. 12)

Weight: 40 lbs (18 kg), **Height:** 3 ft (0.9 m)

Sex: Female

Age: Unknown, looks to be about five years old.

Attributes: I.Q. 28, M.E. 19, M.A. 22, P.S. 14, P.P. 14, P.E. 18, P.B. 22, Spd. 20

Disposition: Quiet, shy, and introverted.

Experience Level: Twelfth (12)

Combat Skills: Hand to hand: assassin, +4 strike, +4 damage, 6 attacks per melee, critical strike on unmodified 19-20, +3 roll with punch/fall, +3 parry/dodge, knockout/stun on unmodified 17-20, death blow on unmodified 20.

Attacks per Melee: Six hand to hand or six by magic.

Bonuses: +14% skill bonus, 70% trust/intimidate, 60% charm/impress, +2 vs psionics/insanity, +6% vs coma/death, +2 vs magic/poison.

Super Power Category: Magic/supernatural

Magic Combat: Cast 15 spells per day, cast 6 spells per melee, +4 spell strength, +2 vs magic spells, +2 vs circle magic, +1 vs psionics.

Spell Knowledge: Astral projection, recognize enchantment 98%, sense evil 100 ft (30.5 m range), sense magic (200 ft/61 m, with an 80% chance of pinpointing location). Six spell attacks per melee (or six hand to hand). +4 on spell strength — opponents must roll a 16 or higher to save. Can cast 15 spells per day. See **Heroes Unlimited**, pages 91-94, for details about wizards. **A BTS Note:** Possesses 220 P.P.E. points and physical attributes are considered to be supernatural.

Spells: Anti-magic cloud, armor of Ithan, decipher magic, dimensional teleport, dispel magic barrier, fly as an eagle, mute, mystic alarm, mystic portal, mystic shield, negate

magic, paralysis bolt, sanctuary, restoration, teleport (self), tongues, and words of truth.

Circle Knowledge: All protection and power circles. Foobie has all the components for these circles, but they are usually stored in the Playhouse until needed. (**GM Note:** Other circles from the **Palladium RPG** and/or **BTS** can be added at the GM's option. Foobie's interest in circles will focus on power circles).

Educational Level: Bachelor's Degree (Domestic, Technical, and Mechanical areas of study were chosen). Scholastic bonus of +20% and I.Q. bonus of +14% are included in the skill percentages.

Skills of Note: Cook 98%, sew 98%, sing 98%, art 98%, photography 98%, writing 98%, mechanical engineer 98%, locksmith 98%, and computer repair 98%.

Secondary Skills: Basic and advanced math 98%, forgery 98%, land navigation 98%, pick pockets 98%, first aid 98%, prowl 98%, navigation 98%, basic electronics 98%, W.P. knife, W.P. automatic pistol.

Appearance: Foobie is very particular about her appearance. Her clothes are always pressed and her face is never dirty. She wears the latest styles in children's clothing and can often be seen wearing an artist's smock and beret. Her favorite colors are purple and pink.

Description: Little Foobie and Big Goobler are best friends and specialists in circle magic. They exchange dark secrets and often work together on evil plots. Foobie works with Mikey too, mainly because Big Goobler likes him. She thinks Mikey's not too smart and doesn't trust him, but has to admit that he's a masterful manipulator of humans and a funny guy (scary to humans). Anyone who hurts Big Goobler will evoke Foobie's ire.

Little Foobie is the most creative and artistic of all the Micro Wizards. She spends much of her time contemplating new artistic projects, when not hatching evil schemes. Even her schemes frequently have an artistic angle, such as stealing famous art masterpieces. When encountering Little Foobie in one of her creative moods, she will appear to be in a trance and not even acknowledge anyone's presence. However, she is quite aware of what's going on around her and is only using her apparent catatonic state so she won't be bothered, or to catch intruders off guard.

Little Foobie enjoys model building, making dolls, sculpting (wood and clay), drawing, painting, cartoon animation, photography, and even making her own movies. She often makes dolls or models for the other Micro Wizards to use in their mischief. Her private suite of rooms back at the Playhouse are filled with drawings, paintings, photos, dolls and sculptures of hideous monsters, demons, and Big Goobler, with occasional paintings by humans like Rembrandt, Van Gogh (1D4 paintings worth 2D6 million each) and Richard Corben (1D4 + 1 paintings worth 2D6 × 1000 dollars each). Little Foobie pesters or bribes Big Goobler into summoning creatures just so she can add their physical likenesses to her art portfolio.

Special vehicles: Gooby lets her use his flying saucer.

Weapons: Indestructible magic knife: 1D6 damage, +3 strike/parry/dodge and returns to wielder when thrown.

Special Items: Power Circle components.

Common Items: Arts and crafts supplies, dolls, camera equipment, and stereo/video equipment.

Armor: None. Uses armor of Ithan spell when necessary.

Debbie Lou — Illusionist

Name: Debbie Lou

Aliases: Lu-Lu, Dee, and Little Mom

True Name: Dreddle-Lorn

Alignment: Diabolic

Hit Points: 80, **S.D.C.:** 200 (natural S.D.C. and A.R. 12)

Weight: 65 lbs (29 kg), **Height:** 4 ft (1.2 m), **Sex:** Female

Age: Unknown, looks to be about seven years old.

Attributes: I.Q. 23, M.E. 19, M.A. 24, P.S. 12, P.P. 12, P.E. 22, P.B. 24, Spd. 17

Disposition: Inquisitive ball of energy. Hardly ever stops talking and never slows down, but she is cool headed, resourceful and calculating. Frequently asks questions out loud about very scientific or bizarre subjects. Loves collecting secrets and spying on others. Tends to be manipulative, self-confident, bossy, and a bit arrogant. Blackmail and intimidation are her favorite weapons.

Experience Level: Twelfth (12)

Combat Skills: Hand to hand: basic, six attacks per melee, +2 strike, +3 parry/dodge, +4 roll with punch, critical strike on 19-20.

Attacks per Melee: Six hand to hand attacks or five magic.

Bonuses: 80% trust/intimidate, 70% charm/impress, +2 vs psionics/insanity, +14% vs coma/death, +4 vs magic/poison.

Weapon Proficiencies: None

Super Power Category: Magic

Spell Knowledge: All Illusionist spells.

Magic Combat: 15 spells per day, 5 spells per melee, +3 vs spell magic, +2 vs circles, +3 spell strength, +2 vs illusions/psionics. **A BTS Note:** Possesses 220 P.P.E. points and physical attributes are considered to be supernatural.

Educational Level: Special Training in the areas of science, communications, and physical were selected as areas of study. The +20% scholastic bonus and +9% I.Q. skill bonus are included in the skills listed.

Scholastic Skills: Basic and advanced math 98%, botany 98%, chemistry 98%, astrophysics 98%, computer operation 98%, cryptography 98%, laser 98%, optic systems 98%, radio: basic 98%, radio: scrambler 98%, radio: satellite 98%, T.V./video 98%, read sensory equipment 98%, hand to hand: basic, acrobatics, gymnastics, archery.

Secondary Skills: Climbing 98%, prowling 98%, running, swimming, first aid 98%, writing 90%, cook 98%, sew 98%, dance 98%, sing 98%.

Appearance: Seven year old girl with freckles, thick glasses (actually she has perfect eyesight, the glasses are just to make her seem more intellectual and mature), and flaming red hair pulled into pigtails. Always wears dresses and tries very hard to dress grown-up.

Special vehicles: None; occasionally uses a magic bicycle (same as the Terror Triplets).

Special Weapons: Child sized bow and arrows with a variety of special arrows, including poison tipped (4D6 damage poison), explosive (6D6 damage upon impact), and flame

(burst upon impact, 4D6 damage). Even though the weapon is child sized, it has the same range and inflicts the same damage as a full size compound bow. Smoke bombs, tear gas grenades, and a variety of firecrackers and explosives are also part of her armory.

Special Items: Dress of Mesmerism. Her dresses can be activated three times per day to transform into a dazzling carousel of swirling lights. Everyone within 50 feet (15 m) must save vs magic (13 or higher) or be mesmerized for 10 minutes. During this time period, the mesmerized person will just stand there dumbfounded, gazing into empty space. There is a 1-58% chance that the mesmerized individual will instantly snap out of it if he is attacked (roll for each attack). However, if left unmolested, the victims of the mesmerism will stand frozen, like statues. When the spell ends, it will seem as if only seconds have passed and the victim will have no memory of anything that transpired while he was enchanted. Debbie Lou has several of these dresses.

Common Items: Microscope, magnifying glass, telescope, binoculars, butterfly net, four walkie-talkies, cellular telephone, a chemistry set, portable computer, a new pocket computer, bugging equipment, and firecrackers.

Armor: None

Description: Debbie Lou loves to pretend that she is the most mature, sophisticated, and intelligent of all the Micro Wizards. She is constantly reprimanding the others for their bad manners, disappointing appearance, and rude and/or shy behavior. Usually the others just stick their tongues out at her when she becomes too overbearing and bossy. This causes Debbie Lou to go storming off to plot her revenge. The Terror Triplets, especially, love to find ways to get under her skin. It's usually more fun to irritate her than to really hurt her physically. The Terror Triplets use the nickname "Little Mom" whenever they want to get her really riled. Oddly, when really mad, she can spew forth insults and expletives that would make a drill sergeant blush.

Debbie Lou specializes in different forms of imaginative and subtle evil. She is willing to patiently wait and plot schemes that may take years to complete and loves to spy on people (there's nothing better than a deep, dark, secret). Rather than rushing into dangerous situations, like the Terror Triplets, she is the one who usually keeps her cool and anticipates trouble. She is also more willing to use her human skills/knowledge and does not rely as heavily upon magic as the others. To her, magic is icing on the cake, not the main course. Finally, Debbie Lou is the most manipulative of all the Micro Wizards. She is perfectly happy to let others do her dirty work and is a master at tricking others to do so. In addition, Debbie Lou is the most friendly of all the Micro Wizards, since she views everyone she meets as a potential resource. She uses her superior organizational and planning abilities to direct the group and to keep operations running smoothly. Consequently, Debbie Lou has become the informal leader of this evil organization.

Terlins

The supernatural menace in general

The Micro Wizards are a rare, supernatural Race known as the Terlin. They are a distant, and far more powerful, cousin to

gremlins. Their natural appearance is that of a bloated, wrinkled, demonic child, male or female, but can shape change to appear to be a normal human. In their human appearance, each child is almost always beautiful or somehow sympathetic. This is due in part to the monster's high mental affinity and physical beauty. Most are small, ranging from three (0.9 m) to four and a half feet tall (1.3 m), and never larger than five feet (1.5 m). In addition to the creatures' natural seductiveness, beauty, and magic power, the terlin are always incredibly smart and can learn human skills.

The tiny shape changers live for violence, destruction, suffering and chaos. Extortion, torture, and murder are favorite pastimes, second only to manipulating and using humans in their evil schemes.

Despite their great intellect and power, terlins are creatures of emotion and behave like spoiled children. They are stubborn, quarrel among themselves, play childish pranks, tricks and games, and are immature and hot tempered. Along these lines, terlin are notoriously cruel and vindictive. They hold a grudge better than anybody, and will usually seek revenge, especially when they feel they have been cheated, suckered, or deliberately embarrassed.

All terlin can animate lightweight objects (toys, models, etc.), shrink to six inches tall (0.15 m), and momentarily open a small dimensional portal to their other-dimensional home/playhouse. These powers can be performed at will, without restriction, and without using up precious P.P.E. energy necessary for magic spells and ceremonies.

Terlin Stats

Suitable for **Beyond the Supernatural**, **Heroes Unlimited**, **Rifts** and most of Palladium's other role-playing games.

Horror Factor: 13, but only when one realizes what he is up against.

Alignment: Any evil, but tend toward diabolic and miscreant.

Size (average): 3 to 4 feet (0.9 to 1.2 m)

Weight: Varies; about 50 to 140 lbs (22 to 64 kg).

Armor Rating: 12 (not applicable in **Rifts**, where they become mega-damage creatures).

S.D.C.: 100 for terlins 10th level and lower. Increases to 200 at 11th level of experience.

Hit Points: P.E. plus 1D6 per level of experience.

Attributes: I.Q. 2D6 + 18, M.E. 2D6 + 14, M.A. 2D6 + 18, P.S. 3D6 + 6, P.P. 2D6 + 10, P.E. 3D6 + 6, P.B. 2D6 + 16, Spd. 4D6

Average Level of Experience: 1D6 + 2; the Micro-Wizards are uncommonly experienced professionals.

Natural Abilities: Shrink to six inches tall, animate objects under 10 lbs (4.5 kg), and open dimensional portal to playhouse. Plus keen vision and sharp senses.

Human Skills: Terlins have the capability to learn skills equal to special training or college education (+20% skill bonus). Select three skill categories and ten secondary skills. May learn two additional secondary skills at levels four, eight, ten, and twelve. OR may elect to be a psi-mechanic or technowizard (can build magic toys/weapons and devices), or summoner or shifter (circles and dimensional travel).

Psionic Abilities: Only twins and triplets possess psionic powers and those powers are limited to sensing whether a sibling is in trouble, hurt, or slain.

Magic Abilities: Select either wizard/arcanist (spell caster), circle maker (ceremonial magic), or illusionist (spell caster). Wizards can select a total of 8 spells plus two for each level of experience. Illusionists can select six illusionary spells plus two (of any kind) for each level of experience. Circle makers know all protection or all summoning circles (pick one) plus one circle of any kind for each level of experience.

Attacks per Melee: Two plus those gained from hand to hand combat skills. No special abilities.

Bonuses: +3 to save vs horror factor and those gained from high attributes.

I.S.P.: None (twins or triplets have 4D6).

P.P.E.: 100 plus 10 for each level of experience.

Note: Terlins seldom travel alone. They will be found in pairs or small groups of 1D4 + 2. They also associate with evil humans and supernatural creatures (typically monsters they can control or manipulate).

Rifts Note: Strength and endurance are considered to be supernatural. Ignore the armor rating, but turn the hit points and S.D.C. into M.D.C. points. Magic inflicts mega-damage as usual in **Rifts**. Skills may not be applicable or the creatures may have learned skills common in the world of **Rifts**.



The Masters of Speed

By Kevin Long

Assisted by Kevin Siembieda

The Masters of Speed are a ruthless gang of super-powered villains with uncanny speed abilities. Their similar powers and the idea of safety in numbers seemed like a perfect match. They are not motivated by anything so melodramatic as wanting to rule the world. Their common goal is to get rich. Money and wealth are the only things worth fighting for. The members all realize that their "income" is far greater with the team than it would be working solo. Each is a millionaire many times over and all could easily retire, but their insatiable greed and desire for danger eliminates any thought of that.

The Masters of Speed are a unique team in that its members all seem to like each other and rarely squabble. The only exception is Whiplash who is a mean misanthrope who trusts no one. Money and valuables are divided equally, regardless of whether a member was injured or otherwise unable to participate in that particular crime. They are suspicious of any outsiders, especially other speedsters (could be a government agent), and do not take strangers into their confidence.

The Masters of Speed came into being about three years ago. It was Hellbent's insight, patience, and leadership, juggling their temperamental egos, that finally built them into a team. He showed them that by working together they were nearly unbeatable and, together, they could amass a fortune. Hellbent, a master tactician, has trained his companions in crime to be prepared for any contingency and to watch each other's backs. In the past year, they have defeated or avoided the authorities across the U.S. and Canada, totally annihilated two American S.C.R.E.T. teams, and fought the **Sentinels of Liberty and Justice** to a standoff. The Masters of Speed are considered armed and extremely dangerous. All of them will kill (except Cheetah) if cornered, provoked, or to get what they want.

One of the things that continues to puzzle law enforcement agencies is how the speedsters are able to disappear so quickly and completely, easily circumventing police dragnets prepared for their superhuman powers. Theories have suggested that the villains use a dimensional portal or teleport to side-step the police. The truth is nothing so impressive. The Masters of Speed use a specially designed, large, double-trailer truck (details follow) as their traveling base of operations. The semi travels on a highway or back country road at least 20 miles (32 km) from the scene of the crime and the speedsters leave and enter the truck without it ever stopping. Each of the members have a homing transmitter imbedded in their head, allowing them to locate the truck wherever it may be.

The team's home base is located in Kansas City, Kansas. Shortly after the team's creation, Hellbent established a dummy corporation which purchased a large warehouse in a secluded suburb of Kansas City. He then hired Fabricators Inc. to build a specially designed underground base and vault (described later) to store and protect their fortunes. Fabricators Inc. also supplied the nine heavily armed sentry robots that protect the premises. It took the team over a year of constant work to pay off the debt, but it was worth it.

The team members are: **Hellbent**, the team leader, **Cheetah**, Hellbent's lover, **Fullbore**, the invulnerable speedster and second in command, the psychotic **Whiplash** who kills for thrills, **Whirligig**, the high-speed spinner, the **Blur**, the speedster with vibratory powers, and **Slo-Mo**, who can make others move in slow motion and the only team member without super speed.

Hellbent



Drake Zarik was born a mutant but his special abilities didn't become apparent until his teen years. Drake is an only son and was raised by his father because his mother died during delivery. The father drank heavily and blamed the child for his wife's death. This led to alcoholism and years of child abuse. Once Drake was nearly beaten to death.

Despite his tortured home life, Drake always excelled in school, usually getting "A's" and "B's" on his report cards. His favorite subject was history, especially the periods of the civil war, and the two world wars. He read countless books on the subjects and found details about military leaders and their tactics especially interesting. He dreamed of one day becoming a general and leading brave men into glorious victory.

Besides history, Drake loved to run. He was always faster than most of the kids at his school, but it wasn't until shortly after his sixteenth birthday that his extraordinary abilities manifested themselves. He had joined the high school track team and quickly became one of the state's premier sprinters, excelling at the 100 and 440 meter dash. His running abilities had gotten him invited to the state finals where he was to compete in the 100 m, 440 m, and the mile runs. For an entire week before the finals, he had been experiencing a funny tingling sensation throughout his body. He attributed it to butterflies brought on by anticipation of the big meet.

At the finals, he had won both the 100 and 440 meter runs, but by the start of the mile run, the tingling had grown worse. He felt feverish and his hands were numb. Drake took an early lead, but halfway through the race, his vision began to blur. He was suddenly nauseous and weak. He stumbled, his legs feeling like lead. He dropped to his knees, forcing the racers behind

him to swerve to avoid a collision. One racer didn't see him until it was too late, but instead of falling over Drake, he passed right through him and then fell to the ground like a limp rag doll. Drake was so dazed he didn't really know what happened, but was suddenly renewed with strength. He burst forward at an incredible speed, passing completely through each of the other racers ahead of him. As he literally ran through each, he felt more powerful and ran faster. He didn't understand what was happening but the power and speed he now experienced was exhilarating.

To the utter amazement of the crowd, Drake sped around the track in a blur and finished the race only seconds after the first racer had passed through him. Astonishingly, he had shattered the world record for the mile by nearly two minutes. He was later disqualified and accused of rigging the race in his favor by drugging the other runners. It had all happened so quickly that nobody could tell exactly what had happened and any other explanation seemed impossible (they couldn't believe what they had seen). Drake could not explain what happened and was humiliated by the track authorities and the press. His face was splashed across the television and newspapers as the teen who drugged his competitors. There was even talk about criminal charges.

Upon returning home, Drake was greeted by his drunken father, angry about the shame his son had brought to the family. The screaming and hitting started the instant Drake entered the door. Finally, Drake could tolerate no more, pushed his father away and lunged at him. Instead of tackling him, the boy passed through him as he had done with the racers. His father stumbled back, looking weak, and stammered, "What'd ya do to me?" Drake suddenly began to realize what had happened earlier out on the track. He could somehow become like a living ghost and pass right through people. When he passed through them, he could draw on their energy and recharge himself. His thoughts were interrupted by a hammering punch to the face and his father shouting, "freak" over and over again. Something snapped and Drake began running back and forth through his father, each time sapping more and more of his energy. Finally, his father fell to the floor, dead; drained of every ounce of energy. Drake felt no remorse, calmly walked to the phone, called the police, and turned himself in.

Although he was only sixteen, Drake was tried as an adult. The trial was swift and he was found guilty of murder in the second degree. Most of the jurors felt sympathy for him due to the physical abuse he had suffered, but his lack of remorse and frightening abilities, made him seem to be a dangerous menace. He was sentenced to 20 years in the State's maximum security penitentiary.

While in prison, Drake learned how to control his powers and used them to kill three more times. He killed an abusive guard and two inmates who tried to assault him. He would never allow others to hurt him again. These murders increased his sentence to life imprisonment with no hope of parole, and made headlines across the country. On the morning of his 25th birthday he escaped.

He left the state, changed his name, attended college, and used his powers to steal. Several years later he met and became friends with a fellow mutant who also possessed super speed, Fullbore. Soon after, Fullbore introduced him to an acquaintance, a girl with amazing speed, the Cheetah. They fell in love and

planned to get married. The threesome began a crime wave, calling themselves the Masters of Speed. The publicity they received is what attracted the other members of their team to join them.

Real Name: Drake Zarik

Alias: Arthur Pennington (the president of his holding company), Devon Savic, David Hellstrom, and Hellbent

Alignment: Aberrant

Hit Points: 60, S.D.C. 167 (217 when supercharged to the max.)

Weight: 240 lbs (108 kg), **Height:** 6 ft, 5 inches (1.96 m), **Age:** 34

Attributes: I.Q. 16, M.E. 12, M.A. 24, P.S. 30, P.P. 18, P.E. 24, P.B. 20, Spd. 670 mph (1078 km).

Disposition: Arrogant, confident, level headed, and strong-willed. An excellent leader and master tactician/planner. He's learned to control his anger, killing only when absolutely necessary. He has feelings of great animosity toward bullies and mean drunks; hates Minuteman of the SLJ. He loves Cheetah and will not let anyone harm her. If she is killed, he will extract a terrible revenge. She has done a lot to temper Hellbent and to make him a kinder gentler person.

Experience Level: Eleventh (11)

Combat Skills: Hand to Hand; Martial Arts

Attacks Per Melee: Ten (10)

Bonuses: +6 on initiative (+9 when supercharged), +5 to strike, +12 parry, +14 dodge, +19 damage (+39 when supercharged), +17 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). He can pin/incapacitate on rolls of 18, 19, or 20, and gets a critical strike on an unmodified roll of 18, 19, or 20. Karate kick (1D8 damage), jump kick (critical strike), leap attack (critical strike), Judo style body throw/flip (1D6 damage and victim loses initiative and one attack), crush/squeeze (1D4 damage), paired weapons, and entangle.

Other Bonuses: +18% to save vs coma/death, +5 to save vs poison/magic, 80% to invoke trust/intimidate, and 50% ability to charm/impress.

Super Power Category: Mutant

Major Super Abilities: Sonic speed and bio-ghost touch (see NEW super abilities)

Minor Super Abilities: None

Unusual Physical Characteristic: Stocky

Education Level: Four Years of College

Scholastic Bonus: +20%

Skills of Note: Cryptography 98%, laser 98%, optic systems 98%, radio: basic 98%, radio: scrambler 98%, radio: satellite 95%, TV/video 98%, read sensory equipment 98%, electrical engineer 98%, surveillance systems 98%, computer repair 98%, robot electronics 60%, boxing, wrestling, advanced swimming 98%, and gymnastics (sense of balance 98%, climb rope 98%, climbing 98%, back flip 98%, prowl 98%).

Secondary Skills: Body building, general athletics, swimming 98%, pick locks 85%, land navigation 80%, advanced mathematics 98%, computer operation 98%, and pilot automobile 98%.

Appearance: A handsome man with thick white hair and green eyes. Wears an all black, skintight costume with small horns on the forehead.

Occupation: Professional super criminal and leader of the Masters of Speed.

Weapons: Seldom uses any. Tends to rely on his mutant powers.

Vehicles: The super van/mobile hideout. The team may occasionally use other vehicles as needed.

Body Armor: Seldom uses any. Tends to rely on his mutant powers.

Money: Hellbent handles both his own money and one third of the team's money, investing it through his dummy corporation. He personally has amassed a small fortune and has one million dollars in cash accounts, three million in operating capital and six million invested in real estate and the stock market. The team has about 12 million in investments, plus the money they manage themselves.

Cheetah



Dyan Sagan is a former chemist who worked for a major cosmetics/nutrition/health firm known as Cosmet Industries. She had worked for the firm for about five years. Her last project was the development of an ingestible perfume/deodorant. The edible perfume was intended to release natural pheromones for six months to a year before needing a booster. However, the formula had a completely unexpected effect during a test on a lab animal.

She gave a monkey, named Spike, a test sample of the formula. The monkey immediately began to go into convulsions, twitching and rolling around uncontrollably, moments after the formula was ingested. Dyan was dumbfounded, there was nothing in the formula that should cause such a reaction. After a few minutes the monkey stopped thrashing around and laid limply at the bottom of his cage. She picked him up thinking he was on the verge of death when he shot out of her arms with an unnatural burst of speed. The monkey sped around the lab with the speed of a gazelle, knocking over lab equipment and swinging from furniture. In a sudden burst of speed, the little monkey was moving so fast that he was a blur!

After several minutes of whirlwind commotion, Spike slowed and stopped, falling to the floor exhausted and panting for air. Dyan gathered him up and did several tests, checking his heart

rate, blood pressure, etc. All the tests proved inconclusive but were all within normal levels. Later tests showed that after a couple of hours of rest, Spike's metabolism began to rise dramatically. Dyan rushed him to a vacant office, set him in the center of the room and shut him in. Watching through the office door window she stared in awe as the spider monkey once again jetted around the room at high speed until finally succumbing to utter exhaustion. Further testing proved Spike was completely normal except that he was now capable of great speeds for short periods of time.

That night, Dyan removed all her data files, purged the back-up systems, took the remaining samples, grabbed Spike and took him home with her. Months earlier, she had built a laboratory in her basement so she could work at home. She knew removing the monkey from the office was against company regulations and could cost her job, but she was not about to allow the department head, George Celski, to cheat her out of another promotion. Celski was a low level chemist until he stole the formula for a new scented shampoo that reduced hair loss. The shampoo, called "Retain," represented three years of Dyan's work under Celski. He took the data files and samples, made a presentation behind Dyan's back, took all the credit, received a huge bonus and a promotion. When Dyan accused him of stealing her work, she was reprimanded and demoted. She wasn't about to let that happen again. She called into work sick, and, afterwards, refused to answer the telephone or the door.

Over the next few weeks, Dyan continued her tests on Spike and discovered that the monkey quickly learned to control his speed, using it only when he wanted to. His recovery time had also been dramatically reduced from hours to minutes. Best of all, he seemed completely healthy.

After one particularly long day in her lab, she fell asleep. She woke to the sound of breaking glass and noises upstairs. By the time she quietly crept upstairs to investigate, the house had been ransacked. Papers and books were thrown everywhere. Suddenly, George Celski stepped out from the shadows. "Where is he?" he demanded "And the computer files? You've been a naughty girl. You must be onto something big to take a chance like this and I want it. It's automatic dismissal to remove company data and test animals from the lab. But I've covered for you so far. Give them to me now, and I'll save your job."

Dyan growled and ordered him to leave before she called the police. Instead, he sat down in a chair, leaned back, put his hands behind his head, and just smiled at her. Furious, Dyan leaned forward, grabbed his jacket's lapels and repeated her demand. "I don't think you realize the trouble you're in my dear," he snapped, brushing her hands away. "I have your files. I make back-ups every few days. I don't know what you think you have, but I'll figure it out sooner or later." He leaned back and smiled again, "I just thought I'd give you the chance to work with me. I'll even give you credit as my key assistant this time." At that moment Spike came racing into the room. "My God!" he gasped. "Super speed! You've created a formula for super speed!"

He leaped to his feet and barked, "Deals off, bitch. This is worth millions! Millions, hell!! Billions!!! The military will pay up the nose for something like this! And I don't need you! Like I said, I've got all of your data files safely tucked away at my home." With that he began to leave, paused and sneered, "You

know Dyan, you're a damn genius. Too bad know one will ever know." With that, he ran out the door, leaped into his Jaguar, and drove away.

Dyan slumped to the floor in shock and self pity. Celski had won again. Tears welled up in her eyes and Spike, sensing her sadness, trotted over to comfort her. In his hand he held one of the three remaining formula test samples. He must have been playing with it before he came upstairs. In her desperate state of mind, she hatched a crazy, yet exhilarating scheme. If she drank the formula and was endowed with super speed, she could outrace Celski to his home, trash his house and steal back her files. She had nothing to lose.

Minutes later, Dyan was running along the highway at lightning speed. For an instant she even thought she saw Celski in his car, but in the blink of an eye, she was miles away. Breaking into the house was easier than she had imagined. Somehow everything seemed easier. She tore through the place like a tornado. Found the files and just for the fun of it, smashed his computers and his home office, pulverizing everything.

"Are you crazy!" boomed the voice of George Celski. "My god, Dyan, you used it on yourself?! It could kill you." Despite his words, there was no concern in his eyes, only hate. "You should have made good your escape, 'cause now you're a dead woman." As if in slow motion, he pulled a revolver out of his jacket and began to point it in her direction. However, she wasn't there anymore. She was standing next to him, slapped the gun out of his hand and began to pound on him in frustration and anger.

"You don't realize what I can do now, George. Let me show you!" Her heart began to race, her muscles began to twitch and an almost painful tingle coursed throughout her body. She continued hitting George with her fists, not realizing that she was hitting him dozens ... no ... hundreds of times.

When George fell to the floor, his face was an unrecognizable bloody pulp and his shirt and jacket were soaked with blood. Dyan stood frozen in horror at the realization of what she had done. Suddenly, she realized that the Vice-President of Cosmet and two executives were standing in the doorway, horror etched across their faces. Celski must have used his car phone and arranged a meeting. The man always did move fast (no pun intended). All Dyan could do was stammer, "I ... I didn't mean to ... to ... Oh, no. I killed him."

Before any of the men could react, she was running out the door and disappeared. She made the 25 mile trip back to her home in less than 8 minutes. She spent the next five minutes washing George's blood off her hands and forearms, collecting some clothes and personal things, destroying all the files, and setting fire to her house. Then she ran off into the night, terrified, sickened and panic-stricken. Spike watched it all from a telephone pole before he ran off in another direction.

Dyan ended up in Kansas City, a thousand miles away, before she collapsed. She rented a small, shabby motel room under an assumed name and slept for two days. She spent the next week in a daze not knowing what to do. She considered turning herself in, and was actually on the doorstep of a Kansas City police station when she heard a radio news report about the Cosmet assault. It seems that Celski survived. He had painted a picture of Dyan as a crazy woman who was envious of his success and, after he had refused her sexual advances, drugged and attacked him, brutally beating him with a baseball bat.

Apparently, the Cosmet executives were backing up this fairy tale. Furthermore, there was no mention of stolen formulas or her having super speed. Both Cosmet and Celski were willing to drop all charges if she turned herself in to the authorities or to Cosmet. They warned the public that Dyan was dangerous and had a long history of psychotic episodes. They even offered a 25,000 dollar reward for information leading to her apprehension. The message was a humanitarian one, "Help us find Dyan Sagan so she can receive the psychiatric help she so desperately needs. And before she hurts or even kills somebody." After she thought about it, Dyan realized that Celski must have confided in the unscrupulous Vice-President of Cosmet and they coveted the secrets to the formula.

Cosmet's PR department must have worked overtime to make this scam work. Her face was plastered on the television, in the newspapers, and even in the supermarket tabloids. Cosmet made a point of spreading the word across the country. Just as interest was dying down, they would release some "new" startling revelation to keep interest high.

She was a fugitive now, and a crazy one at that. She was afraid to get a job for fear she would be recognized and captured by the police. Using her super speed and wearing a ski mask, she would rob convenience stores for both food and money. After a store's proprietor fired a shotgun and almost hit her, she decided that she needed to make one big score that would set her up for a while, until things cooled down. She met the criminal super speedster, Fullbore, when by pure chance, they both arrived on the scene with plans to rob the same place. He saw how frightened she was and took her under his wing, offering food, shelter and comforting words. A short time later he introduced her to Hellbent, and, as they say, the rest is history.

Note: Celski has been promoted again, supported by a secret cartel of unscrupulous executives who control the cosmetic giant, Cosmet. Celski has been put in charge of locating and capturing Ms. Dyan Sagan to extract from her the secrets of the super speed formula. Those secrets are worth billions and they want it. Celski has the international resources of Cosmet and millions of dollars at his disposal. Cosmet has given him the authority to do whatever it takes to get her, including hiring mercenaries, super beings, and duping super heroes to do their dirty work. He has orchestrated the story about her being insane to frighten the public into inadvertently helping them find her (they even maintain a 24 hour hot-line to receive tips). The story also covers their real motives. As the Masters of Speed get more and more press, it has caused Celski to wonder if the infamous Cheetah might not be their Ms. Sagan.

Ironically, in her panic, Dyan destroyed the other test samples and all of her notes and files. It is unlikely that she could ever recreate the formula, even if she spent years trying to do so! Of course, Celski and the greedy men who hold his leash will never believe that for a second.

Real Name: Dyan Sagan

Alignment: Unprincipled

Hit Points: 36, S.D.C. 95

Weight: 130 lbs (58.5 m), **Height:** 5 ft, 8 inches (1.6 m), **Age:** 27

Attributes: I.Q. 22, M.E. 14, M.A. 10, P.S. 14, P.P. 20, P.E. 12, P.B. 22, top Spd. 320 mph (512 km), cruising Spd. 160 mph (256 km).

Disposition: Good natured, friendly, caring and in love with Drake Zarik, Hellbent. She has reservations about being a criminal, but her love for Zarik prevents her from leaving the team. Her leanings toward good serves to temper Hellbent and the rest of the team, except for Whiplash. Cheetah has never killed and in fact, on a few occasions, has rescued innocent bystanders from harm.

She is slowly beginning to enjoy her criminal life and the feeling of power and exhilaration that it and her speed abilities bring her. Zarik has been stoking her ego and makes her feel superior over ordinary men and women. She will go into a berserker rage if Zarik is seriously injured or killed.

Experience Level: Sixth (6)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Seven (7)

Bonuses: +8 on initiative, +2 to strike, +8 parry, +9 dodge, +8 to pull/roll with punch, fall, or impact, and is +1 to strike with body block/tackle (does 1D4 damage). Karate kick (1D8 damage), jump kick (critical strike), entangle, and inflicts a critical strike on an unmodified roll of 18, 19, or 20.

Other Bonuses: +10% to save vs coma/death, +3 to save vs poison/magic, +5 to save vs all chemicals/toxins, and her ability to charm/impress is 60%.

Special Weapon: Pair of Fabricators Inc. VK-421 Vibro-blade Claw Gloves: 2D6 damage with a scratch/swipe attack, 4D6 damage with tear/rip attack. The claws can cause damage to the hardest body armor or metal alloy.

Super Power Category: Experiment

Experiment Side-Effect: Chemical Resistance

Major Super Ability: None

Minor Super Abilities: Five: extraordinary speed, extraordinary physical prowess, heightened sense of smell, heightened sense of hearing, and super vision: advanced sight.

Super Ability Limitations: Like an actual Cheetah, the super speedster is only capable of short bursts at her top speed (no longer than four melees/one minute). Likewise, she can be running at her cruising speed and suddenly accelerate to her top speed as often as every eight melees/two minutes. The rest of the time she has an energy conserving, cruising speed of 160 mph (256 km). As she goes up in experience, both her top speed and cruising speed will increase by 20 mph (32 km) per level.

Special Limited Speed Bonuses: Also like an actual Cheetah, her acceleration from a standing start is astonishing, reaching her maximum speed in three seconds and giving her the added bonuses of +2 on initiative, +2 to strike and +2 to parry and dodge. These bonuses are added to her normal bonuses, but only when she zips off from a standing start and lasts only for the first melee round/15 seconds.

Education Level: Master's Degree

Scholastic Bonus: +30% + 8% I.Q. Bonus

Skills of Note: Computer operation 98%, computer programming 98%, biology 98%, advanced mathematics 98%, chemistry 98%, analytical chemistry 98%, language: French 98%, Spanish 98%, German 98% (native language is English 98%).

Secondary Skills: W.P. knife, body building, general athletics, prowl 96%, swimming 90%, land navigation 60%, first aid 75%, pilot automobile 98%.

Appearance: A strikingly beautiful woman with blonde hair and sparkling, emerald green eyes. Wears a costume with the colorings and markings of a cheetah.

Occupation: Former chemist turned professional criminal.

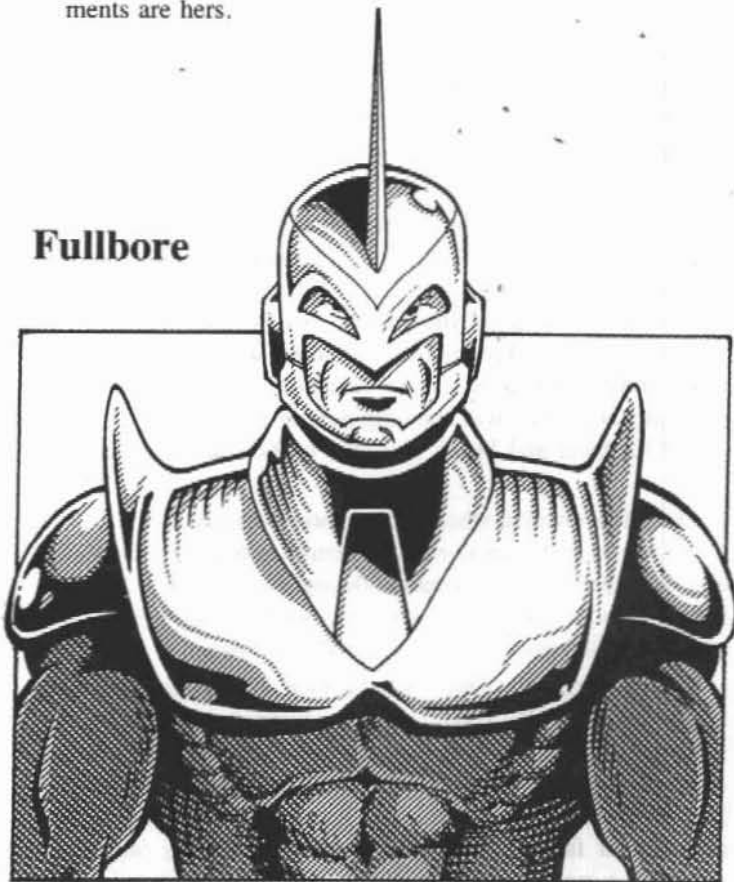
Weapons: Seldom uses any. Tends to rely on her mutant powers.

Vehicles: The super van/mobile hideout. The team may occasionally use other vehicles as needed.

Body Armor: Seldom uses any. Tends to rely on her mutant powers.

Money: She lets Hellbent invest one-third of her money through his dummy corporation. She has personally amassed about one million dollars and has another half million in other investments. About 1.7 million dollars' worth of the team's investments are hers.

Fullbore



Fullbore has the ability of extraordinary speed but has a control problem — he is unable to turn easily or stop quickly. In order to turn while running at speeds above 100 mph (160 km), he must bounce off of objects or people and ricochet himself into a different direction. To stop quickly, he must either run into a solid object or a person. Fortunately, for him, he has the power of invulnerability, otherwise he would end up in a hospital every time he needed to stop or turn. His body armor is also designed to help protect him from the impact of collisions.

He also has a form of mental radar which allows him to "see" in the dark and determine the distance and whereabouts of potential targets. His radar has also been instrumental in his learning to make precision turns by bouncing off things. One of his favorite tactics when up against a group of opponents is to sense the whereabouts of each and bounce off one, into another, and then another, like a human pinball. He compares it to making a fancy bank shot in billiards (his favorite pastime). Another trick is to cause a building to collapse by knocking out its support beams or walls.

Fullbore's extraordinary powers are the result of a Canadian military experiment that either crippled or caused insanity in the other five volunteers. The fact that Sgt. Harry Coyle (later to become Fullbore) was completely healthy and physically enhanced remains a mystery. The project was discontinued because of the apparent danger it represented to most people. Instead, the military turned its attention to the one successful test subject.

Over the next year and a half, he was kept a prisoner within the military installation, being tested and prodded all day and then placed under lock and guard at a maximum security complex each night. He felt like a prisoner. When he heard the rumor that he was to be terminated upon completion of the tests (a false rumor), he decided to get out on his own by smashing through a wall and running like crazy. What he didn't know was that a curious guard was accidentally injured by the collapsing wall.

The scientists feared the worst, that he may become mentally unstable (he's not) and recommended the country be put on full alert. Every military and police agency hunted for what the media called, "A super-powered, homicidal maniac." Panic soon took hold of the media and they exaggerated the story even worse, branding him a murdering monster (he had never deliberately hurt an innocent person in his entire life). He laid low for several months, stealing what he needed to live. But, as time went on, he became more and more disillusioned and bitter. Resigning himself to a life of crime, he resurfaced as the super villain known as Fullbore.

During a manhunt in Toronto, Fullbore met Hellbent. The two hit it off right away and have been best friends ever since. Hellbent has helped him to learn to control his powers and also "purchased" his body armor for him from Fabricators Inc. When Hellbent suggested a super villain team with all the members having powers over speed, Harry was all for it and was appointed second in command.

Fullbore is considered dangerous, especially when mad. He is capable of murder but has always restrained himself. The Canadian military/S.C.R.E.T. still hunts for Fullbore. He is wanted dead or alive. However, after the Masters of Speed so easily demolished the two American S.C.R.E.T.s, they are wary about any kind of confrontation with the speedsters as a group. Their overall plan is to divide and conquer.

Real Name: Harry Coyle

Alias: Fullbore

Alignment: Aberrant

Hit Points: 40, S.D.C. 273

Weight: 195 lbs (88 kg), **Height:** 5 ft, 10 inches (1.75 m), **Age:** 32

Attributes: I.Q. 15, M.E. 9, M.A. 19, P.S. 19, P.P. 12, P.E. 8, P.B. 11, Spd. up to 360 mph (576 km).

Disposition: Confident, friendly, and intelligent; a capable leader. Harry is a grass roots kind of man who can be patient and understanding to a friend and is capable of great compassion. He can also be stubborn and mean when angered. He is both cunning and resourceful. Best friends with Hellbent and Cheetah.

Experience Level: Eighth (8)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Seven (7)

Bonuses: +6 on initiative, +7 strike, +11 parry, +11 dodge, +4 damage, +9 to pull/roll with punch, fall, or impact, +1 to strike with body block/tackle (does 1D4 damage). Pin/incapacitate on roll of 18, 19, or 20, and gets a critical strike on an unmodified roll of 18, 19, or 20. Kick (1D6 damage), crush/squeeze (1D4 damage), Judo style body throw/flip (1D6 damage and the victim loses initiative and one attack), paired weapons, and entangle.

Other Bonuses: 55% to invoke trust/intimidate.

Super Power Category: Experiment

Major Super Ability: Invulnerability

Minor Super Abilities: Extraordinary speed and radar

Special Ricochet Attack: His super fast collisions and whirlwind bank shots may not cause him any serious injury, but they do cause major damage to his targets. **Counts as three melee actions/attacks.**

Damage: The amount of damage depends on Fullbore's speed at the time of collision. Here are some likely speeds and damage (the numbers listed do NOT include his combat damage bonus of +4):

60 mph (96 km): 12 damage

90 mph (144 km): 16 damage

100 mph (160 km): 20 damage

160 mph (256 km): 32 damage

200 mph (320 km): 40 damage

260 mph (416 km): 52 damage

300 mph (480 km): 60 damage

360 mph (576 km): 72 damage

Other effects on people: The victim of a collision is likely to get knocked off his feet (use the optional knock-down rules or assign a 1-70% chance of an opponent getting knocked down) and is dazed for 1D4 melees, losing initiative, and is -3 to strike, parry, and dodge. Victims can try to roll with the impact. A successful roll reduces the damage by half.

Note: The collision also has a 1-33% chance of dazing Fullbore with the same penalties, but only for one melee (he's gotten used to the disorientation). Fullbore also suffers the equivalent of 10% of the damage he has inflicted; i.e., if he collides at top speed, inflicting 72 points of damage, eight (8) points are also deducted from his S.D.C. body. Characters with the power of *manipulate kinetic energy* can deflect/ricochet him before he hits. If he should hit, he does little damage.

Experiment Side-Effect: Odd skin texture and problem with turning or stopping at high speeds.

Education Level: Military Specialist

Scholastic Bonus: +20%

Skills of Note: Detect ambushes 95%, detect concealment 85%, escape artist 85%, forgery 85%, intelligence 90%, tracking 85%, wrestling, climbing 98%, W.P. automatic pistol, W.P. semi- and fully automatic rifle, W.P. sub-machinegun, and W.P. paired weapons.

Secondary Skills: Body building, general athletics, basic math 98%, advanced mathematics 92%, navigation 95%, read sensory equipment 75%, pilot automobile 98%, pilot helicopter 88%.

Appearance: A good looking man whose skin has an odd rubbery look and feel to it, which detracts from his looks. Has black hair lightly peppered with grey, and blue-grey eyes. Wears a midnight blue skintight costume with upper body armor.

Occupation: Professional Criminal.

Weapons: Seldom uses a weapon, relying on his super abilities.

Vehicle: Hates 'em, prefers to run, but will use them when necessary to do a job.

Body Armor: Fullbore wears an upper body hard armor which protects his head, neck, and shoulders from serious injury when he runs "fullbore" into stationary objects or people. A fin on the helmet helps Fullbore turn. A.R. 12, S.D.C. 120.

Money: Hellbent invests one-third of Fullbore's money through his dummy corporation. Fullbore has personally amassed about three million dollars and has about a million dollars in other investments. 1.7 million of the team's investments are his.

Whiplash



Whiplash is a scoundrel by the name of Jackson Sieber, a former CIA assassin who went rogue. He is a brutal and cruel man who finds other people's pain and suffering extremely amusing. He thoroughly enjoys inflicting on others torture and killing pain.

Sieber was born with his super abilities, but the mutant genes within his body laid dormant until the 1979 Three Mile Island nuclear reactor accident in Middletown, Pennsylvania. He was a child at the time and lived within a few blocks of the reactor when it began releasing small "puffs" of radiation into the atmosphere. Although the amount of radiation was relatively small, it was enough to stimulate a mutation within his D.N.A. structure, giving him extraordinary speed, an adhesive touch, energy resistance, and superior vision. His adhesion ability enables him to stand, walk, and run (at super speed) up and down the side of a building or along the walls and ceilings. The same ability allows him, while running at great speeds, to turn on a dime (180 degree turn) without slowing down. He can also stop in an instant.

The reason he took the name Whiplash was because of his favorite way to commit murder. He'll scoop up a normal person, run at full velocity, and using his adhesion ability, stop abruptly. The sudden decrease in speed frequently snaps the hapless victim's neck, killing or permanently paralyzing them. The Masters

of Speed were not aware of his murderous nature when they let him join their group — now they regret it. Most of the team members avoid Whiplash and have quietly petitioned Hellbent to revoke his membership in the group. Hellbent and Fullbore have considered telling him to leave, but know that he will not accept rejection well. They realize that he is the kind of man who will become their bitter enemy and seek revenge, and Whiplash's revenge can only lead to suffering and death. As an enemy, he is powerful and knows too much about them, their routines, methods and tactics. Hellbent is not ready to jeopardize the other team members' lives and neither he nor Fullbore want to try to kill him (remember, Hellbent has given up his murderous ways).

For now, they tolerate him as a necessary evil, but he is uncontrollable. He starts fights within the group and is the one responsible for the seven murders (not to mention scores of injury and millions in property damage) that have marked the Masters of Speed as murderers.

Real Name: Jackson Sieber

Aliases: Jack Sabre, Jacko, and Whiplash, among others.

Alignment: Diabolic

Hit Points: 30, S.D.C. 116

Weight: 210 lbs (94.5 kg), **Height:** 6 ft, 2 inches (1.82 m),

Age: 26 **Attributes:** I.Q. 11, M.E. 8, M.A. 8, P.S. 24, P.P. 15, P.E. 14, P.B. 10, Spd. 320 mph (512 km).

Disposition: Whiplash is a crude, mean, callous man without a conscience. Merciless in combat, he enjoys hurting or killing people. He is the only member of the Masters of Speed who constantly complains about his share of the money and questions Hellbent's methods and leadership. If it comes to saving his skin, he'd betray his partners in a heartbeat.

Experience Level: Sixth (6)

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Seven (7)

Bonuses: +2 on initiative, +4 strike, +12 parry, +12 dodge, +11 damage, +10 to pull/roll with punch, fall, or impact, +1 strike with body block/tackle (does 1D4 damage) and entangle.

Other Bonuses: None.

Super Power Category: Mutant

Major Super Abilities: None

Minor Super Abilities (4): Extraordinary speed, adhesion, energy resistance, and super vision: advanced sight.

Super Ability Bonuses: High maneuverability (see description) gives Whiplash the bonuses of an automatic dodge, +4 to parry, and +2 to strike. All bonuses are included in the bonuses listed previously.

Unusual Physical Characteristic: Ambidextrous

Special Combat attacks and methods used by Whiplash.

1. **Whiplash.** He'll grab up a person, run at full velocity and using his adhesion ability, stop abruptly. The sudden decrease in speed has a 1-30% chance of snapping the neck of a normal human (only 1-5% chance of killing a super human by this method). A roll of 31-85 causes severe whiplash. A roll of 86-00 means the victim lucked out, is shook up and has suffered 1D6 damage, but is otherwise okay.

Severe whiplash inflicts 4D6 damage and causes a neck and head injury that lasts for weeks. The person must wear a neck brace and suffers from neck and back pain, stiffness and headaches for 2D4 x 10 days (super humans recover twice as quickly). During this time, the suffering victim has no

initiative, all other combat bonuses, skill proficiencies and speed are reduced by half. A character subjected to multiple whiplash attacks must roll to see if the neck is broken. If they survive, they only suffer the additional 4D6 damage, the penalties are not cumulative. **Note:** The whiplash attack counts as seven melee actions/attacks.

2. Short whip. He grabs a person while traveling at a great speed and whips them to the ground or into a solid object using a Judo style throwing motion. The attack inflicts 3D6 damage and has a 1-30% chance of causing whiplash: a neck and head injury that causes chronic neck pain, stiffness and headaches for 3D6 days. The victim is -2 on initiative, parry and dodge, and speed is reduced by half for the duration (super humans recover twice as quickly). **Note:** The short whip attack counts as three melee actions/attacks.

3: Forward crunch. Sometimes he'll grab and carry a person, run at high speed, then just let go after stopping abruptly, and letting their forward momentum carry them into a brick wall or other solid object. This will cause the same kind of momentum damage as listed in Fullbore's collisions. The amount of damage varies with the speed traveled. Rolling with the fall/impact can reduce damage by half. Another of Whiplash's favorite ways to kill or maim his victims is to carry them up the side of a building and drop them from a great height. **Note:** The forward crunch attack counts as four melee actions/attacks.

Education Level: Trade School

Scholastic Bonus: +20%

Skills of Note: Detect ambushes 85%, detect concealment 75%, escape artist 75%, pick locks 80%, tracking 75%, boxing, prowl 98%, climbing 98%, sniper, W.P. knife, W.P. automatic pistol, W.P. rifle.

Secondary Skills: Body building, general athletics, land navigation 60%, auto mechanics 65%, pilot automobile 98%.

Appearance: Mousy brown hair and brown eyes with a nasty looking scar running from the left side of his mouth to his ear. Wears an orange and yellow skintight costume.

Occupation: Professional Criminal.

Weapons: Seldom uses a weapon, relying on his super abilities.

Vehicle: Hates 'em, prefers to run, but will use them when necessary to do a job.

Body Armor: Whiplash wears an upper body hard armor which protects his head, neck, and shoulders from serious injury from collisions and enemy attacks. A.R. 13, S.D.C. 150.

Money: Hellbent invests one-third of Whiplash's money, through his dummy corporation. Whiplash has personally amassed about 1.5 million dollars and has 2D4 x 10,000 dollars in cash on hand at all times. 1.7 million of the team's investments are his.

Whirligig

Klaus Muller grew up in an industrial town in northern Germany, the son of pitifully poor parents. His first love was ice skating, especially figure skating. As a teen, he showed great promise as an Olympic contender. The only thing holding him back from his dreams was poverty. His equipment was inferior and he lacked funding. His father had been hand-making Klaus' skates since he was a little boy. Although his father's skates were well crafted, they could not compete with the expensive, world class quality of those owned by the other skaters.



A wealthy industrialist heard of Klaus' situation and decided to become his patron. His benefactor provided the best skating equipment and also paid for him to attend college. He hired one of the best figure skating coaches in the country and, soon, Klaus was beating his country's best in figure skating competitions. A year later he had won the National and World Figure skating competitions and the right to represent Germany in the coming Winter Olympics.

He returned home to visit his proud parents. He couldn't resist the temptation of skating at his favorite place, a pond adjacent to an old chemical factory. He had skated there his entire childhood and even on the verge of international stardom, it was still a special place.

Klaus was making his final lap around the pond when it started to rain. Without warning, the skies opened up and he was struck by a bolt of lightning. The ice cracked and the icy water swallowed him. Some factory workers who had been watching rushed to his aid. He was submerged in the frigid, chemical laden waters for several minutes. He wasn't expected to live, but by some miracle he did. The experience left him weak and his body became ravaged by a mysterious malady. He missed the Olympics and was in and out of hospitals for much of the year.

Finally feeling healthy, he entered a minor skating event. His program was perfect and sent people standing in applause. He came back on the ice for a brief encore and went into a spin. Half way through it, he began to feel a strange sensation of accelerated speed. Suddenly, Klaus lost control and went, literally, flying into the crowd, injuring eight spectators. The crowd ran in a panic and stared at him as if he were some kind of monster. After two similar incidents, rumors began to circulate that Klaus was one of those mutant freaks that had weird powers. Mortified, he fled the country to live with a cousin in the U.S.

After arriving in the U.S., Klaus tried his hand at many different jobs. His cousin was a worthless bum and could give a damn about the young man. Klaus was on his own. After a while, he realized that his lack of skills would never allow him to get any meaningful work. So while working part-time flipping

hamburgers at a fast food restaurant, he secretly trained in the use of his whirlwind power. His plan was to master the strange ability, create some tricks and become a circus performer. He tried to get an agent but nobody would touch a mutant. He tried doing street acts, but the minute he started to really cut loose with his power, people would become frightened and run away. It was during one of these street performances that he was approached by two well dressed gentlemen who wanted to see what he could *really* do. Klaus gave the performance of his life. The two men were satisfied, took him out to a lavish dinner and offered him a position with the *Masters of Speed*. Klaus had never considered a life of crime, but the two men, Hellbent and Fullbore, were quite convincing and suggested he join them on a trial basis. If it didn't work out, he would be free to go. Things did work out and over the next few years he had amassed a small fortune and had become good friends with both Hellbent and Fullbore (he looks up to them both). It was Fullbore who came up with the name Whirligig.

Like Cheetah, he is totally opposed to unnecessary violence and has never intentionally hurt anybody. Whiplash is constantly taunting the kid, calling him a stupid farm boy, wimp, sissy, pansy, and Nazi-crybaby. He is quick to point out his every mistake and grinds it in like salt in a wound. Whirligig has grown to hate Whiplash and if he ever should succumb to his anger, Whiplash could find out just how powerful "the kid" is. Despite Whiplash's harsh words, Whirligig is brave and trustworthy. If cornered, he can be extremely dangerous and will use great force to escape. Whirligig is the team's resident mechanical and electrical wizard, although he thinks little of these accomplishments.

Real Name: Klaus Muller

Aliases: The Kid, Karl Windsong and Whirligig.

Alignment: Aberrant

Hit Points: 48, S.D.C. 137

Weight: 180 lbs (81 kg), **Height:** 5 ft, 8 inches (1.65 m), **Age:** 24

Attributes: I.Q. 17, M.E. 25, M.A. 13, P.S. 19, P.P. 10, P.E. 14, P.B. 13, Spd. 340 mph (544 km).

Disposition: Very serious, extremely focused, strong-willed, and disciplined. He's a bit impudent, particularly towards Whiplash, but actually has a low self esteem. He respects Hellbent above all others, has a secret crush on Cheetah and is best friends with Fullbore. He loathes Whiplash and fantasizes about beating him up and throwing him out of the team. Thoroughly enjoys his partnership with the Masters of Speed.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Eight (8)

Bonuses: +8 on initiative, +5 strike, +13 parry, +14 dodge, +4 damage, +12 pull/roll with punch, fall, or impact, +1 strike with body block/tackle (does 1D4 damage). Karate kick (1D8 damage), jump kick (critical strike), entangle, and paired weapons. Critical strike on an unmodified roll of 18, 19, or 20.

Other Bonuses: +5 save vs psionic attack (and horror factor).

Super Power Category: Mutant

Major Super Ability: Spin at Extraordinary Speed (see NEW super abilities).

Minor Super Ability: Extraordinary mental endurance and super vision: night vision.

Unusual Physical Characteristic: None

Education Level: Two Years of College

Scholastic Bonus: +15% + 3% I.Q. Bonus.

Scholastic Skills: Electrical engineer 98%, surveillance systems 98%, computer repair 88%, mechanical engineer 98%, locksmith 83%, automotive repair 86%, robot mechanics 38%, robot electronics 38%, boxing, prowl 98%, climbing 98%, and acrobatics (sense of balance 98%, walk tightrope/high wire 98%, climb rope 98%, back flip 98%, leap 16 ft/4.8 m vertically and 17 ft/5 m horizontally, fearless of heights).

Secondary Skills: W.P. automatic pistol, body building, general athletics, swimming 98%, escape artist 60%, land navigation 64%, pilot automobile 98%, language: English 85% (native language is German 98%).

Appearance: Blonde haired with one blue eye and one green eye. Wears a skintight costume with a red and white swirl running from head to toe, like a barber pole.

Occupation: Professional Criminal.

Weapons: Occasionally uses an automatic pistol, but tends to rely on his super abilities.

Vehicle: Loves all kinds of American cars and hopes to collect classic cars someday. Wants to drive all the time.

Body Armor: None

Money: Hellbent invests one third of Klaus' money through his dummy corporation. Whirligig has personally amassed about 1.9 million dollars and has 1D4 x 10,000 dollars in cash on hand at all times. 1.7 million of the team's investments are his. He has sent his parents nearly a quarter of a million dollars — they think he's a secret agent for the American FBI.

The Blur



Jake Fenton is a former construction worker who came about his powers in the most freakish of accidents. He was working at a construction site, breaking up concrete with a jackhammer, when he was caught in the explosion of a radioactive meteor which struck the earth only a few feet away (he is personally convinced that it was something that had fallen from a UFO). The radioactive dust he breathed instantly interacted with his

body chemistry and somehow absorbed the vibrations caused by the jackhammer. One minute he was a normal working Joe, and the next minute he had extraordinary speed, energy resistance, and x-ray vision. He also has a fourth, not so pleasant power which he can't control and which made him a freak. He constantly vibrates, making him look like a complete blur, hence his moniker. He is able to touch and pick up objects but his voice sounds like he's talking through a spinning fan and he is — 50% to prowl and to perform any tasks requiring great dexterity, precision and finesse (subtract from skills requiring dexterity when he uses them).

The Blur is perhaps the most powerful member of the team or at least as powerful as Hellbent. He has no desire to usurp Hellbent's authority, preferring to be a grunt. He realizes he is not as smart as Hellbent or Fullbore and follows their orders willingly. He is the team's resident comedian and prankster, but that's his outward mask. Inside he is bitter, sad, lonely and longs to be normal. He'd give up his fortune and powers in a heartbeat to become a normal human. It is his anger and frustration that sometimes causes him to violently lash out at others. The Blur is considered extremely dangerous when provoked and is capable of murder in the heat of the moment.

Real Name: Jake Fenton

Alias: The Blur

Alignment: Anarchist

Hit Points: 46, S.D.C. 185

Weight: 185 lbs (83 kg), **Height:** 6 feet (1.8 m), **Age:** 25

Attributes: I.Q. 10, M.E. 13, M.A. 9, P.S. 29, P.P. 12, P.E. 13, P.B. 4, Spd. 380 mph (608 km).

Disposition: The blur is often arrogant and extremely confident when it comes to using his powers and engaging in battle. Outwardly he is a wisecracking prankster, fairly friendly and good natured, at least most of the time. However, he can become morose, petty, cruel and vindictive. When provoked he can be vicious, merciless and deadly.

Experience Level: Ninth (9)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Eight (8)

Bonuses: +8 on initiative, +3 to strike, +13 parry, +13 dodge, +16 damage, +11 to pull/roll with punch, fall, or impact, +1 strike with body block/tackle (does 1D4 damage). Critical strike on an unmodified roll of 19, and 20 and pin/incapacitate on roll of 18, 19, or 20. Kick (1D6 damage), crush/squeeze (1D4 damage), Judo style body throw/flip (1D6 damage and victim loses initiative and one attack).

Other Bonuses: None.

Super Power Category: Mutant

Major Super Ability: Vibration

Minor Super Abilities: Extraordinary speed, energy resistance, and super vision: X-ray

Unusual Physical Characteristic: A blur — constantly in motion.

Education Level: High School Graduate

Scholastic Bonus: +5%

Skills of Note: Boxing, wrestling, prowl 98%, climbing 98%, art 77%, photography 95%, and writing 71%.

Secondary Skills: Body building, general athletics, swimming 98%, basic electronics 80%, basic mechanics 72%, computer operation 98%, land navigation 72%, cook 98%, and pilot automobile 98%.

Appearance: Appears to be a featureless blur; constantly vibrating.

Occupation: Professional Criminal.

Weapons: Occasionally uses an automatic pistol, but tends to rely on his super abilities.

Vehicle: Likes big, muscle cars, but uses a car only when absolutely necessary.

Body Armor: None

Money: Hellbent invests one-third of Jake's money through his dummy corporation. The Blur has personally amassed about one million dollars and has 6D6 x 1000 dollars in cash on hand at all times. 1.7 million of the team's investments are his.

Slo-Mo



Johnny "Fast Hands" Blue is a former professional boxer and heavyweight champion of the world. He was stripped of his title and banned from boxing when it was discovered that he had the mutant ability to slow his opponents' movements (giving him an unfair advantage). Boxing officials always thought it odd that he was so much faster than his opponents and that he had the uncanny ability to read where a punch was coming from. In addition, he seemed to heal more quickly and without scarring, unlike other boxers.

After leaving boxing in disgrace, Johnny tried his hand at normal jobs, but missed the exhilaration of battle. Soon afterwards, he was visited by two well dressed gentlemen who offered him a partnership in their criminal organization. He accepted and became the last member to join the Masters of Speed.

Slo-Mo (he likes this name because it makes opponents underestimate his speed and power) is the only member without the ability of super speed. To compensate, he has been equipped with a high-speed jet pack, compliments of Hellbent and purchased from Fabricators Inc. On other occasions he uses a vehicle or is carried by one of his fleet-footed teammates. He prefers the jet pack to being carried.

He is a devastatingly dangerous fighter even without his slow motion power. He is a bright, likable man that becomes a vicious animal when engaged in combat. He has killed twice since joining

the Masters, both in self defense. He prefers to humiliate and beat his opponents into submission. He is well liked within the group, even by Whiplash (a boxing fan) and is considered an essential part of the team.

Real Name: Johnny Blue

Alias: Slo-Mo

Alignment: Aberrant

Hit Points: 47 S.D.C. 115

Weight: 210 lbs (94.5 kg), **Height:** 5 ft, 8 inches (1.73 m),

Age: 26 **Attributes:** I.Q. 12, M.E. 19, M.A. 9, P.S. 28, P.P. 14, P.E. 24, P.B. 23, Spd. 30.

Disposition: Bold, insolent, and flippant. He is impetuous but follows orders when given. Will kill to protect himself and his teammates. Looks up to Hellbent and Fullbore and likes everybody else.

Experience Level: Sixth (6)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Eight (8)

Bonuses: +1 initiative, +3 strike, +9 parry, +9 dodge, +13 damage, +7 to pull/roll with punch, fall, or impact, and +1 strike with body block/tackle (does 1D4 damage). Critical strike on an unmodified roll of 18, 19, or 20, and pin/incapacitate on a roll of 18, 19, or 20, Kick (1D6 damage) and crush/squeeze: 1D4 damage.

Bonuses To Save: save vs. psionic attack/insanity +5, save vs. coma/death +38%, save vs. poison/magic +8.

Super Power Category: Mutant

Major Super Ability: Slow-Motion Control (see NEW super abilities)

Minor Super Abilities: Extraordinary physical prowess and healing factor.

Unusual Physical Characteristic: Stocky

Education Level: Two Years College

Scholastic Bonus: +15%

Scholastic Skills: Boxing, wrestling, computer operation 98%, intelligence 77%, photography 90%, writing (journalistic style) 69%.

Secondary Skills: Body building, general athletics, running, prowl 96%, climbing 98%, advanced mathematics 84%, land navigation 60%, and pilot automobile 98%.

Appearance: Good looking African/American. Wears a red skintight costume with purple gloves and boots.

Occupation: Professional Criminal.

Weapons: None, relies on mutant powers and his fighting ability.

Special Equipment: A specially designed Fabricators Inc. WS-12, high velocity mini-jet pack. The "WS" in the product number stands for "Whisper Silent," due to its incredibly quiet thrusters. The thruster nozzles also have a unique heat dampening/dissipating feature which greatly reduces the heat signature, preventing it from being easily tracked by heat seekers/sensors. Top Speed: 250 mph (400 km), flight duration: one hour maximum per fuel pellet. Maximum ceiling: 300 ft (91 m). Fuel: Fabricators Inc. power pellets. Fuel cost: \$150.00 per pellet. Jet Pack S.D.C.: 100. Bonus while using the jet pack (flight only): +4 to dodge.

The Masters of Speed Bases

Double Trailer Semi (truck traveling base)

The Masters of Speed use a specially designed semi with double trailers created for them by Fabricators Inc. The truck is nuclear powered to prevent having to stop to take on fuel. It also has a computer assisted auto-piloting system and a robot driver that looks completely human (a specially adapted Fabricators Inc. FSR-200 Sentry Robot. See Fabricators Inc. for details). The robot has realistic looking synthetic skin and the ability to speak English in eight different accents common to the U.S. and Canada. A cockpit computer and laser printer allows the speedsters to print out over 600 different cargo manifests for over 400 different U.S. and Canadian companies.

The cab of the truck has a computer assisted chameleon ability enabling the criminals to change its license plates, body color and company logos on the doors in less than 30 seconds. The chameleon computer has a choice of over 400 company logos and ten different body colors to choose from. Stealth technology, stolen from the U.S. military by a Fabricators Inc. client, is also part of the truck's cloaking abilities and makes it invisible to radar.

The two trailers are also equipped with the chameleon ability allowing them to also change color and company logos at will. The Masters of Speed's favorite ploy is to use the colors and logo of the U.S. or Canadian Postal Service which are rarely stopped or even suspected by U.S. or Canadian police departments.

Living & Work Quarters

The first of the two trailers is connected to the truck's cab and is the living quarters for the team. Each of the members has a private cubicle, measuring 7 ft (2.1 m) in length and 4.5 ft (1.35 m) in height, in which to sleep. Included in each cubicle is a mini T.V. and stereo built into the wall at the foot of the bed. The community bathroom/shower is small but very functional, containing one shower, a sink, a toilet and cabinets with towels and toiletries such as deodorant, razors, toilet tissue, etc. The kitchenette contains one oven/stove, two microwave ovens, a refrigerator, dish washer, double sink with running water, cabinets stocked with plastic dishes and canned goods, and ample counter space. A small dining/lounge area off of the kitchenette has a single table bolted to the floor with booths on each side, able to seat two each and a single chair at the open end. The back wall of the table area has a television and a stereo radio system. Two opposite doors at the fore of the central hallway contain an electric water heater, separate water drum/supply, and a washer and dryer. A door at the opposite end leads to the second trailer. **Note:** The entire living quarters is centrally air-conditioned and heated.

The second trailer houses the tactical/operations room, a repair/work station, and the departure/retrieval bay. All are air-conditioned and heated. The tactical/operations room takes up the first third of the second trailer. It is filled with state of the art

computers, a bank of video screens showing views from outside the trailer and giving tactical readouts about area police, S.C.R.E.T. movements, and other vital information needed for them to perform their jobs. A tabletop tactical display map takes up the center of the room.

The center third of the second trailer houses a repair/work station filled with tools for both mechanical and electrical repairs. A workbench is located to one side. A mini metal lathe and a drill press are found on the opposite side. There is a doorway at each end, one leading to the tactical/operations room, the other to the departure/retrieval bay.

Coming & Going Without Being Seen

The final third of the second trailer is made up of the departure/retrieval bay for the speedsters to come and go from the moving semi-trailer. It consists of a bench to one side for the members to sit on as they await their turn to depart the trailer. On the passenger side of the bay are two sliding, hydraulic doors with one red and one green light above each of them. One of the sliding doors leads to the departure booth, the other to the retrieval booth. Inside the departure booth is another sliding door facing the rear, with a high-speed treadmill on the floor and a computerized, spring-loaded back-pad that instantly conforms to the contours of each member's body. When in the departure booth, the speedster press their backs and heads into the pad and begin running at full speed on the treadmill. When the computer determines it is safe for the member to depart, the light above the rear door turns green, and the booth pops out from the side of the trailer. The rear door then slams open and the speedster is jettisoned from the booth at full speed. The whole departure sequence happens so fast that it is nearly undetectable to normal vision.

The retrieval booth works in nearly the same way as the departure booth but is slightly larger in length. The inside of the booth is different in that it is completely filled with tough, reusable air bags which inflate in milliseconds to cushion the speedsters return at high speed. The trailer's computer system recognizes each team member and readies the retrieval booth. The computer can also warn the speedster if he is being followed. As the villain nears the booth it quickly pops out, with the rear door open and ramp extended. The individual runs in, the rear door slams shut and the air bags instantaneously inflate, completely surrounding and cushioning the speedster from any harm. The air bags then deflate and the side door slides open, releasing its passenger. The whole retrieval process takes less than three seconds.

The departure and retrieval system was designed to allow the speedsters to leave and return without the semi ever stopping or even slowing its speed. It was also designed to be as inconspicuous as possible, allowing team members to come and go unseen and with ease. As a safeguard, the truck usually travels little used roads or on highways that have low amounts of traffic. On heavily traveled highways and roadways, they will try to wait till night or pull off to a rest stop or side road. Likewise, the semi usually travels one to two miles per hour (3.2 km) slower than the posted speed limit and always follows perfect driving decorum and safety.

When Slo-Mo joined the team, a hydraulic springboard and computer controlled roof hatch were installed for him to use his

WS-12 Jet Pack. The springboard jettisons him into the air at a high speed, where he engages the jet pack. When he returns, he uses the side retrieval booth, making sure to turn off his jet pack the second he enters.

Weapons & Defense

The cab and trailers are also outfitted with an impressive laser defense system capable of taking out a police cruiser, helicopter, or small airplane. The lasers are controlled by a state of the art computer system capable of tracking 48 different targets and can target/attack eight different targets at once. For larger and more heavily armored targets, one mini-missile launcher, holding six missiles, is concealed in the roof of each trailer. The missiles are all laser guided. The rear trailer can also eject razor-sharp caltrops from its undercarriage, release a dense smoke screen, and spray oil on the roadway to prevent vehicles from following them. The cab and trailers are heavily armored and are insulated against electrical, thermal, and sonic attack. Even the tires are designed to be puncture proof.

The Masters' double trailer semi is the only one of its kind and would never be manufactured for another organization or individual. The speedsters "paid" Fabricators Inc. extra fees to ensure that their semi would be a one of a kind design. Fabricators Inc. would never willingly reveal the existence of the semi or who is using it or for what purpose.

The Masters of Speeds Travelling Base

Weight: 23 tons.

Maximum Speed: 150 mph (240 km).

Maximum Range: Unlimited as long as the nuclear fuel lasts (20 year life span).

Cost to build: 34 million dollars.

Armor: Stops pistol, rifle, and machinegun fire. Highly resistant to explosive rocket and missile attack. Survives 65% of all encounters. **A.R.:** 16

S.D.C. By Location:

Wheels/Tires (8 per each trailer, 6 on cab) — 50 each
Headlights (4) — 10 each
Fog Lamps (4) — 10 each
Bullet-Proof Windshields — 200
Laser Turrets (8) — 40 each
Mini-Missile Launchers (2) — 100 each
Departure/Retrieval Bay (1) — 120
Ceiling Exit Hatch (1) — 50
Interior walls (many) — 50 each
Robot Driver (1) — 150
Semi-Cab — 600
Trailers (2) — 1000 each

Weapon Systems:

1. Eight (8) Mini-Laser Turrets:

Damage: 4D6 damage per blast

Range: 2000 ft (610 m)

Maximum Rate of Fire: 4 each turret per melee

Payload: Effectively unlimited.

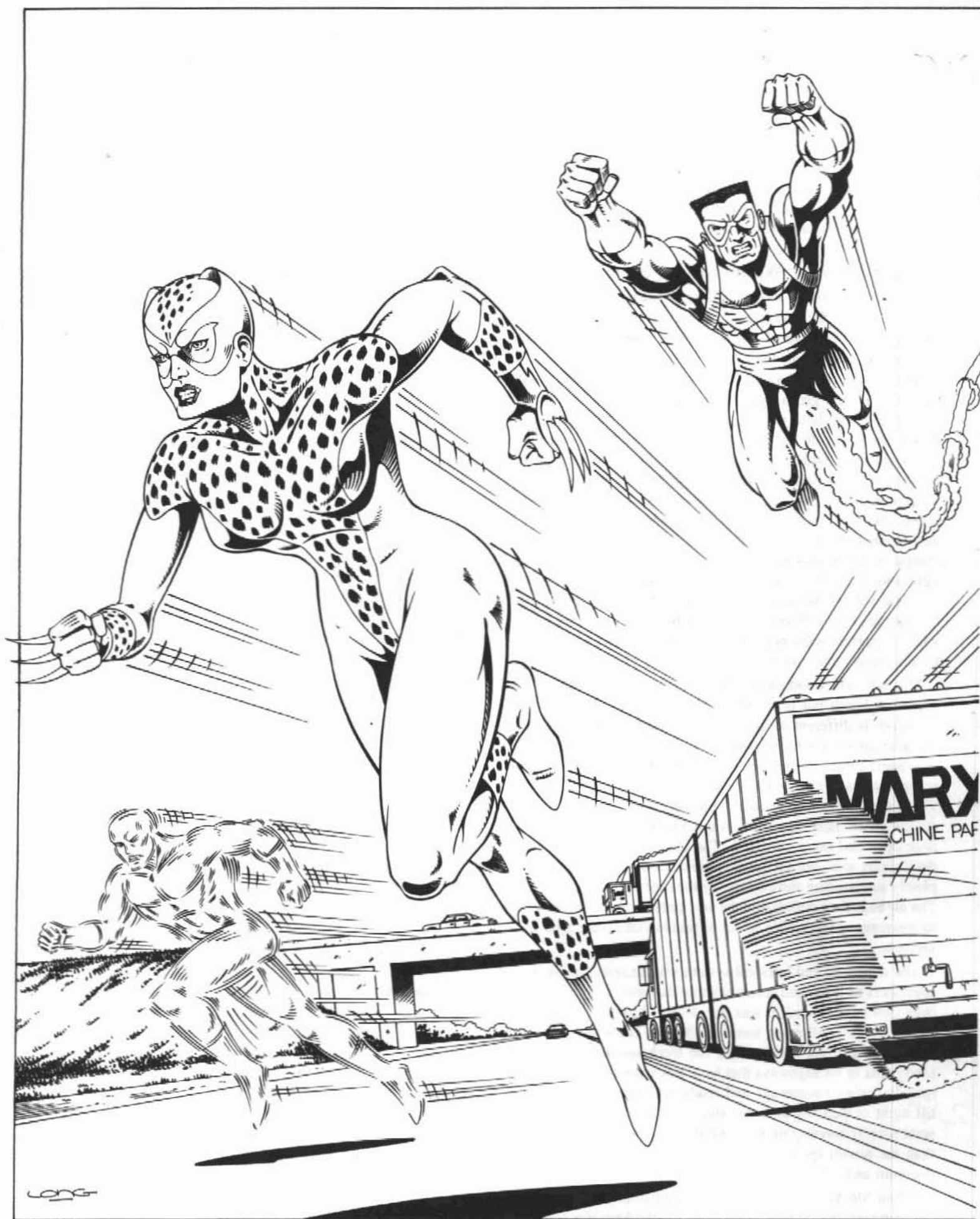
2. Two (2) Mini-Missile Launchers:

Damage: 1D6 x 10 damage per missile

Range: 10,000 ft (3050 m) — just under two miles (about 3 km)

Maximum Rate of Fire: One at a time or in volleys of 2 or 3; as many as four attacks per melee.

Payload: Six; it takes one minute/4 melee rounds to reload.





3. **Caltrop Dispenser:** Releases 200 razor-sharp caltrops which inflict 1D4 damage each. The driver in a pursuing vehicle must roll a 20 sided die to see if he notices the caltrops — roll on initiative with a penalty of -4. A roll of 15 or higher saves. A failed roll means 1D4 of the vehicle's tires are punctured by a score of caltrops each. The car swerves out of control; roll against piloting skill -50% to avoid a crash. Pursuit is impossible until the tires are replaced (takes about 3D4 + 2 minutes per tire).

A successful save means the driver can stop before hitting the caltrops, except the villains will get away. Or he can try to swerve around and avoid the caltrops. This is more difficult and on-coming traffic could be an additional danger. Roll on the following table.

01-25 Couldn't avoid the caltrops. 1D4 tires are punctured — same as above.

26-50 Avoided the caltrops but lost control of the vehicle and ran off the road. The vehicle suffers 1D6 x 10 damage and is stuck. Super strong characters will be able to get the vehicle back on the road in 2D4 minutes, others will have to wait for a tow truck (2D6 x 10 minutes).

51-75 Crash! Hits an on coming vehicle or other large object. The vehicle suffers 1D4 x 100 damage and will require days of repairs. Passengers each suffer 1D6 x 10 damage.

76-00 Success! Caltrops have been avoided and the hot pursuit continues.

Note: Hover vehicles are not affected. Robots can run over the little spikes but will suffer 1D4 x 10 damage.

Payload: 1000 caltrops — five dispensings.

4. **Smoke Screen Dispenser:** A thick cloud of smoke, covering a 40x40x40 foot (12.2 m) area, is released, momentarily obscuring the vision of pursuers. Any vehicles passing through the cloud lose sight of the truck for three seconds and have a chance of crashing or running off the road. Stopping immediately avoids an accident (unless somebody plows in from behind). The cloud dissipates in 1D4 minutes.

Plunging headlong through the cloud requires the driver to roll against his piloting skill with a penalty of -40%. A failed roll requires the roll of percentile dice. 01-60% means the vehicle has driven off the road, while a 61-00 means there has been a crash. Same consequences as number three (51-75).

Payload: Enough for three (3) smoke screens.

5. **Oil Slick Dispenser:** A coating of slick oil covers a 20 ft (6 m) swath of roadway. Drivers of any vehicles driving through the slick must roll against their driving skill or skid off the road and/or crash. The piloting skill penalty is -60% and -5% more for each 10 mph (16 km) above 60 mph (96.5 km). If control is lost roll percentile dice to see how bad things are. 01-50% means the vehicle has driven off the road, while a 51-00 means there has been a crash. Same consequences as number three (51-75).

Payload: Enough oil to create three (3) oil slicks.

Masters of Speed's Home Base

Kansas City, Kansas

The Cover

The Masters of Speed make their "home" in Kansas City. Hellbent chose it because of its central location in the U.S.,

with relatively easy access to Canada. Their home base is a large warehouse in a secluded suburb of the city. Hellbent legitimately purchased the building and surrounding ten acres of land through a dummy corporation that he has created. Through the same corporation, he has slowly been buying up the surrounding land and buildings in hopes of keeping nosy neighbors to a minimum. Another reason he's so interested in the land is that he, Cheetah and Fullbore dream of building an entertainment/theme park at that location when they retire from crime. Silly? Surprising? Perhaps, but that's their plan.

The building is a large two-story warehouse and secret manufacturing plant of about 60,000 square feet (5574 sq. m), with an additional 5000 square feet (465 sq. m) of office space. The only windows are in the front of the building where the offices are located. A large loading dock with three heavy steel doors is in the back of the building. One door on the east side is the only other entrance, besides the front and rear doors.

To throw off any suspicion the Masters of Speed have started a legitimate metal machining business in the building called Arms Machining Inc. The first floor houses the company's offices and tooling machines, while the upper floor is used for product and raw materials storage. The business specializes in machining metal parts for several well-known gun and weapon manufacturers. Their biggest client is a firm called Firearm Outfitters, a world famous, legitimate weapons manufacturer and a top-secret front company for Fabricators Inc.

The thirty-five employees are all innocent, hardworking, everyday people who believe they're working for a legitimate manufacturer, which in many respects they are. The company is completely on the up and up, having all the necessary paper work, city permits, and paying all utilities, bills, and taxes on time. None of the employees question the fact that their company's president (Drake Zarik, using the fake name of Arthur Pennington) is rarely, if ever, in the office. His numerous absences, lasting sometimes for months, are explained away with his being a jet-setting multi-millionaire who enjoys traveling to exotic locales. With the economy in such dire straits, the employees are just happy to be working for a company that seems to genuinely care about its employees and pays great wages. The only quirky thing about the company are the four full-time security guards that constantly patrol the premises. The security guards are a little odd in that they all seem extremely quiet and businesslike, wear sunglasses day and night, and keep their distance from the other employees. The guards are actually four Fabricators Inc. FSR-200 Sentry Robots with human speech and synthetic human skin (See the Fabricators Inc. section).

Running the company in Pennington's (Zarik/Hellbent's) absence is a loyal and capable company vice president, Jack Simmons. Simmons, who is in his early fifties, is an honest, hardworking man hand-picked by Pennington/Hellbent. He has no idea that he is actually working for one of the country's most notorious super criminals and he likes his boss very much. He was fired from his old job in favor of a younger man and counts himself among the fortunate to find such a great and challenging job at Arms Machining Inc. Simmons will answer the authorities' questions truthfully and to the best of his ability. He will find questions concerning super villains extremely odd and ridiculous. As stated previously, he and the other employees have no idea the Masters of Speed have anything to do with Mr. Pennington or the company. Their sincere and honest response to questions

should convince the police that they are on the wrong track. To date, nobody has come close to connecting the Masters of Speed to the area, let alone the company. In fact, most authorities, including the Canadians, believe the super criminals to be operating out of Canada.

The Secret Base

The employees of Arms Machining Inc. would be stunned to discover that their machine shop is the secret home base for the Masters of Speed. The team's sprawling headquarters is built beneath the Arms Machining Inc. building and surrounding grounds. It was secretly built by Fabricators Inc. at the same time that they refurbished the surface building and long before employees were hired.

The entire base has walls made from three foot (0.9 m) thick, steel reinforced concrete (A.R. 12, S.D.C. 400 per 20 ft/6 m). No expense was spared. Even the steel rods imbedded in the concrete are made from a special alloy that is resistant to magnetic forces. An air filtration system purifies the air within the base and can also filter out any gas attacks made on the base. Water is drawn from an underground stream and not through the city's water supply. Of course, the base has its own water purification system.

The team and their double trailer semi enter the base by way of a heavy-duty elevator hidden in the spacious private garage which is attached to the side of the building. The employees are not allowed in the garage, but even if somebody should sneak inside, all he's likely to find is an empty, double semi-trailer, several classic cars, some furniture, and boxes filled with old clothes, books, and junk. The ceiling is unusually high, making the interior seem cavernous. The reason the ceiling is so high is that the floor is actually the top of the elevator that takes the real Masters of Speed's semi into the underground base. The garage has sensors that recognize the Speed team's semi and automatically raises to allow the truck access to the elevator. Once the semi drives in, the heavy outer doors (A.R. 16, S.D.C. 400) automatically close and the elevator descends into the underground base.

The semi can be left in the giant elevator or driven into an adjacent docking bay. To go any further into the complex, the team must undergo physical identification, which includes retinal scan, finger, palm, voice prints, and identification of a tiny broadcast implant imbedded in each of the team member's skull. If the implant is damaged or removed, or if the person fails the identification process in any way, a booming synthetic voice warns that the individual(s) has 15 seconds to enter his personal seven digit code into a key-pad at the door or be obliterated. The voice then begins to count down. The individual must either enter the appropriate code (there is time for two tries), or depart by going back into the elevator. Failure to do so will cause a battery of twenty (20, each has 10 S.D.C.) high-powered lasers to blast everything in the room, inflicting $3D6 \times 10$ damage every three seconds (equal to four melee attacks — effectively an unlimited payload). Normal verification takes less than a minute for all seven members. After identification of all parties, the massive, bank vault like door (A.R. 16, S.D.C. 500) opens to the interior of the base.

Next is a large hallway guarded by two FSR-200 Sentry Robots. Both look like robots since neither have the human looking synthetic skin (see Fabricators Inc.). In addition to their concealed weapons, each of the robots is armed with an energy rifle (6D6 damage per blast, range: 4000 ft/1200 m, E-clip capacity: 20 blasts), and four extra energy clips. All of the robots throughout the complex are programmed to recognize the team members visually, by voice patterns, and by their broadcasting implant. Visitors have never been allowed into the complex, so the robots are programmed to capture or destroy intruders. They will only obey orders given by the Masters of Speed and also have an inhibitor installed to prevent them from harming any speedsters even if ordered to do so by another member. In addition to sentry duty, the robots are used to unload loot from the truck and other manual labor.

The large hallway leading away from the elevator stops at another energy resistant security door (A.R. 16, S.D.C. 300). This door opens automatically for the team members. The door will remain shut for any intruders lucky enough to have made it this far. Intruders will be attacked by an identical array of lasers, but this time without warning and a powerful nerve gas is also released from concealed places in the floor. The gas causes paralysis that lasts for 3D4 minutes. **Saving throw:** If the character makes a successful saving throw vs toxins, his body will have luckily fought off the gas's effects. However, the character must leave the area quickly or roll again to see whether he succumbs to the continuing attack (roll to save twice per melee round). Characters in environmental body armor, and robots, are unaffected by the gas.

After passage through the second security door, the hallway continues for thirty more feet to another energy resistant security door stronger than the first two (A.R. 17, S.D.C. 500). Another I.D. verification is needed to pass through this third door. Intruders face two computer controlled .50 caliber Gatling guns with heat and motions sensors and laser targeting. The guns are housed in hardened mini-bunkers (A.R. 10, S.D.C. 150 each) along the ceiling at either end of the thirty foot long hallway. When intruders are detected the second security door slams shut and the hallway is thrown into darkness as the Gatling guns blast everything in the room, inflicting $4D6 \times 10$ damage every three seconds (equal to four melee attacks — effectively an unlimited payload). **Note:** Whenever an intruder is identified, a warning/alarm rings throughout the complex, alerting both its human and robot occupants of trouble.

Inside the Base

Tactical Monitoring Room

The room beyond the third security door is the automated defense and operations room. It is a large and filled with wall to wall control consoles, glowing buttons, and video/monitoring screens. The screens display electronic readouts, graphs, and different, live, video images of the base's interior, exterior, and outer perimeter. Hundreds of concealed cameras and sensors are strategically placed throughout the base and on the surface as part of the defense and surveillance system. Police bands are also monitored.

The center of the room has a large, electronic, tabletop tactical display map measuring 10 ft by 10 ft (3 m), which shows all

the streets, buildings, and landscape surrounding the base in a fifty mile radius (80 km). The map also shows moving representations of patrolling police cars, helicopters, and other aircraft flying over the area. It can also zoom in to show a tactical blueprint of the base and its grounds. Vital base information concerning power, water, air filtration, the nuclear power core's temperature, etc., are also closely monitored by the computer and can be displayed on the map or any of the screens.

A pair of FSR-200 Sentry Robots armed with energy rifles (6D6 damage) guard the room and never leave it under any circumstances.

Two locked, pneumatic doors are on opposite sides of the room. The door (A.R. 16, S.D.C. 150) on the right opens on a sterile white hallway which leads to the base's mini-nuclear reactor.

The Reactor

The door at the end of the hallway leads to the mini-nuclear reactor and power plant. The reactor is an independent power source and provides the base with all of its electrical power. All of the reactor's functions are monitored and controlled by the base computer. If the computer is malfunctioning or damaged, the reactor is automatically shut down. Six gasoline powered generators power the base if the reactor is damaged or shut down. The door is made of energy resistant, hardened steel (A.R. 17, S.D.C. 400, energy attacks do half damage) with a thick layer of lead to prevent radiation leakage. Above the doorway in large letters are the words "DANGER: RADIATION." To open the door the person must undergo I.D. verification as described earlier. Intruders will be attacked by ten (10) lasers imbedded in the walls, doing 2D4 x 10 damage to everyone in a 20 foot (6 m) path.

The Other Door Down the Reactor Hallway

The hallway to the reactor has a door at the halfway point. This metal door (A.R. 12, S.D.C. 120) has a simple key lock and opens to reveal a huge mechanical repair and supply room. The entire left side of the room is filled with every hand and power tool imaginable, workbenches, a metal lathe, drill press, computerized machining units, an acid bath for cleaning parts, a small smelter for melting and molding metal, and other items. Eight metal racks cover the walls on the right side of the room. Four are filled with spare parts for the teams' double trailer semi, cars, robots, weaponry and computer system. The other four racks are filled with necessary supplies for the base such as oil, solvents, paper towels, toilet paper, etc.

Private Living Quarters

The door on the left of the tactical monitoring room leads to a two-story area of private apartments. There are eight apartments in all, four on each side of the hallway, but two are empty spares (Hellbent and Cheetah share an apartment). Each apartment has a roomy living room with a television, VCR, laser disc player, and stereo system. Each is furnished to reflect the occupant's personal tastes. One wall of the living area is filled with video screens, giving tactical readouts and an alarm in case of an attack on the base. A large, computerized holographic screen is attached to the opposite wall and, like a picture window, allows the individual to view over 100 different scenes of nature and the various seasons. The holo-screen also has a scent replicator

which releases 100 different scents, like rain, ocean spray, wild flowers, freshly cut grass, and so on, to correspond with the image being displayed.

A second room off of the living area serves as a library/work area and is typically stocked with books, magazines, a computer, and/or items representing hobbies and personal interests.

The small kitchen has a refrigerator, stove, microwave, dishwasher, double sink with a garbage disposal, a set of dishes, glasses, and eating utensils.

The bedrooms are also roomy, with a king-size bed, and a walk-in closet with built-in dresser drawers. Off of the bedroom is a comfortable bathroom with shower, toilet, sink, and personal hot tub. All cleaning of the apartments is done by a reprogrammed FSR-200 Sentry Robot.

An Alternate Entrance/Exit

At the end of the living area is another hardened steel door (A.R. 16, S.D.C. 300) and identification and laser defense chamber much like the one by the main elevator. Five hundred feet (152 m) beyond the door are a pair of the standard robot guards and another heavily armored vault door (A.R. 16, S.D.C. 500). This door is computer controlled to open whenever it recognizes one of the Masters of Speed. The door opens to what appears to be a large storm drain, which is really a secret tunnel that runs five miles (8 km) away from the base and under eight rural roads and one highway. The storm drain tunnel has an exit at each of the roads. It is used by the team members to sneak in and out on foot, without having to use the garage entrance. The tunnel is armed with twenty (20) high-powered lasers every one mile (16 km) to deter intruders. The lasers blast everything in a 20 foot (6 m) area of tunnel, inflicting 3D6 x 10 damage every three seconds (equal to four melee attacks — effectively an unlimited payload). Two standard robot guards (as described elsewhere) also patrol the tunnel.

A portable mini-missile launcher can be deployed to attack interlopers using the tunnel. It has the same basic damage and capabilities as the missile launchers on the truck, except that these mini-missiles are heat seekers and can be programmed to home in on the body heat of people and vehicles, making them +3 to strike (especially in this small enclosure). To reenter the base from the garage, the team member must undergo another I.D. verification.

The Vault

A special vault is built beneath the base for holding and protecting the team's stolen millions. The secret entrance to the vault is in the tactical monitoring room. The tabletop tactical display in the center of the room mechanically raises up to reveal a large elevator platform that descends to a small sub-basement and a huge vault door (A.R. 17, S.D.C. 600). The vault door is computer operated and can only be opened by a team member whose identity has been verified in the usual way. The door can be opened manually in case of computer or electrical failure, but it is a long and tedious process, involving over thirty different codes punched into the door's key-pad in the correct sequence.

Upon opening the vault door, team members are greeted by another pair of FSR-200 Sentry Robots carrying energy rifles (same stats as the others). The robots will attempt to repel unauthorized personnel. The vault is a large room with four other

vault-like doors on either side and a blank wall at the opposite end of the entrance. In the center of the room is a large, metal, pyramid-shaped mound squared off at the top and surrounded by seven video screens and seven chairs. Under each video screen is a computer key-pad with an electronic screen stylus. To activate the computer, a Master of Speed must sit in his assigned seat and press his thumb to an identification plate. The computer will then flicker to life and valuables can be deposited or withdrawn into that member's private vault.

Located in the back of the pyramid is a large chute which opens when given the correct command. Stolen money is brought in and is dumped into the chute, the computer counts it, stacks and wraps it into bundles of \$1000 and then proceeds to divide the loot seven ways. The money is divided equally between all the members, but first 30% is taken off the top to pay the team's expenses. After it has been counted and divided equally, the money is jettisoned into each member's personal vault. The eighth vault holds the team's operating capital.

Every six months, Fabricators Inc.'s money laundering branch comes in and "launders" the team's stolen cash and other valuables. The unlaunched cash is kept separate from the member's laundered dough (a third of which is typically invested by Hellbent). See the descriptions of each individual member to see what kind of money they have. In addition to the money listed under each character, the team typically has 2D4 x 10,000 dollars a month waiting to be laundered.

The Grounds

Much of the grounds surrounding the base is enclosed by a 20 ft tall (6 m) fence. Six FSR-200 Sentry Robots with synthetic skin and capable of human speech patrol the building's grounds day and night. Three of the bots patrol the grounds for twelve hours while the other three recharge and receive any necessary maintenance. Each has different facial features, voice, name and personality, but all try to avoid contact with the human employees. All of them are dressed like security guards and carry a .45 Colt (effective range: 165 ft/50 m, damage: 4D6, payload: 6 rounds, each bot carries two spare magazines). Each is also armed with their own internal weaponry. If the base is attacked, all available robots will join the fray.

The Arms Machining Inc. building has also been strengthened against possible attack. The walls have been reinforced (S.D.C. 300 per every 20 ft/6 m) and the windows are made of bullet-proof glass (A.R. 12, S.D.C. 50). On the roof of the building are two computer controlled anti-aircraft missile launchers concealed as air-conditioning units. Each unit is identical to the mini-missile launchers on the semi except the missile payload is 12. The missile launchers can rotate 360 degrees and fire in a 180 degree arc.

Four, small, retractable 7.62 mm machinegun turrets are placed at the edges of the roof (damage: 5D6 per round, range: 3000 ft/914 m, payload: 250 rounds). The computer controlled guns have heat and motion detectors, as well as a radar and targeting similar to the system used on the truck. These weapons only engage in case of an all-out assault on the building.

Character Note: Hellbent, Cheetah, and Fullbore genuinely care about the innocent people who work for them and have gone to great lengths not to jeopardize their safety. If Whiplash should ever hurt an employee in any way, including causing the authorities to close the shop down, Hellbent will kill him.

Other characters connected to the Masters of Speed

George Celski — Cosmet

Real Name: George Celski

Aliases: George Vinton, Geoff Dealmaker and the Cosmet Kid.

Alignment: Miscreant

Hit Points: 38, S.D.C. 35

Weight: 150 lbs (67.5 m), **Height:** 5 ft, 9 inches (1.75 m), **Age:** 34

Attributes: I.Q. 14, M.E. 17, M.A. 15, P.S. 14, P.P. 11, P.E. 12, P.B. 6 (was 13 — much scarring), Spd. 9

Disposition: George is a master at telling lies and using people.

He is totally unscrupulous, has no conscience, and is ruthless at getting what he wants. Those who get in his way are crushed. The scum he works for are like minded. He hates Dyan Sagan (Cheetah) and longs for revenge. These plans for revenge include causing suffering and disfigurement.

Experience Level: Seventh (7) level con man and corporate executive.

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)

Bonuses: +1 to strike, +2 parry, +2 dodge, +2 to damage, +2 to pull/roll with punch, fall, or impact, and critical strike on a roll of 19 or 20.

Other Bonuses: +1 to save vs psionic attack

Super Power Category: None — just an evil man with corporate knowledge and power.

Education Level: Master's Degree

Scholastic Bonus: +30%

Skills of Note: Computer operation 98%, computer programming 98%, biology 98%, basic and advanced mathematics 98%, chemistry 98%, analytical chemistry 98%, language: French 98%, Spanish 98%, German 98% (native language is English 98%).

Secondary Skills: W.P. knife, W.P. revolver, body building, swimming 90%, land navigation 60%, first aid 75%, pilot automobile 98%.

Appearance: An unimpressive looking fellow who is balding prematurely, and has several scars from operations to fix his smashed face.

Occupation: Former chemist turned professional criminal.

Weapons: Seldom uses anything other than a revolver, but can get whatever he might want.

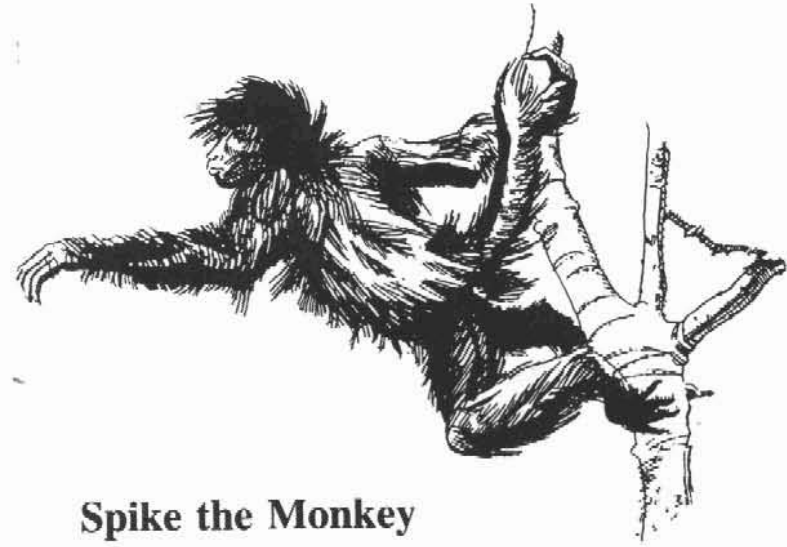
Vehicles: Personally owns a Jaguar, but can get whatever he needs, including pilots.

Body Armor: Seldom has any need for armor, but can get anything he might need.

Money & Resources: George personally has about a half million dollars and an annual salary of about \$200,000. He has been promised a vice president's position with Cosmet and a 50 million dollar bonus if he can capture Dyan Sagan and get the formula for super speed.

He may enlist the willing services of mercenaries, bounty hunters, and criminals (super and normal), as well as dupe

heroes into helping him. He is likely to ally himself with all sort of scum to find Dyan Sagan, get the formula, and extract his revenge.



Spike the Monkey

You might ask what ever happened to the monkey, Spike. The little bugger was captured by the authorities and given to Doctor Feral at the Bio-Spawn corporation. The Doc decided to subject the little fellow to his own unique animal mutation experiments, resulting in giving Spike human intelligence, human speech, and animal psionics. However, before Doctor Feral could attach his control collar, Spike made a break for it and escaped.

Since then, Spike has used his powers for revenge. He has waged a one monkey war against Cosmet, breaking into the laboratories, causing vandalism, freeing test animals, and causing all sorts of mischief. He hates Celski and spies on him often. If Cheetah was ever captured, Spike would try to free her.

When not instigating trouble at Cosmet, he's attacking other animal test labs and smugglers who import animals, (especially endangered species) to sell as pets, for experiments and for their fur. Spike subscribes to a national wire service, is a member of nine different animal/environmental activist groups and is linked to three computer networks through his fake identity of Samson Simian. This was arranged through his four stooges who front for him. They have never seen Mr. Simian, but believe he is a mysterious underworld figure who can mentally possess animals, like his favorite pet monkey (Spike). The four men are complete bozos but loyal to Mr. Simian/Spike. To keep them happy, Spike occasionally steals money and valuables, usually from the companies he has directed his vengeance against.

Three of his goons are third level thug-muscle, while the fourth is a second-rate, fourth level thug-con man (see **Heroes Unlimited**, page 228, the quick roll villain). These are his servants, and protectors, sent out to fence stolen goods, gather information, drive him places, buy him things, and so on.

Real Name: Eeffrrt

Aliases: Mr. Samson Simian and Spike

Alignment: Anarchist

Hit Points: 28, S.D.C. 26

Weight: 15 lbs (6.8 m), **Height:** 2 ft (0.6 m), plus a two foot long tail, **Age:** 6

Attributes: I.Q. 12, M.E. 12, M.A. 12, P.S. 7, P.P. 14, P.E. 17, P.B. 10, Spd. running 20, climbing and swinging from tree branches 28.

Disposition: Spike is a loner, partly because he doesn't trust humans, and partly because he's an intelligent monkey. He is a crafty, sneaky, manipulator of people. He puts on a great front and is totally convincing as a human on the telephone. Although he has never killed a human, he is certainly capable of it, especially if cornered. He loathes Celski and most of the researchers at Cosmet. Dyan Sagan, alias the Cheetah, is the only human he considers a friend. He has figured out that the Cheetah and Sagan are one and the same, but has no reason to contact her — he has his own agenda.

Experience Level: Fourth (4)

Combat Skills: Hand to Hand: Basic

Attacks Per-Melee: Five (5)

Bonuses: +2 on initiative (people are usually stunned that it's a monkey causing the trouble and underestimate his abilities), +2 to strike, +3 parry, +3 dodge, +3 to pull/roll with punch, fall, or impact.

Combat Note: Punches and bites only inflict 1D4 damage.

Other Bonuses: +1 to save vs magic/poison

Super Power Category: Mutant Animal (with super speed)

Major Super Ability: None

Minor Super Ability: Extraordinary speed

Animal Psionics: Animal control (other monkeys), telepathic transmission (mental speak), mind block, and bio-manipulation.

Animal Powers: Bite doing 1D4 damage, advanced touch, prehensile tail and feet.

Education Level: Self taught/studied humans

Scholastic Bonus: +15% for monkey skills, plus 10% from advanced touch on many skills, including secondary skills.

Skills of Note (monkey): Land navigation 68%, wilderness survival 70%, general athletics, climbing 84%/96%, prowl, swimming 90%, and acrobatics (sense of balance 75%, walk high wire/tightrope 85%, climb rope 96%, back flip 75%, prowl 55%).

Secondary Human Skills: W.P. knife, W.P. automatic pistol, computer operation 85%, computer programming 65%, pick locks 60%, palming 50%, basic mathematics 86%, language: English and Spanish 70%, and first aid 75%.

Appearance: Looks like a two foot tall spider monkey with an intelligent and human expressive quality to his face.

Occupation: Animal activist and small-time crook.

Weapons: Uses a .22 automatic pistol because it is small and light. Relies on his powers.

Vehicles: Personally owns a Jaguar, but can get whatever he needs, including pilots.

Body Armor: Seldom has any need for armor, but can get anything he might need.

Money & Resources: Only steals what he needs, mostly to pay his four thugs. Typically has 2D6 x 1000 dollars in cash on hand.

The Sentinels of Liberty and Justice (SLJ)

A Super Hero Team

By Kevin Long

The Sentinels of Liberty and Justice (SLJ) are a super hero team sponsored by the United States government. Each member was either a superhuman *hand-picked* by the government or specifically *created* by the government as special operatives (often volunteers for human augmentation).

They not only perform special services for the government, assist in the S.C.R.E.T. program, and work with all law enforcement agencies, but are also a successful public relations tool both at home and abroad. All the members are patriotic zealots, except for Minuteman who detests his moniker and the "corny" costume he has to wear. He is constantly being reprimanded by Patriot and their government sponsors for embarrassing the team and the country. With the exception of Minuteman, their images are squeaky clean and represent freedom, justice, and the American way. Only Minuteman is a continuing P.R. nightmare. He is too outspoken, rude, and independent. Some consider him a loose cannon and a troublemaker. But despite his less than charming personality, he is a loyal American and a top agent who has proven his valor ten times over.

The team is used abroad mostly to protect U.S. interests and citizens when explosive political unrest and armed conflicts erupt. They are also sent into situations where it is too risky or costly to send military troops, or where their special talents are more suited for the job, like combating super villains. The team is occasionally lent to foreign agencies to assist in the war against international terrorism, drug trafficking and criminal organizations.

The government has insisted that the Sentinels of Liberty and Justice are a peace keeping force and will never be involved in espionage and covert operations that could be construed as subversive to other governments. They have issued statements condemning such "unfair and reprehensible actions against our world neighbors." However, that's only the official line. The SLJ have been involved in their fair share of covert activities. Of course, when on covert missions, the SLJ don't wear their usual star-spangled costumes and, if caught, the government will disavow any knowledge of their involvement, condemn their actions, and publicly denounce them as "rogue" agents.

The team members are: **Patriot** (the team leader), **Minuteman**, **Flagwaver**, **Constitution**, and the twins **Stars and Stripes**. Their true identities are top secret information to prevent any reprisals against their friends and loved ones. The team has been operating for five years and has accumulated an impressive record of heroics and triumphs against super criminals. They have become media darlings. The public loves each and every one of these guys, especially Patriot, Stripes and Minuteman. So does the government, at least while everything is coming up roses. The SLJ's government liaison is Robert Fitzgibbons.

Patriot — SLJ Team Leader

Michael Tarot is a mutant, born with his superhuman powers. He is the son of Mitchell Tarot, a powerful U.S. Senator. Senator Tarot is the head of many government committees dealing with military appropriations and mismanagement. It was the Senator who first suggested the creation of the *Sentinels of Liberty and Justice* and has supported the S.C.R.E.T. project.

Michael inherited many of his patriotic ideals and beliefs from his father, a patriotic zealot and an amazingly honest politician. Other than his father (his mother passed away ten years ago), Michael's family knows nothing about his super abilities or his identity as the Patriot, and he plans on keeping it that way. The less they know, the less likely his enemies will harm them.

When Michael applied for the job with the Sentinels, he was accepted without any influence from his father. In fact, the Senator abstained from voting in regard to his son's acceptance and position within the SLJ. Michael loves the notion of being a champion of justice and serving his country. The only thing he doesn't like about the work are the covert missions (which he deplores). However, he is a dutiful citizen who does whatever his country asks and puts his faith (misguided as it may be) in the hands of its leaders and god. Actually, his feelings in this regard are considered more often than one might imagine and has kept the team away from many unsavory assignments.

Patriot feels completely responsible for the well-being of all the team members. He's very paternal and would feel terrible if any of them were captured or killed. He is a capable and decisive leader and enjoys the respect and trust of his teammates, with the exception of Minuteman, who believes that he'd make a better leader. Patriot will not send his teammates on any assignment that he would not accept himself and will fight to the death to protect or save them. He is good at strategy and tactics, knows how to use his team's strengths, and knows when to retreat. As a team, they are an extremely well oiled machine that always seems to come out on top.

Real Name: Michael Tarot

Aliases: Too many to list — used as authorized

Alignment: Principled

Hit Points: 60, S.D.C. 187

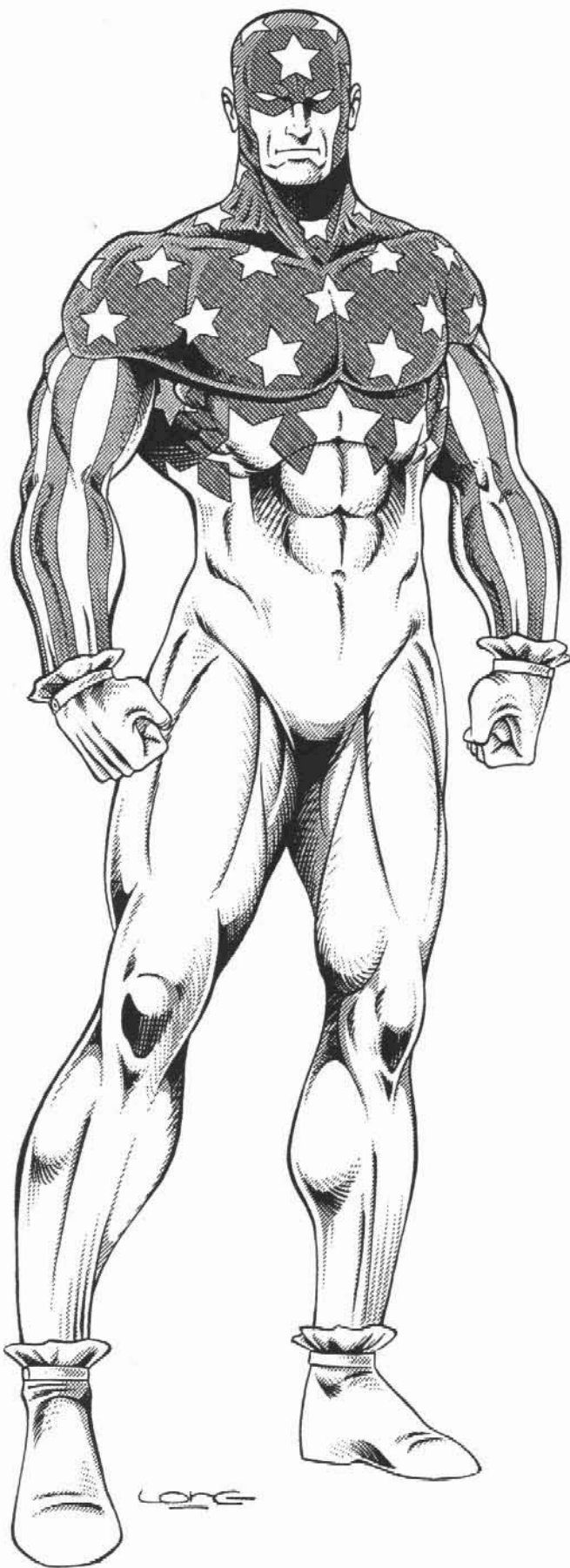
Weight: 221 lbs (99.5 kg), **Height:** 6 ft, 3 inches (1.9 m), **Age:** 29

Attributes: I.Q. 18, M.E. 25, M.A. 29, P.S. 28, P.P. 18, P.E. 26, P.B. 20, Spd. 16.

Disposition: Extremely patriotic, truthful, honest, good hearted, and courageous. Loves his country and believes in its government — right or wrong. Very serious, business-like, and decisive as a leader. Loves his role in the Sentinels and was born to lead. He doesn't like Minuteman or understand his bellicose attitude.

Experience Level: Tenth (10)

Combat Skills: Hand to Hand: Expert



Attacks Per Melee: Seven (7)

Bonuses: +4 to strike, +7 parry, +7 dodge, +16 damage, +11 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). He can pin/incapacitate a foe on roll of 18, 19, or 20. Critical strike on an unmodified roll of 18, 19, or 20.

Kick attack (1D6 damage), crush/squeeze (1D4 damage), Judo style body throw/flip (1D6 damage and the victim loses initiative and one attack), paired weapons, and entangle. Patriot can leap 22 ft (6.7 m) up or lengthwise.

Other Bonuses: 96% to evoke a feeling of trust/intimidate, 50% to charm/impress, +22% to save vs coma/death, +5 save vs psionic attack, +6 save vs poison/magic.

Super Power Category: Mutant

Major Super Ability: Karmic Power (see the complete description on page 185 of **Heroes Unlimited**).

Minor Super Abilities: Extraordinary mental endurance, extraordinary mental affinity, and extraordinary physical endurance.

Unusual Physical Characteristic: None

Education Level: Master's Degree

Scholastic Bonus: +30% + 4% I.Q. Attribute Bonus

Skills of Note: Criminal science/forensics 98%, paramedic 98%, pathology 98%, computer operation 98%, biology 98%, analytical chemistry 98%, basic mathematics 98%, advanced mathematics 98%, wrestling, and gymnastics (sense of balance, climb rope, climbing, back flip, prowl — all at 98%).

Secondary Skills: Body building, running, swimming 98%, general athletics, navigation 98%, read sensory equipment 85%, escape artist 75%, language: French 98%, pilot automobile 98%, and pilot motorcycle 96%.

Appearance: Charismatic, handsome, blue eyed, muscular, blonde. He wears his now famous star-spangled costume.

Occupation: Full-time, government sponsored and controlled, international crime fighter and super agent.

Weapons: Seldom uses any. Tends to rely on his own strength, speed, agility and wits.

Vehicle: Supplied by the government as needed.

Body Armor: Supplied by the government as needed.

Money: He's paid a comparatively low, annual salary of 100,000 dollars, but he's not in it for the money or the glory — only to keep people the world over (especially Americans) safe and free.

Note: Senator Tarot is always pitching for the team and will come to their aid in the way of personal and political support, funding, and positive media coverage.

Constitution (SLJ)

Carl Treager is a mutant who discovered his incredible growth ability as a teenager. He was successful in keeping his power a secret until his fourth year of college while playing football during a nationally televised bowl game. His team was up by two points, with only seconds left in the game. The other team drove to the 15 yard line and readied themselves for a field goal to win the game. The ball was snapped and kicked perfectly towards the uprights. Suddenly, Carl grew to nearly 20 ft (6 m), ripping clean out of his uniform, and blocked the kick with his chest. Horrified at what he had done, Carl quickly reduced himself back to normal and raced to the locker room. His amazing feat had been captured by the television cameras and beamed into millions of homes across the country. The other team was awarded the game, Carl was banned from participating in the NFL draft, and was hounded by the press. In a matter of seconds, his career was destroyed and his life had changed forever.

Fortunately, Robert Fitzgibbons was watching the game and contacted the young man with an offer to work for Uncle Sam as an agent for the newly formed Sentinels of Liberty and Justice. Carl passed his tests and examinations and became the SLJ's second full-time member. He, like most of the others, is a fanatical patriot who believes his job is an important one. His best friends within the group are Patriot and Flagwaver. He doesn't understand Minuteman's sour attitude but respects his fighting abilities and enjoys his stories about the Vietnam war.

Real Name: Carl Treager

Alignment: Scrupulous

Hit Points: 58, **S.D.C.** 227

Weight: 260 lbs (117 kg), **Height:** 6 ft, 6 inches (1.98 m), **Age:** 25

Attributes: I.Q. 13, M.E. 11, M.A. 10, P.S. 34, P.P. 25, P.E. 25, P.B. 11, Spd. 29.

Disposition: Extremely patriotic, truthful, honest, good hearted, and courageous. Loves people, loves his country and believes in its government. He is a jovial and good natured person who always has a smile on his face and a kind word on his lips. His only detracting features are his occasional puns and the practical jokes he plays on his fellow teammates. He looks up to Patriot, likes all the others, and knows that, deep down, Minuteman is a good person (albeit, real deep down).

Experience Level: Eighth (8)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Eight (8)

Bonuses: +2 on initiative, +7 to strike, +11 parry, +11 dodge, +19 damage, +10 to pull/roll with punch, fall, or impact. He can pin/incapacitate on a roll of 18, 19, or 20, and deliver a critical strike on an unmodified roll of 18, 19, or 20. Kick (1D6 damage), crush/squeeze (1D4 damage), Judo style body throw/flip (1D6 damage and the victim loses initiative and one attack), paired weapons, entangle, and he can leap 18 ft high (5.5 m) and/or lengthwise.

Other Bonuses: +20% save vs coma/death and +5 save vs poison/magic.

Super Power Category: Mutant

Major Super Ability: Growth (see page 184 of **Heroes Unlimited** for full details). Bonuses when Constitution is 20 ft/6 m tall: +2 to strike and parry, speed is doubled, P.S. is increased by 13 points, add 260 to S.D.C. and 650 pounds to his weight. Penalties: -4 to dodge.

Minor Super Abilities: Extraordinary physical prowess, extraordinary physical endurance, and healing factor.

Unusual Physical Characteristic: Stocky

Education Level: Four Years of College

Scholastic Bonus: +20%

Scholastic Skills: Mechanical engineer 98%, locksmith 95%, automotive repair 91%, robot mechanics 45%, robot electronics 45%, electrical engineer 98%, surveillance systems 98%, computer repair 95%, boxing, and gymnastics (sense of balance 98%, climb rope 98%, climbing 98%, back flip 98%, prowl 95%).

Secondary Skills: Body building, running, swimming 98%, general athletics, navigation 95%, read sensory equipment 75%, advanced mathematics 92%, first aid 85%, pilot automobile 98%, pilot truck 88%.

Appearance: Mousy brown hair, brown eyes, tall/stocky build. Underwent plastic surgery to help conceal his true identity.

Wears a specially designed costume that increases and decreases in size with his power to grow.

Occupation: Full-time, government crime fighter and super agent.

Weapons: Seldom uses any. Tends to rely on his own strength, speed, agility and wits.

Vehicle: Supplied by the government as needed.

Body Armor: Supplied by the government as needed.



Money: He's paid a comparatively low, annual salary of 80,000 dollars, but he's not involved for the money or the glory — only to keep people the world over (especially Americans) safe and free.

Flagwaver (SLJ)

Jimmy Davigne was the third person to join the Sentinels of Liberty and Justice. He was a native of Boston and became a crime-busting vigilante when his mutant abilities suddenly blossomed in his teens. However, his career as a vigilante came to a screeching halt when he was captured by the police and charged with assault and battery for beating up a bank robber he had surprised in the act of a holdup.

Robert Fitzgibbons was contacted by the local authorities who didn't know exactly what to do with a super powered youth. The police chief had heard about some kind of Federal superhuman recruitment program and thought the well meaning Davigne might be an excellent candidate. After a brief meeting, Fitzgibbons agreed. He was impressed by the lad's honesty, his desire to right the wrongs of the world, and his fervent patriotism. Fitzgibbons arranged for Jimmy's release and invited him to join the Sentinels, much to Jimmy's delight.

Real Name: Jimmy Davigne

Alignment: Scrupulous

Hit Points: 48, S.D.C. 52

Weight: 195 lbs (88 kg) **Height:** 6 feet (1.83 m), **Age:** 23

Attributes: I.Q. 15, M.E. 7, M.A. 10, P.S. 20, P.P. 9, P.E. 13, P.B. 16, Spd. 28.

Disposition: Extremely patriotic, truthful, honest, big hearted, and courageous. Loves his country and believes in its government. Very serious about his role in the Sentinels and as a symbol to other black youths. Thoroughly dislikes Minuteman and wishes he was off the team. Both men squabble often, but work well as a team.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Seven (7)

Bonuses: +2 to strike, +7 parry, +6 dodge, +5 damage, +5 to pull/roll with punch, fall, or impact, and is +1 to strike with body block/tackle (does 1D4 damage). Kick (1D6 damage), paired weapons, entangle, critical strike on an unmodified roll of 18, 19, or 20.

Other Bonuses: Bonuses when gliding: An additional +2 to strike, parry, and dodge.

Super Power Category: Mutant

Major Super Ability: Control elemental force: air

Minor Super Ability: Flight: glide

Unusual Physical Characteristic: Ambidextrous

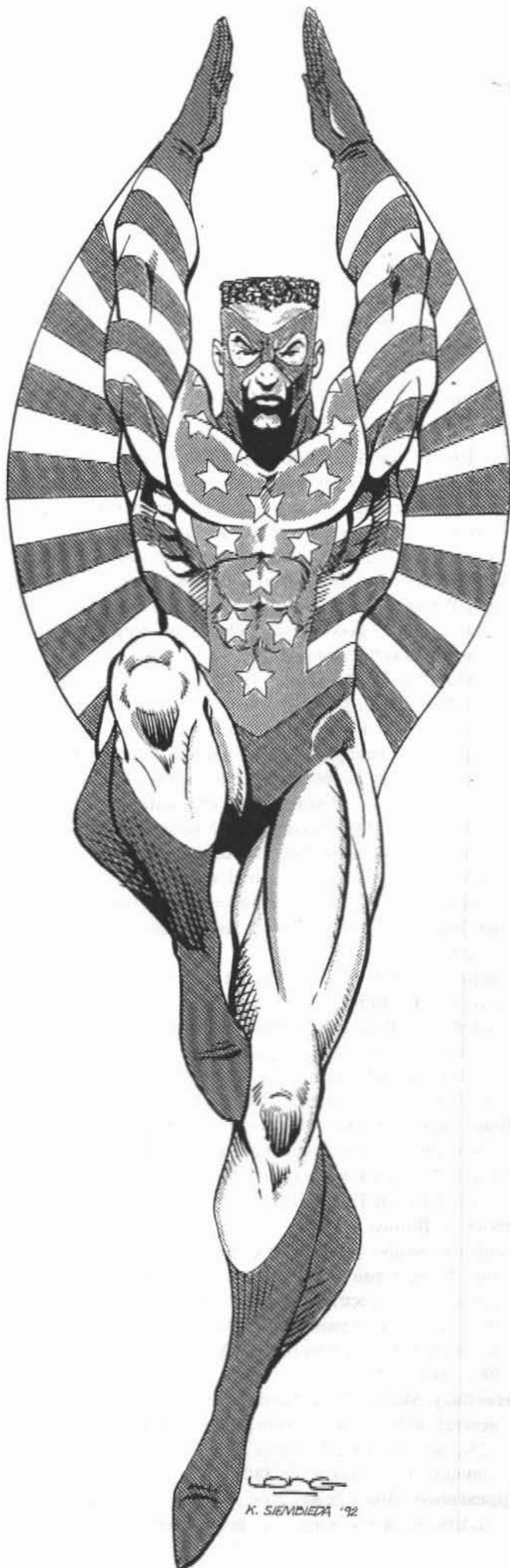
Education Level: Four Years of College

Scholastic Bonus: +20%

Scholastic Skills: Computer operation 98%, computer programming 95%, languages: French, German, and Russian, each at 98%, boxing, and body building.

Secondary Skills: Running, swimming 98%, general athletics, prowl 98%, navigation 90%, advanced mathematics 90%, pick locks 70%, first aid 80%, pilot automobile 98%, and pilot sailboat 84%.

Appearance: Good looking African/American with green eyes and slender but muscular build.



Occupation: Full-time, government crime fighter and super agent.

Weapons: Seldom uses any. Tends to rely on his mutant powers, speed, and wits.

Vehicle: Supplied by the government as needed.

Body Armor: Supplied by the government as needed.

Money: He's paid a comparatively low, annual salary of 75,000 dollars, but he's not involved for the money or the glory — only to keep people the world over (especially Americans) safe and free.

Minuteman (SLJ)

Frank Poole was the fourth person to be assigned to the Sentinels of Liberty and Justice. Fitzgibbons was never entirely happy with this decision, but the military leaders wanted Poole because of his combat experience and unique powers. Poole got his powers as a result of a military experiment to produce a super-soldier in the late sixties. He volunteered while drunk. The experiment was a success with all ten volunteers, but Poole is the only one believed to still be alive. Two others are missing in action and the rest died during the war in Vietnam.

Poole was a military specialist in 'Nam and was later assigned as a covert agent in Special Forces. He was captured in Cambodia in 1972, branded a spy, tortured and abused for three years before escaping. He returned stateside, was debriefed, underwent reorientation, and given an honorable discharge. He applied for a position with the CIA and was hired. Frank worked for the Agency for the next six years, slowly growing to detest the bureaucratic red tape and deception. He was still bitter over the incident in Cambodia (nobody tried to rescue him) and had lost faith in the system. He finally left the Agency and spent the next few years wandering the country. In his travels he met lots of great people, many of whom are still friends.

As the years went by, he began to yearn for the adrenaline rush and danger that his former life offered. That's when he was contacted by the Feds and offered a position within the SLJ. When Frank agreed to join, he was assured that he would be the team leader, but that never happened. More government mumbo-jumbo. It took all of Fitzgibbons' persuasive powers to get him to stay, but Frank has never been happy with the situation. His final remark was, "Yeah, okay, I'm in. Shit, jus' like 'Nam. The sergeant with the experience leadin' some green horn lieutenant by the hand." As a result, he resents and dislikes Patriot and his "boot licking buddy," Flagwaver.

He is especially surly and obnoxious after he's been drinking. Most of the other team members see Minuteman as a mean bitter, glory hound whose drinking is disgraceful and his attitude, counter-productive. What they don't know is that Frank's foul moods are caused by violent chronic headaches, which he's experienced ever since his escape from Cambodia. Of course, the fool has never told anybody about them and they are getting worse. He drinks because the booze seems to help deaden the pain and wash away unwanted memories. It doesn't excuse his boozing or meanness, but does help to explain it.

Frank's boozing, shooting off his mouth, penchant for going off on his own, and dislike toward Patriot and Flagwaver have gotten him in trouble with his superiors. Once during a media news conference given by Fitzgibbons and the Sentinels, Minute-

man showed up drunk and, on national T.V., badmouthed the President and his foreign policies (made big points with the viewing audience but not with the Man). His insubordination and insolence have given his superiors reason to revoke his membership in the SLJ. However, he is a hero, having exhibited exceptional bravery on many occasions and has endeared himself to the public. Furthermore, his teammates have never asked to expel him. Poole's experience, fighting abilities, coolness under fire, and bravery have proven to be a valuable asset time after time. So, for the moment, he stays.

Real Name: Frank Poole

Alignment: Anarchist

Hit Points: 47, S.D.C. 240, Natural A.R.: 13

Weight: 201 lbs (90 kg), **Height:** 5 ft, 9 inches (1.75 m), **Age:** 37

Attributes: I.Q. 11, M.E. 18, M.A. 6, P.S. 29, P.P. 21, P.E. 20, P.B. 13, Spd. 37.

Disposition: Surly, cocky, and arrogant. A show-off and glory hound who has wormed his way into the hearts of the public. Extremely independent, prefers working alone and dislikes authority. Hates being told what to do. But he is also loyal, patriotic and brave.

He likes to drink heavily and tell stories about his days in Vietnam. He hates Patriot and Flagwaver, but respects their fighting abilities. Likes Constitution, especially his sense of humor, but his favorites are the twins, particularly Andrea (Stripes), and feels very fatherly towards her. He thinks Fitzgibbons is a clod and government stooge. Frank always has a snide remark about "Old Man Tarot," Patriot's father, but secretly holds the Senator in the highest esteem and, to the astonishment of everybody, always treats him with the utmost respect and dignity whenever they meet. Later he'll pretend that he was just brown-nosing the "senile old man."

Experience Level: Eighth (8)

Combat Skills: Hand to Hand: Martial Artist

Attacks Per Melee: Eight (8)

Bonuses: +5 to strike, +7 parry, +7 dodge, +14 damage, +4 to pull/roll with punch, fall, or impact, +1 to strike with body block/tackle (does 1D4 damage). Critical strike on an unmodified roll of 18, 19, or 20. Karate kick (1D8 damage), jump kick (critical strike), paired weapons, and entangle.

Other Bonuses: +2 to save vs psionics, +3 save vs poison/magic, and +10% save vs coma/death.

Super Power Category: Experiment (Super-Soldier)

Minor Super Abilities: Extraordinary physical prowess and clock control (special — appeared after the escape from Cambodia).

Super-Soldier Features:

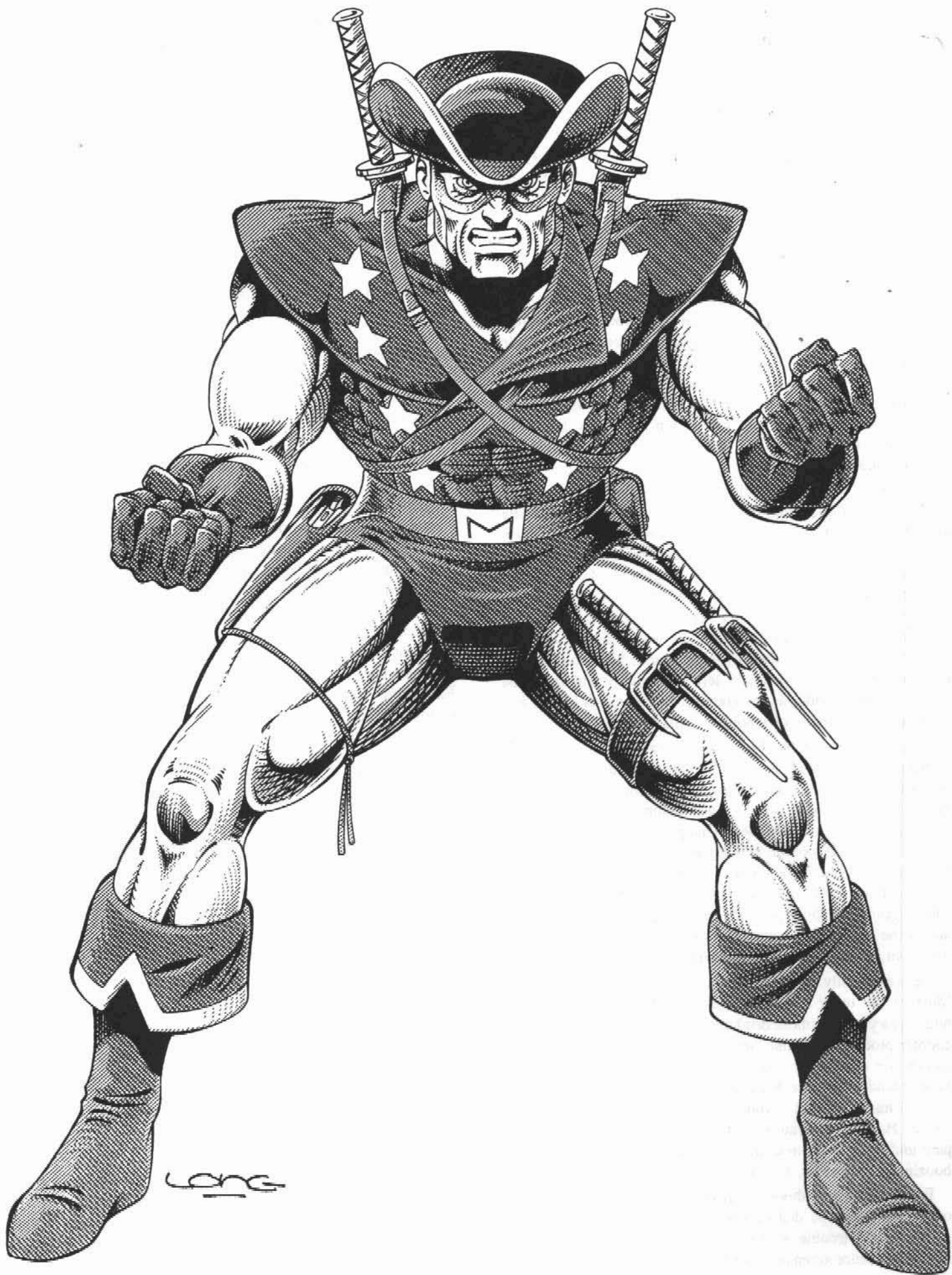
1. Invulnerability (special): Skin has A.R. 13, an opponent's roll to strike must be 13 or higher to inflict damage.
2. Bionic Implants to increase P.E. and strength
3. Physical Transformation increasing speed and strength.

Note: All super-soldier features have been included in the final attributes and bonuses.

Education Level: Military Specialist

Scholastic Bonus: +20%

Skills of Note: Detect ambushes 95%, detect concealment 85%, intelligence 86%, interrogation 95%, tracking 85%, wilderness survival 95%, W.P. target, W.P. paired weapons, W.P. automatic pistol, W.P. semi- & fully automatic rifle, W.P. sub-machinegun, W.P. energy pistol, W.P. energy rifle.



Secondary Skills: W.P. chain, W.P. knife, W.P. sword, general athletics, body building, climbing 98%, running, land navigation 64%, pilot automobile 98% and pilot helicopter 88%.

Appearance: Dark hair with greying temples and vivid blue eyes.

Occupation: Full-time government agent.

Weapons: May use any variety of weapons depending on the assignment. His typical arsenal includes a pair of Sais (1D6 damage), a pair of authentic Katanas (3D6 damage each — samurai swords), one Manriki-Gusari (1D8 damage), eight (8) Shurikens (1D4 damage each), two eggshell bombs (no damage: victim must roll against poison gas which blind victims; — 6 to strike, parry, and dodge), a .45 Colt pistol with 6 round magazine (4D6 damage per round) plus two (2) spare magazines holding 6 rounds each. He's also fond of energy weapons.

Vehicle: Supplied by the government as needed.

Body Armor: Supplied by the government as needed, but he seldom wears any, complains that it slows him down.

Money: He's paid a comparatively low, annual salary of 75,000 dollars and complains about it constantly. He says it's evidence of how cheap the government is. He feels they should all be making three or four times more. Stays in the SLJ because it makes him feel important, needed, and because of the personal glory and appreciation he gets from the American citizens. He really does believe that the team can make a difference.

Stars & Stripes (SLJ Duo)

Stars and Stripes are twins who are psionically linked. When one twin feels pain or happiness, so does the other. They will often say the same thing or scratch an itch in the same spot, at the same time. They are rarely seen apart. However, since each can feel the emotions of the other they have little privacy and find themselves emotionally dependent upon each other.

Andrew and Andrea were orphaned at a young age and passed from one foster home to another. They were often rejected because of their unnatural bond and strange powers. Being bounced around was very traumatic and led them to believe they would never be loved. That changed when they were adopted by Sister Anne, a retired minister. She loved them like they were her own and taught them self worth. She also helped them not to fear their powers, but to embrace and understand them. She passed away when the twins were sixteen, breaking both of their hearts. Before her death she had contacted Robert Fitzgibbons who offered them a new home and family with the Sentinels of Liberty and Justice. After thinking it over, they accepted and became the fifth and sixth members of the team.

Special Psionic Power of Psychic Union

Available only to Stars & Stripes,
not suggested for player characters.

The twins are both natural psionics and are formidable in their own right. However, their greatest power is the ability to combine their I.S.P. points and share/use each other's psionic powers when holding hands. Furthermore, the union adds an extra 40 I.S.P. points (must be holding hands). Although each is only

fifth level, when they hold hands, their powers are at the equivalent strength of a tenth level Psionic.

On the down side, both reach the next experience level at the same time but each needs twice as many points as normal in order to reach the next level. If one twin dies the other will go into a coma, but will eventually recover, with all of his or her skills, combat bonuses, psionic attacks per melee, hit points, and I.S.P. cut in half, and initiative will be —3. All changes are permanent.

Stars

Real Name: Andrew Saiyama

Alignment: Scrupulous

Hit Points: 36, S.D.C. 68

Weight: 145 lbs (65 kg), **Height:** 5 ft, 6 inches (1.68 m), **Age:** 19

Attributes: I.Q. 14, M.E. 15, M.A. 11, P.S. 16, P.P. 20, P.E. 15, P.B. 17, Spd. 19.

Disposition: Friendly and polite, yet very intense. Very patriotic, loves his country. Likes all the members of the Sentinels, but is closest to Minuteman. Looks up to Frank Poole and hopes to someday be as good as him in the martial arts. Poole has promised to teach him how to fight with a sword.

Experience Level: Fifth (5)

Super Power Category: Natural Psionic

Psionic Powers: I.S.P. 94 and the powers of telekinesis, pyrokinesis, mind bolt, hypnotic suggestion, resist cold, resist fatigue, resist hunger, resist thirst, and summon inner strength.

Psionic Attacks Per Melee: Four (4)

Combat Skills: Hand to Hand: Martial Artist

Attacks Per Melee: Five (5)

Bonuses: +5 to strike, +7 parry, +7 dodge, +1 damage, +7 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). Karate kick (1D8 damage), jump kick (critical strike), and entangle.

Other Bonuses: Ability to charm/impress is 35%.

Education Level: One Year of College.

Scholastic Bonus: +10%

Scholastic Skills: Computer operation 90%, computer programming 70%, climbing 98%, prowl 88%, swimming 92%, gymnastics (sense of balance 80%, climb rope 88%, back flip 98%, and leap 12 ft/3.6 m vertically and horizontally).

Secondary Skills: General athletics, body building, running, land navigation 56%, pick locks 55%, and pilot automobile 96%.

Appearance: Handsome Japanese/American youth.

Occupation: Full-time government super hero/agent.

Weapons: Seldom uses any. Tends to rely on his psionic powers and wits, but desires to learn swordsmanship.

Vehicle: Supplied by the government as needed.

Body Armor: Supplied by the government as needed.

Money: He's paid a comparatively low, annual salary of 75,000 dollars, but he's not involved for the money or the glory. Wants to help others.



Stripes

Real Name: Andrea Saiyama

Alignment: Scrupulous

Hit Points: 34, S.D.C. 57

Weight: 125 lbs (56 kg), **Height:** 5 ft, 4 inches (1.63 m), **Age:** 19

Attributes: I.Q. 20, M.E. 22, M.A. 17, P.S. 13, P.P. 8, P.E. 11, P.B. 18, Spd. 22.

Disposition: Friendly and polite, yet extremely quiet and shy. Very patriotic, loves her country and is happy to be able to use her powers for good.

She likes all the members of the Sentinels, but is closest to Minuteman, who treats her with patience and gentleness.

He is the father she never had, and calls her his "little butterfly." She understands why the others dislike him, but hopes they will one day see the kinder side of this gentle man that she is so familiar with. She and her brother can relate to Frank Poole because they know what it's like to come from a tortured past.

Experience Level: Fifth (5)

Psionic Powers: I.S.P. 113 and the powers of bio-manipulation, bio-regeneration, telepathy, sixth sense, detect psionics, mind block, see aura, total recall, and speed reading.

Super Power Category: Natural Psionic

Psionic Attacks Per Melee: Four (4)

Combat Skills: Hand to Hand: Martial Artist

Attacks Per Melee: Five (5)

Bonuses: +2 to strike, +3 parry, +3 dodge, +6 to pull/roll with punch, fall, or impact. Karate kick (1D8 damage), jump kick (critical strike), and entangle.

Other Bonuses: +4 to save vs psionic attack; ability to charm/impress 40%, and to evoke a feeling of trust/intimidate 45%.

Education Level: One Year of College.

Scholastic Bonus: +10% + 6% I.Q. Bonus

Scholastic Skills: Computer operation 96%, basic and advanced mathematics 96%, biology 76%, chemistry 86%, analytical chemistry 81%, climbing 98%, prowl 94%, swimming 98%, gymnastics (sense of balance 86%, climb rope 94%, back flip 98%, and leap 12 ft/3.6 m vertically and horizontally).

Secondary Skills: Body building, running, cook 74%, land navigation 56%, pick locks 55%, and pilot automobile 96%.

Appearance: Beautiful Japanese/American youth.

Occupation: Full-time government super hero/agent.

Weapons: Seldom uses any. Tends to rely on her psionic powers, intelligence and her brother.

Vehicle: Supplied by the government as needed.

Body Armor: Supplied by the government as needed.

Money: She's paid a comparatively low, annual salary of 75,000 dollars, but she's not involved for the money or the glory. Wants to help others and be part of a family.

Robert Fitzgibbons

The SLJ's Government Liaison

Robert Fitzgibbons appointed by the President, is the government liaison for the Sentinels of Liberty and Justice. Officially he is the head of a governmental program known as S.A.T.A.R. (Superbeing Acquisition, Training, Assimilation and Rebirth). The concept behind the program is to identify, record, and recruit superbeings to become government agents. The SLJ is the first test team to be deployed outside of the separate, but related, S.C.R.E.T program. The success of the SLJ will affect the creation of similar teams. After five years of good to excellent results, there is talk of creating a second team, and a dozen super humans are currently used as freelance agents.

A former U.S. Ambassador to France and Japan, Fitzgibbons retired from the diplomatic corp six years ago and was on the verge of a breakdown due to boredom when the President called with the offer. He accepted, and within eight months, had put together the Sentinels of Liberty and Justice. He was chosen for this post because of his public relations background and his art of persuasion. He is a tenacious and hard working fellow who doesn't ease up until the job is done.

Real Name: Robert Fitzgibbons

Alignment: Scrupulous

Hit Points: 49, S.D.C. 35

Weight: 180 lbs (81 kg), **Height:** 5 ft, 11 inches (1.80 m), **Age:** 51

Attributes: I.Q. 17, M.E. 7, M.A. 18, P.S. 8, P.P. 6, P.E. 7, P.B. 19, Spd. 11.

Disposition: Level headed, polite, sincere, persuasive, and intelligent. Sometimes he tends to come off a bit aloof among the heroes. He has a good eye for talent and can size people up in a matter of minutes. He can also charm the socks off the

most stubborn politician and is extremely adept at public relations.

Experience Level: Tenth (10)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Six (6)

Bonuses: +1 to strike, +2 parry, +2 dodge, +4 to pull/roll with punch, fall, or impact, and critical strike on an unmodified roll of 19, or 20. Kick (1D6 damage) and Judo-style body throw/flip (1D6 damage and the victim loses initiative and one melee attack).

Other Bonuses: Ability to charm/impress 45%, and to evoke trust/intimidation 50%.

Super Power Category: None, a normal human.

Education Level: Bachelor's Degree (College)

Scholastic Bonus: +25% + 3% I.Q. Bonus

Skills of Note: Computer operation 98%, computer programming 98%, cryptography 98%, laser 98%, optic systems 98%, radio: basic 98%, radio: scrambler 98%, radio: satellite 98%, T.V./video 98%, read sensory equipment 98%, language: French, Spanish, Japanese and native English, all at 98%.

Secondary Skills: W.P. automatic pistol, running, swimming 98%, advanced mathematics 98%, writing 70%, land navigation 76%, first aid 95%, pilot automobile 98%, and pilot airplane 98%.

Appearance: Handsome older man with silver hair and blue eyes.

Occupation: Full-time Special Liaison to the SLJ; civil servant.

Weapons: Seldom uses any. He is not an armed agent, but a creative administrator and PR representative. Tends to rely on his intelligence and skills. Occasionally carries a pistol, a 9 mm Model P5 Walther (2D6 damage).

Vehicle: Cars, limousines and airplanes supplied by the government as needed.

Body Armor: Seldom has any need for body armor, but when he does, it is supplied by the government.

Money: He's paid a comparatively low, annual salary of 75,000 dollars, but he's not in it for the money. The prestige and knowing that what he has helped build has already helped hundreds and keeps the nation safe are what drives him on.

Super Speed and Combat

Characters with extraordinary speed, including mutants, cyborgs and robots, get the impressive damage bonus of +4 damage per every 20 mph (32 km/h) they are traveling. This means a character traveling at a speed of 340 mph can hit somebody or something and inflict 68 points of damage, plus his normal damage and P.S. bonus. However, such an attack counts as the equivalent of HALF his total melee attacks! Why? Because the speedster must have some time to reach a high speed and to deliver the devastating blow!

He can stop or slow down to deliver comparatively normal punches and blows, using up the rest of his melee attacks or maintain his speed, running past his first target and coming back for another strike next melee. However, it will take him another half melee round (approximately 7.5 seconds) to reach the high speed and deliver another super speed punch, kick or body block. This means the super speed attack can only be used once per melee and effectively reduces the number of attacks by half.

The best a punch or kick can do from standing still or at a trot, is 40 mph (64 km/h), adding a bonuses of +8 to damage.

Villains

The Aggressor & Onslaught — A Duo

The Aggressor

Frank Ott's mother died when he was six years old and he was raised by his father, a career drill sergeant in the U.S. Marines. His father was a harsh disciplinarian who did not tolerate any show of weakness from his son. His bed, dresser drawers, fingernails, teeth, shoes, and hair length were all checked on a regular basis by his father. Innumerable pushups, sit-ups, or a five mile run in full gear was the punishment for any infractions. While still a youngster, Frank learned how to disassemble, clean, reassemble, load and fire most firearms used by the U.S. Marines. By age twelve, Frank had become such a phenomenal shot that he could outscore many of his father's sharpshooter Marine buddies.

At age eighteen, Frank escaped the murderous discipline of his father by joining the Marines (a cake-walk by comparison). In 1983 he was badly wounded in Lebanon during an armed conflict with terrorists. He returned home and spent the next year and a half in rehabilitation, learning to walk again. He was given an honorable discharge from the Marines due to his injuries.

Unable to find work, Frank found his military skills were useful in robbery and turned to a life of crime. He started out robbing liquor stores and gas stations, but eventually made contacts in the Mafia and graduated to mob enforcer. After four years, he left the mob and, with the money he'd socked away, purchased some hi-tech weaponry and equipment. He also created some items of his own design. With his arsenal of new weaponry and an armored environmental suit, he christened himself the Aggressor and began a new career as a super-criminal.

The Aggressor, who still freelances for the mob, was making a name for himself when he teamed up with a superhuman known as Onslaught the Unstoppable (a.k.a. Gerald Knoff). Together, the two were able to make some big-time money. Their criminal alliance has garnered them riches beyond their wildest fantasies (Frank more so than Gerald) and an excellent reputation throughout the criminal community.

However, this relationship is a rather thorny bed of roses. Aggressor finds Onslaught annoying and stupid. He orders him around and calls him names like: Stupid, Idiot, Geek, Retardo, Braindead, etc. Onslaught is the perfect pawn for Aggressor, because he is stupid, doesn't take the insults personally, and is very trusting. The Aggressor, true to his name, looks at Onslaught as nothing more than a means to an end and would let his partner die to save his own skin. However, Frank realizes that he and Onslaught are a formidable team with a lucrative future if they stay together. He also knows that if Onslaught ever realizes that he is just using him, he could not only lose a profitable partner but also his life. Onslaught has a mean temper.

Real Name: Frank Ott

Aliases: Otto Franton and The Aggressor

Alignment: Miscreant

Hit Points: 45, **S.D.C.:** 57

Weight: 165 lbs (74 kg), **Height:** 5 ft, 10 inches (1.7 m), **Age:** 30

Attributes: I.Q. 12, M.E. 8, M.A. 16, P.S. 18, P.P. 10, P.E. 21, P.B. 8, Spd. 21

Disposition: Mean, arrogant, boastful, and selfish and a bully. Loves money and power, and believes his teaming up with Onslaught will propel him into the big time and keep him there.

Experience Level: Seventh (7)

Super Power Category: Hardware: Weapons

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Six (6)

Bonuses: +2 to strike, +6 parry, +6 dodge, +2 damage, +5 roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Critical strike on an unmodified roll of 18, 19, or 20. Kick attack inflicts 1D6 damage, can use paired weapons and entangle.

Other Bonuses: +6% save vs coma/death and +2 save vs poison/magic.

Weapon Proficiency Bonuses: Aimed: +5 to strike (+6 to strike with revolver), Burst: +1 to strike, Wild: No bonus. Sniper skill bonus of +2 to strike when using a semi-automatic or bolt-action rifle.

Favorite Weapon Bonus: Heavy Laser: +2 to strike whenever used.

Special Hardware Skill Bonuses: Make and modify weapons: 92%, Recognize weapon quality: By sight: 55%, By personal inspection: 80%, Weapon skill bonuses: +1 to strike, parry, and dodge with Ancient Weapons, +1 to strike with Modern Weapons.

Education Level: Trade School

Scholastic Bonus: +20%

Skills of Note: Electrical engineer 98%, surveillance systems 90%, robot electronics 40%, computer repair 90%, general athletics, boxing, sniper, demolitions 44%, demolitions disposal 44%, basic mechanics 40%, W.P. paired weapons, W.P. revolver, W.P. automatic pistol, W.P. rifle, W.P. semi-automatic rifle, W.P. heavy, W.P. energy pistol, W.P. energy rifle.

Secondary Skills: Body building, running, pilot automobile 98%, pilot motorcycle 84%, and prowl 94%.

Appearance: Dark hair, blue eyes, pockmarked face.

Occupation: Professional Criminal/Terrorist

Weapons: Favorites include the .45 Colt pistol, energy weapons, shurikens, and grenades (typically carries two tear gas, two knockout gas, two nerve gas, and smoke grenades on missions).

Special Weapons: Standard laser pistol and heavy laser (with back-pack) modified to have a larger payload (add five blasts).

1. Mini-missile launchers over shoulders.

Range: 2000 ft (610 m).



Payload: Eight. Takes two full melees (30 seconds) to reload.

Area of Effect: 30 feet (9 m) area around the point of impact unless stated otherwise.

Missile Types and Damage: **Explosive missile:** 2D4 × 10 damage. **Tear gas missile:** Affects a 30 foot area (9 m); victims are -6 to strike, parry, or dodge, and lose initiative.

Concussion missile: Inflicts only 1D6 damage but releases a huge boom and shock waves that shatter glass and temporarily dazes and deafens its victim. Cannot hear for 2D4 melee rounds (30 seconds to 2 minutes). Victims are -4 on initiative, -2 to strike, parry, and dodge, lose one melee attack for the duration of hearing loss.

2. Wrist shuriken ejectors:

Range: 200 ft (61 m)

Damage: 1D6 + 1 each normal shuriken, 4D6 per each exploding shuriken (the explosion affects only what it hits).

Payload: Four (4) shurikens per each wrist device. Fired by compressed air.

3. Shuriken Tracer Bug: This special shuriken can be tossed onto or impaled into something, like a brief case, vehicle, or robot, and will emit a radio signal that can be followed up to three miles away (4.8 km). The bug will continually broadcast for four days.

4. Boots with retractable toe knives. Two knives per each boot. Can be used as a weapon in kick attacks, adding 2D4 damage to the normal kick, or removed and held or thrown as a hand weapon (1D4 damage).

Body Armor: Full body, environmental suit/hard armor, with air filtration/exchanger system: A.R. 16, S.D.C. 260, Wt. 20 lbs (9 kg). The helmet has a built-in laser targeting system for the missile launchers (+1 to strike when engaged), infrared, ultraviolet and thermal imager optics.

Vehicle: Uses a variety of conventional vehicles.

Available Monies: Tends to live high on the hog, but has still managed to squirrel away 577,000 dollars.

Onslaught The Unstoppable

As a boy, Gerald was not only tremendously slow (he had not passed the sixth grade by the time he was sixteen, when he finally dropped out of elementary school), but was also a weak and sickly child. He was born to extremely wealthy parents who had great expectations for their only son. Gerald Senior had hoped his son would someday attend the same college he had attended as a young man. He had also dreamed his son would be the star quarterback of the football team as he had done. Of course, he had expected Gerald Jr. to take over the family business. Unfortunately, Gerald Jr. would never achieve any of their dreams.

The father was embarrassed by and detested his frail and retarded son. He tried to avoid contact with the child and treated him like a stupid animal. To make up for the father's rejection, the mother babied and smothered him with affection. However, she was so smothering that she didn't let him do anything or go anywhere and he grew to loathe her psychotic mothering as much as he hated his father. Watching the news one day, the mother saw a feature on an experimental process that was being developed by a research group in France. Francois Gosseau, a French scientist, had developed an experimental process that dramatically stimulated physical growth, strength, and stamina. And in some cases, intelligence. Unfortunately, the tests were limited to animals and it would be a decade or more before it might be safe for human subjects. However, faced with budget cuts, the lure of six million dollars in cash, an ironclad indemnification agreement, and the persistent pleading of Mrs. Knoff, Professor Gosseau agreed to secretly treat Gerald Knoff, Junior.

Telling her husband that she and Junior were spending the summer overseas, Mrs. Knoff embarked on her quest. Over the next few months Professor Gosseau subjected the teenage to his revolutionary treatment. The new process involved some genetic tampering, hormones and experimental chemical treatment, and mega-doses of vitamins, among other things. After three months of treatment and close observation, Gerald began to respond. Every day the youth seemed to grow bigger, stronger, and healthier. However, to his mother's horror kept on growing to over ten feet tall (3 m) and weighed over five hundred pounds (225 kg). Trouble followed trouble as it was soon discovered that Gerald was super-strong and, to the scientist's amazement, nearly invulnerable. Sadly the boy's intelligence was not improved. After a year, Professor Gosseau turned the mutant and his mother away — there was nothing he could do (he had done far too much already).

What little family fortune was left was literally eaten up by the huge, young mutant in the way of food bills. The new wing his parents had built onto their home to accommodate Gerald's large stature finally sent the Knoff's into bankruptcy. Gerald's father took his life and Mrs. Knoff went insane and was institutionalized. No kin wanted any part of the 18 year old giant and there was much discussion about putting young Gerald into an institution in Mexico. Gerald caught wind of the discussion and disappeared. For a while he wandered aimlessly, stealing food and money, and even fought off the police, who were powerless to stop him. By chance, Frank Ott, the Aggressor, happened to witness the lad overturn two police cars and fight off a dozen police officers, and helped him make his escape.

The Aggressor instantly saw the potential in the giant-sized youth and offered Gerald a partnership in crime.

Gerald, confused, frightened, lonely, and hungry, gladly accepted the offer from his new (and first) friend. Ott christened him "Onslaught the Unstoppable" and had some flexi-steel body armor fashioned for him. Gerald has no idea he is being used and cheated out of his fair share of the loot by Ott. He thinks Frank Ott is his best and only friend and the addled behemoth would gladly die to protect his buddy. Even though the Aggressor is using him and treats him poorly, Onslaught is very happy, loves his friend and really doesn't need money because Frank takes care of him. In a strange way, the two really are friends, not that The Aggressor would ever admit it, even to himself.

Real Name: Gerald Knoff, Jr.

Aliases: Onslaught the Unstoppable or Onslaught

Alignment: Aberrant

Hit Points: 57, S.D.C.: 302

Weight: 576 lbs (259 kg), **Height:** 10 ft, 6 inches (3.2 m), **Age:** 20

Attributes: I.Q. 5, M.E. 11, M.A. 7, P.S. 37, P.P. 24, P.E. 36, P.B. 6, Spd. 14. **Note:** P.S., P.P., and P.E. can be considered supernatural.

Disposition: Rather quiet and unassuming but feels a great deal of pent-up emotions and hostility, particularly towards high society, the wealthy and macho males (they remind him of his father). Is given to violent outbursts and temper tantrums when frustrated or angry. Trusts Frank Ott implicitly, and thinks he is his best friend.

Experience Level: Fourth (4)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Six (6)

Bonuses: +5 to strike, +8 parry, +8 dodge, +22 damage, +3 to pull/roll with punch or fall. +2 to strike with body block/tackle (does 1D4 damage), and a giant size kick does 2D6 damage plus PS damage bonuses.

Other Bonuses: +50% save vs coma/death, +8 save vs poison/magic, and +5 to save vs all chemicals/toxins/gases.

Super Power Category: Experiment

Major Super Ability: Invulnerability

Minor Super Abilities: Extraordinary physical strength, extraordinary physical prowess, and extraordinary physical endurance.

Side Effects Of Experiment: Chemical resistance

Education Level: Never finished elementary school.

Scholastic Bonus: None; in fact, -10% on all skills.

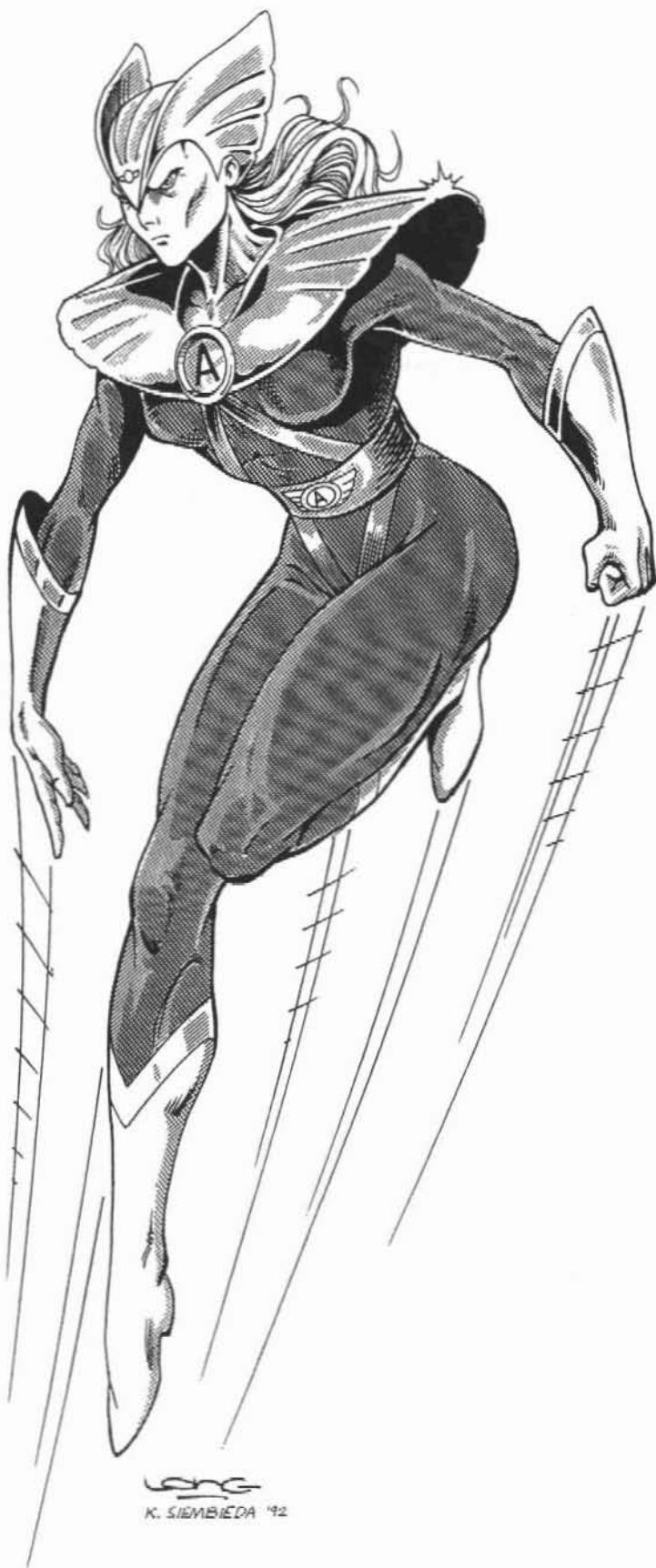
Scholastic Skills of Note: Can read and write 45%, basic math 45%, speaks French 50% (cannot read French), speaks English 90%, dance 45%, and cook 45%.

Secondary Skills: W.P. blunt, land navigation 64%, wilderness survival 45%, climbing 74%/35%, swimming 74%, running, general athletics, and body building.

Appearance: A giant with bulging muscles, red hair, freckles, and green eyes.

Occupation: Professional criminal and mercenary.

Body Armor/Costume: Wears a bright red with black trim, specially made by Fabricators Inc., Flexi-Steel battle armor: A.R. 15, S.D.C. 200. The Flexi-Steel armor partially deflects all energy attacks (laser, electricity, etc.), reducing their damage by half.



Aviatrix

Aviatrix was the subject of a Russian military experiment that far exceeded the experimenters wildest hopes. Unfortunately, if they were looking for loyalty and obedience they picked the wrong "volunteer." Aviatrix' real name is Paulina Rostonov, a condemned criminal of the state. She was given a choice, agree to be the human test subject for an experiment in human augmentation and be rewarded with freedom or spend the rest of her days rotting in prison. Her decision was an easy one.

The experiment was originally meant to build strength and stamina in their troops. Unfortunately, real volunteers were scarce due to the very real dangers of physical and emotional mutations, and the possibility of death.

Using state of the art DNA/genetic augmentation, along with bio-chemical injections and large doses of radiation, the Russian scientists hoped to make Paulina the first of many super-men and women. What they didn't realize was that Paulina already had a slight mutation in her genetic structure. A mutation that would lead the results of the experiment down a far more interesting path than anticipated. Instead of just increasing her physical strength and endurance, Paulina gained the amazing abilities of sonic flight and the power to fire energy blasts from her hands, as well as increased physical endurance and prowess. The experiment also left her with an inexplicable and terrible disfigurement: reduced facial features and pallid complexion.

The next few months were spent teaching Paulina how to control her extraordinary new powers. However, once she had gained complete control and understanding of her abilities, she brutally killed two of her trainers and severely wounded four others during her escape. She fled to the west and now secretly resides in Toronto, Canada. The Russian military has ordered her capture and return to Mother Russia. If capture is impossible, then termination has been sanctioned. After an exhaustive investigation, the Russians have ascertained the general location of her home base and have quietly dispatched a S.C.R.E.T. (Superbeing Control, Retrieval, and Elimination Team) into Canada.

Aviatrix is wanted in both Canada and the U.S. for murder, kidnapping, several acts of brutality, theft and numerous other crimes. England is desperate for her capture and extradition for the murder of twenty-three school children on a school bus. Aviatrix cold-bloodedly dispatched the children when police were unable to gather the full amount of ransom money by her allotted deadline. During her escape she also killed four police officers and injured some thirty-six bystanders.

Note: The Dark Tribunal would love to recruit this hate filled vixen and might even consider rescuing her from the authorities. Two fourth level DT agents are secretly following the Russian S.C.R.E.T. in Canada and one of Plexor's duplicates is in Toronto.

Real Name: Paulina Rostonov

Aliases: Patricia Rost, Lynna Wilkinson, and Aviatrix

Alignment: Diabolic

Hit Points: 42, **S.D.C.:** 178

Weight: 125 lbs (56 kg), **Height:** 5'9" (1.75 m), **Age:** 23

Attributes: I.Q. 13, M.E. 8, M.A. 13, P.S. 15, P.P. 24, P.E. 25, P.B. 7, Spd. 15 running or Mach One (670 mph) flying.

Disposition: Vindictive, terribly cruel, incredibly bitter, and a ruthless killer. Hates all authority figures, especially the military and police, and particularly the Russian military.

Experience Level: Fifth (5)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Seven (7)

Bonuses: +2 on initiative, +7 strike, +9 parry, +9 dodge, +4 roll with punch or fall, +1 to strike with body block/tackle (does 1D4 damage), and a kick does 1D6 damage.

Other Bonuses: +20% save vs coma/death and +5 save vs poison/magic.

Super Power Category: Experiment

Major Power: Sonic Flight

Minor Powers: Energy expulsion: energy, extraordinary physical prowess, and extraordinary physical endurance.

Side Effects Of Experiment: Deformed face, with reduced facial features; i.e., no eyebrows or lashes, no lips, a slit for a mouth, and a small, flat nose. Pale complexion.

Education Level: Trade School

Scholastic Bonus: +20%, included in skill percentages.

Skills of Note: Mechanical engineer 90%, locksmith 75%, auto repair 85%, general athletics, gymnastics: sense of balance 98%, climb rope 98%, climbing 80%, back flip 98%, prowl 85%, and W.P. knife.

Secondary Skills: Body building, basic electronics 65%, wilderness survival 60%, first aid 75%, pick locks 60%, navigation 80%, pilot: auto 96%.

Appearance: Featureless face, long, red hair, vivid green eyes.

Occupation: Terrorist/Professional Criminal.

Weapons & Equipment of Note: None, relies on her super abilities, but has been known to use any type of weapon when necessary, particularly knives.

The Besieger

Wayne "Wild Man" Wyler is a former professional wrestler and world champion kick boxer who became a vigilante hero, known as the Besieger, but later turned to a life of crime as a freelance assassin and enforcer. He was banned from professional wrestling, where he was a major star, for brutally beating and maiming an opponent after losing his temper. He switched over to kick boxing where his violent temper helped him to win a heavyweight world championship. He tired of the monotony of the kick boxing ring and decided he would become a super-hero. Unfortunately, do-gooders are not known to make tons of money for their good deeds and the press was bad. Everything he seemed to do was labeled as criminal or "wrong" and he had no legitimate way of making money as a vigilante (he found himself mugging the bad guys). Since everybody saw him as a villain he decided to give the public what they wanted, a criminal!

Besieger can be surprisingly level-headed until he gets frustrated or loses his temper. Then he becomes obnoxious, mean and reckless, frequently flying into a rage. He has a terrible habit of letting his fists speak for him when he is at a loss for words. For him, the solution to all of his problems is to hit, smash, break or crush them. Unfortunately, this is seldom a solution at all and, inevitably, gets him into more trouble.

As a criminal he is doing fairly well and has earned a fearsome reputation that he enjoys. He has also become quite greedy, so if the crime pays well or is simple and brutal he'll take the job.

Real Name: Wayne Wyler

Aliases: Mike Wilder, Wild Man, and Besieger

Alignment: Aberrant

Hit Points: 43, S.D.C.: 182

Weight: 234 lbs (105 kg), **Height:** 6 ft, 5 inches (1.96 m), **Age:** 27

Attributes: I.Q. 7, M.E. 10, M.A. 16, P.S. 25, P.P. 18, P.E. 17, P.B. 9, Spd. 23

Disposition: He is an incredibly melodramatic, exceedingly vain, arrogant, macho, loudmouth jerk. He has a violent temper and is prone to physical violence when angry, frustrated, confused or embarrassed. Likes nothing better than a fight, especially if he wins, but he's a poor loser, fights dirty, and seeks revenge on those who defeat or belittle him.

Experience Level: Eighth (8)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Seven (7)

Bonuses: +4 to strike, +8 to parry, +8 dodge, +10 damage, +13 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). Karate kick (1D8 damage), jump kick (critical strike), leap attack (critical strike), paired weapons, and entangle. Critical strike on an unmodified roll of 18, 19, or 20. Pin/incapacitate on a roll of 18, 19, or 20, and crush/squeeze (1D4 damage).

Other Bonuses: +5 save vs coma/death, +1 save vs poison/magic.

Weapon Proficiency Bonus: +1 to strike and parry when using Katana, +3 to strike when throwing Shurikens.

Weapons: He sees himself as a self-styled ninja and his favorite weapon reflects this. Two (2) pair of nunchaku (1D8 damage — can be used as a paired weapon), one manriki-gusari (1D8 damage), one kusari-gama (1D10 damage), one authentic katana (samurai sword: 3D6 damage), a dozen shurikens (1D4 damage) and a bag of thirty tetsubishi (ninja caltrops: one point of damage each).

His modest arsenal of modern weapons includes one 9 mm Model 951R Baretta pistol (2D6 damage), a 9 mm parabeum Mauser pistol (2D6 damage, 10 round detachable box magazine), .357 Magnum (5D6 damage), compound bow and arrows, crossbow, and traditional shotgun. He can also use other weapons appropriate for the job.

Super Power Category: Physical Training

Special Abilities:

1. Power Punch — 3D6 Damage, counts as two (2) melee attacks/actions.
2. Power Kick — 4D6 Damage, counts as two (2) melee attacks/actions.
3. Force of Will: S.D.C. bonus. See **Heroes Unlimited**, page 124.

Education Level: High School

Scholastic Bonus: +5%

Scholastic & Physical Training Skills of Note: W.P. ancient weapons program: W.P. paired weapons, W.P. targeting, W.P. sword, W.P. chain. W.P. automatic pistol, boxing, body building, general athletics, running, wrestling, fencing, detect ambushes 98%, detect concealment 90%, and tracking 90%.

Gymnastics: sense of balance 98%, climb rope 98%, back flip 98%, prowl 90%, leap 18 ft (5.5 m) vertically and horizontally.



Acrobatics: walk tightrope/high wire 98%, climbing 93%, fearless toward heights.

Secondary Skills: Computer operation 95%, escape artist 65%, land navigation 68%, pick locks 70%, pilot automobile 98%, and pilot motorcycle 88%.

Appearance: A large man with blonde hair and blue eyes. Wears a skin-tight costume of charcoal grey and black.

Occupation: Professional mercenary and criminal enforcer.

Black Scorpion

A multi-national spy for hire, he is believed to be an Irishman by the name of Sean O'Donnel, but nobody knows for certain. He accepts assignments that suit his fancy. Every government trusts him to the extent that he always comes through and has never been known to double-cross an employer (at least not while under their employment).

The Black Scorpion is a loner, although many people think they are his friends. He cultivates contacts for many reasons and is known in many circles outside the spy network, particularly among the jet set.

Real Name: Unknown; believed to be Sean O'Donnel

Aliases: He has dozens, but the most common are Sean O'Donnel, Patrick Donald, Johnny Parks, Petrov Stolinski, and Black Scorpion.

Alignment: Anarchist with leanings toward evil.

Hit Points: 32, S.D.C.: 48

Weight: 160 lbs (72 kg), **Height:** 6 feet (1.8 m), **Age:** 23

Attributes: I.Q. 13, M.E. 15, M.A. 19, P.S. 21, P.P. 20, P.E. 15, P.B. 23, Spd. 22

Disposition: Sean is a loner, secretive, observant, and cunning.

Although he can be quite charming and persuasive, particularly with women, he seldom opens up to anyone. A notorious womanizer, he often uses his momentary love-slave for his own diabolical purposes and has been known to place innocent women into dangerous situations. He holds a terrible grudge against those who make him look foolish and will seek revenge.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Five (5)

Bonuses: +1 on initiative, +5 to strike, +7 parry, +7 dodge, +6 damage, +3 to pull/roll with punch, fall, or impact. Kick attack does 1D6 damage, and +1 to strike with body block/tackle doing 1D4 damage.

Other Bonuses: 55% to evoke trust or intimidation and 65% to charm and impress.

Super Power Category: Mutant

Major Super Ability: Chameleon

Minor Super Abilities: Energy expulsion: light — he calls it his "sting" (inflicts as much as 9D6 damage — can regulate blast damage by increments of 1D6) and has heightened sense of smell.

Unusual Physical Characteristic: Small retractable claws (2D4 damage; his other set of "stingers").

Education Level: Two Years of College

Scholastic Bonus: +15%

Skills of Note: Mechanical engineer 80%, locksmith 60%, automotive mechanics 80%, computer repair 75%, surveillance systems 75%, computer operation 95%, computer programming 75%, native language: English 98%.

Secondary Skills: W.P. knife, W.P. automatic pistol, general athletics, body building, climbing 82%/50%, running, basic electronics 60%, pilot automobile 98% and language: Spanish 75%.

Appearance: A handsome, blonde man with a dashing mustache and sparkling blue eyes. Wears a black and red costume with a large red scorpion emblem covering his chest and belly.

Occupation: International spy and bounty hunter.



Weapons: None, relies on powers.

Vehicle: May buy or steal what he needs.

Body Armor: The entire costume is padded and covered with an experimental, lightweight ceramic mesh created by Fabricators Inc., a frequent employer. The mesh armor is still being tested and is not yet available from the Fabricators. A.R. 13, S.D.C. 80, weight 10 pounds (4.5 kg).

Money: Independently wealthy; has assets estimated at 50 million dollars and owns a beautiful estate in Ireland, Spain, and Northern California.

Chiang Six

By Alex Marciniszyn

Assisted by Kevin Siembieda

Prologue Number One

Like the buzzing of a hundred bees above his head, the sound awakened him from 6,000 years of sleep. Chunks of rock began to fall into his chamber. "An opening to the surface! I'm free!" Turning into mist form, he followed the hole upward.

Lieutenant Chou watched nervously as his men held back the crowd of villagers. Born in Hong Kong, he couldn't understand the ways of these people. "You will release the demons! The demons that sleep below!" they shouted. Lieutenant Chou could understand why they felt fear and even hatred for the American oil company men. Here, in a remote part of China's heartland, foreigners were always shunned, but surely, demons could not be real.

"Lieutenant Chou!"

"Yes, Mr. Adams."

"We're leaving the area. Our test drills have confirmed there is no oil here. Please thank your police chief for me. Your men did a fine job."

The demon that had been released from his underground prison marveled. "Foreigners giving orders to my people! Yet they ignored their warnings and released me. I can see in their minds that their land is a powerful place. I must follow them. Fate has brought them here. I must know more."

Prologue Number Two

Three years later, in the center of New York City's Chinatown, the supernatural being is in control of a small import company. The men who work for him are all Chinese criminals. But they are more than just workers, they are his slaves. The being calls himself Mr. Chiang, and appears to be a robust, 35 year old Chinese man. He has learned much about America in the last three years, and more specifically, about the various underworld figures and their activities, especially those in New York City. He has adopted the dress of the typical American gangster boss. Clothing that he finds strange, yet also very attractive.

Today his thoughts are focused on a meeting. His first with a representative of a local syndicate. "The time has come for me to exert my power over the American gang lords. What is controlled by my countrymen in this land is nothing compared to the wealth and size of the areas held by the Americans. In a short while, one of their own will see that I can offer them power that they cannot possess unless they deal with me." A buzzer on his chair announces the arrival of the representative. "Now it begins."

Chiang's Oriental Import Shop sells jade figurines, various kinds of jewelry made of gold, items made of teakwood, and rings set with precious stones. Brent "Bud" Morris surveys the valuables with a keen eye, thinking, "Boy, this place is easy pickings. These two young guys don't look like they could handle a robber." A tall, but thin Oriental approaches him. "Mr. Chiang will see you now. Please come this way, Mr. Morris."

Bud felt uneasy now. No one frisked him. Rule number one whenever someone is going to see a boss. But if it is a set-up, Bud will pull his gun, grab the Oriental in front of him, and get out. As he passed through a beaded curtain, Bud couldn't believe his eyes. Golden chairs with emerald green cushions, a dressing screen inlaid with mother of pearl, and seated on an especially large chair, on a raised dais, what appeared to be Chiang himself.

"Good day, Mr. Morris. I am Mr. Chiang. Please place your gun on the nearest table."

"Good day, Mr. Chiang."

Chiang clapped his hands twice. Immediately, another young Oriental came in. He carried a small brazier which he placed on the tiled floor and lit it.

"I will not waste your time, Mr. Morris." Chiang placed a black ceramic teapot on the brazier. "In a few minutes, my assistant will drink this special tea, and you will witness its effects."

After a few minutes the assistant nodded to Chiang, and drank the tea. As he finished the drink, Chiang walked behind his chair and came back with a metal rod. Showing it to his guest, he speaks, "This, Mr. Morris, is a three inch thick, two foot

long, solid steel rod. Can you bend it?" The suspicious gangster took it from him and used all his strength but he couldn't do it. The same rod was then given to Chiang's assistant, who bent it into a V shape with ease.

Suspecting a trick, Morris asked, "Uh, Mr. Chiang. Does your assistant know how to arm wrestle?"

"Of course" grinned Chiang as he motioned the two men to a small table. They placed their elbows and grasped hands. Instantly Morris felt the unnatural strength of his opponent forcing his arm down. After three quick triumphs, the assistant stood, bowed, and slowly rose into the air. Spreading his arms, he glided about the room. Morris was awestruck and frightened at the same time.

"I hope you are now convinced Mr. Morris that I can impart super powers to anyone." Chiang produced a rolled scroll. "Take this document to your master. It contains a list of available abilities and their costs. I caution you however, allow no one but your ... 'boss' to read the scroll. Good day, Mr. Morris."

"Uh, good day, Mr. Chiang."

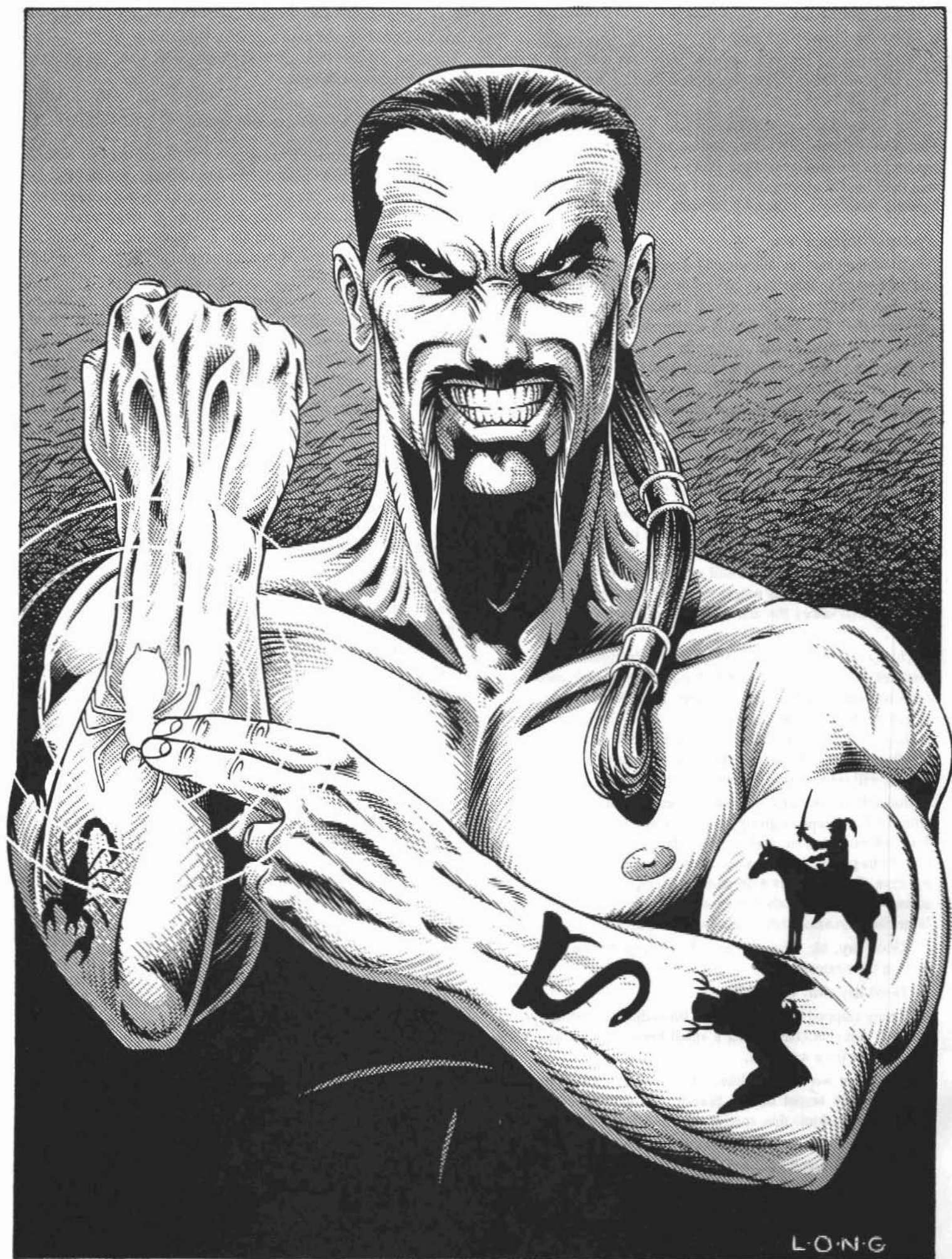
Chiang Six

Chiang made a wise choice in coming to America. The ordering of society here is different than the ways he knew in old China. Here one does not live in a fortress. Instead, if one has the money, a penthouse suite in a skyscraper serves as one's castle. His scheme is to seemingly provide super abilities to those able to afford it. But his special tea potion does much more than temporarily instill super human powers, it is a means of obtaining control and knowledge. Once the mystical brew is ingested, a link is established between Chiang and the subject. The subject's mind can be scanned for information, manipulated to believe certain thoughts, to forget others, and to respond favorably to Chiang's wishes. It is in short, mind control.

Chiang's true plans are to control the minds of key mob leaders and their enforcers to lessen his competition and to seize control of their power and resources by controlling them.

He is distressed that the mystic energy of the dragon lines are far weaker than those that existed in the past. With the fading energy, even his old enemies, the dragons, seem to no longer exist. Perhaps their disappearance is somehow related to the so-called super heroes of today. Or this new magic called technology. Television, radio, and the telephone do not use the magic energy, yet they are magic. He has heard of powerful weapons that can fly for miles and destroy hundreds, even thousands in an instant. He has seen the inanimate brought to life (machines and robots) and hungers for greater knowledge of these incredible weapons. Once he has acquired the necessary knowledge and power, he will find a way to obtain these things and rule a continent — perhaps the world.

Game Master's Notes: Of course, as various underworld figures and their henchmen take advantage of Chiang's special tea, they will fall under his control and be manipulated to use their powers against his adversaries and rivals, and to execute his schemes. Yes, Chiang's employees could be made into super villains to do his bidding, but he does not want those of his racial group to be singled out. So his men act primarily as his bodyguards.



L.O.N.G

Chiang Six (the number six indicates he has entered his sixth eon of life) is really a dragon-like, supernatural creature who was magically placed in suspended animation over six thousand years ago and sealed in an underground tomb. He was accidentally released by modern oil riggers.

In ancient China, when magic reigned, Chiang and his kind were viewed as evil demi-gods by the people they enslaved. Yet as powerful as they were, they fell prey to dragons, geomancers and groups of courageous warriors. They dominated the land for seven centuries, until their overlord called them back to their home dimension to fight in a battle being waged there. Many left, but Chiang and some others fought for the right to stay. They failed, were branded traitors and, under the decree of their ruler, were entombed under thousands of feet of rock, their sentence was to sleep an ageless sleep.

Being reborn into a world of mechanical and electronic marvels frightened Chiang at first, but as his understanding grows, his fear is being replaced with a passion to know more (cybernetics and robotics in particular). He has come to realize that many of these inventions are more precious than all the wealth he has ever known.

The super-beings of today, both good and evil, are his most pressing concern, as he sees them as the geomancers/wizards and warriors of this time period. Through his temporarily super powered human puppets, he is sure he can eliminate them.

True Name: Roku Chiang

Aliases: Chiang Six, Mr. Chiang, and Chi Lin the Serpent.

Alignment: Miscreant

Hit Points: 200, S.D.C.: 600 in human form, but 800 in his natural, serpent form.

Weight: 155 lbs (70 kg) in human form, 400 lbs (180 kg) in his natural form.

Height: 5 ft, 8 inches (1.73 m) in human form; 10 feet (3 m) long, plus three feet (0.9 m) for tail, in his serpent shape.

Age: Appears to be 35 years old, actually 6100 years old. The average, normal life span is 1000 years, but he has been in the ageless sleep for a long time.

Sex: Male

Attributes: I.Q.: 28, M.E.: 30, M.A.: 26, P.S.: 25, P.P.: 21, P.E.: 28, P.B.: 21, Spd.: 22

Disposition: He is a brilliant schemer and planner, a master manipulator and liar. He is totally evil and self serving. His goal is as it has always been, the conquest and domination of a nation and the acquisition of absolute power.

Experience Level: 12th level as a wizard with ancient skill knowledge. Modern Skills are equal to a third level "alien" and takes twice as much experience to get to each subsequent level.

Combat Skills: Hand to Hand: Assassin (12th level)

Attacks Per Melee: Six by spell magic, or six by hand to hand combat, or four using psionics, or any combination of attacks.

Bonuses: +7 strike, +6 parry, +6 dodge, +14 damage, +3 to roll/pull punch, critical strike on unmodified 19-20, knock-out/stun on unmodified 17-20, death blow on unmodified, natural 20. He can also entangle and kick.

Other Bonuses: +9 save vs psionics, +26% vs coma/death, +7 save vs poison, +10 to save vs spell and illusionary magic, +9 to save vs circle magic, 88% to evoke trust/intimide, and 55% charm/impress.

Super Power Category: Magic: Wizard/arcanist and natural psionic. **Magic Combat:** Can cast as many as six spells per melee. A 16 or higher is needed to save vs Chiang's magic. Can cast 17 spells a day (per 24 hour period).

Magic Spells Known: Blind, mute, call lightning, fire ball, wall of flame, mesmerism, dispel magic barriers, exorcism, extinguish fires, fly as an eagle, swim as a fish, invisibility (self), tongues, sanctuary, sorcerer's seal, and the lost secret of the mystic tea (and instilling temporary super abilities in those who ingest the liquid). **Note:** Also see the description of the magic tea and magic tattoos. P.P.E. equivalent would be 1200 points.

Natural Abilities: Chiang is really a dragon-like supernatural being and as such has a combination of powers and abilities unlike any super villain or hero. Turn to mist, turn into a human (shape change), impervious to poison, toxins, drugs, and gases, and can regenerate 1D6x5 S.D.C and 1D6x3 hit points per hour.

Psionic Powers (natural abilities): I.S.P.: 400; powers include total recall, alter aura, see aura, see the invisible, sense magic, astral projection, mind block, empathy, emphatic transfer, presence sense, and ectoplasmic arm.

Scholastic Bonus: None other than +14% I.Q. bonus on all skills.

Ancient Skills of Note (12th level): All domestic, land navigation 98%, wilderness survival 98%, interrogation 98%, escape artist 98%, languages of Chinese, Mongolian and Japanese 98%, W.P. staff, and W.P. sword.

Modern Skills of Note (3rd level): W.P. revolver, W.P. automatic pistol, W.P. energy pistol and energy rifle, languages: English and Spanish 79%, computer operation 89%, photography 74%, and pilot automobile 88%.

Appearance: Although his facial features appear somewhat hard and angular, Mr. Chiang is a sleek, muscular yet slender Oriental man who looks to be about 35 years old. He loves to wear stylish suits and tasteful jewelry.

His natural form is that of an emerald green, six legged lizard with a short tail. The head is slender and angular, and the mouth is filled with sharp, spike-like teeth. The body is covered by triangular scales. The front legs can be used like arms, and the feet have three toes, with an opposable thumb appendage and black claws; all are prehensile. The tail has no special feature or abilities. Stands about four feet (1.2 m) at the shoulders.

Special vehicles: None, uses conventional modes of transportation.

Weapons: Currently uses conventional weapons but would love to get his hands on energy weapons.

Body Armor: None

Money: Has amassed about 12 million dollars in Oriental art treasures and six million dollars in cash, but the cash amount should increase by five to twelve times within a year or so if his plans regarding the underworld are achieved.

The Mystic Tea That Instills Super Abilities

The Scroll given to Bud Morris and most of Mr. Chiang's clients reads as follows:

"Honorable Sir,

"I offer to you powers to thwart your enemies. You may select one ability. Then you will meet with my assistant, Mr. Chin, and drink a special tea. It will fill you with the power you have chosen and the knowledge to use it. This power will remain with you for a period of two weeks."

GM Note: Chiang commonly uses his own names to identify the powers he can instill. The super abilities listed in the parenthesis is the ability he can instill and is equal to those described in **Heroes Unlimited** (HU). Unless otherwise stated, all powers are equal to a third level potency.

One cannot choose the same power more than twice and only one power can be instilled at a time.

Fly (flight: wingless, HU page 166), cost: \$1 million

Invulnerable (invulnerability, HU page 185), cost: \$2.5 million

Man of Metal (alter physical structure: metal, HU page 173), \$3 million

Man of Stone (alter physical structure: stone, HU page 174), \$2.5 million

Man of Shadows (darkness control, HU page 182) \$2.2 million

Project Energy (energy expulsion: energy, HU page 164, equal to fifth level experience), \$1.5 million

Impervious to Fire (impervious to fire and heat, HU page 167), \$1.3 million

Control Fire (control elemental force: fire, HU page 179), \$3.2 million

Dragon Strength (extraordinary strength, HU page 165), \$1.2 million

Become Invisible (invisibility, HU page 184) \$2.5 million

Note: These are the only powers Chiang can provide. He cannot use the tea on himself to gain temporary super powers.

How the magic tea works

The tea is known as "The Elixir of Power and Deceit," so named because it seemingly instills those who drink it with great power, but that obvious power is very limited and fleeting (lasts only two weeks). However, the real power is that the drinker falls more and more under the control of the wizard who creates the brew.

The effects of the magic elixir on the drinker are as follows and are cumulative.

- -1 to save vs magic cast by the creator of the brew.
- -1 to save vs the psionic attacks or any form of mind control (hypnosis, drugs, magic, etc.) directed against him by the creator of the brew.
- Is 10% more likely to trust, obey, and follow the word of the brew's creator with each drink.

After nine drinks (90%) the individual will do absolutely anything the creator of the brew asks of him. The enchanted person can only roll to save vs psionic attack/mind control when asked to kill one's self or to hurt a loved one.

Brew creators (this includes Chiang Six) with an M.A. of 20 or higher (60% chance to evoke trust or intimidation) will see the same results after their victim has drunk the brew six times.

- The effects are all cumulative and last indefinitely. There is no limit to the number of individuals who can be controlled by this method.

Breaking the spell. The only way to break this powerful enchantment is to force the maker of the brew (who is also the controlling person/force) to drink his own concoction. If he

drinks the Elixir of Power and Deceit, he loses his control and influence over ALL of his enchanted minions. The brewer can never use the elixir to empower himself with super abilities from the elixir.

An anti-magic cloud will temporarily negate the sorcerer's enchantment, but outside of the cloud or the moment the cloud disappears, the enchantment is again in force.

Chiang's Magic Tattoos

On Chiang's right arm are three tattoos and on his left arm, three more. On the right, a scorpion, boar, and spider. On his left, a knight with a sword and full armor, mounted on an armored horse, a snake and a hawk. The tattoos have the magic ability to come to life. They leap off his arms, becoming full size, and fight for their master.

To activate a tattoo, Chiang merely touches the desired tattoo and recites a brief chant (counts as two melee attacks). The tattoo glows, disappears from his arm, and reappears as a dull grey, life size protector. The creatures aren't actually alive, but are composed of a magic, ectoplasm-like substance. Each creature (see specific descriptions) can walk among the living for two hours per level of their host body, in this case 24 hours, but they can be recalled by Chiang at any time, turning back into tattoos. The living tattoos obey every command given by their creator. When recalled or destroyed, the creature glows, disappears, and returns as a tattoo on his arm.

Note: Destroying the tattoo as a living entity causes its owner to suffer 5D6 points of damage direct to hit points. The damage is cumulative for the momentary destruction of every living tattoo. If destroyed, that particular tattoo cannot be brought back to life for 1D4 + 2 days. Hit points are restored as normal or by magic. Chiang does NOT know how to make the magic tattoos himself.

Scorpion: The same size as a common scorpion, it behaves as a living scorpion would, and its sting is poisonous. See the description for scorpion under the insect control power. Three attacks per melee. +2 to strike and dodge.

Boar: The same size and behavior as a wild boar. Bite does 2D6 + 4. Head butt does 1D6 + 2, ram does 2D6 + 4 and has a 1-55% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Three attacks per melee. +2 to strike and dodge.

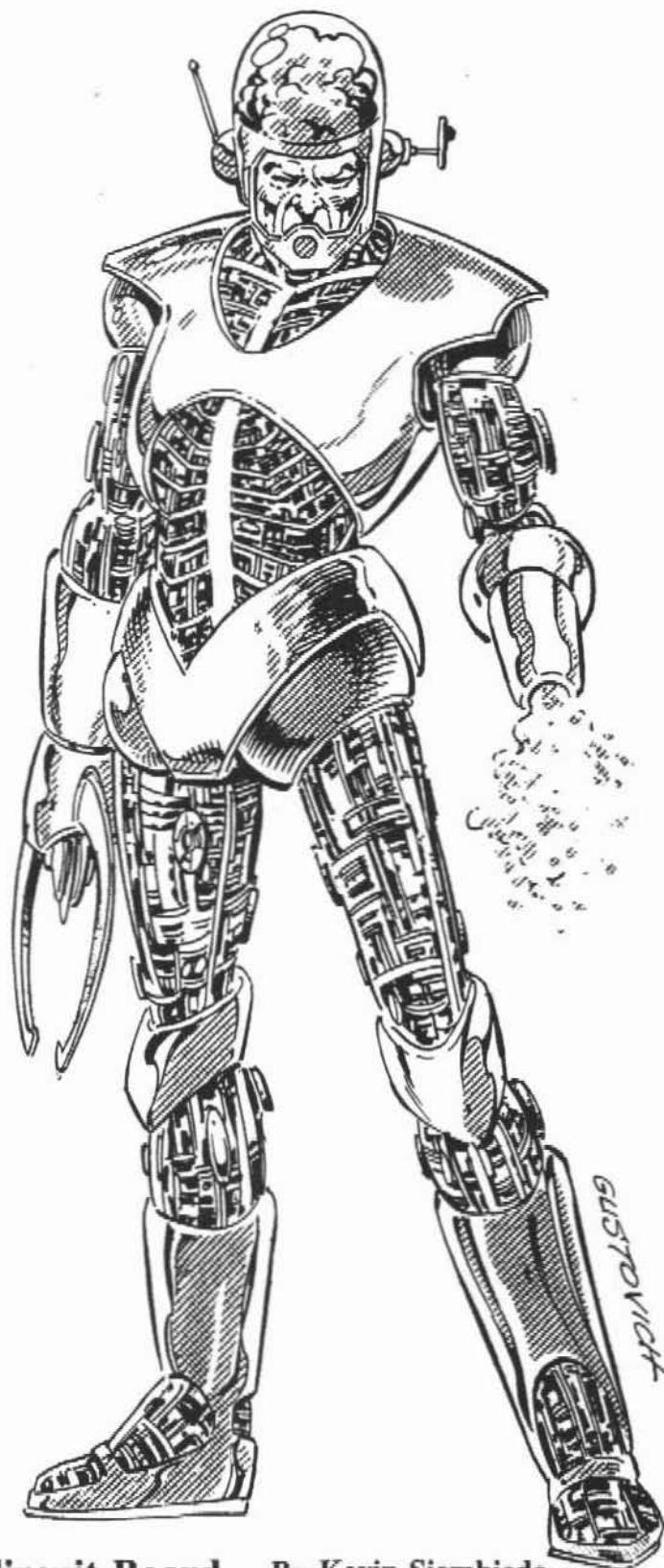
Spider: Three inches (76 mm) in diameter. Bite does one point of damage plus 4D6 damage (roll to save vs poison — a successful save means no damage). Three attacks per melee.

Knight in full armor, with sword, mounted on horse in armor: Full body plate armor: A.R. 17, S.D.C. 200, weightless. The sword is 3.5 ft (1 m) long, inflicts 2D6 damage and has 30 S.D.C. The knight has four attacks per melee and is +4 to strike, parry and dodge.

The horse can bite for 1D6 damage, front leg kick 3D6 damage, hind leg kick 6D6 damage (counts as two attacks), charging head butt does 1D10 + 10 and knocks opponents weighing less than 300 lbs to the ground. The armor outfit immediately appears on Chiang's body he is and mounted on the horse.

Snake (magic): About four feet long. Moves and behaves as a normal snake, bite causes 1D6 damage and either mute or blindness equal to a second level magic spell (roll to save vs magic). Three attacks per melee. +2 to strike and dodge.

Hawk: Flies and behaves as a common hawk. Beak does 1D4, claws do 1D6, and eyes emit bolt of energy (range: 500 ft, damage 1D6+2). Four attacks per melee. +2 to strike, +4 to dodge in flight.



Circuit Board By Kevin Siembieda

The villain called Circuit Board is one of the American S.C.R.E.T. organization's greatest embarrassments. Roger Carter was a small-time agent and Class-A personality selected by the CIA as a prime candidate for an experiment in robotics. The

plan was to create a powerful robot body and install a human brain to control it. The KLS Corporation constructed the robot and were certain that they had perfected the neuro system and life support system that could keep the brain alive and link it to the artificial body. The real problem was finding the right psychological candidate. Enter Roger Carter.

Carter was a mean bruiser who was said to be too tough to die. He had sustained grievous injury in the line of duty saving his fellow operatives and rescuing civilians. He had shown great courage, incredible willpower and focus. He was also a borderline psychotic, but was selected for the project anyway.

The operation went smoothly and Carter adapted quickly to his artificial body. After months of orientation and tests, Carter, code name: Circuit Board, was sent into the field. He performed admirably and was heralded a success. However, after a year's time, Circuit Board began to show indications of increased psychosis, violence and antisocial behavior. When unfounded rumors began to circulate that he was to be dismantled, he disappeared.

Circuit Board reappeared six months later, crazier than ever. He has decided that the concept behind S.C.R.E.T. is good, but doesn't go far enough. Mutants and super powered "freaks," villains and heroes, must be destroyed and he is their self appointed executioner! Anybody who gets in his way or tries to protect them are vermin and brushed aside or slain, including old agency buddies. Meanwhile, to support his war for humanity, he steals and does whatever it takes to continue. He is considered extremely dangerous.

True Name: Roger Carter

Alias: Circuit Board

Alignment: Diabolic

Hit Points: Not applicable

S.D.C. (robot): 600, **A.R.:** 17, **Note:** Laser resistant (half damage). **Power Supply:** Nuclear — 10 year life span.

Weight: 500 lbs (225 kg), **Height:** 7 ft (2.1)

Age: Carter is 27, the robot is two years old.

Attributes: I.Q. 11, M.E. 14, M.A. 8, P.S. 30 (robot), P.P. 22 (robot), P.E. not applicable, P.B. 5, Spd (robot) 210 mph (338 km/h) and can leap 30 feet (9 m) high and 50 feet (15 m) lengthwise.

Disposition: A mean, psychotic killer driven by a crusade.

Clever, calculating, merciless, and deadly in combat; he knows every trick in the book and uses them all. Enjoys fighting. Comes off a bit like the character in the film Terminator: a cold, calculating killing machine that is not easily stopped.

Insanity: Obsessed with the extermination of non-humans (he'll devote his life to destroying the Dark Tribunal if he ever learns about them), a violent psychotic, and a bit paranoid.

Experience Level: Sixth (6)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Six (6)

Bonuses: +9 on initiative, +7 to strike (+1 when targeting sight is used), +10 parry, +11 dodge, +15 damage, +2 pull/roll with punch or fall. Critical strike on an unmodified 18-20. Kick does 1D6 damage.

Other Bonuses: None.

Super Power Category: Robot: effectively a transferred intelligence.

Education Level: Special training from the S.C.R.E.T.s

Scholastic Bonus: 10%

Skills of Note: Basic math 94%, pilot truck 90%, pilot tank 80%, pilot airplane 98%, pilot helicopter (basic & combat) 82%, W.P. automatic rifle, W.P. sub-machinegun, W.P. energy pistol, and W.P. energy rifle.

Secondary Skills: W.P. automatic pistol, W.P. revolver, W.P. knife, automotive mechanics 65%, basic electronics 55%, computer operation 75% and first aid 65%.

Appearance: A black and gold robot with a human face (but it's synthetic too, only the brain is human), huge blade-like pincers and strange appendages.

Occupation: Super-being exterminator; ex-S.C.R.E.T.

Robot Body: Reinforced humanoid body. Armored and heavily armed. Designed for combating super beings.

Robot Features:

1. All audio features: See **Heroes Unlimited**, page 146. Includes amplified hearing, audio recorder, loudspeaker, modulating voice synthesizer, sound analysis and inaudible frequency transmission.

2. Optics: Advanced robot optics, infrared vision, thermo-imager, telescopic vision, passive night-sight, and targeting laser. See **Heroes Unlimited**, page 147, for details.

3. Sensors: Combat computer, motion detector and warning system, micro-radar, radar detector, radiation detector, and chemical analysis system. See **Heroes Unlimited** page 147 for details.

Note: All bonuses from the robot features have been included in the bonus listing.

Robot Weapons:

1. Detachable remote control limb: Launched from the right hand, a miniature flying saucer shaped blaster that can be used to attack or for observation. Flies at a speed of 22 (15 mph/24 km), five minute duration, two attacks per melee. Damage from ion blasts is 3D6. Range of blasts is 200 feet (61 m). Also has a video camera and transmitter that can send pictures to Circuit Board. +2 to strike, +3 to dodge (motion sensor).

2. Large, razor sharp pincers: Again on the right hand. These can be used like a sword/sickle or like scissors. Damage: 3D6 per strike.

3. Concealed mini-arms and hands (2): Concealed in the forearm housings of both arms is a small utility arm; P.S. 10. These are used to fire hand-held weapons and operate devices. A.R. 10, S.D.C. 30 each.

4. Electrical Discharge: Left arm can fire an electrical discharge equal to the number of hand to hand attacks. Damage: 4D6, Range: 12 feet (2.6 m)

5. Laser Eye: The left eye, 2D6 damage, range 220 ft (67 m), payload: 10 blasts per hour (recharges).

6. Concealed laser rod: Right leg. Damage: 4D6. Range: 600 ft (183 m). Payload: 20 blasts per hour — recharges.

7. Concealed compartments: Two medium compartments in the left leg and two small compartments in the chest. Can hold additional weapons and items.

Robot Armor: Full body armor, plus reinforced frame: A.R.: 17, S.D.C.: 600 and laser resistant (half damage).

Vehicles: In addition to his detachable hover jet-pack (50 S.D.C., A.R. 12, maximum speed 200 mph/321 km), he steals whatever he needs. See piloting skills for the range of vehicle types.

Money: Steals what he needs to keep his war going. Typically has 2D6 × 10,000 dollars on hand.

The Cremator

Edward Pontek was different than other children. At an early age he delighted in causing pain and suffering to small animals and insects, especially by using fire. He would collect road-kills, take them home, clean them and display their skeletons in his room. By the time he reached high school he had over fifty complete skeletons. His parents foolishly encouraged his activity, thinking their son would one day become a paleontologist, biologist or veterinarian. Unfortunately, little Edward was a budding young, psychotic killer. His first human victim was a class bully by the name of Tom Wien. He killed Wien by dropping a cinder block on his head from a tree. Wien's was the first human skeleton to be displayed in Edward's collection. His parents believed it was a life-like model.

In college Pontek, excelled at several sports and studied to become a mortician. But, in his fourth year he was expelled for unprofessional conduct and was told to seek psychiatric help. Devastated by his expulsion, Pontek decided to commit suicide and drove his car into a tree at high speed. He survived, but the accident and/or the treatment awoke long dormant, mutant genes. Slowly, he began to change, mutating into the creature he is today, the Cremator.

The Cremator is considered an extremely dangerous and unpredictable killer. He has no apparent desire for wealth or power, but will steal things when he needs them or if others treasure them. His only ambition seems to be causing fires and murder. He is a suspect in 39 murders (27 by fire), 143 cases of arson and is responsible for injuring hundreds. Until the Earthmover knocked him down a notch, he was the FBI's public enemy number one (now number two). His current whereabouts are unknown.

Note: The Dark Tribunal has never tried to recruit this crazy man, but they do admire his handiwork. The organization might secretly arrange his escape if he should be captured.

Real Name: Edward Pontek

Alias: The Cremator

Alignment: Diabolic Evil

Hit Points: 43, S.D.C.: 68

Weight: 240 lbs (108 kg), **Height:** 6 feet (1.8 m), **Age:** 25

Attributes: I.Q. 13, M.E. 8, M.A. 14, P.S. 21, P.P. 18, P.E. 15, P.B. 7, Spd. 20

Disposition: A psychotic killer who loves to kill and set things on fire. When not in the guise of his alter ego, the Cremator, Pontek is a soft-spoken loner. Has no regard for the lives of others and strikes without mercy or remorse. Crazy, unpredictable, and deadly. He holds a grudge and will seek revenge against those who persistently try to capture or thwart him.

Insanities: Obsessed with fire and setting fires (loves it). Obsessed with killing people and animals and collecting their skeletons. Has a phobia about large bodies of water — avoids them.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)



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Bonuses: +6 on initiative, +3 to strike, +6 parry, +7 dodge, +8 damage, +3 to pull/roll with punch, fall, or impact. Kick attack does 1D6 damage, and +1 to strike with body block/tackle, doing 1D4 damage. Critical strike on an unmodified roll of 19 or 20.

Other Bonuses: None

Weapon Proficiencies: None, relies on mutant powers.

Super Power Category: Mutant

Major Super Ability: Control elemental force: fire

Minor Super Abilities: Energy expulsion: fire, energy resistance, and heightened sense of smell.

Unusual Physical Characteristic: Stocky

Education Level: Four Years of College

Scholastic Bonus: +20%

Scholastic Skills: Computer operation 98%, computer programming 90%, paramedic 98%, criminal science/forensics 85%, pathology 95%, biology 90%, chemistry 98%, analytical chemistry 95%, basic and advanced mathematics 98%.

Secondary Skills: General athletics, body building, prowl 94%, climbing 98%, running, pick locks 65%, basic mechanics 64%, navigation 90%, and pilot automobile 98%.

Appearance: Young man with black hair and glowing red eyes. Wears a dark grey, cowled cape and black and grey costume with a belt and harness made from bones.

Occupation: Vagabond, serial killer.

Weapons: None, relies on powers.

Vehicle: May buy or steal what he needs.

Money: Little; has no need for money other than to eke out a meager existence. Seldom has more than 2D6 × 100 dollars in his possession. Steals what he needs.

The Devil's Knight

By Julius Rosenstein

The Devil's Knight is a powerful possessing entity that was banished from the Earth during the Middle Ages by a group of good magicians. However, the horrible creature has found its way back to Earth and seeks to once again cause mayhem among humans. Upon arriving on Earth, the entity possessed the body of an innocent victim. Unlike the typical entity, this variety mutates its host body into a more menacing form. This process strengthens its link to our dimension and creates a more powerful body that is also intimidating to humans. The mutated form is always that of an eight foot (2.4 m) tall, muscular monster with thick, red skin, horns and a tail.

Once the transformation form is complete (takes 48 hours), the fiend summons a magical suit of armor and sword from another dimension (its homeworld?) and truly appears to be a demonic knight. Its goal is to spread evil and wreak havoc. Fortunately, the monster is no mastermind or cosmic manipulator. It tends to act as a lone agent because it is extremely jealous and a bit paranoid of others. Thus, the fiend will seldom associate with groups that have more than a few dozen members (usually much smaller) and is not likely to have more than a dozen henchmen. A Devil's Knight resents other supernatural beings and will never willingly work with them. However, it may join forces with a small group of super powered humans. Thankfully, these supernatural fiends rarely visit Earth; in fact, this is the first one recorded in over 800 years.

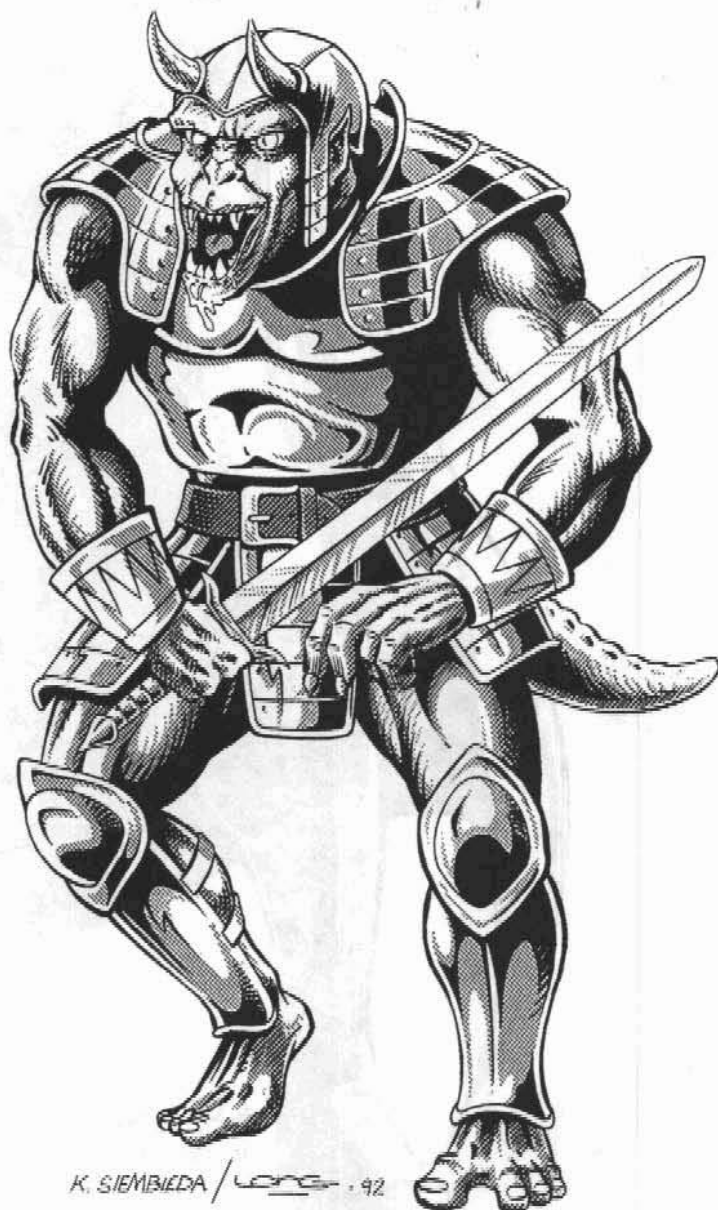
The Devil's Knight possesses various magical and psionic abilities. It will not hesitate to engage its foes in melee combat. However, when it starts out as a possessing entity, it prefers the use of psionics. As it transforms into its ultimate (devilish) form, it favors hand-to-hand combat along with its magical powers involving the use of fire.

How to Defeat the Devil's Knight

1. Being magically or psychically exorcised (BTS) out of its host body (it gets +2 to save vs exorcism after it mutates to its monstrous form).

2. Taking so much damage, hit points and S.D.C., that its physical form is destroyed and it loses its hold on this world and is automatically sent back to its own dimension. In fact, the creature will shrink down to six feet when all his S.D.C. are depleted. The person who was possessed returns to normal and remembers none of what transpired while he/she was possessed.

The tricky part is not to kill the innocent person whose body is being used by the entity. Any damage beyond the monster's hit points comes off the person the entity has possessed (the average person has about 20 hit points and 15 S.D.C.).



3. Losing possession of its magic sword for 72 hours. The Devil's Knight is linked to the sword (it will know where the sword is at all times and can track it down) and will do everything within its power to retrieve it. However, if the sword is not recovered, then the entity will lose its link to Earth and return to its own dimension.

The Devil's Knight — Supernatural Monster:

This fiend is a slightly modified version of the *possessing entity* as found in **Beyond The Supernatural** (BTS), pages 163 and 164.

True Name: Oku Ruk

Aliases: The Devil's Knight

Alignment: Diabolic

Hit Points: 2D4 × 10 (in this case 50)

S.D.C. of Mutated Body: 1D4 × 100 (in this case 200)

Weight: Three times that of the host body (in this case 450 lbs/202 kg)

Height: 8 ft (2.4 m) tall plus a 3 ft (0.9 m) tail.

Age: Unknown, **Sex:** Masculine appearance, **Horror Factor:** 12, **P.P.E.:** 20

Attributes: The number in parenthesis is for this particular knight. I.Q. 17 (17), M.E. 2D6 + 9 (20), M.A. 2D6 (7), P.S. 3D6 + 14 (30), P.P. 2D6 + 8 (14), P.E. 2D6 + 12 (20), P.B. 1D6 + 1 (3), Spd 1D4 × 10 (30)

Disposition: Cruel, evil, mean, treacherous, self-serving. Likes to cause pain, suffering and havoc. Tends to be a loner.

Experience Level: Not applicable; all are roughly equivalent to a sixth level character.

Combat Skills: Hand to Hand: Expert (6th level)

Attacks Per Melee: Five hand to hand or three psionic.

Bonuses: +2 on initiative, +2 strike, +4 parry, +4 dodge, +21 damage (+6 natural bonus plus PS bonus of +15), +2 to roll/pull punch, critical strike on an unmodified 19 or 20. He can also kick.

Other Bonuses: +5 save vs psionics (+2 bonus plus M.E.), +5 save vs magic, +3 save vs poison, +10 save vs horror factor, and +10% vs coma/death.

Super Power Category: Alien/Supernatural/Other-dimensional being

Natural Abilities: Energy being, same as possessing entity in **Beyond the Supernatural**.

Psionic Powers (natural abilities): I.S.P. 3D4 × 10 (in this case 70). Powers are identical for all of these beings. Empathic transfer, bio-manipulation, levitation, telekinesis, see the invisible, sixth sense, impervious to fire, death trance, mind block, and telepathy.

Scholastic Bonus: None

Automatic Skills (6th level): Land navigation 60%, wilderness survival 60%, interrogation 60%, W.P. blunt, W.P. knife, and W.P. sword.

Modern Skills: Can learn five new skills from any category excluding medical, physical, electrical and mechanical. All start at second level proficiency, but do not increase with experience. In this case, those skills include W.P. automatic pistol, W.P. automatic rifle, radio: basic 55%, language: English 60%, pilot automobile 84%.

Appearance: A hulking red-skinned monster wearing armor.

Vehicles: None

Weapons: Magic sword and giant sized mace (3D6 damage).

He will occasionally use other conventional weapons.

Malice, the magic sword (evil): Standard properties — see **Heroes Unlimited**, pages 88 and 89: 6D6 damage, adds 50 S.D.C. to its wielder, **Chaos powers:** #4 Animate and Control the Dead, #8 Fly (50 mph/80 km), #10 Circle of Flame, #12 Mystic Shield, and #14 Tongues.

Body Armor: Magic, weightless, A.R. 17, S.D.C. 250 magically restored with rest as if they were living S.D.C.).

Money: Has little need for money except to bribe and pay human henchmen. Has amassed 30,000 dollars.

Eclipse

Jefferson Skoric is a scientific genius who received super powers after being injected with one of his serums. He was commissioned by the government to research the possibility of enhancing humans with a bat-like radar for commando and anti-terrorist operations. After four years of extensive research, he finally created a workable serum. Meanwhile, he was overdue in repaying a huge gambling debt to the mob. Three mob enforcers paid Jeff a visit, beat the crap out of him and, just for laughs, injected him with the serum (not yet intended for human test subjects). They left him beaten and bleeding, with the warning to get the money in three days or be killed. Skoric became ill and passed out.

Upon waking the next morning, he found the bright sunlight blinding. Squeezing his eyes shut, he suddenly realized he could mentally "see" objects around him. It was the serum! It also endowed him with heightened senses of hearing and touch, and the unexpected power to create and control darkness. Unfortunately, along with his new powers he was also cursed with near-sighted vision and an incredible sensitivity toward daylight and bright lights. Another detraction was that his skin color had permanently changed to a pale bluish white, making him look like a zombie.

He called in sick and sat around wondering what to do next. His immediate concern was living long enough to figure out how best to use his powers. That night, he broke into a blind pig (illegal gambling saloon) and stole enough money to pay his debt to the mob. He enjoyed the thrill of the robbery and realized that his new abilities made him the perfect thief. He quit his research job, abandoned his apartment and disappeared. He went to the French Riviera, where he began a successful career as a cat burglar and thief. Over time he grew to crave the thrill of danger his new criminal life brought him as much as the wealth. With each successful crime his confidence, arrogance, and feeling of invincibility grows.

He has amassed and lost a small fortune several times, but that's just all part of the thrill. He has recently attempted more daring and challenging crimes, and has even stolen from the mob (they have no idea who is responsible), and has done some freelance espionage work on a case for Interpol. Rumors have it that Eclipse has begun accepting assignments from Fabricators Inc.



Real Name: Jefferson Skoric

Aliases: Jerry Moon, Samuel Goldwyn, and Eclipse

Alignment: Miscreant

Hit Points: 40, S.D.C.: 61

Weight: 190 lbs (86 kg), **Height:** 5 ft, 11 inches (1.80 m).

Age: 28

Attributes: I.Q. 21, M.E. 20, M.A. 11, P.S. 18, P.P. 11, P.E. 20, P.B. 9, Spd. 19

Disposition: A genius who is domineering, arrogant, over-confident and cruel. The ultimate thrill seeker. Prone to violence and extreme risk taking. He will kill for money or if cornered, like a trapped animal, but tries to avoid cold-blooded murder.

Experience Level: Fifth (5)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Six (6)

Bonuses: +10 on initiative, +5 to strike, +7 parry, +8 dodge, +3 damage, +6 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). Kick attack: 1D6 damage.

Other Bonuses: +10% save vs coma/death, +3 save vs poison/magic, and +3 to save vs psionic attack.

Super Power Category: Experiment

Major Super Ability: Darkness Control

Minor Super Abilities: Radar, heightened sense of hearing, and heightened sense of touch.

Side-Effects of Experiment: Pale bluish white skin

Education Level: Master's Degree (College)

Scholastic Bonus: +30% + 7% I.Q. Bonus

Skills of Note: Computer operation 98%, biology 97%, chemistry 98%, analytical chemistry 98%, basic and advanced mathematics 98%, criminal sciences/forensics 92%, paramedic 98%, pathology 98%, climbing 98%, and gymnastics (sense of balance 98%, climb rope 98%, back flip 98%, prowl 87%, leap 12 ft vertically and horizontally).

Secondary Skills: W.P. automatic pistol, W.P. revolver, general athletics, body building, swimming 82%, escape artist 50%, pick locks 55%, pick pockets 50%, navigation 80%, and pilot automobile 98%.

Appearance: Dark hair and eyes with pale bluish white skin. Wears a costume of all black with a representation of a solar eclipse on his chest and a black belt with burglary tools and his stun dart weapon hanging from it. Also wears dark lensed goggles.

Occupation: Professional cat burglar and thief.

Special Weapon: A neural stun dart gun "purchased" from Fabricators Inc. Fires a special dart which injects a neural disrupting solution into its victim, causing a temporary paralysis. Darts filled with the deadly Green Mamba snake venom are used to kill. The gun has a laser sight and sound suppressor making a nearly inaudible "poof" sound when fired.

1. Neural Stun Dart Gun

Range: 300 ft (91.5 m)

Attacks Per Melee: Four

Payload: 10 (Eclipse carries two (2) extra clips with ten (10) darts each, plus a small clip with five (5) venom darts).

Weight: 2 lbs (0.9 kg)

Dart Types and Damage:

Neural Disrupting Dart: Completely immobilizes normal humans for 2D6 minutes, but superhumans and professional athletes (physically tougher) are paralyzed for 1D6 minutes. Saving throw: 15 or higher.

Green Mamba Venom Dart: Causes 2D6 damage and victim will fall into a coma unless a saving throw of 15 or higher is made. If saving throw is successful victim will suffer physical damage only, but will be woozy for 1D4 melees: -1 to parry, -2 to strike and dodge. If saving throw is missed, victim should receive immediate medical attention or death will occur within 1D4 hours — roll to save vs coma/death.

Weapons: Occasionally uses other handguns but tends to rely on his super powers and dart gun.

Vehicle: Rents, buys, or steals expensive luxury and sports cars.

Other Equipment: The best lock picking and electronics tools, a rich wardrobe of expensive clothes and jewelry (worth about a million bucks).

Money: A high roller who likes to gamble, he spends money as quickly as he acquires it, but always seems to have a fair amount of money. Always has 4D6 × 1000 dollars in cash, \$35,000 in credit and 3D4 × 10,000 dollars in his bank account. He also steals what he wants.

Note: Often found in resorts and at casinos, where he gambles, vacations and works/steals.

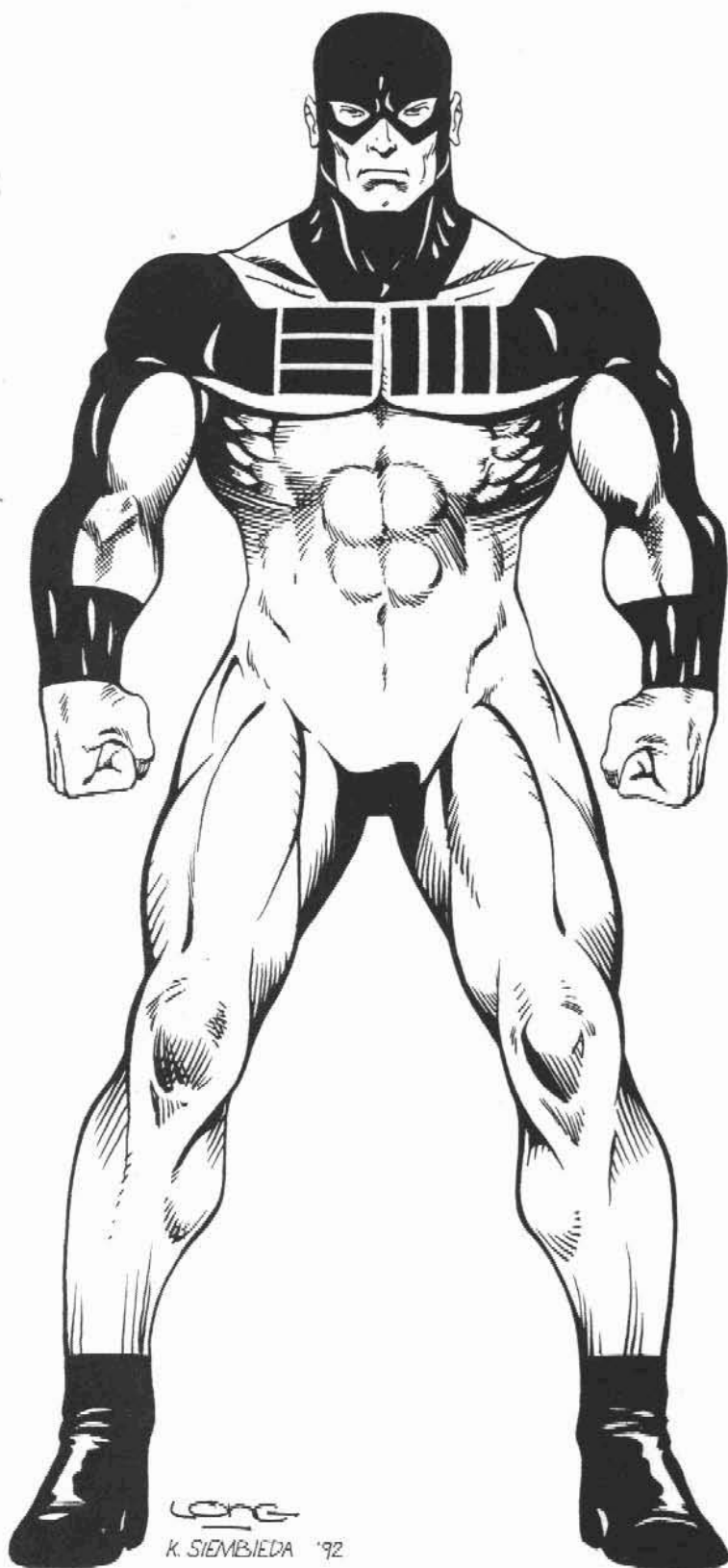
Earthmover & Verdant — A Duo

Earthmover

Peter Bloink was born with his amazing powers but didn't become fully aware of them until his sixteenth birthday. As a boy he was verbally abused and beaten by his father. He killed his father with his new found powers after a heated argument. He was tried as an adult and convicted of manslaughter. Taking his mutant abilities into consideration, he was given the maximum sentence and placed in a Federal Maximum Security Prison for super-powered beings in the wilds of Alaska.

After his release, six years later, an embittered Bloink turned to a life of crime. His first major crime was an armored car heist in Detroit, Michigan. Earthmover attacked the armored car in broad daylight, on a bustling downtown street. Using his earth control powers, he caused a minor-earthquake, opening a 15 foot wide crevice which the armored car and several other vehicles and pedestrians fell into. Turning to stone, he beat the armored doors open and took a face full of military strength mace from one of the guards. In a fit of rage, Earthmover slammed the crevice shut, crushed the armored car, the other vehicles, the guards and at least thirty pedestrians. He next ravaged the entire city block, destroying the faces of buildings, crumbling streets, toppling a city bus, and destroying a section of the city's automated monorail system. The dead totalled seventy-four. Two hundred and ten others were injured and property damage was estimated at 9.5 million dollars. The event was highly publicized by the media.

Earthmover, still on the move, but later traced to the offices of a small game publishing company on the outskirts of Detroit. He had broken into the building and was hiding out until things cooled down. Luckily, the employees were out with their employer, looking into the acquisition of a new office and warehouse for their booming business when police arrived. Earthmover collapsed the building on top of the encroaching SWAT team,



Real Name: Peter Bloink

Alias: Earthmover

Alignment: Miscreant

Hit Points: 55, **S.D.C.:** 87 (600 when turned to stone)

Weight: 295 lbs (133 kg), **Height:** 6 ft, 8 inches (2.05 m)

Age: 23

Attributes: I.Q. 9, M.E. 18, M.A. 7, P.S. 27, P.P. 9, P.E. 18, P.B. 10, Spd. 20; P.S. and P.E. can be considered supernatural.

Disposition: An extremely violent and brutal killer. Short tempered and prone to tantrums. Extreme caution is advised when dealing with him as he has killed several partners and innocent bystanders in fits of anger.

Experience Level: Ninth (9)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Seven (7)

Bonuses: +1 to strike, +5 parry, +5 dodge, +10 damage, +7 to pull/roll with punch or fall, +1 to strike with body block/tackle (does 1D4 damage). Crush/squeeze: 1D4 damage, kick: 1D6 damage. Judo style body throw/flip inflicts 1D6 damage and the victim loses initiative and one attack for that melee. Pin/incapacitate on a roll of 18, 19, or 20 and a critical strike on an unmodified roll of 19 or 20.

Other Bonuses: +6% save vs coma/death, +2 save vs poison/magic, and +2 to save vs psionic attack.

Super Power Category: Mutant

Major Super Abilities: Alter physical structure: stone (A.R. 16, S.D.C. 600, weighs 750 lbs/337 kg and has a P.S. of 33 when transformed to stone, but speed is reduced by half). His second major ability is control elemental forces: earth. No minor powers.

Unusual Physical Characteristics: Stocky build.

Education Level: High School Graduate

Scholastic Bonus: +5%

Scholastic Skills: Basic math 98%, reads and writes English 96%, boxing, wrestling, general athletics, prowl 98%, cook 98%, fishing 98%, and sing 85%.

Secondary Skills: Running, body building, basic mechanics 72%, auto mechanics 74%, pilot automobile 98%, W.P. blunt, W.P. revolver, W.P. automatic pistol, W.P. rifle.

Appearance: A large man with red hair, and green eyes. Wears a bright yellow costume.

Occupation: Professional criminal and terrorist.

Weapons: Will use automatic weapons and clubs (often portions of buildings). Tends to rely on his super abilities.

Vehicles: Loves sports cars. Steals them on a regular basis.

Body Armor: Seldom wears any, even in human form.

Available Money: Little; tends to spend money at an incredible pace. Will have 4D6 x 1000 dollars at any given moment.

demolishing that building and the two homes next door. Three officers also lost their lives, with seven badly wounded. The villain slipped away during the mayhem.

Earthmover has caused havoc in over 30 major cities in America. He has recently teamed up with the alien super villain, Verdant. The two make a formidable team that is violent and unpredictable. **Note:** Earthmover doesn't know that his partner plans to conquer the world. When he does, they will become deadly enemies.

Verdant

Verdant is a member of an intelligent and technologically advanced race of plants from an unknown star system. On his homeworld, Verdant is wanted by authorities for terrorism and for repeated attempts to overthrow the government. He is also believed to be responsible for the assassination of a high ranking cabinet member and the attempted assassination of the World Emperor.

Verdant, as he has come to be known on Earth, and a handful of loyal followers hijacked a space freighter and fled their world. Unfortunately, they strayed too close to a black hole, were sucked in and transported to our solar system, untold light years away. The passage through the black hole also destroyed the ship's star drive and navigation system. They drifted helplessly towards our sun and a fiery death, when Verdant spied our lush little planet. He jettisoned himself towards Earth in the only operational escape pod and managed to survive entry into the atmosphere.

For a year he laid low, observing and planning. Recently, Verdant has teamed up with the violence-prone villain, Earthmover. He is impressed by the human's earthen elemental powers, and feels Earthmover could be an asset towards its ultimate goal of world domination. Earthmover has no idea of Verdant's plans to conquer Earth and to terminate nonessential life forms, like mammals.

GM Note: His Korsyth companions did not necessarily plunge into the sun. Did they survive? Are they on Earth? If so, are they all villains? It's your call.

Real Name: Skyth-Xirkoth

Alias: Verdant

Alignment: Diabolic

Hit Points: 48, **S.D.C.:** 205

Weight: 146 lbs (65.7 kg), **Height:** 5 ft, 4 inches (1.55 m)

Age: 212 Earth years (123 Korsyth years), **Sex:** Neither & both.

Attributes: I.Q. 19, M.E. 17, M.A. 8, P.S. 18, P.P. 9, P.E. 13, P.B. 21, Spd. 32

Disposition: A totally evil megalomaniac, who is both cunning and resourceful. Believes himself to be far superior to any plant life or mammals on Earth. Secretly wants to conquer the Earth and eliminate at least half of the human population and some other mammals not necessary to sustain Earth's plant life. He is attracted to Earthmover because of his great power and earth elemental powers, but sees the mutant as an inferior.

Experience Level: Tenth (10)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Six (6)

Bonuses: +3 to strike, +6 to parry, +6 to dodge, +5 to roll with punch or fall. Judo style body throw/flip inflicts 1D6 damage and the victim loses initiative and one attack that melee. Critical strike on an unmodified roll of 19 or 20. Kick attack does 1D6 damage.

Other Bonuses: +1 save vs psionic attack and 55% to charm/impress. **Super Power Category:** Alien

Major Super Ability: Plant Control

Minor Super Abilities: Impervious to fire and heat and super vision: ultraviolet/infrared.

Special Natural Ability: As a plant, Verdant recovers hit points and S.D.C. twice as quickly as humans. He can also slowly regenerate severed limbs (takes 6D6 + 20 days to completely regenerate).

Perhaps his most dangerous aspect is that he/she/it can seed and grow others of its kind if he so desires. The Korsyth can generate 1D6 x 10 seeds every six months. A seed will grow into a strange plant, but show no sign of apparent intelligence nor humanoid traits. After four years the plant will grow a huge pod. The pod will grow for one year before opening.

A full-grown Korsyth emerges, ready to learn and live as an intelligent creature. The initial alignment is anarchist, but can change depending on the experiences of the first few years.

Special Penalties: Prolonged heat without moisture/water (2D4 weeks) can kill the alien. Intense cold has the same effect. Likewise, the creature must have at least 56 hours of sunlight a week to function at full strength. 30 to 40 hours will reduce its speed, bonuses and number of attacks by half. 20 hours or less will make the plant alien weak and begin to wither and turn brown — death coming within 2D4 months. Until then, reduce all skill proficiencies and all attributes by half, plus the penalties already listed. A total absence of light will kill the creature within 6D6 days. Vegetation killing chemicals are like poison to them and inflict 3D6 damage per large dose.

Originating Alien Environment: High Gravity

Education Level: Science Specialist

Scholastic Bonus: +14% + 5% I.Q. Bonus.

Scholastic Skills: Surveillance systems 98%; radio: satellite relay 84%, botany 98%, astrophysics 89%, chemistry 98%, pathology 98%, first aid (plant) 98%, prowl 98%, climbing 98%, computer operation 98%, and read sensory equipment 98%.

Secondary Skills: Basic math 98%, advanced mathematics 90%, navigation 90%, navigation: space 90%, and language: English 98% (native language is Korsyth 98%).

Weapon Proficiencies: None, but can try to use any weapon at hand.

Appearance: Sentient plant, with humanoid/biped body with leaves, vines, and beautiful, aromatic flowers growing from



his body. Has glowing pale green eyes and a small slit for a mouth, which also glows pale green when opened.

Occupation: A criminal and terrorist on his own world and also here on Earth, with a desire to rule the planet itself.

Weapons: Has a Korsyth vibro-dagger (4D6 damage) and laser pistol (4D6 damage, 1000 ft/305 m range).

Vehicle: None and has no piloting skills.

Armor: None.

Electrocutioner

Jimmy Kaatz was sentenced to death in Florida for the cold-blooded murder of an elderly couple during a mugging. On June 6th, 1988, during one of the worst electrical storms in Florida's history, Jimmy was strapped into the electric chair. The switch was thrown and 220,000 volts surged into Jimmy's writhing body. At that moment outside, a powerful lightning bolt struck the prison's electrical generators, sending a massive surge into the prison and into Jimmy. Suddenly, there was a loud crackling explosion, a blinding flash and no Jimmy! All that remained was his smoldering clothes. It was assumed that he had been incinerated.

To his amazement, Jimmy woke up with a throbbing headache, buzzing in his ears, and naked in the woods outside the prison. By some freak accident he had been teleported out of the prison. He made his way to a nearby neighborhood, stole some ill-fitting clothes from a clothesline and then stole a car. He ditched the car in the next state and disappeared. Later, he came to realize that the accident had also bestowed him with power over electricity and an amazingly fast healing ability.

He resurfaced as the Electrocutioner and has wreaked havoc in several mid-western states. He is wanted by law enforcement officials for several bank robberies and is known to have killed one police officer and has injured a dozen others. There is also a Mob contract out on him. It seems he foolishly robbed two of their casinos in Las Vegas. It is believed he is in New York City and plans to leave the country.

Real Name: Jimmy Kaatz

Aliases: Felix Winger, Walter Smith, and the Electrocutioner.

Alignment: Miscreant

Hit Points: 25, S.D.C.: 133

Weight: 185 lbs (84 kg), **Height:** 5 ft, 9 inches (1.75 m), **Age:** 24

Attributes: I.Q. 8, M.E. 8, M.A. 4, P.S. 21, P.P. 12, P.E. 8, P.B. 13, Spd. 11

Disposition: Tough, mean, outspoken and crude. A thoroughly unsavory person. He hates all authority figures, especially police and "those pansy super heroes". Loves money and enjoys a good fight.

Experience Level: Fifth (5)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Six (6)

Bonuses: +2 to strike, +6 parry, +6 dodge, +6 damage, +6 to pull/roll with punch, fall, or impact, +1 to strike with body block/tackle (does 1D4 damage). Karate kick: 1D8 damage, jump kick (critical strike), and entangle.

Other Bonuses: +20% save vs coma/death, +3 save vs psionic attack/insanity, and +3 save vs poison/magic.

Super Power Category: Mutant



Major Power: Alter Physical Structure: Electricity

Minor Powers: Healing factor and energy resistance.

Unusual Physical Characteristic: None

Education Level: High school

Scholastic Bonus: +5%

Skills of Note: Art 61%, photography 75%, writing 55%, boxing, climbing 87%, prowl 83%, general athletics, and W.P. automatic pistol.

Secondary Skills: W.P. revolver, body building, forgery 50%, pick locks 55%, auto mechanics 62%, land navigation 56%, pilot automobile 96%.

Appearance: Dark, greasy hair and beady eyes. Wears a black costume with an "E" and yellow lightning bolts emblazoned on the chest.

Occupation: Professional criminal. His M.O. is bank and casino robberies and other high-stakes thefts.

Weapons: Occasionally uses handguns but tends to rely on his super powers.

Vehicle: Rents, buys, or steals what he needs — loves sports cars and limousines.

Other Equipment: Dresses in the most expensive clothing and newest fashions. Likes to play the big wheel. Owns about \$50,000 worth of jewelry.

Money: He will typically have $4D6 \times 1000$ dollars in his possession, but tends to live the good life and spends money quickly. Steals what he needs.

Evil Eye

Evil Eye is one of the last of a manipulative race who used their psionic powers to garner power. These aliens are masters in espionage, assassination, intimidation, and mind control. The Zylik do not use armadas of battle cruisers or weapon-laden men to gain their desired victories, just their psionic powers, and talents for deception, cunning, and guile. It was the abuse of their natural psionic powers that lead to their being hunted and exterminated to near extinction by a war-like race called the Toogarth. The Toogarth loathe the psionic aliens who had nearly succeeded in subverting their government and enslaving their people through Zylik treachery.

Evil Eye, as he's come to be known on Earth, is a dangerous mutant super villain. In reality, he is an escaped Zylik who has taken refuge on our planet. The Toogarth have a huge bounty on any Zylik and currently have several bounty hunters searching for him and any other Zyliks on the run. (Note: The Toogarths have in fact narrowed Evil Eye's whereabouts to our solar system and have dispatched bounty hunters to the area. See stats on Toogarth Bounty Hunters). If the Toogarth bounty hunters locate him on Earth he will use his powers of persuasion to try to convince some unwitting superhumans, government or agency to protect him. **Note:** The DT aliens will have nothing to do with any Zylik.

The Zylik love to play god with beings they consider beneath them, and to cause them great suffering. When it comes to guile, betrayal, and deceit, the Zylik make the Toogarth look honorable. They enjoy long, elaborate manipulations, such as pitting two friendly races against each other until both are so weakened the Zylik can step in and assume power over both. Once in power, they use and abuse both planet and people, exploiting both to the maximum and delighting in the people's suffering. When one world is finally brought to its knees and its resources plundered, the Zylik move on to another, forever trying to satiate their thirst for power and practice their art of deceit.

Real Name: Zoi Zymot

Aliases: Evil Eye

Alignment: Diabolic

Hit Points: 57, S.D.C.: 89

Weight: 228 lbs (102 kg), **Height:** 7 ft, 6 inches (2.25 m)

Age: 74 Earth Years (25 Zylik Years)

Attributes: I.Q. 17, M.E. 25, M.A. 21, P.S. 13, P.P. 19, P.E. 17, P.B. 6, Spd. 12

Disposition: Totally arrogant, manipulative, cunning, resourceful, and a compulsive megalomaniac. Sees the Earth as an intriguing opportunity for limitless power and wealth.

Experience Level: Tenth (10)

Super Power Category: Alien/Psionic



Psionic Powers: 154 I.S.P. and the powers of hypnosis/mesmerism, empathic transfer, alter aura, detect psionics, mind block, and sixth sense. **Special to the Zylik race:** Each hand/eye possesses one additional major psionic power. In this case, they are bio-manipulation (right hand) and mind wipe (left hand).

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Six (6) hand to hand or six via psionics.

Bonuses: +3 strike, +6 parry, +6 dodge, +5 to roll with punch or fall. Kick attack doing 1D6 damage, and Judo style body throw/flip (1D6 damage; victim loses initiative and one attack that melee). Critical strike on an unmodified roll of 19 or 20.

Other Bonuses: +5 save vs psionic attack/insanity and 65% to trust/intimidate.

Originating Alien Environment: Low Gravity

Education Level: Military Specialist

Scholastic Bonus: +20% + 3% I.Q. Bonus.

Skills of Note: Forgery 98%, intelligence 98%, interrogation 98%, pick locks 98%, detect ambush 98%, concealment 98%, running, swimming 98%, general athletics, W.P. knife, W.P. automatic pistol, W.P. energy pistol, and W.P. energy rifle.

Secondary Skills: Navigation 98%, computer operation 98%, pilot automobile 98%, pilot spaceship 90%, and language: English, French both at 98%, and Toogarth 98% (native language is Zylik 98%).

Appearance: Humanoid with blue skin broken by patchy pale orange splotches and blue hair. One huge eye takes up most of Evil Eye's face, and each hand has an eye in the palm. He uses his eyes to frighten and to hypnotize/mesmerize.

Occupation: Ruiner Of Worlds — manipulator and megalomaniac.

Special Weapon: Heavy Ion Blaster (Range: 200 ft/61 m, Damage: 4D6, Attacks per melee: Up to four (4) blasts). Will use any type of weapon when necessary, preferring energy weapons. Tends to rely on psionic powers, skills and cunning.

Special Vehicle: Anti-gravity Disc. Maximum speed: 90 mph (145 km/h), Hover above ground: 1 to 1200 ft (366 m), Maximum weight allowance: 1000 lbs (450 kg), S.D.C. 40 each.

Body Armor: Wears a lightweight, molecular body armor of alien design. A.R. 17, S.D.C. 300. Armor is laser reflective and has the ability to deflect a beam strength of 4D6 damage or lower with no damage. Beams of 5D6 damage do only half damage. 6D6 and higher do full damage.



Facade

Villain or Anti-hero

By Mike Gustovich & Kevin Siembieda

Facade is a strangely noble villainess who has been on the crime scene in the Orient for a few years now. Unknown to all, The buxom beauty behind the mask is a gentleman named Jack Nagano. Jack is a female impersonator who has avoided discovery and arrest by making his criminal alter ego appear to be a woman. So who would suspect a man?

Jack is very athletic and slim. He is also a quick change artist and a master of disguise. Thus, he can look like just about

anybody, male or female, within a matter of minutes. Without the disguise, Jack is a small, slender, average looking Japanese man who stands about five foot, six inches (1.68 m) tall, weighs 120 pounds (54 kg), with brown eyes, and black hair. High heels makes Facade and other personas seem taller.

He is a product of the aggressive and ruthless corporate world of Japan. When he could tolerate no more, he quit his low level, dead end, executive job, and fell into a deep depression. After months of melancholy and thinking, he realized his money was running out and he moved to a seamy part of town. To make ends meet, he took a part-time job as a female-impersonator and dancer. To his surprise he had a knack for make-up and disguise and rose quickly to become a headliner at the club. But still something was missing from his life.

After six successful years as "Jackie," he quit and joined a secret, cult-like monastery that immersed itself in anarchist

philosophy and ninjitsu. As it turned out, the monastery was tied to an underworld ninja organization and served as a secret recruiting facility. The monks would look for individuals that had the right talents and mind set to become a ninja. They would then teach them some basic ninja arts and see how they would develop. If the individual shows some talent they are recruited into the ninja criminal organization. Jack was a key candidate and was being taught the rudimentaries of Hensho Jutsu, Hsing Tsia, and Inton Jutsu, the arts of disguise, escape, and evasion. His meditation and inner searching also uncovered strange powers that had laid dormant within him for all these years. The monks were delighted and offered to train him as a true ninja. However, he politely declined their offer and left. He had come to peace with himself and found his niche in society.

Jack decided that there is little justice in the world. That most people, especially the educated, wealthy, and especially corporate leaders, were all out for themselves, and that they used and abused everybody around them in order to get what they wanted. Even the monks, who helped him so much, had ulterior and self-serving motives. But with this realization, the whole world changed for him. If there was no justice, no true honor, then he could do as he pleased without fear of spiritual corruption. Life was one big game and he wished to join the game masters in their play. His targets, the master game players: the rich, the powerful, and the corporate. Their pawns, the little people, for which he had great sympathy, would be left unmolested. So began his career as the noble criminal, Facade.

In creating Facade, Jack used all of his experiences, skills, and new found powers. He specializes in daring robberies of banks, elite stores for the rich, and corporate headquarters. He tends to steal only money, bearer bonds, and jewels, but has also been known to sabotage data bases and property as revenge for injustices (as he sees them) against the innocent, the poor, and the working class. But even in his/her attacks against those he sees as the true villains, he is careful not to hurt anybody.

When planning a job, Jack relies on his wits and cunning as much as his skills and super-powers. He always researches and meticulously plans his every move. In the last year, Facade has left the Orient (the authorities and the criminal Yakuza organization had both dramatically stepped up their efforts to capture or kill her/him) and has been sighted in western Europe.

Real Name: Jack Nogano

Aliases: Jackie Spalding, Jill Sanlenboch, Mary Rose, Jack Otomo, Mark Silver, Henry Gilbert, and Facade.

Alignment: Aberrant

Hit Points: 47, S.D.C.: 124

Weight: 120 lbs (54 kg)

Height: 5 foot, 9 inches (1.75 m) as Facade (special shoes plus heels), **Age:** 27, **Sex:** Male

Attributes: I.Q. 15, M.E. 18, M.A. 19, P.S. 17, P.P. 14, P.E. 18, P.B. 10, Speed running: 360 mph (576 km), speed flying: 340 mph (544 km).

Disposition: Jack is a meticulous, clever, resourceful, careful planner and a master of deception. He is also a warm, caring, polite and considerate individual with a soft spot for children, women and the unfortunate. He even buys things for them or gives them much of his stolen money if they touch his heart. It's just that Jack has a twisted sense of what's right and wrong.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Six (6) +1 melee attack when in flight.

Bonuses: +2 on initiative, +4 to strike, +9 parry, +9 dodge, +6 damage, +7 to pull/roll with punch, fall, or impact. Karate kick attack does 1D8 damage, jump kick (critical strike), paired weapons and a critical strike on an unmodified roll of 18, 19, or 20. Other bonuses include +2 to save vs poison/magic, +2 to save vs psionic attack, 55% to evoke trust or intimidate, and +6% to save vs coma/death.

Additional Bonuses In Flight: +2 to strike, +2 parry, +4 dodge or +6 to dodge when flying faster than 90 mph (144 km).

Super Power Category: Mutant

Major Super Ability: None

Minor Super Abilities (5): Wingless flight, extraordinary speed, supervision: advanced sight, impervious to fire and heat, and energy expulsion: energy (as much as 9D6 damage — can regulate in increments of 1D6).

Education Level: On the Job Training

Scholastic Bonus: +20%

Skills of Note: Basic math 98%, disguise (Hensho Jutsu) 90%, impersonation (Hensho Jutsu) 84%/64%, escape artist (Inton Jutsu) 80%, concealment (Inton Jutsu) 70%, palming 75%, picking locks 85%, language: English, Spanish, Chinese are all at 95%, and his native language is Japanese 98%. **Note:** The GM may wish to use the specific ninja abilities for the three skills listed. See *Ninjas & Superspies*, pages 114 and 115.

Secondary Skills: General athletics, body building, prowl (Hsing Tsia) 90%, swimming 92%, dance (professional quality) 76%, cook 86%, pilot automobile 98% and pilot motorboats 84%.

Appearance: An attractive young woman with tanned skin, golden blonde hair and steel blue eyes. Her costume is a metallic gold.

Occupation: Professional thief and extortionist.

Weapons: Relies on his super abilities, but can try to use any weapon.

Vehicle: Rents or steals nice, but not attention getting cars.

Body Armor: Wears a fragmentation cape/vest when going on an especially dangerous job; A.R. 13, 120 S.D.C.

Money: Both as Facade and Jack, he gives his money to the less fortunate. He still has about half a million in a Swiss bank account and 1D6 × 10,000 dollars, in cash, at all times.





Freak Maker — Heinrich Vossen

Doctor Vossen, now in his late eighties, is a wanted war criminal who disappeared in 1945 with an undetermined amount of the Third Reich's pilfered gold. Vossen was the head of genetic engineering for the Nazi SS, trying to create the perfect Aryan fighting man. He was constantly being reprimanded for his love of creating grotesque "genetic freaks," horribly twisted monstrosities that were once human beings. Many in the Nazi hierarchy wanted his horrible experiments stopped, but few raised official objections because it was rumored that Hitler himself visited Doctor Vossen regularly and approved of Vossen's work.

Vossen secretly moved to the United States in 1966 and finally settled in Chicago. Using phony identification, he purchased an abandoned building in one of the most poverty-stricken sections of the city. Over the years, he has bought up some of the surrounding tenements and other buildings to keep away the curious and to provide revenue for his research.

He has built an impressive, well equipped laboratory in the basement of a huge, four story, old, victorian house. The basement has been expanded to cavernous proportions. It is completely computerized and much of the lab is automated and stocked with the latest in scientific equipment and includes facilities for surgery, bionic reconstruction, and genetic manipulation. Surrounding the surgical/research stations are magnetically locked containment cells for holding the test subjects/prisoners. Off to one side is his bionic augmentation station, with a 10 foot (3 m) view screen where vital data is flashed and illustrated via computer generation.

Only one door leads in or out of the basement. It is a large, hardened steel door that resembles a bank vault door (A.R. 19, S.D.C. 800). Locks and bolts are both magnetically and manually closed. Beside it, on both sides of the wall is a retinal scanner programmed to accept only Vossen's retinal imprint, and is the reason he has kept the one real eye. The retinal scan releases the magnetic lock but the door will still be secured unless the manual system is unlocked. The door reads the key and if correct, allows the tumblers to turn. Outside the door is a small room containing one elevator with another retinal scanner on the wall

beside it. The elevator leads to the first, second and third floors. The first and second floors are Vossen's plushly furnished living quarters. Gottlieb also has a nice suite of three rooms and private bath on the second floor. The third floor has a ballroom (used as a small gym), a second kitchen, large dining room, and six guest bedrooms with private baths. The fourth floor has another six bedrooms, a den, recreation room, and library all of which are used for storage. The entire building is bristling with alarms and state of the art surveillance systems.

His first major success in genetic augmentation was on his long-time friend and lab assistant, Gottlieb Heydrich, and he continues to make "improvements" on his friend, much to Gottlieb's delight. Herr Gottlieb is Vossen's loyal friend, body-guard, lab assistant, and freak wrangler. (Specific character data follows).

Through the seventies and eighties, Vossen made great strides in his genetic mutation research as well as in bionic augmentation. The man is a genius. It is his extreme methods and madness that make him dangerous. He continues to kidnap homeless people and use them as guinea pigs in his experiments. Some victims are transformed into human oddities, featuring all kinds of deformities. With some he'll splice their genes with an animal's, which almost always results in death; only the subjects of human and ape gene integration have any hope for survival. Others he augments with super strength, or other extraordinary super abilities. Even successful test subjects are continually experimented upon or improved with bionic implants or additional genetic alteration. He will frequently "make-over" the suffering individual, radically changing him over and over, until he finally dies. Some of these poor souls suffer this fate for years before death finally allows them an escape. Most have been driven insane long before. Rare are those who are ever trusted enough to join the doctor as one of his few assistants. **Note:** Before starting any of his experiments he removes all of his patients' vocal cords (except Gottlieb's).

Last year, one of his most successful experiments, Jesse Altier, also known as Hellhound, escaped along with a handful of others. Most of the others have been captured or terminated, only Hellhound and two others (both lesser creations) have avoided capture. Altier was one of Vossen's favorite "freaks" and his escape is a major thorn in his side. The doctor wants to get him back or have him killed before he somehow compromises his work. Vossen and Gottlieb monitor news and police reports and hunt for him as often as possible.

Real Name: Dr. Heinrich Vossen

Aliases: Henry Voss and Freak Maker

Alignment: Diabolic

Hit Points: 58, S.D.C.: 162

Weight: 258 lbs (116 kg), **Height:** 5 ft, 7 inches (1.6 m), **Age:** 87 **Attributes:** I.Q. 22, M.E. 15, M.A. 6, P.S. 27, P.P. 23, P.E. 18, P.B. 3, Spd. 15

Disposition: Totally insane, yet resourceful and imaginative.

Has no sense of compassion or love for his fellow human beings. An extremely cruel sadist who loves causing pain and suffering.

Experience Level: Ninth (9)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)

Bonuses: +5 to strike, +7 parry and dodge, +14 damage, +4 pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Judo-style body throw/flip that does 1D6 damage (victim loses initiative and one attack per melee). Kick doing 1D6 damage and critical strike on an unmodified roll of 19 or 20.

Other Bonuses: +6% to save vs coma/death, +2 save vs magic/poison, and +8 to save vs toxins/gases.

Super Power Category: Bionics

Education Level: Doctorate

Scholastic Bonus: +35% + 8% I.Q. Bonus.

Skills of Note: Mechanical engineer 98%, locksmith 98%, robot mechanics 73%, electrical engineer 98%, surveillance systems 98%, robot electronics 73%, computer operation 98%, computer repair 97%, biology 98%, chemistry 98%, analytical chemistry 98%, advanced mathematics 98%, criminal science/forensics 98%, paramedic 98%, pathology 98%, medical doctor 98%/98% and W.P. knife.

Secondary Skills: Navigation 98%, read sensory instruments 88%, pilot automobile 98%, pilot truck 98%, prowl 98%, climbing 98%, general athletics, language: English 98% and his native tongue of German 98%.

Appearance: Old and withered skin stretched taut over his bionic skull making him look somewhat skeletal in the face. Long, wispy tufts of white hair protrude from his bald pate. Wears a monocle for his one original eye. The lens is so thick it magnifies the iris of his eye to the size of a half dollar. His body is covered in a bionic exoskeleton.

Occupation: Mad scientist, bionic specialist, and genetic engineer.

Bionic Body Parts: Full body exoskeleton, Bionic chest and ribs, Bionic skull, Two (2) bionic legs and feet, Two (2) bionic arms and hands, Bionic heart, Standard set of bionic lungs, One (1) bionic eye (the left one).

Bionic Body Notes: Vossen still has all his major body organs, except lungs and heart which are now bionic. He has decided to not cover his bionic frame with a synthetic skin, which allows him quick and easy access to repair or modify himself. His head and face are his original except for the bionic skull. While wearing a set of clothes and gloves one would never know that Vossen is a cyborg.

Bionic Features: Amplified hearing, ear radio transmitter and receiver, motion detector, radiation detector, bio-scan, mini-computer, gas filtration system (lungs), modulating voice synthesizer and loudspeaker. One bionic eye, the left one, with telescopic and infrared vision, thermo-imager, and night-sight.

Bionic Weapons: Mini-laser concealed in his chest (2D4 damage), right arm and hand: flamethrower (3D6 damage), retractable finger blades (1D6 plus PS damage bonus), retractable forearm blades (3D6 plus PS damage bonus). Left arm and hand: razor fingernails (1D4 damage), chemical spray and electrical discharge (3D6 damage).

Bionic Body Armor: Half suit of Bionic Body Armor (covers chest and abdomen): A.R.: 11, S.D.C.: 250.

Available Money: Has about 60,000 dollars in the house and access to the Vossen/Nazi fortune. The fortune has dwindled to a mere fraction of what it once was, about 22 million in cash, 35 million in stocks and bonds, and about 11 million in real estate holdings. Annual income from his various hold-

ings is about 3.2 million dollars (after taxes). This is why he will sometimes resort to stealing expensive bionic parts and equipment, as well as stealing gems and other valuables for resale. His work is expensive.

Gottlieb Heydrich — The Iron Golem

Gottlieb is the son of Doctor Vossen's first assistant, Werner Heydrich. When the defeat of the Third Reich looked imminent, Vossen persuaded Werner to flee with him and to bring along his wife and baby son. On their way out of Germany, Werner and his wife were captured by Russian soldiers and executed for crimes against the Russian people. Vossen escaped with the infant Gottlieb and made it to safety in Brazil.

Vossen raised Gottlieb as his own son, putting him through college and taking him on as his assistant upon his graduation. Gottlieb worships the ground Doctor Vossen walks on and firmly believes that the Doctor's work is necessary and of vital importance. He loves the "improvements" the Doctor has done to his genetic structure and relishes the use of his special powers (Vossen has promised him even greater powers in the future). He has no qualms about using his powers in any capacity, even to kill, if the Doctor so orders.

Besides assisting in the experiments, Gottlieb's most important task is to protect the Doctor from the genetic abominations he creates. He has had to kill many of them to prevent any harm to befall his "father." Now, because of a freak's escape, they may have to move on before the mutant somehow alerts the authorities. He hopes to catch or destroy Hellhound before that happens.

Gottlieb Heydrich — The Doctor's Most Trusted Assistant

Aliases: Gilbert Heydon, Gottlieb Vossen, and the Iron Golem

Alignment: Diabolic

Hit Points: 56, S.D.C.: 117 or 800 when transformed to metal.

Weight: 280 lbs (126 kg), **Height:** 6 ft, 3 inches (1.9 m), **Age:** 47

Attributes: I.Q. 15, M.E. 11, M.A. 15, P.S. 27, P.P. 14, P.E. 19, P.B. 5, Spd. 26

Disposition: Completely loyal to Dr. Vossen and would gladly give his life to protect him. Thoroughly enjoys his mutated looks and powers. Has no sense of compassion or love for the humans held captive in the lab. Loves his work.

Experience Level: Eighth (8)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Five (5)

Bonuses: +5 to strike, +7 parry and dodge, +12 damage, +4 pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Critical strike on an unmodified roll of 18, 19 or 20. Kick: 1D6 damage, jump kick (critical strike), leap attack (critical strike), and paired weapons.

Other Bonuses: +8 save vs coma/death and +2 save vs poison/magic.

Super Power Category: Experiment

Major Super Abilities: Control (Others — plus Gottlieb is +6 to save vs mind control himself). Alter physical structure: metal — A.R. 17, S.D.C. 800, weight: 1040 lbs/468 kg; applies only when in metal form.

Side Effects Of Experiment: Increased mass and S.D.C.



Education Level: Master's Degree

Scholastic Bonus: +30%

Skills of Note: Mechanical engineer 98%, locksmith 90%, robot mechanics 55%, computer operation 98%, computer programming 98%, computer repair 98%, biology 98%, chemistry 98%, analytical chemistry 98%, advanced mathematics 98%, and W.P. knife.

Secondary Skills: Land navigation 68%, pilot automobile 98%, climbing 98%, general athletics, body building, running, and language: English 90%, Portuguese 98%, and his native tongue: German 98%.

Appearance: Requested that Vossen make him resemble a demon, with red skin, a crown of horns, yellow eyes, and cloven hoofs.

Occupation: Vossen's chief lab assistant, bodyguard, friend and freak wrangler.

Weapon: Will occasionally use conventional weapons, standard laser rifle, tranquilizers and other drugs to subdue an opponent or test subject.

Vehicles: Has access to a black, armored (A.R. 17, 600 S.D.C.) Cadillac sports sedan.

Body Armor: None

Available Money: Has about 10,000 dollars of his own and access to the Vossen fortune (co-signer), but only uses that money as instructed by Vossen.

Winston Jefferies — An Assistant to the Doctor

Winston was a cripple deformed by rheumatoid arthritis. He could barely walk and his hands were nearly useless. He dropped out of school in the seventh grade and a few years later, turned to drugs to forget his pitiful life of poverty and pain. Doctor Vossen took him and "made him better," replacing his legs, arms and hands with mechanical ones and reinforcing the spine and organs. The doctor continues to make minor improvements in the way of special features, abilities and weapons.

Aliases: None

Alignment: Aberrant

Hit Points: 26, **S.D.C. (bionic):** 650

Weight: 500 lbs (225 kg), **Height:** 7 ft (2.1), **Age:** 21

Attributes: I.Q. 11, M.E. 11, M.A. 9, P.S. 24 (bionic), P.P. 20 (bionic), P.E. 14, P.B. 9, Spd 88 (bionic — 60 mph/96 km)

Disposition: Completely loyal to Dr. Vossen and would gladly give his life to protect him. Winston loves everything the Doctor has done for him, and feels beholden to him and is 100% loyal. He is, however, bitter toward healthy and handsome humans, as well as the rich and powerful. He has no sense of compassion for the human guinea pigs tortured by the doctor. He doesn't like or trust Mark.

Experience Level: Fourth (4)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)

Bonuses: +5 strike (+1 when targeting sight is used), +5 parry and dodge, +9 damage, +2 pull/roll with punch or fall. Kick does 1D6 damage.

Other Bonuses: None.

Super Power Category: Bionics

Education Level: Special training from the Doc — equal to about a high school education.

Scholastic Bonus: 5%

Skills of Note: Basic math 86%, advanced mathematics 85%, paramedic 73%, biology 60%, chemistry 70%, analytical chemistry 65%, and W.P. energy rifle.

Secondary Skills: Basic mechanics 56%, automotive mechanics 59%, basic electronics 55%, computer operation 75%, language: German 70%, W.P. knife, W.P. blunt, and W.P. automatic pistol.

Appearance: Young black man who has undergone major bionic reconstruction. There is no mistaking him for a cyborg.

Occupation: Vossen's lab assistant and freak wrangler.

Bionic Body Parts: Full body exoskeleton, reinforced spine, two bionic legs and feet, two bionic arms and hands, bionic heart, bionic lungs, and one bionic eye.

Bionic Body Notes: Winston's only human parts are his reinforced upper torso, head, and most internal organs.

Bionic Features: Amplified hearing, ear mike, radio receiver and transmitter, bug detector, one bionic eye (the left one) with telescopic and thermo-imaging vision, and targeting sight (+1 to strike). He also has a radiation detector and mini-computer.

Bionic Weapons: Eye laser (2D6 damage). Right hand and arm: finger blaster (2D4 damage), electrical discharge (3D6 damage), and two small secret compartments. Left hand and arm: Spike and towline and exploding finger joints (3 on the little finger — 4D6 damage each). Laser rod is located in the right leg (4D6 damage) and the left leg has one large compartment that can hold additional weapons and other things.

Bionic Body Armor: Three-quarter bionic body armor, plus reinforced exoskeleton: A.R.: 16, S.D.C.: 650.

Note: The old Nazi greatly enjoys Winston's company and assistance, although he does consider him little more than a slave and a complete inferior. As long as Winston remains submissive to him there will be no problems between them.

Mark Cranston — An Assistant to the Doctor

Mark was a street punk who dropped out of school in the fifth grade and left home shortly after. He has a police record that includes robbery, theft, assault and battery and possession of illegal substances. The Doctor snatched him one day and "gave him improvements." Improvements that the young bully enjoys. Both legs, arms and hands have been replaced with mechanical ones and a reinforcing exoskeleton adds to his overall power. The Doctor continues to make minor improvements in the way of special features, abilities and weapons.

Aliases: Calls himself "The Hatchetman"

Alignment: Diabolic

Hit Points: 28, S.D.C. (bionic): 650

Weight: 500 lbs (225 kg), **Height:** 7 ft (2.1), **Age:** 18

Attributes: I.Q. 10, M.E. 14, M.A. 7, P.S. 24 (bionic), P.P. 22 (bionic), P.E. 18, P.B. 10, Spd 132 (bionic — 90 mph/148 km)

Disposition: A mean bully; vindictive, cruel, ruthless in combat. Enjoys fighting and hurting others. Always wants to be the tough guy. Fairly loyal to Dr. Vossen, at least for the moment. Thoroughly enjoys his bionic improvements and the power it gives him over others. Thinks that Winston is a sissy but avoids conflicts with him.

Experience Level: Third (3)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Four (4)

Bonuses: +6 to strike (+1 when targeting sight is used), +5 parry and dodge, +9 damage, +2 pull/roll with punch or fall. Kick does 1D6 damage.

Other Bonuses: None.

Super Power Category: Bionics

Education Level: Special training from the Doc — equal to about a high school education.

Scholastic Bonus: 5%

Skills of Note: Basic math 79%, pilot truck 73%, pilot motor boat 73%, pilot airplane 83%, pilot helicopter (basic) 73%,

language: German 70%, W.P. sub-machinegun, W.P. energy pistol, and W.P. energy rifle.

Secondary Skills: W.P. automatic pistol, W.P. revolver, W.P. knife, automotive mechanics 56%, basic electronics 50%, computer operation 70% and first aid 60%.

Appearance: Young blonde man who is tall and powerfully built. Has undergone major bionic reconstruction but looks human unless wearing body armor.

Occupation: Vossen's lab assistant and muscle/enforcer.

Bionic Body Parts: Full body exoskeleton, reinforced spine, two bionic legs and feet, two bionic arms and hands and eyes.

Bionic Body Notes: Much of Mark's upper body, head, and internal organs are organic.

Bionic Features: Ear mike, radio receiver and transmitter, bug detector, and radar detector. Both eyes are bionic: the left one has telescopic vision, thermo-imaging, micro-video camera, and a targeting sight (+1 to strike). The right eye has a laser blaster. Sensors include bio-scan, radiation detector and radar. Plus loudspeaker and synthetic plastic skin (looks human).

Bionic Weapons: Right eye laser (2D6 damage). Right hand and arm: razor sharp fingernails (1D6 damage) and retractable blades (3D6 + PS damage bonus). The left arm has retractable claws (1D6 + PS) and a chemical excretion device. A laser rod is located in the right leg (4D6 damage) and a laser rod in the left leg.

Bionic Body Armor: Three-quarter bionic body armor, plus reinforced exoskeleton: A.R.: 16, S.D.C.: 650.

Note: The Doctor knows that Mark cannot be entirely trusted, but admires his brutal and animalistic nature. Mark serves mainly as a combat agent sent out to capture or eliminate escaped test subjects, troublemakers and people who get too nose. Mark is also used in the occasional theft of equipment and valuables.

The Ghost

By Alex Marciniszyn

Assisted by Kevin Siembieda

His current name is Roberto Jones, but he has used so many that he can't remember them all. His professional name is the Ghost and the service he provides is the gathering and selling of information.

Inevitably, he finds himself thinking about his homeland. He knows he's an extraterrestrial exiled to Earth for crimes of ... What? He can't remember. They did a good job erasing his memory and his powers. He's certain that he once possessed great mental powers but he can't remember exactly what they were. It was bad enough that "they" had exiled him to earth, but to strip him of most of his natural psionic abilities was barbaric. The voice of his judge came clearly to his mind, "Certain abilities and memories will be extracted from your mind. These will be stored and returned to you at the end of your exile." But nothing else came to him. No hint of what those other powers might have been. Or how long his exile might be (his impression was a long time). At least they had implanted a knowledge of the American culture and its primary languages. He didn't know why he kept trying to remember his past. Perhaps



he hoped they had overlooked something. No matter. What powers he retained was more than enough to make him more than humans.

He was still able to modify his facial and physical structure and had great hearing, not to mention the dimension door power. Using those powers, it wasn't long before he had established a trade for himself as a spy, his specialty is surveillance and gathering information. Within a year of setting up shop, word spread of his ability to get data that others could not get. His shape changing abilities coupled with his keen hearing and ability to disappear (dimension room) made it quite easy to earn a living as a spy. He doesn't care about who wants the information or why. He simply supplies it for a price.

The Dimension Room Ability

Even though Orin believes the dimension room to be created by one of his own natural powers, it is not. The dimension room is generated by a tiny psi-machine, the size of a grain of sand, imbedded just under the skin on the back of his neck. The machine contains its own power source and draws on the electromagnetic energy of the host body. The machine is in ready condition at all times. Once Orin issues the mental command for the D-room, the machine then draws on his energy (equal to three P.P.E.), he feels a pinprick like stinging in his neck, and a glowing soft white doorway appears, shimmering with random points of star-like light. Orin steps through the sheet of white light and he and it disappear. He has just entered a dimensional limbo.

The dimensional room can be accessed at will. It is a small area approximately 16 × 8 × 8 ft (4.8 × 2.4 × 2.4 meters), located inside another dimension. It might be considered a dimensional bubble. A place where he can escape his enemies. There is no limit to how long he can remain inside the D-room. The room somehow contains and circulates air and maintains a constant temperature. Nonperishable food, weapons, valuables, wardrobe, and other items can be comfortably stored inside the room as well. A time-piece that can tell the passage of hours and days is critical.

After a period of time (minutes, hours, or days), Orin can open the dimensional door and step out of the room. The door

always reappears in the same place. The room is not a teleportation device, it is a hiding place he carries with him. The dimension room is designed to allow only Orin and non-living items inside. Anybody else trying to enter will run into what feels like a brick wall and suffer 1D6 damage. Once inside, Orin can mentally command the shimmering doorway to reappear and look through it like a one-way mirror. Of course the view is limited to that one area and direction.

It is his sudden disappearances, without a trace, into the D-room that has earned him the name of The Ghost. A common ploy is to disappear into the D-room, change his physical appearance and clothes (he keeps a wardrobe, make-up and wigs inside the room), and quickly reappear, looking like a completely different person to make good his escape. He can also penetrate a security area without fear of discovery, because he can disappear inside the room. He then reappears hours or days later, when the coast is clear and he is free to plunder the now unguarded area, because he has already gotten past the security system. To exit he uses a similar ploy. Meanwhile, if he is hurt or drugged he can stay in the D-room for days until he can recover. The applications for the D-room are many.

True Name: Orin-Sen

Aliases: Many, currently using Roberto Jones and the Ghost.

Alignment: Miscreant

Hit Points: 33, **S.D.C.:** 72

Weight: 165 lbs (74 kg), **Height:** 5 ft, 11 inches (1.77 m).

Age: Looks 25, actually 36, **Sex:** Male

Attributes: I.Q. 14, M.E. 27, M.A. 17, P.S. 16, P.P. 18, P.E. 17, P.B. 15, Spd. 16

Disposition: Totally self absorbed, has little regard for life other than his own. Cool under fire, resourceful and clever. Likes the good life that power and money brings.

Experience Level: Fourth (4)

Combat Skills: Hand to Hand: Basic

Attacks per Melee: Five

Bonuses: +6 on initiative, +2 to strike, +6 parry, +7 dodge, +1 damage, +3 to roll/pull with punch or impact, and kick attack (1D6 damage).

Other Bonuses: +6 to save vs psionic attack, +1 to save vs magic and poison, +5% to save vs coma/death, and 45% chance to evoke a feeling of trust or intimidation. Equivalent P.P.E. 60.

Weapon Proficiencies: Blunt, knife, revolver, auto pistol, rifle.

Super Power Category: Alien

Major Super Ability: Dimension room (Special, described above)

Minor Super Abilities: Alter physical body (see NEW super abilities), extraordinary mental endurance, and heightened sense of hearing.

Originating Planet & Special Characteristics: A thermo world, can't tolerate cool temperatures, likes it hot (98 degrees and hotter), which is why he is based in Mexico and tends to stay in sunny climates. He is impervious to heat and fire (feels good). Extreme cold does double damage unless he is protected by his thermo suit.

Educational Background: Engineer

Scholastic Bonus: +20%

Skills of Note: Basic and advanced math 98%, computer operation 95%, computer programming 75%, computer repair

75%, electrical engineer 80%, basic mechanics 72%, locksmith 65%, W.P. energy pistol, W.P. energy rifle, and speaks and reads the following languages: English, Spanish, French, Japanese, Chinese, and Russian, all at 90%.

Secondary Skills: General athletics, body building, palming 40%, escape artist 45%, pilot automobile 90%, pilot airplane 82%, W.P. blunt, and W.P. automatic pistol.

Occupation: Freelance spy specializing in infiltration and information gathering.

Weapons: Typically uses an Auto Mag (4D6 damage), 9 mm Model 951R Auto Beretta (2D6 damage), and a blackjack (1D4 damage).

Special Items: An environmental suit that keeps his body warm in cool climes (remember, anything under 98 degrees Fahrenheit is considered cool to him). It keeps his body a nice, warm 160 degrees Fahrenheit. He has two such suits in perfect condition. Each has an A.R. of 9 and an S.D.C. of 60, but is not meant to be used as armor.

Other items include a bullet-proof attache case (A.R. 15, 140 S.D.C.), face protector and gas mask, superior lock picking set, key impressions, electronics tool kit, portable and pocket computer, bug detector, multi-optics helmet, and a portable scan dihalator.

Body Armor: Owns a variety of different types of light and heavy armor, prefers light (he'd love to get his hands on a Fabricators AV-70FF if he ever hears about it). Typically uses a concealed vest (A.R. 10, 50 S.D.C.) or a hard vest (A.R. 12, 120 S.D.C.). Occasionally uses riot armor (A.R. 14, 180 S.D.C.).

Vehicles: Owns a Mazda RX-7 and a jeep; rents or steals other vehicles appropriate for the job.

Money: Makes a reasonably good living as a freelance spy. He has credit for about \$15,000, 5D6 × 1000 dollars in cash and about \$200,000 in the bank. His annual income fluctuates depending on the amount of work, 1D4 × 100,000 dollars.

Note: He has worked for the Mexican government and several Central and South American governments and businesses.

Glaciator

Ivan Johannsen is a former citizen of Sweden who immigrated to the United States in the early 1980's. He falsified his identification and records to hide the fact that he was wanted by Interpol for numerous crimes throughout Scandinavia. He is now a U.S. citizen under his alias, Stephen Lundstrum.

Johannsen was born with his amazing powers and was shunned by other children because they feared him. Over the years he has become more and more embittered by people's discrimination, fear and revulsion toward him as a mutant. He has endured so much that he has grown to loathe people, making him cold hearted and mean. Glaciator sees most of humanity as nothing but uncaring vermin, and he has no qualms about sending some of those vermin to an early grave. He despises everyone and will not allow anybody to befriend him. He automatically assumes that an offer of friendship is only a disguised attempt to use him, as others have in the past.

He has only two passions, money and power. He desires money like a drug addict craves his fix. He feels that he can never have too much. He worships it instead of spending it,

living a frugal and unassuming life in seedy and run-down neighborhoods. Glaciator has a million dollars hidden in a vault of ice in the basement of his current home, and more than a million squirreled away at a handful of secret locations. As for power, he has learned that to "be feared," is a powerful thing and he has come to embrace it.

Note: He has rejected offers to join the Dark Tribunal. Even the DT aliens have noted that he is too anti-social to be recruited for any group.

Real Name: Ivan Johannsen

Aliases: Stephen Lundstrum, Kevin Reed, and Glaciator.

Alignment: Anarchist (with strong leanings toward miscreant)

Hit Points: 38, S.D.C.: 84

Weight: 215 lbs (97 kg), **Height:** 6 ft, 3 inches (1.90 m), **Age:** 22

Attributes: I.Q. 15, M.E. 11, M.A. 7, P.S. 23, P.P. 12, P.E. 17, P.B. 11, Spd. 17

Disposition: A surly, temperamental loner prone to violent mood swings. He dislikes the company of other people and sees all people as whimpering, treacherous scum. He can be excessively violent and cruel.

Experience Level: Six (6)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Six (6)

Bonuses: +2 to strike, +6 parry, +6 dodge, +8 damage, +7 to pull/roll with punch, fall, or impact, +1 to strike with body block/tackle, inflicting 1D4 damage. Critical strike on an unmodified roll of 18, 19, or 20. Pin/incapacitate on a roll of 18, 19, or 20. Crush/squeeze does 1D4 damage and kick attack does 1D6 damage.

Other Bonuses: +5% save vs coma/death and +1 save vs poison/magic.

Super Power Category: Mutant

Major Super Abilities: Alter physical structure: ice (add +50 to S.D.C. and double weight when transformed to ice. Lasers do no damage, kinetic attacks do half — See **Heroes Unlimited**, page 171).

Growth (Bonuses when Glaciator is 20 ft/6 m tall or bigger: +2 to strike and parry, speed is doubled, S.D.C. and P.S. increases, but is -4 to dodge — See **Heroes Unlimited**, page 184).

Unusual Physical Characteristic: No body hair at all.

Education Level: Trade School

Scholastic Bonus: +20%

Skills of Note: Boxing, wrestling, mechanical engineer 90%, locksmith 75%, automotive repair 85%, robot mechanics 35% and W.P. automatic pistol.

Secondary Skills: General athletics, body building, prowl 86%, climbing 90%, running, land navigation 60%, and pilot automobile 98%.

Appearance: Average looking young man with ice blue eyes. Completely bald head and hairless body. Wears a cobalt blue costume with light blue trim.

Occupation: Professional Criminal

Weapons: Rarely uses anything other than his own powers.

Vehicle: Drives old clunkers or steals newer cars.

Money: One million in an ice vault hidden in his current lair.

The vault has an A.R. of 14, and an S.D.C. of 400. \$500,000 is hidden in Pittsburgh, and \$150,000 is hidden in Detroit, Cleveland, Minneapolis, Buffalo and Toronto.





"Glorioso" Iron Eagle



By Mike Gustovich & Kevin Siembieda

Scott Pharma, a small-time drug runner, used his skills as a pilot to smuggle drugs from South America and Cuba into the United States. On one of his night runs, his small plane crashed in the Peruvian mountains. His legs shattered and his body mangled, he managed to crawl toward the lights of another aircraft. What happened next, he cannot remember clearly. He remembers dreaming about being in a Steven Spielberg movie with tall, pale aliens. He also remembers bright white lights and an operating room filled with people. He remembers being soothed and repeating over and over again, "I'm a flyer ... Iron Eagle ... flyer ..." Then he remembers a floating sensation and peace.

When he regained consciousness he was alone in the middle of the Nazca Desert, healthy and ... well, different. He can only assume that he had a "real" close encounter with aliens, not a dream. Aliens who healed, repaired and made him better. Apparently, they rebuilt him based on his ramblings and assumed that he could fly. So they restored his body, gave him wings and instilled him with the super abilities of flight, keen vision and invulnerability. Now he is an Iron Eagle.

The wings are actually made of an indestructible substance which looks and feels like plastic or ceramic but is tougher than steel. They are attached to the arms, and fold like an Oriental fan. They still protrude some four feet beyond the elbow, making them conspicuous.

Scott still smuggles, although he has added some espionage (mostly reconnaissance) and theft to his list of credits. He owns a small airfield and villa in Mexico and employs eight pilots/smugglers (all third level two-bit hoods), a half dozen guards (3rd level hoods) and a dozen maintenance people (mostly 4th level). To the Mexicans that work for him, he is known simply as **Glorioso** - Glorious!

Real Name: Scott Pharma

Aliases: Scott "Fly Boy" Pharma, S.P. Wings, Scott P. Eagle, and Iron Eagle.

Alignment: Anarchist; very self serving, but not necessarily evil. With some work he could even become a good guy, but right now he's leaning toward evil.

Hit Points: 44, **S.D.C.:** 310

Weight: 195 lbs (88 kg), **Height:** 6 ft, 2 inches (1.88 m), **Age:** 21

Attributes: I.Q. 13, M.E. 15, M.A. 15, P.S. 17, P.P. 20, P.E. 15, P.B. 12, Spd: running 12, flying: 200 mph (321 km/h) maximum.

Disposition: Friendly, pleasant, confident, and a good planner, but also secretive and cunning. Loves the wide open spaces and to fly!

Experience Level: Six (6)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Fourth (4)

Bonuses: +2 on initiative, +5 to strike, +5 parry, +9 dodge (+12 when flying 90 mph or faster), +4 damage normal plus +4 damage for every 20 miles (32 km) of speed, +3 to pull/roll with punch, fall, or impact.

Other Bonuses: +20 to save vs coma/death.

Super Power Category: Alien Experiment

Major Super Ability: Invulnerability

Minor Super Abilities: Winged flight and super vision: advanced sight.

Unusual Physical Characteristic: Extremely hairy and the hair on his head grows ten times faster than normal (needs a haircut every week or two). As a result, he has taken to spiking his hair.

Education Level: Trade School

Scholastic Bonus: +20%

Skills of Note: Pilot airplane 98%, pilot helicopter (basic) 92%, pilot helicopter (combat) 84%, pilot jet 92%, navigation 95%, navigation: space 95%, read sensory instruments 75%, weapon systems 76%, and basic math 96%.

Secondary Skills: General athletics, land navigation 52%, basic electronics 55%, basic mechanics 52%, language: Spanish 65%, pilot automobile 98%, pilot motorboat 72%, and W.P. automatic pistol.

Appearance: A nice looking man with long, dark brown hair and sparkling brown eyes. Wears a metallic silver costume during the day and black for night operations, his wings are a dull blue-grey.

Occupation: Professional smuggler and thief.

Weapons: Often carries an automatic pistol or sub-machinegun and may use any weapon, but tends to rely on his super powers and avoids armed conflicts.

Special Weapons: He often carries a satchel with a dozen different grenades, mostly non-lethal, which he drops as bombs. A typical mix is four explosive, four tear gas, and four smoke. He also carries four flares, a utility knife and a blackjack in the satchel.

Vehicle: Owns and operates a small airfield in Mexico, near the U.S. border. Owns five single engine planes, three medium size, twin engine cargo planes, two commuter jets, two OH-Raven helicopters and a rebuilt UH-1D Huey helicopter which can be fitted with all the standard military armaments (locked away until needed). He also has a 1965 Jaguar, a jeep, three trucks, and a tractor. May rent, buy or steal others.

Available Money: Iron Eagle is doing well, smuggling drugs, weapons, people and other commodities in and out of Mexico, Central America and South America. Plus American dollars go a long way down South (worth about five times more). He has about \$250,000 in ready cash, another \$250,000 in investments, 3.2 million dollars in operating capital, and about 20 million dollars invested in his aircraft, airfield/land and his villa (near the airfield).

Note: Employers include the Usurper, Fabricators Inc., the CIA, and several southern governments and agencies.



Golden Rod

By Mike Gustovich and Kevin Siembieda

While walking her dog along a lonely stretch of beach in eastern Italy, Victoria Romano found a gold staff washed up on the shore. The moment she touched it she could feel a strange sensation of power. Upon closer examination she found she somehow knew much about the staff, its magical nature, mystic powers it how she could use it to get rich.

After a few weeks of thinking and scheming, she joined the world fraternity of super villains by attacking the plantation and villa of a millionaire wine producer. She terrorized the family and servants, looted the villa and kidnapped the elderly owner. She held him for ransom and got away with six million dollars in ransom. She has since been involved with numerous robberies (always big ticket items like gems, jewelry, priceless works of art, antiques, and cash), extortion, kidnapping, and confrontations with police and super heroes.

Golden Rod had always been treated poorly by her drunken father and by macho jocks who always tried to take advantage of her. She was always admired for her beauty but never given credit for her intelligence nor given an opportunity to be more than a pretty face and a sexy body. Consequently, she resents men, particularly powerful men and often makes them the targets of her crimes. This resentment goes double for super-men.

Real Name: Victoria Romano

Aliases: Vicky Romano, Vicky Gold, and Golden Rod.

Alignment: Miscreant

Hit Points: 47, S.D.C.: 36

Weight: 145 lbs (65 kg — mostly muscle)

Height: 5 foot, 10 inches (1.78 m), **Age:** 21

Attributes: I.Q. 15, M.E. 7, M.A. 17, P.S. 17, P.P. 14, P.E. 13, P.B. 21, Spd 18

Disposition: Golden Rod is a bitter, angry woman who uses her powers to attain power and wealth. She takes great delight in beating and belittling men. She is wild, arrogant, and has a wicked cruel streak.

Experience Level: Fifth (5)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)

Bonuses: +1 strike, +3 parry, +3 dodge, +2 damage, +6 to pull/roll with punch, fall, or impact and +1 to strike with body block/tackle (does 1D4 damage). Kick attack does 1D6 damage. Critical strike on an unmodified roll of 19, or 20.

Super Power Category: Magic: Enchanted Object

Magic Powers: Twelve magic spells. As many as 12 spells can be cast per day (24 hours).

Special magic ability from enchanted object: Fly for 30 minutes at a time (needs at least a ten minute rest between flights), speed: 50 mph (80 km) and is +1 to parry, +2 dodge, and +2 damage when flying.

Magic Spells: Armor of Ithan, anti-magic cloud, call lightning, fire ball, carpet of adhesion, diminish others, invisibility (self), sphere of invisibility, see the invisible, breathe without air, wind rush and turn others to gold (SPECIAL — similar to a petrification spell).

Turn others to gold: The intended victim must be touched by the enchanted staff and is -3 to save vs magic. The transformation is temporary, lasting 1D4 minutes per level of the

enchanted object holder. While transformed into gold, the person is magically protected and has an A.R. of 19 and 100 S.D.C. (in addition to his normal S.D.C.). Note: Using the turn others into gold spell counts as the casting of two (2) spells each time it is used.

Education Level: High School

Scholastic Bonus: +5%

Skills of Note: Basic math 93%, dance (professional quality) 69%, cook 79%, language: English, French, and German, all at 80%, native language is Italian 98%.

Secondary Skills: General athletics, body building, running, swimming 82%, pilot automobile 98%, pilot motorcycle 76%, pilot sailboats 72%, and pilot motorboats 72%.

Appearance: An attractive young woman with tanned skin, golden blonde hair and steel blue eyes. Her costume is a metallic gold.

Occupation: Professional thief, kidnapper and extortionist.

Weapons: Relies on her magic, but does occasionally use handguns and knives. The Golden Staff does 2D6 damage as a weapon and is indestructible.

Vehicle: Loves expensive sports cars; rents 'em, buys 'em and steals 'em.

Body Armor: Uses magic — Armor of Ithan.

Money: Golden Rod spends money freely and enjoys the good life, but she has 1.4 million in a Swiss bank account and 1D6 x 10,000 dollars in cash in her possession at all times.

Hellhound

Jesse Altier is a former homeless person who got unlucky and fell victim to an evil scientist's twisted experiments. Looking for shelter from the bitter cold of January, he joined up with Dr. Heinrich Vossen, a former Nazi SS surgeon, who offered him hot meals, work, and a warm bed. (See stats on Dr. Vossen elsewhere.)

Jesse's first meal was drugged. Most of what followed is a blur of swirling color, fragments of images and sensations. When he awoke, three weeks had passed, and he was transformed into a monster. But the nightmare didn't end there. Jesse wasn't the only poor, unfortunate soul held prisoner in Dr. Vossen's labs, and he wasn't to be the last. Over the ensuing few months the doctor continued to make "improvements" on Jesse and other victims. This period was filled with unspeakable pain and suffering. It was quickly apparent why Doctor Vossen had removed their vocal cords, for listening to their screams would have been unbearable.

Jesse longed to escape this living nightmare and saw his chance after a "make-over" session. Vossen had left for the evening to recruit some new test subjects. While he was gone a terrible electrical storm hit the area, causing a city-wide blackout. Without electrical power, the magnetic locks on the containment chamber doors failed and released their misshapen captives. Fortunately, Vossen's pet freak, Gottlieb, was with the Doctor or few of them would have dared to leave their cells.

The lab had only one heavy steel door with mechanical locks that held tight. There were no windows or any other exits except an air vent near the ceiling with a loose metal grate. The climb was arduous and somewhat dangerous since the vent lead a

hundred feet up. Fortunately, Jesse and a handful of others who had semi-normal hands, arms, and legs were able to make the climb and escape.

Since his escape a year ago, he has remained hidden in the shadows of alleyways, the railway, sewers, abandoned buildings, and slums of the city, venturing out only at night. He has been forced to rummage through garbage or steal the food and items he needs to stay alive. His only friend is a large black rat he has named Erwin (the rat is ordinary). He has thought about leaving the city and escaping Doctor Vossen once and for all. He has narrowly escaped the Doctor and Gottlieb on three occasions. They continue to hunt for him regularly, but he knows the city so well that it offers him excellent protection. Furthermore, it would be difficult to get far without being seen. Besides, he couldn't possibly leave his friend Erwin and Erwin loves the city.

Although Jesse has nobody he can specifically call a friend, Hellhound has been known to help the homeless, leaving them his stolen spoils (mostly food and clothes) like a modern-day, monster-Robin Hood. He has also leapt out of the shadows to protect innocent street people from menacing gang members, punks, muggers, and police. As a result, there is a growing fondness toward the Hellhound among the street people, and although they are frightened of him, some may offer him their help by telling the authorities nothing (don't know nothin' about it and didn't see nothin'), giving him shelter from the elements, sharing their food, bandaging wounds, and hiding him from his enemies — the police included.

He can't speak so he has no way to communicate verbally and he is only semi-literate, this compounded with his terrible visage and his amazing powers causes people to think he's a horrible monster or even a demon. He just wishes to be left alone. Unfortunately, Jesse has had many brushes with the law and has injured nearly a dozen officers and has caused over 50,000 dollars' worth of property damage. He's also had a couple of encounters with super folk, one of whom, a fellow known as the Lambaster, was accidentally killed. The press has labeled him a murderous, mutant freak and call him Hellhound. Jesse has found the name to be ironically appropriate.

Real Name: Jesse Altier; unknown to the authorities. He was one of the faceless multitude that compose the homeless population. Except for a few friends on the street, nobody knows he is even missing.

Aliases: Hellhound

Alignment: Anarchist, but presently leaning toward unprincipled. Could become an anti-hero or a villain depending on his experiences and whether he should join forces with good or evil people. The Dark Tribunal is very interested in recruiting this creature.

Hit Points: 56, S.D.C.: 86

Weight: 190 lbs (85.5 kg), **Height:** 6 ft, 3 inches, **Age:** 30

Attributes: I.Q. 11, M.E. 10, M.A. 8, P.S. 24, P.P. 21, P.E. 22, P.B. 5, Spd. 41

Disposition: Bitter, angry, and depressed about his physical alterations. Short tempered and sometimes excessively violent. Has killed, but only when cornered or provoked. Despises the name Hellhound, which was given to him by the Chicago press.

Experience Level: Eighth (8)



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Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Eight (8) in hand to hand combat (includes bonuses for extra arms) or six using super abilities.

Bonuses: +5 to strike, +7 parry, +7 dodge, +9 damage, +3 roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Kick attack does 1D6 damage. Critical

strike on unmodified 18, 19, or 20. Paired weapons and entangle. Judo style body throw/flip: 1D6 damage and victim loses initiative and one attack.

Other Bonuses: +14% save vs coma/death and +4 save vs poison/magic.

Super Power Category: Experiment

Major Super Abilities (2): Animal abilities: canine and control elemental force: fire. No minor abilities.

Side Effects Of Experiment: Hair growth stimulated, horns and glowing red eyes. The extra pair of arms are real, the result of a revolutionary transplant procedure developed by Doctor Vossen. Unfortunately, only one in ten transplants work.

Education Level: High School Graduate

Scholastic Bonus: +5%

Skills of Note: Basic math 98%, read and write 70% (does not increase), dance 87%, cook 87%, fish 80%, boxing, running, swimming 98%, and general athletics.

Secondary Skills: Land navigation 65%, wilderness survival 65%, prowl 88%, first aid 75%, pick locks 65%, pilot automobile 98%, pilot truck 88%, pilot motorcycle 88%, basic mechanics 68%, and body building.

Appearance: Werewolf-like humanoid, with black fur, four arms, and two large horns protruding from his forehead. Also has glowing red eyes.

Occupation: Petty Criminal/Vagabond. Society outcast.

Weapons: Rarely uses any weapons other than a piece of wood or pipe as a bludgeon or debris to throw, but can pick up and use anything in a pinch. Tends to rely completely on his super abilities.

Vehicles: Quite often uses a motorcycle he has stolen.

Body Armor: None

Note: See Freak Maker, Doctor Heinrich Vossen and his minions.

Lethalis & Ricky — A Dynamic Duo

By Kevin Siembieda

Lethalis

Lethalis is a product of a now defunct crime organization that called itself the Darkhold, but was nicknamed the "Monster Factory." Until the American and Canadian S.C.R.E.T.s joined forces with the FBI to crush the organization, the Monster Factory created hideous creatures and mutant animals by the truckload. The animals were then sold to other criminal organizations and wealthy individuals as guards, troops and enforcers. The majority were giant, humanoid, intelligent mutant animals, but some were incredible mutations that were barely identifiable and possessed strange abilities. All were genetically altered on a molecular level. Fortunately, no humans are known to have been test subjects. Only animals were used.

The mastermind behind the Monster Factory was a man known only as Doctor Alexander, himself a mystery. Those close to him say that it was as if he was raised in a very different world. In fact, he had, at one point, claimed to be from another, similar dimension where the world had been turned upside down by some sort of cosmic phenomenon. He spoke of the "Lone Star Laboratories," "dimensional rifts," "escaping persecution from little minds," and being trapped in "this stone age." Whether these were the rantings of a madman or whether he was, indeed, a visitor from another dimension, nobody will ever know. He was killed during the raid on the Darkhold. Apparently, he had



decided death was better than imprisonment, because when capture seemed imminent, he detonated a secret destruct network that obliterated the entire complex. The military is still sifting through the rubble. An estimated 120 Darkhold henchmen perished along with 43 government agents and a hoard of monstrosities (the current count is at 97).

Lethalis was a member of the notorious Nightmare Squad, an elite team of mutants that was created for the Darkhold and served them loyally to the end. All the members of the Squad have been captured or presumed dead. Lethalis is among those thought to have perished, but he is very much alive.

What Lethalis may have been is unknown. His basic body vaguely resembles a hairless ape, perhaps a gorilla or chimpanzee, but his hands are fully developed, with a human-like thumb and claws. The feet are large and have three-clawed toes. A long, serpent-like, prehensile tail and small bat-like wings that were never part of any ape. The eyes appear to be pupilless, his mouth, when uncovered, is full of sharp canines, and the tongue is long and also prehensile. He is believed to be a bloodthirsty predator that has been responsible for the deaths of a dozen lawmen and two super heroes and scores of injured. His deadly powers are known to include a disruptive touch, energy absorption, great strength and limited flight.

The monster managed to slip away after the explosion, flying far into the wilderness of northern Canada. It is in the wilds of the Yukon Territory that he has at last found peace. Oddly

enough, he has become friends with a 10 year old girl, Rachel Richardson. She's a Tom Boy who prefers to be called "Ricky." She and her mother came up north to live with her grandfather, upon her mother's divorce. The old man is a stubborn prospector who never did strike gold. Eventually, he turned to hunting and trapping and living off the land. He has built a fairly large and comfortable cabin and maintains an excellent garden of summer vegetables. Unfortunately, the mother was caught in a sudden blizzard and died. The shock gave grandfather a stroke, leaving him blind and crippled. But Ricky has a "gift" with animals, loves the wilderness, and has managed to scrape by.

One day she met Lethalis. They became best friends and he has stayed at her side ever since. Together they tend the small farm, hunt, fish, and take care of grandfather. Even Lethalis calls him "grand-dad." The old man believes the monster to be a deformed vagabond who has become a dear friend. Ricky has taught Lethalis how to read, fish, farm, how to enjoy life and most importantly, how to love.

Real Name: Lethalis

Alias: None

Alignment: Anarchist, presently with strong leanings toward unprincipled. Could become an anti-hero or a villain depending on his experiences and whether he is influenced by forces of good or evil. The Dark Tribunal would be very interested in recruiting this creature if they learned of his existence. North American S.C.R.E.T.s and many super heroes will recognize him as a dangerous villain and attack with deadly force.

Hit Points: 66, S.D.C.: 134

Weight: 290 lbs (85.5 kg), **Height:** 8 ft, 4 inches (2.5 m) when standing completely erect, **Age:** Unknown, has been an intelligent mutant/villain for six years.

Attributes: I.Q. 8, M.E. 13, M.A. 11, P.S. 25, P.P. 22, P.E. 22, P.B. 5, Spd. running 16.

Disposition: Lethalis was once mean, bitter, and angry at the world. He was an obedient servant who fought, killed and destroyed on command. However, now, thanks to little Rachel "Ricky" Richardson, the monster has learned to love and care for his tiny friend and obeys her every word. He is surprisingly gentle, kind and attentive. The child is his best friend and he will die protecting her. Anyone who threatens or harms Ricky will suffer Lethalis' terrible wrath. In many respects the monster is just a big puppy who loves the girl who befriended him.

If the two should be separated, Lethalis will again become angry and hostile, short tempered, and strike out at those who pester him. If he falls into bad company he will again become destructive and evil, but he will always have a soft spot for children. Ricky will never give up on Lethalis and will try to find him no matter where he is or how long it takes.

Experience Level: Eighth (8)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: Seven (7), includes prehensile tail.

Bonuses: +4 to strike, +7 parry, +7 dodge, +10 damage, +8 roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Kick attack does 1D6 damage. Critical strike on unmodified 18, 19, or 20. Paired weapons and entangle. Judo style body throw/flip: 1D6 damage and victim loses initiative and one attack.

Bonuses When in Flight: +2 to strike, +2 parry, +4 to dodge.

Other Bonuses: +14% save vs coma/death and +4 save vs poison/magic.

Super Power Category: Mutant Experiment

Major Super Abilities: Disruptive touch.

Minor Super Abilities: Wingless flight, extraordinary physical strength, and heightened sense of taste.

Unusual Characteristics Due to the unusual nature of the creature Lethalis has several:

1. Tough, lumpy skin (extra S.D.C.).
2. No body hair.
3. Large prehensile tail (7 ft/2.1 m; adds extra melee attack)
4. Long prehensile tongue (1 ft/0.3 m; can be used to pick up and carry things, but no extra attacks).
5. Tiny bat-like wings (useless for flight).

Education Level: On the job, military-type training

Scholastic Bonus: +10%

Skills of Note: Land navigation 78%, wilderness survival 85%, tracking 75%, prowl 88%, boxing, wrestling, running, general athletics, W.P. blunt, W.P. automatic pistol, W.P. automatic rifle and W.P. energy rifle.

Secondary Skills: Basic math 94%, read and write 55% (does not increase), cook 82%, fish 75%, pilot truck 88%, first aid 85%, body building, and sing 40% (he sounds terrible, but Ricky encourages him any way).

Appearance: A giant hunchedbacked demon with tiny bat wings, blank eyes, long tongue and huge ape-like arms.

Occupation: Country boy and ex-arch super criminal.

Weapons: Rarely uses any weapons these days but can use many. Tends to rely completely on his super abilities.

Vehicles: Quite often uses a motorcycle he has stolen.

Body Armor: None

Rachel "Ricky" Richardson

Rachel is a Tom Boy who prefers to be called "Ricky." She is a sweet child with a heart of gold. She love the outdoors, animals and freedom. Neither she nor her grand-dad realize that her special "gift" is that she is a natural psionic whose powers are only beginning to blossom. It was through empathy and empathic transfer that was initially able to touch Lethalis. Since then, the two have become best friends.

Real Name: Rachel Richardson

Alias: Ricky

Alignment: Principled

Hit Points: 66, S.D.C.: 15

Weight: 45 lbs (20 kg), **Height:** 4 ft (1.2 m) when standing on tip toes. **Age:** 10, **Sex:** Female

Attributes: I.Q. 14, M.E. 24, M.A. 19, P.S. 6, P.P. 8, P.E. 12, P.B. 15, Spd. 9

Disposition: Cheerful, considerate, kind, compassionate, generous and playful. She knows Lethalis is really a good person who has been mistreated and mislead by bad people. She loves him and will not be willingly seperated from his side.

Experience Level: Second (2)

Combat Skills: None

Attacks Per Melee: Two hand to hand or two psionic

Bonuses: +1 to strike, +1 parry, +3 dodge, +2 to roll with punch or fall.

Other Bonuses: +5 to save vs psionic attack.

Super Power Category: Natural Psionic

Major Psionic Abilities: 74 I.S.P., Empathy and empathic transmission. She will develop telepathy at puberty.

Minor Psionic Abilities: Mind block, resist cold, and see aura. She will develop sixth sense, summon inner strength and hypnotic suggestion at puberty.

Education Level: Basic schooling and on the job training.

Scholastic Bonus: +5%

Skills of Note: Basic math 89%, read and write 89%, cook 67%, sing 55%, dance 57%, fish 75%, botany (farming) 55%, first aid 65%, land navigation 53%, and wilderness survival 55%.

Secondary Skills: Pilot truck 68% and W.P. knife.

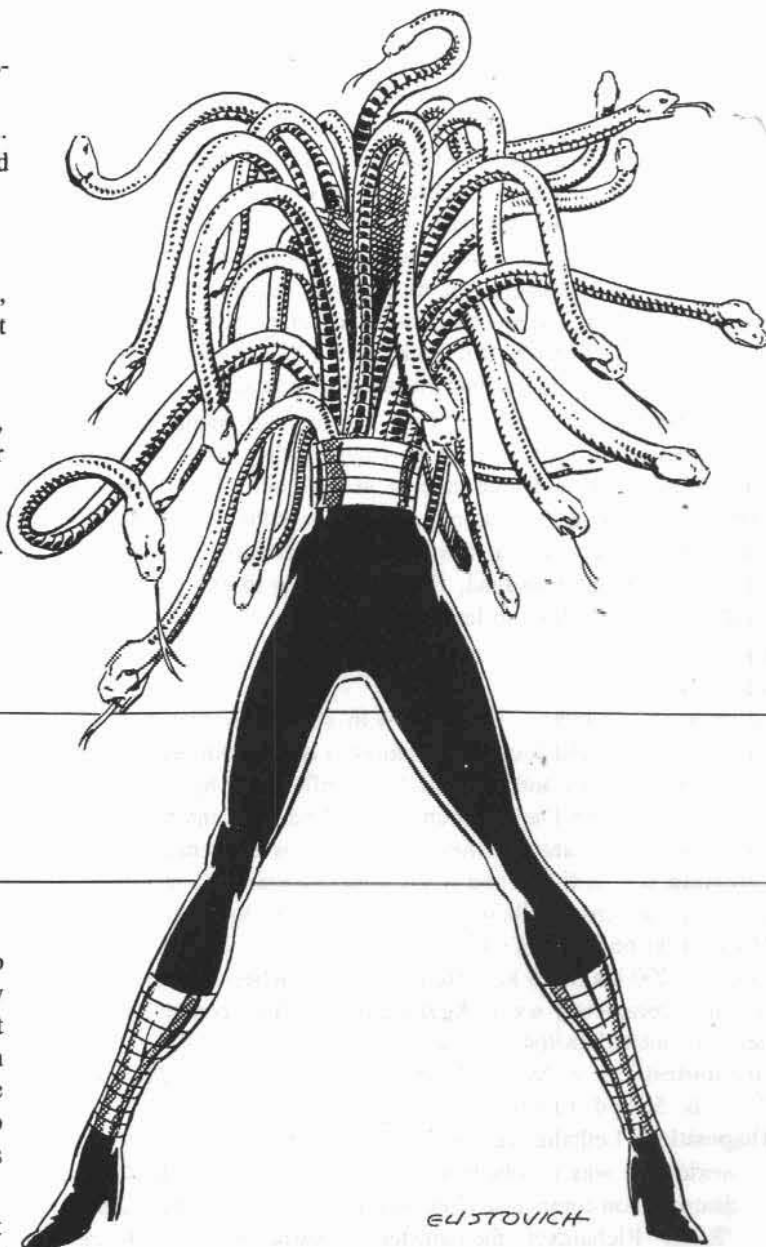
Appearance: A pretty youngster with a short, boyish haircut, sandy brown hair, deep blue eyes, and wears blue jeans or overalls; never a dress!

Occupation: Just a kid.

Weapons: A pocket knife, grand dad's Bowie knife, and grand-dad's rifle and shotgun. Rarely uses any weapons.

Vehicles: Grand dad's old pickup truck and rides on Lethalis.

Body Armor: None



Medusa and Razor — A Duo

By Mike Gustovich & Kevin Siembieda

Medusa

The monstrous creature known as the Medusa is believed to be a member of a forgotten race of subterranean beings that may predate human existence. It is likely that it was her kind that gave rise to the old Greek myths about the Gorgon. The myth was a little off however, because the Medusa cannot turn people to stone. However, the snake's poisonous bite acts instantly to paralyze. The victim's skin takes on a gray pallor, which does give it a stone like appearance.

This particular Gorgon was found unconscious on the coast of Syria and taken into custody for examination. Studies show a creature that is both totally alien to humans, yet remarkably similar in the area of female reproductive organs. To everybody's amazement, the Medusa is intelligent and speaks a dialect of Greek. Each snake-like appendage functions like tentacles with eyes and a mouth, giving the single controlling intelligence a score of eyes, ears, arms and attacks from all directions. The snake appendages are quite prehensile and can coil around objects and use simple weapons and tools. However, they are far more limited than hands, preventing the creature from using the average gun, tools, and devices that require an opposable thumb and fingers.

Where the creature may have come from remains a mystery. The thing has been totally uncooperative and violent. Medusa's only friend is the renegade cyborg, Razor. It is through Razor that Medusa has learned about the world of humans and has realized that she possesses powers that give her an edge over the pitiful soft beings. Razor arranged for her escape and the two have been causing havoc ever since.

Real Name: Medusula Gorgana

Alias: Medusa

Alignment: Diabolic

Hit Points: 42, **S.D.C.:** 170, **Natural A.R.:** 14

Horror Factor (optional): 14

Weight: 130 lbs (58.5 kg)

Height: 7 ft (2.1 m), **Age:** Unknown, **Sex:** Female

Attributes: I.Q. 12, M.E. 18, M.A. 8, P.S. 18, P.P. 14, P.E. 18, P.B. 4, Spd 20

Attributes for the typical Gorgon: I.Q. 3D6, M.E. 4D6, M.A. 2D6, P.S. 4D6, P.P. 3D6, P.E. 4D6, P.B. 1D6, Spd 5D6

Bonuses for the typical Gorgon: +8 on initiative, +3 to strike, +4 to parry, +2 to pull/roll with punch or fall, +2 to save vs magic, poison and psionic attack, and 4D6 × 10 + 20 S.D.C. points.

Disposition: Hates humans, sees them as ugly and inferior. She is very aggressive, competitive, treacherous and volatile. She kills the repugnant humans without hesitation. Trusts her friend Razor completely and likes the DT aliens.

Experience Level: Fifth (5)

Combat Skills: Hand to Hand: Basic — also see poisonous bite.

Attacks Per Melee (Special): Ten (10). **Poisonous Bite:** Each snake bite causes only 1D4 damage, but also injects a poison that paralyzes. The paralysis takes effect instantly and lasts for 1D6 minute per each bite. The victim of the paralysis falls to the ground, completely unable to move and the skin turns a pale grey color. Note that the skin will stay grey for 24 hours.

A successful save vs poison will prevent the paralysis but the individual still suffers from the toxin: -1 on initiative and -1 to strike, parry and dodge. The effects of many bites are cumulative. Roll to save vs each bite.

Bonuses: +10 on initiative, +6 to strike, +10 parry, +6 dodge, +4 to pull/roll with punch, fall, or impact and cannot be surprised from attack from behind. Kick attack does 1D6 damage. Critical strike on an unmodified roll of 19, or 20. Other bonuses include +4 to save vs poison/magic, +4 to save vs psionic attack, and +6% to save vs coma/death.

Super Power Category: Effectively, an Alien.

Major Super Ability: Chameleon

Minor Super Abilities: Night vision and energy resistance. Note that all Gorgons have the same super abilities.

Natural Abilities: Prehensile snakes/tentacles. Snakes regenerate within 4D6 days when hurt or dismembered. Also has a natural armor rating (A.R. 14) and high S.D.C.

Education Level: Equal to one year of college

Scholastic Bonus: +10% on skills of note.

Skill Penalty: -20% on the skills that require fingers and a thumb, like picking locks, sewing, computer operation and most electrical, mechanical, medical and science skills.

Skills of Note (all Gorgons have these same basic skills): Basic math 98%, read and write Greek and Latin 90%, dance 74%, fish 90%, land navigation 66%, wilderness survival 70%, intelligence 68%, hand to hand: basic, W.P. blunt, W.P. knife, W.P. sword, and native language is Greek 90%.

Secondary Skills: General athletics, prowl 70%, swimming 82%, pilot automobile 96%, pilot sailboat 76%, and language: Syrian and English 75%.

Appearance: A frightening mass of coiled snakes and the lower body and legs of a humanoid.

Occupation: Mercenary, terrorist, and criminal.

Weapons: Relies on her super abilities, but often uses blade and blunt weapons like knives, swords, maces and clubs; she has a collection of ancient weapons.

Vehicle: She loves to drive fast cars, but owns none.

Body Armor: None

Money: Has only minimal need for money and lets her partner, Razor, handle that end of things. However, she has collected what she considers her treasure, which includes 50,000 in gold bars, 60,000 in gems and jewelry, and 10,000 in cash.

Razor

Blair Griffith is a tough, intelligent woman who craves adventure and power. Always athletic, she joined the military and became one of the few women assigned to a Special Forces team. After six years she left the service to become a mercenary. It was at this point that she joined a terrorist organization sponsored by the Syrian government and agreed to submit to bionic improvements. She was always fond of bladed weapons so they were included as part of her bionic arsenal she was given.

However, Blair grew disenchanted with the organization and again longed to go off on her own. This was not possible because she had agreed to work for the terrorists for eight years in exchange for her bionics; she had five and a half years to go. Despite the consequences, Blair decided to leave and took the strange creature known as the Medusa with her.

Since then, she and her hideous partner have entered a life of crime as mercenaries and criminals. Criminal activity includes theft, kidnapping and extortion, espionage, sabotage, terrorism, and murder. The terrorist organization she once worked for has placed a price of one million dollars on both of them and is actively trying to kill them. Assassins and freelance mercenaries have been hired to extract revenge, but so far, all have failed. These attacks have gotten so annoying that the pair are considering attacking and killing the leaders of the terrorist group in hopes of getting them off their backs. Certainly, they will accept any assignment from any employer who will pay to see the terrorists destroyed, especially if the employer provided another couple of agents to assist them.

Note: The Dark Tribunal has contacted the pair and tried to recruit Medusa to their organization. She has declined the invitation in order to stay with her friend, Razor, but both have become freelance operatives of the DT. If the two ever need a



helping hand, the Dark Tribunal is there for them. The Tribunal may also help in the elimination of the terrorists who hound the duo and rescue them from the authorities. Both are trusted by the DT aliens.

Real Name: Blair Griffith

Aliases: Bonny Hudson, Illia Sanfra, and Razor

Alignment: Miscreant

Hit Points: 58

S.D.C.: 102 (with shoulder/arm exoskeleton) or 650 with the 3/4 bionic body armor (A.R. 16).

Weight: 198 lbs (89 kg — includes bionics)

Height: 6 ft (1.8 m), **Age:** 28

Attributes: I.Q. 17, M.E. 18, M.A. 19, P.S. 24 (bionic), P.P. 22 (bionic), P.E. 18, P.B. 23, Spd. 22

Disposition: Independent, resourceful, imaginative, daring and capable. She has an insatiable lust for adventure and love to travel and take risks. She and Medusa are surprisingly good friends.

Experience Level: Eighth (8)

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Seven (7)

Bonuses: +4 to strike, +7 parry and dodge, +13 damage, +7 to pull punch, +10 to roll with punch, fall, or impact. Knockout/stun on a unmodified roll of 17-20.

Other Bonuses: +6% to save vs coma/death, +2 save vs magic/poison, +2 save vs psionic attack.

Super Power Category: Bionics

Education Level: Military

Scholastic Bonus: +10% + 3% I.Q. Bonus.

Skills of Note: Demolition 94%, demolition: disposal 94%, W.P. automatic rifle, read sensory instruments 98%, pilot tank 91%, swimming 89%, fencing, boxing, and gymnastics (sense of balance 88%, climb rope 87%, climbing 65%, back flip 98%, leap 14 ft/4.2 m vertically and horizontally).

Secondary Skills: Pilot automobile 98%, pilot race car 93%, body building, general athletics, W.P. knife, W.P. sword, W.P. sub-machinegun, language: Syrian 93% and her native tongue of English 98%.

Appearance: A tall, beautiful woman with warm green eyes, and long brown hair. Dresses in red and gold costume or similarly styled bionic body armor. Has a British accent (a native of England).

Occupation: Mercenary, terrorist, thief and assassin.

Bionic Body Parts: Most of her body is human. Only the arms and implants are bionic and include the following: Bionic arms, reinforced exoskeleton for the arms and shoulders, bionic lungs and various weapons and implants (see features).

Bionic Features: Amplified hearing, ear mike, radio transmitter and receiver, motion detector, radar detector, radiation detector, bio-scan, mini-computer, gas filtration system (lungs).

Bionic Weapons: Right arm and hand: retractable finger blades (1D6 plus PS damage bonus), retractable forearm blades (3D6 plus PS damage bonus). Left arm and hand: Razor fingernails (1D4 damage), knuckle spikes (1D4 damage each, shoot up to 120 ft/36 m), and concealed mini-laser (2D6 damage).

Bionic Body Armor: Three-quarter suit: A.R.: 16, S.D.C.: 600 plus 50 from exoskeleton.

Weapons: Razor also uses a variety of conventional weapons and has a DT alien laser rifle, given to her in lieu of payment for an assignment.

Vehicles: Loves sports cars and has a DT alien anti-gravity harness.

Available Money: Has about 60,000 dollars stashed away, plus has another \$60,000 in jewelry. The pair has \$100,000 in a French bank account and \$87,000 at Loyd's of London.

The Mighty Static Man

By Kevin Siembieda

Static Man is very sincere about being a super-villain and thinks of his comparatively minor powers as quite significant. He is unbearably brazen and confident. He doesn't take himself or life too seriously. As a result, he'll often play his powers for laughs or to be cocky, such as pulling up women's dresses, making a police officer's hair stand up on end, followed by a joking commentary like, "Don't be afraid I won't hurt you," or "Oooo scary," and so on.

He is always melodramatic, bellowing things like, "Beware the Static Man," "Such is the power (or might) of the Static Man," "Feel my power," "Suffer my wrath," etc. Likewise, he tends to overplay his hand, making cornball speeches and staying around a crime scene too long. He sees himself as a lady's man and often flirts with attractive bystanders. In one instance, he entered a bank dressed in an expensive suit with two beautiful bimbos on each arm, robbed it, and managed to avoid the police. On another occasion he gave a lovely teller a long romantic kiss, winked and said, "I know what you're thinking, but I'm no good for you," and departed. The press has dubbed him the "Hollywood Bandit."

Despite his shenanigans, Static Man can be very resourceful and tricky. He has managed to rob eleven banks, nine convenience stores and two jewelry shops without being captured. He knows his powers well and uses them to their full potential. However, his lackadaisical outlook and insufferable self-confidence causes him to be so cocky that he takes foolish chances.

Real Name: Steven Thornstrong

Alias: Steven Watts, Elia Bolt, Static Man, and the Hollywood Bandit.

Alignment: Anarchist

Hit Points: 36, **S.D.C.:** 48

Weight: 175 lbs (79 kg), **Height:** 6 ft (1.8 m), **Age:** 20

Attributes: I.Q. 12, M.E. 13, M.A. 27, P.S. 19, P.P. 17, P.E. 13, P.B. 18, Spd. 15

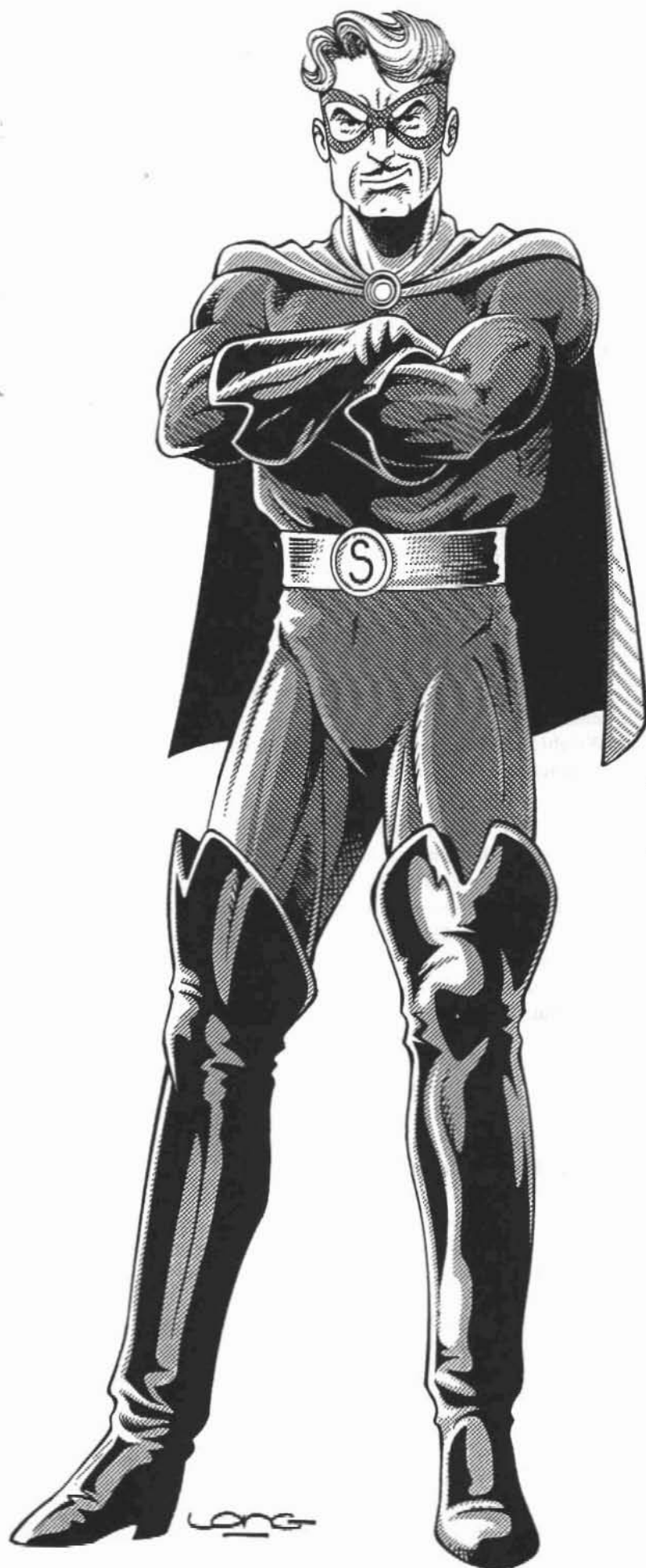
Disposition: Ridiculously impudent, bold, daring and melodramatic. Confident, resourceful and inventive. Has a good sense of humor and likes using his electrical power to play pranks. Has an eye for the ladies. He enjoys life and his super powers, but doesn't take anything too seriously; this will often lead to him getting in over his head. Other villains think of him as just a smartass kid.

Experience Level: Fourth (4)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)

Bonuses: +1 to strike (+3 with sword), +4 parry (+6 with sword), +4 dodge, +4 damage, +3 roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Kick attack doing 1D6 damage.



Other Bonuses: +92% to evoke trust or intimidation and 45% to charm and impress.

Super Power Category: Mutant

Major Super Ability: Control static electricity (see NEW super abilities section).

Minor Super Abilities: Extraordinary mental affinity and energy resistance.

Education Level: One year of college (journalism & physical).

Scholastic Bonus: +10%

Skills of Note: General athletics, body building, archery, W.P. bow, fencing, computer operation 85%, intelligence 64%, photography, and writing.

Secondary Skills: W.P. sword, W.P. automatic pistol, dancing 58%, cook 68%, fish 75%, pilot automobile 98%, pilot motorcycle 72%, and first aid 65%.

Appearance: A tall, handsome and charismatic young man with dark brown hair, and a dashing demeanor.

Occupation: Bank robber and gigolo.

Weapons: Rarely uses any weapons these days, but does use a sword or pistol from time to time (he has a collection of both). Tends to rely completely on his super abilities.

Vehicles: A motorcycle for quick get aways, also owns a souped-up, black, 1970 Corvette.

Body Armor: Occasionally wears light body armor, like a vest or frag cape.

Money: He likes to live in luxury and loves to spend money on himself. Typically has 1D4 x 1000 dollars in cash, \$5000 in credit, and 4D6 x 1000 in the bank. He also has 50,000 in men's jewelry.

Mr. Plague

By Steve Sheiring

Matthew Bubon was a wandering, homeless, alcoholic. He had no friends, except for his fellow street bums. Then one day, he was given an opportunity to be reborn by volunteering for a secret medical experiment. Actually, he was picked up by some local police on the take and transported to a secret laboratory without being formally charged, arrested, or fingerprinted. Of course, Mr. Bubon was too drunk to know or care. The experiment was designed to test advancements and recent breakthroughs made in the area of bolstering the human immune system. This specific experiment dealt with an artificial blood. Unfortunately, a mutating virus developed and killed six of the seven human test subjects. Only Matt Bubon survived, but even he suffered abnormal side effects.

Continued experimentation with the artificial blood extract proved fruitless. If the blood was not just right, the test animals died or did not respond. Furthermore, the blood was extremely unstable, always mutating within 24 hours. It seemed that either some foreign agent, not previously noted in Mr. Bubon's blood, reacted positively to the blood (it can not be determined, let alone replicated), or there was one particular moment in the mutation process of the artificial blood that, if timed just perfectly, would react well to the test subject and instill the healing and other properties exhibited by Matt. Many of those properties were certainly undesirable and dangerous. The experiment was a disaster and an embarrassment.

In Mr. Bubon's case, the blood seemed to change his body on a molecular level. Bones became stronger, muscles and tissue denser, and his resistance to disease and even drugs was dramatic. Matt's deteriorating liver and other alcohol ravaged organs healed themselves within a matter of days. The subject's physical prowess and endurance were also enhanced. For a brief period, the scientists thought they had triumphed, then disturbing things began to happen. Mr. Bubon developed strong, thick, razor-sharp fingernails that were more tooth-like in consistency than nail. His bones and muscles also took on a somewhat distorted configuration and strange, new glands were growing in his arms. The subject also began to exhibit antisocial tendencies.

It was soon discovered that the glands created a toxic chemical. Matt could easily stab or cut through flesh with the sharp fingernails and inject the dangerous chemicals into the body or bloodstream of another creature. At first the toxin was like a fast acting poison and often deadly to the lab animals injected with it. But some of the animals got sick rather than die, and the symptoms seemed inconsistent. As it turned out, Mr. Bubon could inject four different types of toxins into his victims, each with a different effect, but all caused sickness or death. Ultimately, the death toll on test subjects reached an unacceptable level, and the experiment was forced to terminate. Things got worse.

Mr. Bubon became increasingly restless and both physically and verbally abusive. The transformation was now seen as a Doctor Jekyll and Mr. Hyde curse rather than a cure, and it was an aggressive, belligerent Mr. Hyde that they had unleashed. This was never more evident than the first night Mr. Bubon went on a rampage. Thirty-four laboratory animals were brutally dismembered. Two lab technicians were beaten near death and another, a woman, was raped and beaten.

Bubon's eyes gleamed with the wild spirit of an insane animal. It took eight men to subdue him, one was killed, his neck broken, and two others suffered weeks of illness from his poisonous injections. Once sedated and restrained, Mr. Bubon explained that he was consumed with a lust for blood and went to the laboratory to feed on the animals' blood and entrails. Once he had tasted blood and the killing started, he could not stop himself. He described the experience as a moment of complete freedom and ecstasy unlike anything he had ever known. The first two technicians tried to stop him so he beat them into submission. He did not remember the woman or the fight with the eight men.

It was decided that things had gone too far and were out of control. The decision: It was time for Mr. Bubon to find eternal peace. They shot him full of lethal chemicals, monitored his apparent death, dumped his body in an abandoned tenement building, destroyed all records of his presence and data on most of the artificial blood experiment, and set the laboratory on fire. All the evidence was destroyed and they could now rest easy, however the body of Matt Bubon was never found.

It was about two weeks later that the first reports about a homicidal killer stalking the city streets hit the newspapers. Five weeks after that, city officials announced an outbreak of disease, particularly among the homeless population. The homeless warned of a man called Mr. Plague, with teeth on his fingers and who spreads death with their touch. But the authorities have dismissed such talk about a bogeyman as superstition and hysteria.

Mr. Plague lives among and preys on the inhabitants of the city. Initially, he will kill only vagabonds, street punks, prostitutes, and animals. But eventually, Mr. Plague will begin to attack others, including law officers, as he becomes increasingly bold and aggressive. Matthew Bubon has become the inhuman predator, Mr. Plague, who loves to hunt and kill, not only for food, but for pleasure. He is also given to all sorts of violent actions, including rape, beatings, torture, murder, robbery, arson, and vandalism (the latter three are just for fun and/or an expression of his aggression and dominance). He loves to fight as much as he loves the taste of blood.

Unlike ordinary villains, Matthew Bubon has no identity, no credit cards, no driver's license, no home, no family, nor desire for worldly possessions; nothing to identify him or to tie him to humanity. He lives like an animal, stalking among the shadows. The dark streets, subways, sewers, slums, and derelict buildings are his favorite hunting grounds. He sees the city as his territory and he is the master of it all. Matt can survive sleeping inside a rain drenched box and eat just about anything from garbage to the raw flesh of a recent kill. Tracking down a survivor like him is no easy task.

Name: Mr. Plague

Aliases: Many: every time someone asks his name he just makes up another one. Even he has trouble remembering his real name.

True Name: Matt Bubon

Alignment: Diabolic

Hit Points: 50, **S.D.C.:** 145 (mostly the result of the experiment).

Weight: 155 lbs, **Height:** 5 ft 7 in., **Age:** 40, **Sex:** Male

Attributes: I.Q. 13, M.E. 15, M.A. 12, P.S. 20, P.P. 22, P.E. 30, P.B. 7 Spd. 19

Disposition: Ornery, hateful, spiteful, and selfish. A vicious bully who loves to hurt others. He can be very sneaky, clever, and deadly. When in a killing frenzy, he fights to maim and kill anybody who gets in his way. When not inflicting suffering or death, Mr. Plague is sleeping in some dark, secret hideaway.

Experience Level: 9th

Combat Skills: Hand to hand: basic, +9 parry/dodge, +5 strike, +5 to damage, +4 roll with punch/fall/impact, +8 vs magic, +30% vs coma. Claw attack inflicts 1D6 damage, like a knife, plus damage bonus.

Attacks per Melee: Eight (8; one added by the mutation, another from the boxing skill).

Super Power category: Experiment

Super Powers: Cause plague/sickness (special), radar, nightvision, and healing factor, plus increased P.E. (to 26 + 1D4), increased P.S. and P.P. (+1D6), increased S.D.C. (2D6 × 10), one additional melee attack, and is impervious to disease, cold, poison, and most drugs.

Special Plague Power (do not add to available major powers):

Mr. Plague is filthy and carries many germs, but he can instill sickness by injecting a sort of venom from his fingernails into his opponent, or by secreting it into an open wound. This can be done in combat with a slashing or stabbing attack. Not all clawed attacks are venomous; he can use the venom at will and indefinitely. The effects of the toxic chemicals take hold quickly, within 2D4 melee rounds, and with dramatic effect. The damage from poison is instant. He has four types of venom:



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Poison (first two fingers on the right hand): Inflicts $1D4 \times 10$ damage every time he strikes, unless the person saves vs lethal poison (14 or higher). A successful save means the character suffers only $1D6$ damage from the poison (plus the claw attack damage).

Fever (last two fingers on the right hand): Inflicts a terrible fever. Victims are burning up, dizzy, weak, vision is blurred, the body aches and it is difficult to concentrate. Reduce speed and initiative by half, attacks by two, no combat bonuses to strike or dodge, parry is half, skills are -30% . **Duration:** $1D4$ days per each fever strike that draws blood/hits the body. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration and penalties are half.

Sickness (last two fingers on the left hand): Victims feel sick to their stomach, suffer from headaches, running sinuses, watering eyes, nausea, vomiting, diarrhea, and a strong need to sleep. Cannot hold food down, making the person weaker as time passes. If the victim tries to push himself (always roll at the beginning of each melee round), there's a $1-69\%$ likelihood of collapsing into unconsciousness for $1D6 \times 10$ minutes. Also roll for collapse if the character exerts himself in any other way, or does not sleep at least two hours for every two hours awake. When active, temporarily reduce speed, P.S. and P.P. by half, all combat bonuses and S.D.C. are also at half, attacks per melee are minus two, skills are -20% , and remember to roll for collapse every time the character exerts himself. **Duration:** $1D4$ days per each sickness strike. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration and penalties are half.

Plague (first two fingers on the left hand): Victim turns pale and blotchy, becomes delirious, is burning up with fever, and is so weak that he can barely stand. Looks like he's hovering on death's door. Penalties: Has only one attack per melee, no bonuses of any kind and furthermore is -4 on all rolls. Temporarily reduce physical attributes, S.D.C. and hit points by 75% . The performance of skills is impossible; must sleep 90% of the time. If the character tries to engage in combat or exerts himself in any other way, there is a $1-69\%$ chance of lapsing into a coma — reduce hit points to zero and roll to save vs coma (immediate medical attention is suggested). **Duration:** One (1) day per each plague strike. Save vs non-lethal poison is applicable (16 or higher). A successful save means the duration is half.

Educational Level: High School (scholastic bonus: $+5\%$)

Skills of Note: Domestic and Physical Skill Programs. Fish 98% , cook 98% , sew 98% , boxing, prowl 90% , hand to hand: basic, climbing 98% .

Secondary Skills: W.P. blunt, W.P. knife, first aid 98% , pilot: automobile 98% , pilot: motorcycle 98% , wilderness survival 95% , pick pockets 85% , land navigation 84% , pick locks 90% , and basic mechanics 84% .

Appearance: Dirty, smelly, bearded, long haired bum. Shaves and bathes only once a month, usually with clothes still on.

Occupation: None, other than as a nomadic hunter/killer.

Special vehicles: None, but may steal a car, pickup truck or motorcycle from time to time.

Weapons: $1D4$ large knives, a small hatchet (throws it), and a crowbar or lead pipe (either does $1D6 + 2$ damage).

Special Items: None

Common Items: Mr. Plague steals what he needs when he needs it. He does occasionally use guns and other weapons, but has no proficiency in their use. Seldom has more than $2D6 \times 10$ dollars because he just takes what he wants and hurts or kills anybody who tries to stop him.

Armor: None

Description: A wild man with a mane of long, flowing, black hair, pointed teeth, crazy eyes and filthy, tattered clothes. Often raids liquor stores to steal booze. He still loves the taste of alcohol and the high, but cannot stay intoxicated (becomes sober within $2D6$ minutes after the last drink). Mr. Plague never seems to fatigue and can go for a week or two without sleep, but at some point he must rest. Typically, after several days and nights of activity he finds a safe haven and sleeps for $2D6$ days.

Adventure background & Ideas: Obviously, Mr. Plague is a menace, but although he goes on killing sprees and days of violence, he is not constantly killing people. There may even be weeks without a single murder. He may amuse himself by attacking gangs, crooks, police, super heroes or simply go bar hopping, drinking and brawling. If the whim strikes him, he may organize his own band of crooks or join forces with other super villains, or supernatural monsters, but all such alliances are for fun and always temporary.

Mr. Plague is virtually indestructible. He is impervious to cold, disease, poison and most drugs (only one-tenth the normal duration and effects). Unless he is decapitated or

blown to smithereens, he will recover from physical damage. He may appear dead but will heal with time.

At some point, the scientists might resume their experiments, or some other batch of unsuspecting mad scientists might try their hand at developing a helpful (or intentionally mutating) artificial blood or extract. This could result in the creation of other fiends like Mr. Plague. The following is a random transformation table for such experiments.

01-25% Victim develops amnesia. All events of the past 2D6 years are permanently forgotten. Add 1D4+2 to the character's P.E., 1D4 to P.P. attribute, add 20 S.D.C. and is very active and constantly busy, sleeps very little. That's about it.

26-50% Victim develops a pale, zombie-like appearance and a craving for blood. He will eventually come to believe himself to be a vampire. Add 1D6+3 to P.S. attribute, 1D6 to P.P. and P.E., 4D6+20 to S.D.C., and gets the super abilities of healing, nightvision, and heightened sense of smell. Eyes become so sensitive to light the person is blinded by light stronger than a 150 watt light bulb; a nocturnal hunter, lethargic until twilight.

51-75% Victim experiences incredible hair growth, sprouts fangs, and the face becomes somewhat canine. The bones, muscles and skin become tough (add 2D6×10 to S.D.C., 1D4+2 to P.S., 1D4 to P.P. and 1D4×10 to Spd), acquires the minor powers of heightened sense of hearing and nightvision, and the individual has a lust to hunt and kill. Also roll for random insanity.

76-00% Victim develops the same powers as Mr. Plague.

Note: In addition to the mutations previously listed, all individuals develop syringe-like fingernails, alignments are changed to miscreant or diabolic, and all must kill once per week or go insane and commit suicide.

The Negator — Bounty Hunter

By Adam & Kevin Siembieda

Allen Flobine is a self-serving mercenary who received his combat training from the Israeli Special Forces. He is an experienced combat veteran, familiar with espionage, manhunting, and combating super humans. His own unique super power enables him to temporarily negate another being's super abilities. This has made him particularly adept at capturing super powered menaces. With the increasing number of paranormal criminals and vigilantes, his services are in greater demand than ever.

He has sold his service to numerous governments, agencies, corporations and individuals around the globe. Being a self-serving rogue, he has also worked for criminal organizations, but the Negator is smart and never reveals the names of his clients unless it is public knowledge or to his advantage. Likewise, he carefully avoids negative publicity, but can be a glory-hound if the press is positive, making public appearances, speeches, and grandstanding.



Real Name: Allen Flobine

Aliases: Adam Sims, Len Binder, the Negator and others.

Alignment: Anarchist

Hit Points: 43, **S.D.C.:** 82

Weight: 234 lbs (105 kg — all muscle)

Height: 6 ft, 5 inches (1.95 m), **Age:** 27

Attributes: I.Q. 12, M.E. 14, M.A. 10, P.S. 20, P.P. 20, P.E. 19, P.B. 10, Spd. 18

Disposition: Snide, rough, tough, loud, and demanding. Tends to be melodramatic, vain and cocky. He has a wisecrack for every occasion. He is also resourceful, patient and persistent — never gives up.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Seven (7)

Bonuses: +4 to strike, +5 to parry, +5 dodge, +5 damage, +3 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). Karate kick (1D8 damage), jump kick (critical strike), paired weapons, and entangle. Critical strike on an unmodified roll of 18, 19, or 20.

Other Bonuses: +20% to save vs coma/death, +5 save vs poison/magic, and +3 save vs psionic attacks.

Super Power Category: Mutant

Major Super Ability: Negate super powers (see New super ability section)

Minor Super Abilities: Mental stun and healing factor.

Education Level: Military

Scholastic Bonus: +10%

Skills of Note: Tracking 70%, intelligence 74%, land navigation 74%, escape artist 70%, pick locks 75%, sniper, W.P. paired weapons, W.P. target, W.P. sword, W.P. blunt, W.P. automatic pistol, and W.P. automatic rifle.

Secondary Skills: Computer operation 90%, radio: basic 80%, first aid 80%, body building, general athletics, pilot airplane 94%, pilot automobile 98%, and pilot motorcycle 84%.

Appearance: A large man with dark brown hair and smoldering grey eyes. Typically wears combat fatigues with ammo belts and weapon harness.

Occupation: Professional bounty hunter and mercenary.

Weapons: Pair of Nunchaku (1D8 damage; two pair can be used as a paired weapon), mini-uzi (2D6 damage normal bullets or special explosive rounds 4D6 damage), auto mag (4D6 damage), Ithaca Stakeout shotgun (5D6 damage). Will use any weapon that is appropriate for the job.

Special Weapons: Purchased from illegal manufacturers, they include:

1. Electro-Sword. The weapon can be used as an ordinary sword (2D6 damage) or can be encircled by electricity (3D6 damage and causes shock — victims lose the initiative). The sword can also fire a short blast that inflicts 3D6 damage and dazes its victim for one melee/15 seconds (lose initiative and one melee attack, -1 to strike, parry and dodge).

2. A modified M16 with grenade launcher. The M16 has been converted to shoot tranquilizer darts and the grenade launcher is used to fire tear gas, knockout gas, smoke, and other gases to subdue and capture opponents.

Body Armor: Owns a variety of different types of light and heavy armor.

Vehicles: Black jeep, pickup truck and airplane.

Money: Makes a reasonably good living working for different governments, industries and wealthy individuals. Has credit for about \$25,000, 1D6 x 1000 dollars in cash and about half a million in the bank.

Note: Has worked freelance for the U.S., Canadian, and German S.C.R.E.T.s agencies, Israeli government, Interpol, the Dark Tribunal and Fabricators Inc.

Nightwalker & The Minions of the Dark

By Steve Sheiring & Kevin Siembieda

Robert Smith was an out of work entertainer in desperate need of money to pay off gambling debts to the mob. As fate would have it, he was recruited for a secret government experiment. The high pay, bonuses, and perks were too tempting to turn down, so Robert became a willing, human, guinea pig.

For an entire year, Robert was subject to experimental drugs, varying doses of radiation, and whatever else the experimenters could throw at him. He didn't know or really care what the purpose was behind any of the experiments as long as he got paid. The experiments stressed every part of Robert's physical, spiritual, and emotional make-up. Overall, the secret project produced disappointing results and was eventually cancelled due to government cutbacks. Robert and the other test subjects were given a generous layoff benefit and sent back to private life. As far as the government was concerned, the experiment was a failure. Or was it?

Six months after he left the project, Robert began noticing a change in himself. Strange powers began to manifest themselves, like great strength and nightvision. He also experienced disturbing sensations of fear over the simplest things, like daylight and the crucifix. Soon, he came to believe that he was turning into a vampire! Within two months, the out of work entertainer went through a psychological and physical metamorphosis, becoming his current alter ego, the vampire, Dirk Nightwalker. He retains many of the traits, talents, skills, and memories of Robert Smith. Now they are simply bent in a new direction.

For all intents and purposes, Smith has become a vampire. He finds that bright light hurts his sensitive eyes, while sunlight blinds him and causes burning pain. He has developed phobias

(deep-rooted fears) toward daylight, religious symbols, holy water, wooden stakes, garlic and other traditional anti-vampire items. In reality, none of these items can physically hurt him. However, he believes they can and is so terrified of them, that he actually suffers the painful symptoms that these items are said to cause in vampires. It's all psychosomatic, like a hypochondriac, but very real to Mr. Smith, or should we say, Dirk Nightwalker.

Government psychiatrists insist that the vampire fixation is a fluke psychological manifestation completely unrelated to the government experiments. One might be tempted to believe their adamant denials, except that nearly all of the other, 48, volunteer subjects suffer from the same vampire delusion. These subjects are even more insane than Nightwalker and believe they need to drink human blood to survive. The government has Nightwalker convinced that they can give him special drugs and blood transfusions to reduce his vampire feelings and hunger for human blood, but it is all really a placebo — he believes the treatments work, so they do.

Robert Smith/Dirk Nightwalker is the only one who has turned to the government for help and as a result, has been recruited as a special government agent. His mission: to track down and destroy the other 32 known subjects who believe themselves to be true vampires. Unlike Nightwalker, these others have become blood-thirsty creatures of the night, feeding on humans and/or becoming super villains.

Name: Mr. Dirk Nightwalker

Aliases: Robert Blood, Robert Smith, D. Night, Count Nosfer

True Name: Robert Smith

Alignment: Anarchist

Hit Points: 55, **S.D.C.:** 255 (30 from experiment, 25 from skills, 20 from animal abilities/metamorph, 180 from invulnerability)

Weight: 175 lbs, **Height:** 6 ft 1 in, **Age:** 26, **Sex:** Male

Attributes: I.Q. 16, M.E. 12, M.A. 24, P.S. 21, P.P. 24, P.E. 19, P.B. 24, Spd. 17 — flying in bat form: 22 (about 15 mph/24 km).

Disposition: Warm, friendly, charming. Makes you feel very relaxed around him, which he can use to lull people into a false sense of security. Projects an image of being cultured, well-groomed, and suave. In step with current trends in fashion, art, books, and news events.

Experience Level: Sixth (6)

Combat Skills: Hand to hand: martial arts, 4 additional attacks per melee, +7 strike, +9 parry/dodge, +6 damage, +7 roll with punch/fall, +2 vs poison/magic, and +28% vs coma/death.

Other Bonuses: +3% skill bonus (included in the skill percentages), 80% trust/intimidate, 70% charm/impress.

Attacks per Melee: Six (6)

Super Power category: Experiment

Super Powers (2): Invulnerability and animal metamorphosis (nocturnal bat/rodent; see **Heroes Unlimited**, page 176). Bullets, explosions, electricity, lasers, fire, cold, etc., inflict no damage (see **Heroes Unlimited**, page 185, for full details). The animal metamorphosis also instills the abilities of a *nocturnal animal*, like nightvision 600 ft (183 m), prowls 90%, extraordinary sense of smell and vision, control 1D8 nocturnal animals (bats, rats, mice, etc.) and other abilities (see the top of page 176 in **Heroes Unlimited**).

Unusual Characteristic: Pale green skin color.

Educational Level: Bachelor's Degree (scholastic bonus: +25%).

Scholastic Skills: Sing 90% and dance 95% (both on a professional level), art 85%, photography 98%, writing 79%, hand to hand: martial arts, boxing, and archery.

Secondary Skills: W.P. knife, W.P. auto pistol, pilot: auto 98%, pilot: motorcycle 80%, computer operation 80%, land navigation 60%, pick locks 55%, pick pockets 50%, first aid 70%, and athletics.

Occupation: Secret Operative Agent for the government.

Salary: \$1200 a week, plus an apartment, operating expenses and equipment.

Special Equipment: Compound bow and arrow and pistol style crossbow and bolts. Both have wood arrows with silver tips (for vampire hunting) and trick arrows with explosive heads (6D6 damage), flare, tear gas, and sleeping gas. Also has a sword cane (blade is silver plated and the head of the cane can be removed and used as a grenade), two silver plated daggers balanced for throwing, a half dozen wooden knives, a dozen wooden stakes and mallet, and a mini-uzi with both conventional and silver bullet magazines. Nightwalker also has several types of cameras and camera lenses used for surveillance operations, as well as personal enjoyment. **Note:** The government agency provides agent Nightwalker with vehicles, weapons, gimmicks and equipment. He can also call on secret agent and police back-up, but typically works alone or with his chauffeur. He has Federal agent identification/badge. **Weapon Note:** Agent Nightwalker can not use holy symbols, garlic or holy water against vampires (they hurt him). The wood and silver weapons are okay.

Special vehicles: Armored limousine driven by a full-time chauffeur (a government agent who also acts as Nightwalker's assistant). An arsenal of weapons is located in the vehicle.

Armor: None.

Appearance: Pale green skin color, tall, dark, and handsome. His hair is always slicked back and he often dresses as if going to an opera (tuxedo or expensive Italian suit, with cape, ornate walking cane, etc.). Always wears black or dark clothing, from jump suits to tuxedo; some say he reminds them of Count Dracula.

Description: Nightwalker can transform into a bat or any type of rodent. Unlike the vampires Robert Smith used to read about and see in the movies, Dirk Nightwalker is very modern, drives cars and motorcycles, uses computers, and secret agent gizmos. His underground chambers include cable television, VCR, a laser disc stereo system, a micro computer, photography lab, and microwave oven. Furthermore, he can somewhat control his appetite for blood and can eat and drink normal food. Unfortunately, he does think he is a vampire and occasionally has to fight the urge to drink blood and does occasionally kill his opponents by cutting or ripping out their throat. Other than that, he's really a likable fellow.

Note: Nightwalker fears wooden stakes, arrows and weapons made of silver but they cannot penetrate his invulnerable skin. Likewise, he will believe that he actually feels agonizing pain from holy water and sunlight, and is held at bay by garlic and holy symbols like the crucifix. This is true of all the experiment subjects.



The Minions of the Dark

The most powerful of these artificial vampires is a woman named Sara Martin, who now calls herself **Lady Dracula**. She is believed to have organized a crime ring with six of the other vampire subjects as her minions. These other vampires worship her as their lord and master and will die serving her. She has also enlisted an impressive number of criminals and scoundrels into her organization. She is very smart, worldly, diabolical, and is on the verge of building a criminal empire. She has no regard for human life and deals in drugs, prostitution, extortion, murder, and anything else that brings a profit and torments humans.

In order to sustain her need for blood, Lady Dracula has opened a macabre nightclub called "The Coffin Banger," located in a seedy part of town. It is frequented by both the wealthy and the less fortunate. The nightclub is definitely for those looking for something different in the way of entertainment. Lady Dracula is a major celebrity at the club and works the crowd, looking for willing admirers to become her pawns or next victims of vampire hunger. She gives her affection to the handsome, rich and powerful, who she will manipulate and blackmail to her own benefit (feeding on them when they have lost their value). If she toys with a handsome, young man who has no money or connections, you can bet it is simply for her own pleasure or that he has been chosen as her next meal. Slain victims are destroyed in a vat of acid located in the basement.

Lady Dracula has several secret lairs scattered across the city where she can hide from the light of day. The largest and best protected is the one at the Coffin Banger. A well concealed sub-basement is located beneath the basement. Three secret passages lead in and out. Each is locked and hooked to a sophisticated alarm system. Two of the other vampires and six human servants live in the sub-basement dwelling and guard the Lady. Three doberman pinschers also protect the dwelling. If breached at any time, Lady Dracula will be alerted, either by the alarm or by the sounds of a skirmish, and she will flee to another part of the sub-basement or basement. As long as she is not exposed to sunlight, she can move and fight during the daytime.

The lair is spacious with a medium size sitting room, a large library and curio room (this room also has two loaded rifles and a pair of silver plated samurai swords hanging on the wall), a large, formal dining room, small kitchen, two storage rooms, a wine cellar, eight bedrooms, two tiny bathrooms, and a medieval style torture chamber with chains and manacles attached to the

walls, two surgical tables with metal restraining clamps and an iron maiden. The three vampire chambers are concealed. Lady Dracula's is the largest, and protected by a web of lasers that fill a 12x12 foot room (inflict 3D6 damage every time one is touched; roll damage twice for each melee action inside the laser web). All the furnishings are lavish and show expensive taste.

The nightclub generates a monthly profit of about \$25,000, while current criminal activities generate about \$200,000 a month, a third of which is pure profit. Lady Dracula has an estimated half million in various bank accounts and \$300,000 hidden in her lair at the Coffin Banger.

Name: Lady Dracula

Aliases: Sara Martin and Sandra Dark

True Name: Sara Martin

Alignment: Diabolic

Hit Points: 32, **S.D.C.:** 260 (30 from experiment, 10 from skills, 20 from animal abilities/metamorph, 200 from invulnerability)

Weight: 135 lbs, **Height:** 6 ft, **Age:** 24, **Sex:** Female

Attributes: I.Q. 15, M.E. 18, M.A. 23, P.S. 19, P.P. 21, P.E. 18, P.B. 24, Spd. 14 — flying in bat form: 22 (about 15 mph/24 km).

Disposition: Charming, sexy, playful, coy. Infatuates and teases men, lulling them into her confidence so she can manipulate them. Sinister, cunning, ruthless, and a cold-blooded murderer. Consumed with attaining wealth and especially power.

Experience Level: Fifth (5)

Combat Skills: Hand to hand: martial arts, 3 additional attacks per melee, karate kick, leap kick, entangle, +5 strike, +6 parry/dodge, +4 damage, +6 roll with punch/fall, +2 vs psionic attack, +2 vs poison/magic, and +26% vs coma/death.

Other Bonuses: 75% trust/intimidate and 70% charm/impress.

Attacks per Melee: Five (5)

Super Power category: Experiment

Super Powers (2): Invulnerability and animal metamorphosis (nocturnal bat/rodent; see **Heroes Unlimited**, page 176). Bullets, explosions, electricity, lasers, fire, cold, etc., inflict no damage (see **Heroes Unlimited**, page 185, for full details). The animal metamorphosis also instills the abilities of a *nocturnal animal*, like nightvision 600 ft (183 m), prowl 85%, extraordinary sense of smell and vision, control 1D8 nocturnal animals (bats, rats, mice, etc.) and other abilities (see the top of page 176 in **Heroes Unlimited**).

Unusual Characteristic: Requires energy for nourishment, but not a commonly known energy — she feeds on Potential Psychic Energy (P.P.E.). All living creatures have some amount of P.P.E. and that energy doubles at the moment of death. Lady Dracula and most of the other vampires unwittingly feed on this energy, but believe that it is the blood of their victims that gives them nourishment.

Educational Level: One year of college (scholastic bonus: +10%).

Scholastic Skills: Dance 74%, sing 70%, cook 84%, cryptography 60%, laser 70%, optic systems 80%, radio: basic 80%, radio: scrambler 70%, radio: satellite relay 55%, T.V./video 70%, and read sensory equipment 70%.

Secondary Skills: W.P. automatic pistol, W.P. sub-machine-gun, W.P. knife, hand to hand: martial arts, pilot: automobile

98%, forgery 50%, computer operation 80%, and land navigation 56%.

Occupation: Nightclub owner and gang leader.

Salary: The nightclub generates about \$6000 a week profit, plus criminal operations generating another \$50,000 a week. This amount is increasing as her criminal empire continues to grow. Within a year it should be triple the present amount.

Special Equipment: Crossbow with silver tips (for vampire protection) and trick arrows with explosive heads (6D6 damage), flare, tear gas, and sleeping gas. Also has an arsenal of illegal automatic weapons hidden in the basement.

Appearance: Tall, sleek and beautiful. Her hair is long, silky, dark brown, and she always dresses in seductive clothing of the latest fashions.

Description: Lady Dracula can transform into a bat or any type of rodent.

Note: Like Nightwalker, she fears wooden stakes, arrows and weapons made of silver but they cannot penetrate her invulnerable flesh. Like all of the experimental subjects, she will believe that she actually feels agonizing pain from holy water and sunlight, and is held at bay by garlic and holy symbols like the crucifix.

Experiment Created Vampires

The government has forbidden the resumption of the experiment that has created the human vampires. Of the 48 test subjects, 33, including Nightwalker, are known to have become vampires. Four others cannot be found and the remaining 11 appear to be completely normal, at least for the moment.

Alignment: Typically anarchist or evil.

Average Hit Points: 4D6 + 12

Average S.D.C.: Varies dramatically, because not all of these experiment created vampires are invulnerable. Those who are not invulnerable will have about 1D6x10 + 50 S.D.C. while those with invulnerability will average around 220 S.D.C. points.

Weight: Varies, **Height:** Varies, **Age:** 21-40, **Sex:** 60% male

Attributes: Varies as normal; P.S. P.P. and P.E. are typically enhanced by the super powers. Speed flying in bat form is 22, about 15 mph (24 km).

Disposition: Believe themselves to be vampires who must feed on the blood of the living (humans and/or animal). Most feel superior, many have become cruel and sadistic. Otherwise, most maintain the outlook of their pre-vampire personalities.

Experience Level: 1D4 + 1

Combat Skills: Varies with training; most will have hand to hand: basic and 5 total attacks per melee.

Super Power category: Experiment

Super Powers (Vary: roll on the following table):

01-20 Control elemental force: air and nightvision.

21-50 Invulnerability and animal metamorphosis (nocturnal/bat).

51-60 Darkness control, extraordinary strength and physical beauty.

61-70 Darkness control and animal metamorphosis (nocturnal/bat).

71-80 Intangibility and nightvision and heightened sense of smell.

81-90 Extraordinary strength and endurance, plus nightvision, heightened sense of hearing, and flight: glide.

91-00 Animal metamorphosis (nocturnal/bat), impervious to fire/heat, and healing factor.

Unusual Characteristic (roll on the following table):

01-50 Requires energy for nourishment, but not a commonly known energy — feeds on Potential Psychic Energy (P.P.E.). All living creatures have some amount of P.P.E. and that energy doubles at the moment of death. Most of the experiment created vampires unwittingly feed on this energy, but believe that it is the blood of their victims that gives them nourishment.

51-75 Odd skin pigmentation.

76-89 Hair growth stimulated; all body hair tripled.

90-00 Increased mass: add $2D4 \times 10$ to weight and $1D6 \times 10$ to S.D.C., but reduce speed by 20%.

Educational Level (roll on the following table):

01-30 High school graduate

31-60 One year of college

61-80 Two years of college

81-90 Three years of college

91-00 Bachelor's degree

Scholastic and Secondary Skills: Vary with education.

Occupation: Vary; most vampires have turned to a life of crime.

Hunted by the Creating Organization: The government agency that created them is charged with their capture and/or termination. All the heads of Federal crime fighting and defense agencies have been alerted regarding the existence of the vampires. Agent Dirk Nightwalker is in charge of finding and capturing or terminating the renegade vampires. The renegades are considered armed and dangerous super-foes; extreme prejudice and deadly force is advised.

Note: Like Nightwalker, all fear sunlight, garlic, holy symbols, holy water, wooden stakes, weapons made of wood or silver and the usual anti-vampire items. All feel agonizing, psychosomatic pain or phobic terror from such items and holy symbols hold them at bay.

Pestilence

Pestilence is a former entomologist who discovered a serum, made from the fluids of insect brains, which has given him amazing powers over the insect world. Timothy Pountney's colleagues discounted his claims about his newly discovered serum, calling him a charlatan, and a lunatic. To disprove his critics, Pountney decided to forgo any controlled testing and injected himself. The serum initially appeared to be an utter success, enabling him to communicate with, understand, and control insects much like a queen bee commanding her troops. The serum also gives him other powers over the insects, along with the unforeseen ability to heal faster. Unfortunately, another unforeseen side-effect is that the serum is slowly driving him insane.

Pountney has become increasingly paranoid and has begun having delusions of grandeur and there have been an escalating number of incidents of him abusing his power. For example: First he destroyed the secret of his insect formula, because he feared that his colleagues would covet the power for themselves. Then, thinking his colleagues were laughing at him behind his

back, Pountney sent an army of ants and bees to punish them. To his utter delight, the insects followed his every command and killed eight of his detractors. Pountney disappeared immediately afterwards.

Over the ensuing months, Pountney's mind continues to deteriorate deeper into madness. He has recently surfaced, calling himself "Pestilence," and firmly believes that he is one of the Four Horsemen of the Apocalypse sent to punish the puny humans for their evil ways. He has been the cause of several acts of malicious destruction and mayhem, killing hundreds and injuring thousands. He has caused two airliners to crash, derailed a commuter train and has destroyed the research headquarters where he once worked. The FBI and CIA have him listed on their most wanted lists as "Public Enemy Number One." Pestilence follows no set pattern in his murderous rampages, making him all the more dangerous since you never know why, when or where he'll strike next. Pestilence has no friends, except his insect hordes, and trusts no one.

Real Name: Timothy Pountney

Alias: Pestilence

Alignment: Diabolic

Hit Points: 81, S.D.C.: 97

Weight: 174 lbs (78 kg), **Height:** 5 ft, 11 inches (1.75 m), **Age:** 35

Attributes: I.Q. 23, M.E. 28, M.A. 8, P.S. 18, P.P. 10, P.E. 33, P.B. 13, Spd. 20

Disposition: Completely mad, paranoid and a megalomaniac. Feels he has the power to crush the world. Believes he is one of the Four Horsemen of the Apocalypse and has been placed on Earth to destroy humankind.

Experience Level: Twelfth (12)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Seven (7)

Bonuses: +4 to strike, +6 parry, +6 dodge, +5 damage, +4 to pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Critical strike on an unmodified roll of 19 or 20. Pin/incapacitate on roll of 18, 19, or 20. Crush/squeeze (does 1D4 damage). Judo-style body throw/flip does 1D6 damage and the victim loses initiative and one attack per melee. Kick doing 1D6 damage.

Other Bonuses: +50% save vs coma/death, +11 save vs poison/magic, +10 save vs psionic attacks, and +5 to save vs chemicals/toxins.

Super Power Category: Experiment

Major Super Ability: Insect Control (see New super ability section)

Minor Super Abilities: Extraordinary mental endurance, extraordinary physical endurance, and healing factor.

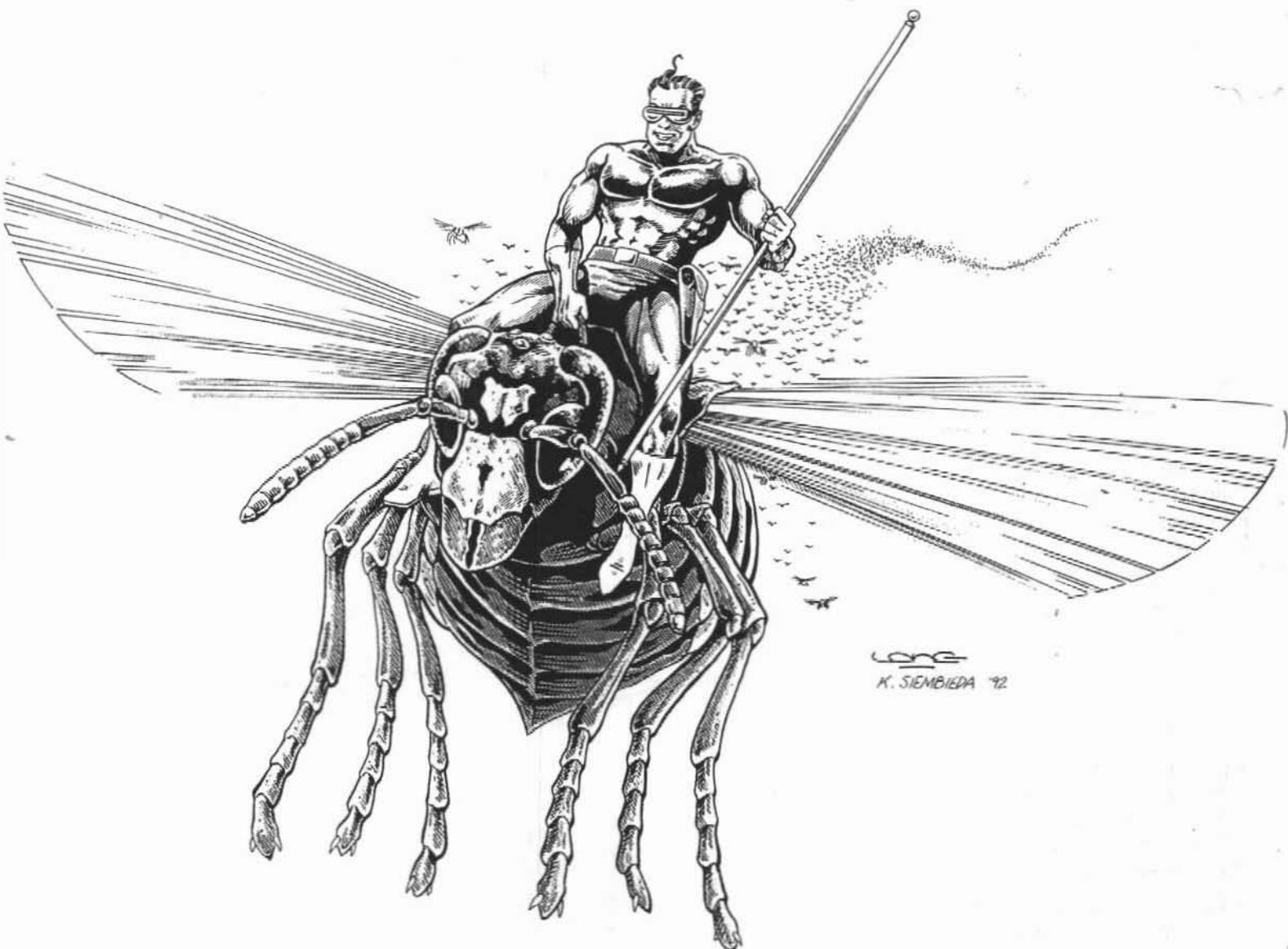
Side Effects Of Experiment: Chemical resistance and insanity.

Education Level: Doctorate

Scholastic Bonus: +35% + 9% I.Q. Bonus

Skills of Note: Electrical engineer 98%, surveillance systems 98%, robot electronics 79%, computer operation 98%, computer programming 98%, computer repair 98%, biology 98%, chemistry 98%, analytical chemistry 98%, advanced mathematics 98%, prowl 98%, body building, wrestling.

Secondary Skills: W.P. automatic pistol, pilot automobile 98%, pick locks 94%, wilderness survival 98%, climbing 98%, swimming 98%, general athletics, and running.



Appearance: Dark hair, green eyes. Wears a skin tight black jump suit with green boots and gloves. Also wears a pair of dark green, wraparound goggles.

Occupation: Terrorist — Harbinger of Doom

Weapons: His favorite is a .45 Model 15 General Officers pistol, but will use other varieties of handguns or other weapons in a pinch. Tends to rely completely on his super abilities.

Pinpoint — Anti-Hero/Mercenary

By Kevin Siembieda

Pinpoint is a happy-go-lucky gent with a cheerful disposition. He was in the US military Special Forces for four years but quit to become a freelance mercenary and bounty hunter. His ability to manipulate kinetic energy makes it possible for him to pass through security check points and enter dangerous situations without any apparent weapons. However, a pocket full of marbles, coins, a baseball, or even a ball point pen, are all dangerous weapons in his hands. He is also the perfect undercover agent because he is so confident, resourceful, and level headed. Much to his personal dismay, he has a baby face and looks like he is only 16 instead of 24. This also works to his advantage in undercover and combat because opponents think he's a kid and not much of a threat.

Real Name: Jonathan Lewis

Aliases: Pinpoint, The Kid, Johnny Target and many others.

Alignment: Anarchist

Hit Points: 39, **S.D.C.:** 48

Weight: 134 lbs (60 kg), **Height:** 5 ft, 10 inches (1.75 m), **Age:** 24

Attributes: I.Q. 15, M.E. 14, M.A. 15, P.S. 20, P.P. 19, P.E. 17, P.B. 13, Spd. 20

Disposition: Energetic, smart, confident, resourceful, cocky and daring. He has a wisecrack for every occasion (but executes restraint and decorum). He is also patient and persistent.

Experience Level: Fifth (5)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Six (6)

Bonuses: +8 to strike in normal hand to hand combat, +10 to strike with any thrown item (including rocks, bolas, boomerangs and shurikens), +11 to strike with a thrown knife or sword, +12 to strike with a bow or sling weapon, +6 on initiative, +9 to parry, +9 dodge, +5 damage, +1 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). Karate kick (1D8 damage), jump kick (critical strike), paired weapons, and entangle.

Other Bonuses: +5% to save vs coma/death, +1 save vs poison/magic, and no penalties when blinded or in total darkness (radar).

Super Power Category: Mutant

Major Super Ability: None

Minor Super Abilities (4): Manipulate kinetic energy (see NEW super abilities), radar, energy expulsion: light and super vision: advanced sight.

Unusual Characteristics: None

Education Level: Military (MOS espionage and weapons)

Scholastic Bonus: +10%

Skills of Note: Tracking 60%, intelligence 66%, land navigation 66%, escape artist 60%, pick locks 65%, sniper, archery, W.P. paired weapons, W.P. target, W.P. sword, W.P. automatic pistol, and W.P. automatic rifle.

Secondary Skills: W.P. knife, W.P. blunt, computer operation 80%, radio: basic 70%, body building, general athletics, pilot automobile 98%, and pilot motorcycle 84%.

Appearance: A handsome, slender, young man with light brown hair, winning smile and youthful appearance (baby face, looks 16 years old). Typically wears grey costume with many utility belts and has a bow and arrow hanging from his back.

Occupation: Professional mercenary and bounty hunter.

Weapons: Standard combat equipment includes: A pair of throwing knives concealed in his gloves (4 total; small 1D4 each), a pair of throwing knives concealed in his boots (4 total; 1D6 each), eight shurikens (1D4 damage), one bola, one boomerang, 9 mm pistol (2D6 damage normal bullets or special explosive rounds 4D6 damage), and bow and arrows.

He can turn ordinary objects that can be thrown into dangerous projectile weapons. He may also use a rifle and other modern weapons, but usually prefers the bow and thrown weapons.

Special Weapons:

1. Longbow and full range of gimmick arrows. Including tracers, smoke, sleep, tear gas and explosive.
2. Exploding shurikens. Inflict 3D6 damage. Typically carries six.
3. Tracer bugs. Marble size bugs that emit a radio signal for up to four days. Two mile range (3.2 km). Typically carries six.

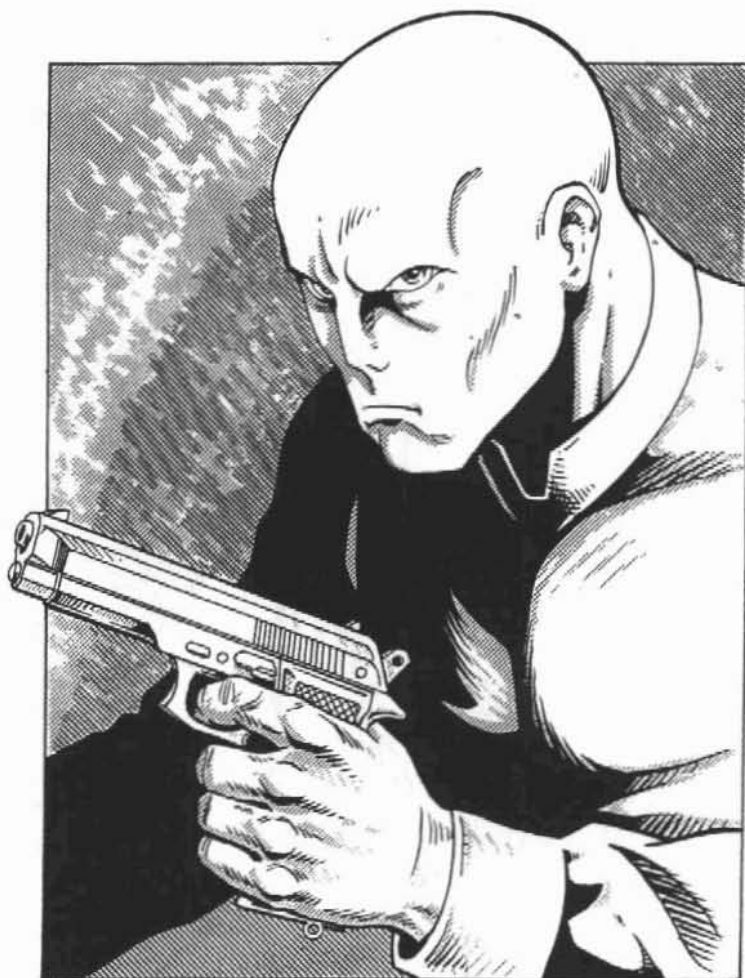
Body Armor: Owns a variety of different types of light and heavy armor, prefers light — often wears a frag cape of his own design (A.R. 13, 120 S.D.C.).

Vehicles: Black motorcycle, or other vehicle appropriate for the job.

Money: Makes a reasonably good living as a freelance agent and bounty hunter working for different governments, S.C.R.E.T. agencies, industry and wealthy individuals. Has credit for about \$25,000, 3D6 × 1000 dollars in cash and

about \$400,000 in the bank. His annual income fluctuates depending on the amount of work, 1D6 × 100,000 dollars.

Note: Has worked freelance for the US, Canada, and German S.C.R.E.T. agencies, and Interpol. He is considered a strong candidate for a second, USA government sponsored, SLJ styled super team.



The Poseur

Ivan Krinkleworth discovered his amazing abilities to alter his facial features and physical stature at an early age. As a child, he used it for pranks and to get kids he didn't like into trouble. In high school he used it to extort money from his fellow students and to get good grades from his teachers. It wasn't until he joined the British military that he realized the true potential of his special gift. Here he learned techniques in military espionage, disguise and foreign languages. They helped him to hone his abilities to perfection and assigned him to the special forces branch of the service where he performed many acts of espionage and infiltration.

At some point during his seventh year in the service he became a double agent. Ivan not only gathered information for the British but also sold their military secrets to their enemies. He left the military to become a freelance mercenary, selling his services as a spy, saboteur, and assassin. Krinkleworth has worked for, and spied on, nearly every government on the planet. He is currently wanted by the United States, Britain, Israel, and Russia for industrial and military espionage, as well as being a suspect in numerous assassinations.

Real Name: Ivan Krinkleworth

Aliases: There are too many to list them all. His most common include Kenneth Ivanhoe, Randolph Worthington, Claude Ouellette, and the Poseur.

Alignment: Miscreant

Hit Points: 57, S.D.C.: 67

Weight: 190 lbs (85.5 kg), **Height:** 6 ft (1.8 m), **Age:** 31

Attributes: I.Q. 20, M.E. 28, M.A. 25, P.S. 17, P.P. 11, P.E. 11, P.B. 17, Spd. 13

Disposition: Arrogant, deceitful, imaginative, and cool headed, but also ruthless and murderous in combat.

Experience Level: Eleventh (11)

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Seven (7)

Bonuses: +4 to strike, +5 parry, +4 dodge, +4 damage, +6 to pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Critical strike on a roll of 19 or 20, knockout/stun on unmodified roll of 17-20, crush/squeeze does 1D4 damage, pin/incapacitate on roll of 18, 19, or 20. Kick attack does 1D6 damage and can entangle.

Other Bonuses: +7 to save vs psionic attack, 84% trust/intimidate, and 35% to charm/impress.

Super Power Category: Mutant

Major Super Ability: Alter facial features and physical stature (see NEW super abilities section).

Minor Super Abilities: Extraordinary mental endurance, super vision: ultraviolet & infrared

Unusual Physical Characteristics: Ambidextrous

Education Level: Military Specialist

Scholastic Bonus: +20% + 6% I.Q. Attribute Bonus

Skills of Note: Detect ambushes 98%, detect concealment 98%, tracking 98%, interrogation 98%, intelligence 98%, pick locks 98%, palming 98%, forgery 98%, escape artist 98%, impersonation 98%, pick pockets 98%, concealment 96%, languages: French, German, Spanish, Chinese, Russian, and his native language of English are all at 98%. W.P. revolver, W.P. automatic pistol, W.P. semi and fully automatic rifle, W.P. rifle, W.P. sub-machinegun, and W.P. knife.

Secondary Skills: General athletics, body building, wrestling, pilot automobile 98%, and pilot jet 98%.

Appearance: A British Caucasian. In his natural form, Krinkleworth's face is pale white, smooth and nearly featureless. His natural voice has a British accent, but he has learned to do many accents and speak many languages.

Occupation: Professional industrial/military spy, saboteur, extortionist, and assassin. Nicknamed "The Poseur" by fellow spies and world intelligence agencies.

Weapons: He commonly carries a 9 mm Model P5 Walther (2D6 damage), eight shurikens or throwing spikes (1D4 damage each), one (1) bag of thirty (30) tetsubishi/caltrops, two (2) eggshell bombs (no damage, but all victims must save against poison gas, blinded victims are -6 to strike, parry, and dodge) and a survival knife. All are carried on his person at all times, except when flying, then he'll hide them in a special compartment in his carry-on bag.

Favorite Weapons for Assassinations: Blow Gun with poisonous darts, 9 mm MP5 Heckler & Koch pistol (2D6 damage), Ingram Model 10 sub-machinegun (4D6 Damage), WA 2000 Walther sniping rifle (5D6 damage) and a 66 mm Light Antitank Weapon (LAW — 1D6 x 100 damage).

Vehicle: Owns a Bentley that has been souped up for greater speed, and 100 more S.D.C. points. But will use, rent, or steal, all types of vehicles depending on his needs.

Body Armor: He may use a variety of different armors depending on the mission, or none at all. Owns all the light types of armor and riot armor.

Available Money: Has a cash reserve of about 750,000 dollars and a million tied up in stocks.

Primal Force, Magno, & Magna — A Trio

By Mike Gustovich & Kevin Siembieda

Primal Force

Thomas Black was a two-bit hood and street boxer who proudly claims to have killed three men in the ring. He is a vicious fighter, a bully and womanizer. He was a champion boxer, employed by the mob, in an illegal boxing and gambling ring. He later worked as a mob enforcer and agreed to chemical experimentation to become part of the mob's super strike force. The chemicals have instilled him with superhuman strength and abilities. Unfortunately, the drugs have given him a chronic respiratory problem and too much exertion (a very long battle, several battles in a row or a long period of physical exertion) will cause him to collapse, gasping for air (penalties include no initiative, speed reduced by half, attacks and bonuses reduced by half — lasts 2D6 minutes and requires hours of rest. No rest can lead to a stroke/coma; 1-45% chance).

Real Name: Thomas Black

Aliases: Tom Black, Tommy Wack, T.B., Prime and Primal Force.

Alignment: Diabolic

Hit Points: 55, S.D.C.: 236

Weight: 300 lbs (135 kg), **Height:** 6 ft, 8 inches (2.0 m), **Age:** 29

Attributes: I.Q. 8, M.E. 8, M.A. 6, P.S. 30, P.P. 21, P.E. 24, P.B. 10, Spd. 18

Disposition: Tom is ruthless brawler, mean, abusive, aggressive and violent. He is a braggart, outspoken and crude. A thoroughly unsavory person who belittles and beats women and those weaker than him. He loves money and the power it brings.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Expert (and boxing)

Attacks Per Melee: Seven (7)

Bonuses: +6 on initiative, +4 to strike, +9 parry, +10 dodge, +15 damage, +11 to pull/roll with punch, fall, or impact, +2 to strike with body block/tackle (does 1D4 damage). Kick: 1D8 damage, critical strike on an unmodified 18-20.

Other Bonuses: +20% save vs coma/death, +3 save vs psionic attack/insanity, and +3 to save vs poison/magic.

Super Power Category: Experiment

Major Power: None

Minor Powers: Extraordinary physical strength, extraordinary physical prowess, extraordinary physical endurance and heightened sense of hearing.



Side-Effect: Increased mass, added weight, and reduced speed by 20% (was 22), but added S.D.C. too. Also, respirator problem described above.

Education Level: High school

Scholastic Bonus: +5%

Skills of Note: Boxing, swimming 98%, climbing 98%/65%, general athletics, basic math 92%, first aid 85%, language; Spanish 90%.

Secondary Skills: W.P. revolver, W.P. automatic pistol, W.P. sub-machinegun, W.P. knife, body building, running, and pilot automobile 96%.

Appearance: Long, dark black hair, dark eyes, broad chin, flat nose, and dark complexion. Wears a blue and red costume and a yellow headband.

Occupation: Professional criminal, works for the mob.

Weapons: Uses handguns but tends to rely on his super powers.

Vehicle: Has three sports cars and a limousine.

Body Armor: A padded armor vest is built into the chest, shoulders and stomach part of his costume; A.R. 10, 60 S.D.C. points.

Other Equipment: Dresses in expensive Italian suits and wears gaudy gold chains, bracelets and rings. Owns about \$50,000 worth of jewelry.

Money: He likes to play the big wheel and spends money freely. He's lucky to have more than 3D6 x 1000 dollars in his savings. The mob treats him well, pays for his luxurious apartment, and buys him cars, clothes, booze, women, and many other items. His annual salary, plus perks, is \$200,000.

Magno

Magno is another big, dumb lug who has been given super powers through experimentation by the mob. Like Tom Black, he was a boxing champion in the illegal gambling ring. His sister, Magna is the real brains of the operation.

Real Name: Lewis Jordan

Aliases: Big Lew and Magno.

Alignment: Miscreant

Hit Points: 45, S.D.C.: 164

Weight: 300 lbs (135 kg), **Height:** 6 ft, 4 inches (1.93 m), **Age:** 26

Attributes: I.Q. 7, M.E. 10, M.A. 9, P.S. 26, P.P. 21, P.E. 20, P.B. 10, Spd. running 22

Disposition: Big Lew is a cantankerous lug who just wants to be somebody. Unfortunately, it's the mob that has given him his only opportunities. He is tough, brave, and tenacious in combat, but seldom has the smarts to know when to quit and retreat. Loves his sister dearly and obeys her without question. He admires Primal Force, but doesn't like his aggressiveness and cruelty toward women. Lewis will kill Primal Force if he ever hurts his sister.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Expert (and boxing)

Attacks Per Melee: Six (6)

Bonuses: +2 on initiative, +4 to strike, +8 parry, +8 dodge, +8 damage, +4 to pull/roll with punch, fall, or impact, +2 to strike with body block/tackle (does 1D4 damage). Kick: 1D6 damage, critical strike on an unmodified 18-20.

Other Bonuses: +10% save vs coma/death and +3 vs poison/magic.

Super Power Category: Experiment

Major Power: Magnetism

Minor Powers: Extraordinary physical strength and extraordinary physical endurance.

Side-Effect: Chronic pain

Education Level: High School

Scholastic Bonus: +5%

Skills of Note: Boxing, swimming 98%, climbing 98%/65%, general athletics, basic math 92%, first aid 85%, language; Spanish 90%.

Secondary Skills: W.P. revolver, W.P. automatic pistol, W.P. blunt, body building, running, pilot automobile 96% and pilot motorcycle 84%.

Appearance: A tall black man with brown eyes and strong jaw. Wears a black and silver costume with metallic arm bands.

Occupation: Professional criminal who works for the mob.

Weapons: Uses handguns but tends to rely more on his super powers.

Vehicle: Has a sports cars and a limousine.



Body Armor: None.

Other Equipment: Dresses in expensive Italian suits and wears gaudy gold chains, bracelets and rings. Owns about \$50,000 worth of jewelry.

Money: He lets his sister handle his money. Tends to enjoy the simple things in life, like family, friends, and sports (all sports and goes to many events). The mob treats him well, pays for his luxurious apartment, and buys him cars, clothes, booze, women, and many other items. His annual salary, plus perks, is \$200,000.

Magna

Magna is the sister of Magno and the brains of the team. She grew up on the streets and is smart, alert and resourceful. She is bitter towards those who have money and success. She turned to crime to make her way in the world and, like her brother, agreed to experimentation by the mob. She is thrilled with her superpowers and enjoys striking out at the world that never gave her anything.

Real Name: Trancia Jordan

Aliases: Little T and Magna.

Alignment: Miscreant

Hit Points: 41, S.D.C.: 47

Weight: 300 lbs (135 kg), **Height:** 5 ft, 5 inches (1.65 m), **Age:** 26

Attributes: I.Q. 17, M.E. 14, M.A. 13, P.S. 22, P.P. 15, P.E. 14, P.B. 11, Spd. 20

Disposition: Little T is self-assured, bold, resourceful and clever. Only her bitterness towards the world holds her back.

In combat she is cunning, vicious, and deadly. She loves her brother dearly and tries to look out for him — she's very protective. She thinks Primal Force is a chump, but plays up to his arrogance, which keeps him happy.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5)

Bonuses: +2 to strike, +3 parry, +3 dodge, +7 damage, +2 to pull/roll with punch, fall, or impact. Kick: 1D6 damage, critical strike on an unmodified 18-20.

Other Bonuses: +5 to save vs drugs, chemicals, and toxins.

Super Power Category: Experiment

Major Power: Magnetism

Minor Powers: Extraordinary physical strength and energy expulsion: fire (up to 9D6 damage, or regulate by increments of 1D6).

Side-Effect: Chemical resistance (see other bonuses).

Education Level: High school

Scholastic Bonus: +5% +3% I.Q. bonus

Skills of Note: Computer operation 98%, intelligence 74%, photography, writing, swimming 98%, body building, climbing 98%/65%, general athletics, basic math 92%, language: Spanish 93%.

Secondary Skills: W.P. automatic pistol, W.P. knife, pick locks 68%, pick pockets 63%, escape artist 63%, first aid 83%, pilot automobile 96% and pilot motorcycle 87%.

Appearance: A muscular black woman with hazel eyes. Wears a black and silver costume with metallic arm bands.

Occupation: Professional criminal who works for the mob.

Weapons: Uses handguns but tends to rely more on her super powers.

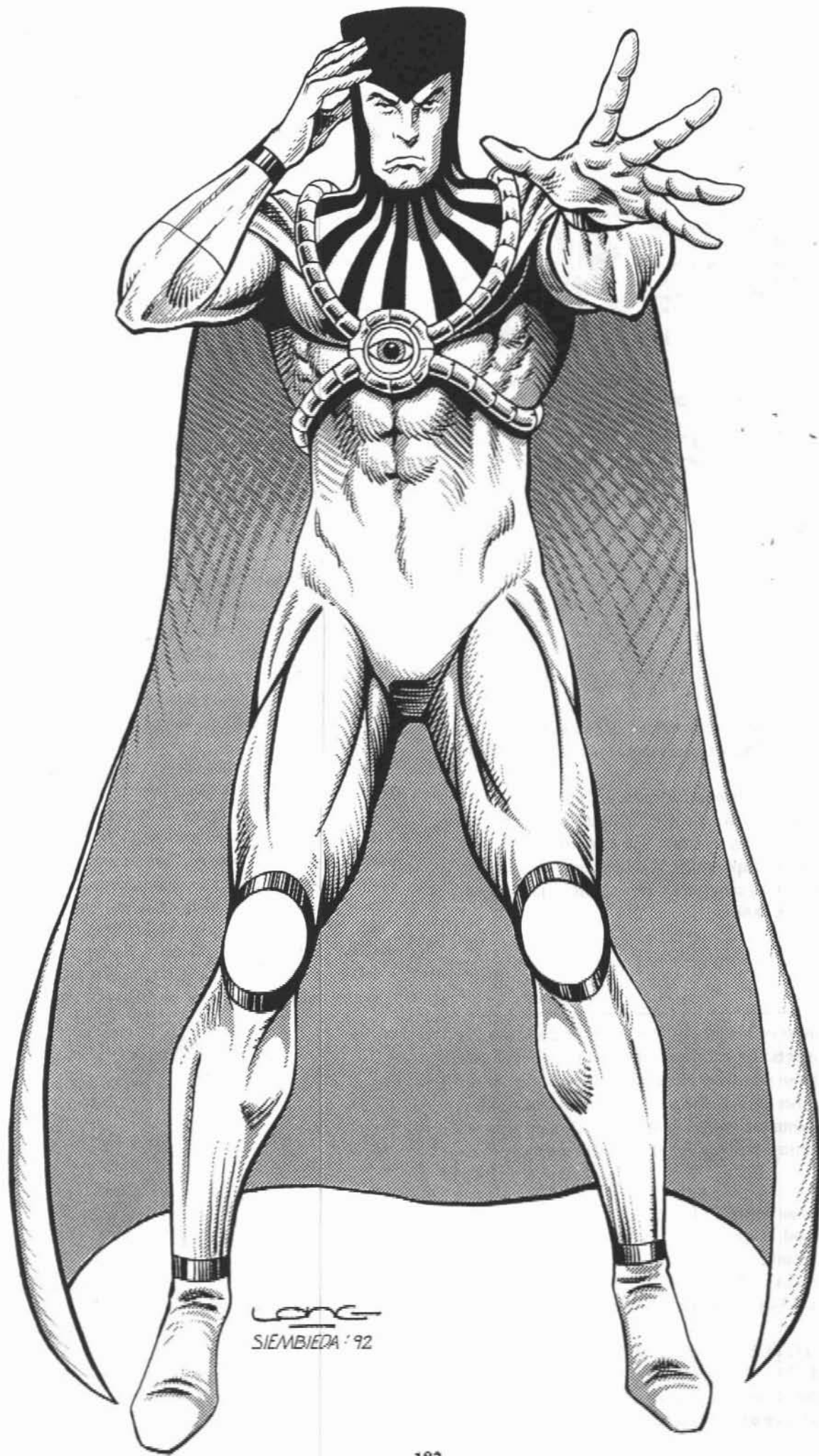
Vehicle: Has a Mercedes sports cars and limousine.

Body Armor: None, protects herself with her powers.

Other Equipment: Dresses in expensive clothing and wears beautiful jewelry. Owns about \$150,000 worth of jewelry.

Money: She handles both her and her brother's money. Although she enjoys the good life, she has saved 450,000 dollars between her and her brother's salaries. She loves to visit luxurious foreign places like the French Riviera and the Caribbean. The mob treats her well, pays for her luxurious apartment, and buys her cars, clothes, booze, and many other items. Her annual salary, plus perks, is \$250,000 (she is the leader).





Psike-Out

Nicholas Slaven is a natural psionic whose powers are still developing. He has the talent and desire to become a major psionic power, and diligently practices to better himself. His biggest asset at this time is the complete understanding of his powers and the acceptance of his limitations. Nobody's fool, he knows when it's time to abandon a project, when to cut his losses/retreat and when he is acting on emotions. Psike-Out has great confidence in himself and will seize the moment, if he believes he has the upper hand. He will not hesitate to take advantage of any opportunity.

Psike-Out favors robbing out of the way banks, casinos, and jewelry stores. He is wanted in seven states for robbery. Slaven made national news, during a robbery in a small Kansas city, when he saved an old woman from being struck by an out of control police car and helped her to safety. The media has dubbed him the "Boy Scout Bandit," a name he thoroughly enjoys.

Real Name: Nicholas Slaven

Aliases: Nick Slayton, Nick "The Brain," Psike, the Boy Scout Bandit, and Psike-Out.

Alignment: Aberrant. Psike-Out is really a very nice fellow who believes in helping others, and is compassionate, caring, friendly, generous and kind. However, he enjoys stealing and using his powers to take what he wants. While he tries not to kill or seriously injure anyone, not even the police, he breaks all kinds of laws and, while likeable, is a bad guy. He sees the wealthy and government officials as "Fat Cats" to be plundered and made to look foolish.

Hit Points: 35, **S.D.C.:** 57

Weight: 180 lbs (81 kg), **Height:** 5 ft, 10 inches (1.78 m), **Age:** 25

Attributes: I.Q. 14, M.E. 22, M.A. 15, P.S. 14, P.P. 5, P.E. 13, P.B. 12, Spd. 24

Disposition: Level-headed, smart, charming, calm, calculating and spontaneous — taking the initiative if the moment is right. He is never a braggart, but supremely confident. Will let his psionic powers do his talking in dangerous situations. He is no fool and knows when to retreat to try another day. Thoroughly enjoys having money and being famous.

Experience Level: Sixth (6)

Super Power Category: Natural Psionic

Psionic Powers: 105 I.S.P. and the powers of mind bolt, hypnotic suggestion, ectoplasmic arm, telekinesis, alter aura, detect psionics, mind block, sixth sense, and summon inner strength.

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Five (5) hand to hand or four (4) psionic attacks.

Bonuses: +1 to strike, +3 parry, +3 dodge, +3 to pull/roll with punch, fall, or impact, and +1 to strike with body block/tackle (does 1D4 damage). Kick: 1D6 damage.

Other Bonuses: +6 to save vs psionic attack.

Education Level: Bachelor's Degree (College)

Scholastic Bonus: +25%

Scholastic Skills: Computer operation 98%, computer programming 90%, computer repair 90%, mechanical engineer 95%, locksmith 80%, automotive repair 90%, robot mechanics 40%, electrical engineer 95%, surveillance systems 90%, and robot electronics 40%.

Secondary Skills: W.P. automatic pistol, general athletics, body building, climbing 90%, running, prowl 86%, pick locks 60%, and pilot automobile 98%.

Appearance: Red hair and blue eyes. Wears a skin-tight costume of pastel shades of pink and orange.

Occupation: Professional criminal

Weapons: Occasionally uses handguns but tends to rely on his psionic powers.

Vehicle: Rents, buys, or steals expensive sports and luxury cars.

Other Equipment: The best lock picking and electronics tools, surveillance/bugging equipment, cameras, night scopes and optic systems, a nice wardrobe of expensive clothes and jewelry (all totaling to about a half million dollars).

Money: A high roller who likes to gamble. He spends money as quickly as he acquires it, but always seems to have a fair amount on hand. Always has 4D6 × 1000 dollars in cash, \$35,000 in credit and 3D4 × 10,000 dollars in his bank account. He also steals what he wants.

Note: Often found in quiet, rural towns and cities, country resorts (loves Aspen, Colorado) and vacation resorts.

Rhinok — Anti-Hero & Vigilante

By Mike Gustovich & Kevin Siembieda

Brock Wayneright was a native South African, big game hunter and guide specializing in safaris for the rich and famous. One of his unique services was leading his safaris on photographic shoots of the black Rhinoceros. On occasion, he would point out footprints of what he identified as the African demi-god, Rhinok. The ancient deity was said to protect the land and the people. The prints were large and resembled those of a rhinoceros, except this rhino walked on two legs and was said to possess supernatural powers. Tales of the Rhinok were always a crowd pleaser and one of Wayneright's favorite legends. In part, because he learned the stories from his old mentor, an African shaman, and because he actually believes that he saw the Rhinok one evening as it loped away from the camp of a poacher it had just decimated.

As unrest, poverty, and war shook the Nations of Africa Wayneright decided to leave his homeland on an extended trip abroad. He could no longer tolerate the inhumanity within his own nation and the disappearing African wilderness. The Africa of his youth, 25 years ago, was a thing of the past and fading quickly. He had relatives in Britain and Canada, and thought he'd visit, and perhaps stay.

A few days before his departure, he was paid a visit by his old friend and mentor. He had not seen the wizened African in nearly a decade and had been told that he had died years earlier. The two friends talked and reminisced for the entire day and long into the night. Finally his ancient mentor stood up to leave. He smiled his toothless smile and pressed a talisman into Wayneright's hand, saying, "The land and the spirit of the Rhinok is part of you. Keep this and remember us." He then walked a few paces, turned, and said with a wink, "You may draw on our strength whenever you need us. To right a wrong, to save the land, to protect an innocent. Our spirit is one. It always has been." Wayneright laughed and called to the shaman as he dis-



appeared into the darkness. He quickly followed to convince his friend to spend the night, but he was gone — like a ghost in the night.

By morning, Wayneright had forgotten most of the old man's cryptic parting words, but he kept the talisman around his neck on a chain. It was a month later, while visiting relatives in Britain, that he discovered the gift his friend had given him. A terrorist bombing had set a building ablaze and on the verge of toppling over. No one was believed to live in the building, yet to Wayneright's horror, a woman clutching two children staggered from the crumbling inferno only to collapse on the stoop. He remembers hearing the crowd around him scream and move back as he raced toward the fallen woman. He remembers the wide eyes of the children as he covered them and the facade of the building falling on top of him. To his amazement, he felt only the weight, no pain, and he was able to push through the burning rubble as if it were a pile of leaves. The woman and children were saved, but the crowd still screamed. Many began to run away, while others threw stones and debris at him. A police officer was shouting something about "monsters" and "get him." Instinctively, Wayneright ran — ran swift as the wind. When he finally stopped and collected his thoughts he realized that he had been magically(?) transformed into ... the Rhinok!

Over the next few months he discovered that he could turn into the Rhinok only when he or somebody else is in danger, when an injustice is in progress, or when the land or an innocent is being corrupted. Actually, this means he can turn into the Rhinok fairly easily and quite often. Wayneright has dedicated his life to helping others and righting wrongs. However, because he works outside the law, the authorities have labeled the Rhinok as a monster, vigilante, terrorist and murderer. He is wanted for crimes in Britain, Canada and the U.S.

Note: The Rhinok is aware of the Dark Tribunal and their evil intentions for humankind. The Tribunal had thought that the Rhinok was a mutant animal or alien, located him one night in Quebec and tried to recruit him. Rhinok played along. The fact that he had not reverted to his human persona indicated that these people were trouble. Very shortly, he learned that they were members of a secret society that loathed humans. After a few weeks of playing along with them, he discovered that they were the secret power behind several criminal and terrorist organizations throughout the world. He also learned that they were actively recruiting non-humans as the elite troops in their secret war against humans. Unfortunately, the Dark Tribunal realized that the Rhinok was not the hate filled monster the press had painted him to be and found that they had uncharacteristically revealed too much to an outsider. He was marked for death but escaped.

Now, the Rhinok is hunted by the Dark Tribunal with a death decree on his head, as well as being sought by human authorities. Worst of all, Rhinok is the only good guy who knows anything about the Dark Tribunal and their hatred of humanity. He doesn't know what to do. Who will believe him — a monster. Who can he trust? And what can he do alone? In the meanwhile, he is trying to find out more about the Dark Tribunal. He knows they are evil and something tells him, not entirely human.

Real Name: Brock Wayneright

Alias: The Rhinok

Alignment: Scrupulous

Hit Points: 38

S.D.C. as Wayneright: 54, **S.D.C. as Rhinok:** 790 and **A.R.** 16

Human Weight: 180 lbs (81 kg), **Rhinok Weight:** 1000 lbs (450 kg)

Human height: 6 ft 3 inches (1.83 m), **Rhinok Height:** 9 ft (2.7 m)

Age: 44, but looks 34. **Sex:** Male

Attributes as Wayneright: I.Q. 15, M.E. 19, M.A. 17, P.S. 24, P.P. 19, P.E. 18, P.B. 11, Spd. 21

Attributes as the Rhinok: I.Q. 15, M.E. 19, M.A. 17, P.S. 38, P.P. 19, P.E. 18, P.B. 10 (is an impressively powerful creature), Spd. running 170 mph/272 km/h (**Game Note:** Normally his super speed would be 340 mph, but the speed is reduced by half from the weight of his stone body).

Disposition: Brave, compassionate, sincere, trustworthy. He can be fierce in combat but is also merciful and tries not to kill unless his opponent is definitely an evil menace deserving of the death penalty. However, he will steal from criminals, destroy their property and make them pay for their crimes, often in brutal ways. In this regard the Rhinok is a criminal, because he does take the law into his own hands and acts as judge, jury and punisher (sometimes executioner).

He is leery of working with others and has shared his secret identity with no one. He thinks his powers come from the

talisman, but it is only a symbol of the power that has been bestowed upon him. As his friend told him, "The spirit of the Rhinok is part of you. Keep this and remember us."

Experience Level: Sixth (6)

Combat Skills: Hand to Hand: Expert

Attacks Per Melee as Wayneright: Five (5)

Attacks Per Melee as Rhinok: Six (6)

Bonuses as Wayneright: +2 to strike, +4 parry, +4 dodge, +9 damage, +3 to pull/roll with punch, fall, or impact, +1 to strike with body block/tackle, inflicting 1D4 damage. Critical strike on an unmodified roll of 18, 19, or 20. Pin/incapacitate on a roll of 18, 19, or 20. Crush/squeeze does 1D4 damage and kick attack does 1D6 damage.

Bonuses as Rhinok (total): +2 on initiative, +4 to strike, +6 parry, +6 dodge, +23 damage, +4 to pull/roll with punch, fall, or impact, +1 to strike with body block/tackle, inflicting 1D4 damage. Critical strike on an unmodified roll of 18, 19, or 20. Pin/incapacitate on a roll of 18, 19, or 20. Crush/squeeze does 1D4 damage and kick attack does 1D6 damage.

Other Bonuses as the Rhinok: +5% save vs coma/death and +3 save vs poison/magic, +7 to save vs the negate magic spell. The body is impervious to cold and does not radiate heat. S.D.C. 140 from magic transformation, +50 from speed, and +600 from stone body for a total of 790 (A.R. 16). The S.D.C. of the Rhinok's stone body recovers three times the normal rate for humans.

Super Power Category: Magic: mystically bestowed abilities

Major Super Ability: Alter physical structure: stone

Minor Super Abilities: Extraordinary physical strength and extraordinary speed.

Education Level: Equivalent to On the Job Training

Scholastic Bonus: +20%

Skills of Note: Wrestling, swimming 98%, fencing, archery, tracking 75%, land navigation 80%, wilderness survival 85%, detect ambush 85%, detect concealment 75%, basic math 98%, sniper, W.P. automatic pistol.

Secondary Skills: W.P. sword, W.P. rifle, general athletics, body building, climbing 90%, running, prowl 76%, fishing 85%, first aid 75%, and pilot automobile/jeep 98%.

Appearance as Rhinok: A nine foot wall of stony muscle with a rhinoceros horn, tail, and feet. The stone body is light grey with brown splotches. No body hair.

Appearance as Brock Wayneright: A tall, slender man with rugged good looks. His golden brown hair has slight hints of gray at the temples.

Occupation: Vigilante/super hero.

Weapons: Rarely uses anything other than his own powers.

Vehicle: Drives a jeep and may use other cars when in human form.

Body Armor: Armor is used only in his human form; typically a riot jacket (A.R. 10, 60 S.D.C.) or riot armor (A.R. 14, 180 S.D.C.).

Money: Has 230,000 dollars in savings.

Soundwave

Zane Carter is a former scientist and special researcher in the area of sound who turned criminal. A recognized genius on sound and its applications as a military weapon, Zane was also known as a world class professional surfer who had won three world championships while in college. Zane excelled in college and while there created his first sonic disrupter pistol. Upon his graduation his grades and his sonic disrupter brought him tempting employment offers from some of the top scientific research and military contractors in the country. Zane accepted a position with the Cyberworks Network, a state of the art military/robotics firm on the east coast. They were developing a new robotic tank for the military and wanted him to create a sonic cannon for its main armament.

Zane and his project eventually fell victim to budget cuts due to a new self-sufficient, artificial intelligence system being developed by Cyberworks, code named A.R.C.H.I.E.-One. Due to those cuts, Zane's sonic cannon project continued but took short cuts in the area of safety precautions and backup protection systems. Over the next two years of the cannon's development, the undampened sonic waves slowly ate away at Zane's mind, until one day after an accident with the sonic cannon, he finally snapped. After the incident he went berserk, destroyed the lab, injured three assistants, damaged the prototype cannon, and disappeared. He resurfaced a year later as the super villain Soundwave.

As Soundwave, he uses a newer, smaller, yet more powerful sonic disrupter and a flying surfboard he calls the "Wave-Rider." It has the power to ride on a variety of sound wave frequencies at high velocity. He uses his creations to rob banks, gas stations, and convenience stores, but is recently believed to have been accepting assassination contracts. Soundwave is a suspect in five different assassinations across the United States.

Although deadly crazy, Zane is still a genius and is currently finishing up development of an even more powerful sonic cannon capable of destroying satellites in orbit and knocking missiles and planes out of the sky. Rumor has it that he plans to sell it to the highest bidder. Rumor also warns that he intends to test it out on a commercial airliner.

Real Name: Zane Carter

Aliases: Zeek Carter, Stuart Dolby, and Soundwave

Alignment: Miscreant

Hit Points: 32, S.D.C.: 56

Weight: 175 lbs (79 kg), **Height:** 6 ft, 1 inch (1.8 m), **Age:** 20

Attributes: I.Q. 22, M.E. 16, M.A. 9, P.S. 18, P.P. 17, P.E. 15, P.B. 17, Spd. 23

Disposition: Totally insane, yet resourceful and imaginative.

Mostly good-natured yet prone to violent mood swings. Capable of extreme violence and murder.

Experience Level: Fourth (4)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Five (5)

Bonuses: +3 strike, +4 parry, +4 dodge, +3 damage, +4 roll with punch or fall. +1 strike with body block/tackle (does 1D4 damage), and a kick doing 1D8 damage.

Other Bonuses: Ability to charm/impress 35%.

Super Power Category: Hardware: Mechanical



Special Hardware Skills: Building super vehicles 94%, recognize vehicle quality by observation from a distance 40%, recognize vehicle quality from personal inspection 65%.

Education Level: Doctorate

Scholastic Bonus: +35% + 7% I.Q. Bonus.

Skills of Note: Mechanical engineer 98%, locksmith 92%, automotive repair 98%, electrical engineer 98%, surveillance systems 98%, robot electronics 12%, computer operation 98%, computer programming 97%, computer repair 97%, general athletics, acrobatics: sense of balance 98%, walk tight-rope/highwire 98%, climb rope 98%, climbing 98%, back flip 98%, prowl 87%, swimming 98%, and W.P. knife, W.P. automatic pistol.

Secondary Skills: Navigation 87%, read sensory instruments 87%, pilot: automobile 98%, basic and advanced mathematics 98%, running, and body building.

Appearance: Good looking, blonde, blue-eyed California type.

Occupation: Professional Criminal.

Weapons (conventional): 9 mm Model P5 Walther, Bowie knife.

Special Weapons:

1. Sonic Disrupter Pistol

Range: 400 ft

Area Affected: Narrow Beam — 20 feet (6 m). Wide Beam — 50 feet (15 m)

Damage: Fires concentrated sound waves with devastating results. The weapon has five possible frequency/decibel levels:

Type One: 100 decibels. The blast causes 1D4 damage and disorients its victim. Victim is -2 on initiative, and -1 to strike, parry, and dodge.

Type Two: 140 decibels. The blast is deafening and painful, inflicting 3D6 damage and temporarily dazes and deafens its victim. Victims are -4 on initiative, -3 to strike, parry, and dodge, lose one melee attack for the duration of hearing loss and cannot hear for 3D4 melee rounds (45 seconds to 3 minutes). If fired at glass windows or objects they will shatter completely, regardless of over-all S.D.C.

Type Three: 170 decibels. Excruciatingly painful. Any basic ear covering offers no significant protection. Victims stagger in agony. Damage is 6D6 and victims are -8 on initiative, -6 to strike, parry, and dodge, lose two melee attacks for the duration of hearing loss and cannot hear for 2D4 minutes. Performance of skills is reduced by 25% while hearing is gone. If fired at glass objects or windows they will shatter completely, regardless of over-all S.D.C., and plexiglass will fracture and be reduced to one S.D.C. point.

Type Four: 200 decibels. The shattering sound blast inflicts 1D6 × 10 damage, ears bleed, and there is a 1-60% chance that victims pass out for 1D4 minutes. Hearing is temporarily lost for 2D4 × 10 minutes and a ringing sound in the ears and headache will continue for 1D6 days! While hearing is lost the victim is -10 on initiative, -6 to strike, parry, and dodge, and speed, skill performance, and the number of melee attacks are reduced by half for the duration of hearing loss.

Type Five: 250 decibels. This devastating sonic shock wave inflicts 2D6 × 10 damage and will shatter glass, crumble concrete and stone, and weaken and crack metal. There is a 1-80% chance that victims pass out for 2D4 minutes. Hearing is temporarily lost for 2D4 hours and a ringing sound in the ears and headache will continue for 2D6 days! While hearing is lost the victim is -10 on initiative, -6 to strike, parry, and dodge, and speed, skill performance, and the number of melee attacks are reduced by 80% for the duration of hearing loss. Death is a very real possibility. **Note:** Fortunately, the use of this blast temporarily incapacitates the sonic disrupter for 15 seconds/one full melee round, in which the weapon cannot be fired. Otherwise the payload is effectively unlimited.

2. Sonic Disrupter Grenade: A grenade about the size of a baseball that emits sounds equal to type three of the sonic disrupter pistol. Affects a 40 foot (12.2 m) area. Lasts six minutes then explodes (mainly so the device cannot be duplicated), inflicting 2D6 damage to a 10 foot (3 m) area.

3. Sonic Noise Maker: Another small, grenade like device that emits a disturbing high pitched sound that distracts and irritates everyone in the 60 foot (18.3 m) area of effect. Victims suffer the following penalties: -1 on initiative and

-10% on skill performance.

4. Radio Wave Disrupter: A small device that can be attached to or be placed near (within 60 ft/12 m) radio and/or television transmitters or receivers to scramble the signal, effectively rendering the device useless; cannot send or receive — only gets fuzz and distortion.

5. Sonic Tracer Bug: Soundwave's headpiece has two cylindrical mounts on either side which can fire sonic tracers. The tiny devices emit a particular sound frequency that Soundwave can identify and track. The tracers are fired by verbal command and powered by compressed air. Effective firing range of the tracers is 300 ft (91.5 m). Transmitting range of tracer bug is 4 miles (6.4 km). The bugs emit the sound for 2D6 days before the battery wears out. Soundwave has the choice of either magnetic or sticky bugs; six each. The bug is about the size of a quarter and four times as thick.

Special Vehicle:

Wave-Rider — Sonic Surfboard

The "Wave-Rider" is a basic surfboard that's been souped up with several solar collectors on the top side. The underside is completely smooth except for the stabilizing fin in the rear and an aerodynamic nodule housing a mini-sonic amplifier and speaker on the front. The board gains its sound wave riding abilities from a special reflective coating invented by Zane Carter. The nodule emits high frequency sound waves which "slip" off the coating and hold the board aloft. The higher the frequency the faster the board "slips" through the air.

A.R. 14, S.D.C. 70

Range: Effectively unlimited — Solar Powered, with a four hour battery.

Top Speed: 250 mph (400 km/h).

Bonuses:

- +2 to strike when riding the board.
- +2 on initiative when riding the board.
- +6 to dodge when riding the board.

Disadvantages:

On cloudy/overcast days speed of board is cut in half.

At night the board is powered by a small solar cell of stored energy. The power from the cell is good for four (4) hours only. Speed of the board is cut in half at night.

Special Costume/Body Armor: Soundwave utilizes a specially designed, brightly colored, Day-Glo blue, green, and yellow wet suit with sonic dampening abilities. The underside of his boots are specially treated to stick to the reflective coating of the sonic surfboard, preventing him from being blown off at high speeds.

He also wears a hard armor vest and protective headpiece, along with knee and elbow pads: A.R. 11, S.D.C. 55. The unique headpiece not only dampens the high frequencies emitted by his sonic weapons and surfboard, but can also amplify surrounding sounds by verbal command (Range: 800 ft/244 m). He can listen in on conversations through brick, cinder block, and metal, but range is reduced by half. The helmet can also listen in on police-band radio broadcasts and 100 other radio frequencies.

Toogarth Aliens

The Toogarth are a brutal and warlike race. Their whole society is based on the business of making war. They feel disgraced if they do not ultimately die in battle. In fact, when not at war, the old and feeble of their race enter the gladiatorial arenas to die with honor. They have yet to lose a major war, although they usually take on opponents that are weaker or less technologically advanced than they. The warrior aliens have created an empire of 24 planets in three different star systems.

The females of the species are the leaders of their empire. They also make up the largest percentage of commanding officers and warrior leaders. The reason for this is that they are usually more intelligent, physically larger, and more level headed than the hot-tempered males. The males make up the majority of the empire's menial labor work force, military grunts, and low level officers. There are a few males in key positions within the government.

The government is based on a hierarchy, with the queen being the highest office. She has final say in all matters pertaining to the empire and her orders are followed to the letter. She is surrounded by an army of advisors, some of them being from the world's the Toogarth have conquered. The majority of those advisors were at one time, the Zylik.

One of the Toogarth's conquests was the homeworld of the Zylik. Two decades after the planet's defeat, the Zylik had quickly oriented themselves into the Toogarthian society where they became coveted for their superior advisory and negotiating abilities. Little did the Toogarths know that the Zyliks were using their psychic powers and manipulating abilities to slowly bring about the downfall of their reptilian conqueror's. The Zyliks were the only race, besides the insidious Krit (an insectoid race conquered by the Toogarth and now an important part of their military), to come close to defeating the Toogarth.

Once the Toogarth realized that the Zylik were fueled by emotions of revenge, they decided to exterminate them. They felt that the Zylik were far too dangerous to be allowed to live. An estimated two thousand Zyliks escaped and are now being hunted by Toogarthian bounty hunters. They are exterminated whenever and wherever encountered, without benefit of a trial.

The Toogarthian bounty hunters usually travel in pairs, one female (usually in command) and a male, and are armed to the teeth with powerful and deadly weaponry. The Toogarths have the ability of creating personal force fields, making them doubly tough to kill. They also have a poisonous bite and long claws which can cause a lot of damage.

Commander Grybbkk

A typical female Toogarthian bounty hunter/officer

Alignment: Any, but tend toward anarchist and miscreant. This female is anarchist.

Hit Points: 68, S.D.C.: 139

Weight: 574 lbs (258 kg), **Height:** 11 ft, 3 inches (3.43 m)

Age: 46 Earth years (33 Toogarth years)

Attributes: I.Q. 19, M.E. 20, M.A. 15, P.S. 31, P.P. 27, P.E. 25, P.B. 6, Spd. 12

Disposition: Loves war and combat, imaginative with tactics, intelligent, cunning, and ruthless. Has never been to Earth and does not understand any of our languages or customs.

Only here to hunt down Evil Eye, but will report back to superiors about a new world begging to be conquered.

Experience Level: Eleventh (11)

Natural Abilities: Claws do 2D4 damage, poisonous bite does 1D6 damage from the bite plus the poison, which takes effect in 10 minutes, causing nausea and a terrible headache. Victim is -2 to strike, parry, and dodge for 24 hours unless saving throw is made. The poisonous effects from several bites are NOT accumulative, but the bite damage is.

Super Power Category: Alien

Major Super Ability: Force Field

Minor Super Ability: Extraordinary Physical Strength

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Seven (7)

Bonuses: +10 strike, +10 parry, +10-dodge, +20 damage, +6 roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Kick does 1D6 damage. Entangle. Pin/incapacitate on a roll of 18, 19, or 20. Crush/squeeze does 1D4 damage, and a knockout/stun occurs on an unmodified roll of 17-20. Critical strike on an unmodified roll of 19, or 20.

Other Bonuses: +3 save vs psionic attack/insanity, +20% save vs coma/death, and +5 to save vs poison/magic.

Originating Alien Environment: Low Gravity

Education Level: Military Specialist

Scholastic Bonus: +17% + 5% I.Q. Attribute Bonus

Skills of Note: Space navigation 98%, navigation 98%, read sensory instruments 98%, tracking 98%, intelligence 98%, interrogation 98%, detect ambush 98%, detect concealment 98%, general athletics, body building, wrestling, W.P. sword, W.P. knife, W.P. energy pistol, W.P. energy rifle.

Secondary Skills: Prowl 98%, radio: basic 98%, wilderness survival 95%, and basic math 98%.

Appearance: A huge reptilian humanoid with a mouth full of teeth and yellow eyes. The female of the species is always larger than the male.

Occupation: Bounty Hunter/Officer

Special Weapons: Giant-sized laser rifle (Range: 4000 ft/1200 m, Damage: 7D6, 20 shot energy clip). Giant-sized ion pistol (Range: 600 ft/188 m, Damage: 4D6, 12 shot energy clip). Giant-sized vibro sword (does 4D6 damage). Giant-sized vibro knife (does 2D6 damage). Will use any other weapons on hand.

Special Vehicle: Giant-sized antigravity discs: Two (2), one for each foot. Maximum speed for both as a unit is 90 mph (145 km), and can hover stationary above ground up to 1200 feet (366 m). Maximum weight allowance: 1000 lbs (450 kg). The discs have an A.R. of 10 and S.D.C. of 40 each.

Spaceship: Small, can seat four giant size occupants (about eight human sized characters can squeeze in). Alien technology. A.R. 17, S.D.C. 1000 and laser resistant (half damage).

Body Armor: Wears a lightweight, molecular body armor (giant-sized) of alien design. A.R. 15, S.D.C. 200. Armor is laser reflective and has the ability to deflect a beam strength of 4D6 damage or lower with no damage. Beams of 5D6 or 6D6 damage do only half damage. Higher laser damage inflicts full damage.

GM Note: The average female warrior is 2D4+3 levels of experience.



LONG

Sgt. Toocarth

A typical male Toogarthian bounty hunter/soldier

Alignment: Any, but tend toward anarchist and miscreant. This male is miscreant

Hit Points: 52, S.D.C.: 124

Weight: 490 lbs (220.5 kg), **Height:** 9 ft, 7 inches (2.92 m)

Age: 38 Earth years (25 Toogarth years)

Attributes: I.Q. 10, M.E. 9, M.A. 8, P.S. 28, P.P. 24, P.E. 21, P.B. 5, Spd. 14

Disposition: Loves war, single minded in purpose, hot tempered, and imaginative with tactics. Follows the female's every order without question. Has never been to Earth and does not understand any of our languages or customs. Only here to hunt down Evil Eye, but will report back to his superiors about a new world begging to be conquered.

Experience Level: Eighth (8)

Natural Abilities: Claws do 1D6 damage and poisonous bite (same as female).

Super Power Category: Alien

Major Super Ability: Force Field

Minor Super Ability: Extraordinary Physical Strength

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Six (6)

Bonuses: +7 to strike, +9 parry, +9 dodge, +17 damage, +5 to roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Entangle. Pin/incapacitate on roll of 18, 19, or 20. Crush/squeeze does 1D4 damage, and knock-out/stun occurs on an unmodified roll of 17-20.

Other Bonuses: +12 save vs coma/death and +3 save vs poison/magic.

Originating Alien Environment: Low Gravity

Education Level: Military Specialist

Scholastic Bonus: +15%

Skills of Note: Tracking 80%, intelligence 84%, interrogation 90%, detect ambush 90%, detect concealment 80%, general athletics, body building, wrestling, sniper, W.P. sword, W.P. knife, W.P. energy pistol, W.P. energy rifle.

Secondary Skills: Navigation 95%, navigation: space 95%, read sensory equipment 95%, and prowl 98%.

Appearance: A huge reptilian humanoid with a mouth full of teeth and yellow eyes. The male is typically a foot smaller (0.3 m) than the female.

Occupation: Bounty Hunter/Soldier

Weapons, Vehicles & Armor: Same as female, but no spaceship.

GM Note: Average male warrior is 2D4 + 2 levels of experience.

Triple Threat

Triple Threat is known only as a code name, sometimes associated with criminal activity and murder. Who Triple Threat may be remains a mystery to the authorities.

William B. Stone, a humble, soft-spoken grounds keeper, is Triple Threat. Well, sort of. William is an ordinary man, possessed by the essences of three dimensional entities unlike those known to parapsychologists. Each has a complete identity and believes itself to be the spirit of a deceased, "human" villain from the past. These malignant spirits are constantly vying for control over their host body and, as a result, every 48 hours there is a chance that one of the other supernatural essences/identities may take over. **Note:** Roll once every 48 hours. There is a 50% chance of the current spirit losing control. If control is lost, again roll percentile dice; there is a 50% chance for each of the other two spirits to take control for the moment. Once control is lost, it happens instantly. One moment the wizard entity may be casting a spell and the next moment the psionic entity is in command.

Additionally, when not in control, the other two entities are always aware of what is happening to their host body, what is going on around them, and exactly what the controlling entity is doing. Likewise, the three can communicate with each other at any time, making suggestions, comments or complaints. However, none are obligated to work with the others and may go off on a completely different scheme of his own the instant he is in control. This makes Triple Threat all the more bizarre and unpredictable. Conversely, since the three spirits can communicate with each other at any time, they may decide to coordinate their efforts in situations of mutual benefit. When they work together, they are at their deadliest. One could use the analogy of three

children (the entities) all wanting to play with the same toy (William B. Stone). Only one child can hold it and play with it at a time, but, eventually, the child may lose interest in the toy or decide to share and let the other kids have some fun for a while.

Only poor William B. Stone is oblivious to the actions of the three possessing beings, remembering absolutely nothing. This only serves to scare him even more and makes him all the easier to control. William has become completely submissive to the entities and prefers that *they* stay in control of his body. After all, people, life and his place in the world have always scared him. Now, he can hide within himself and let others deal with life's trials. In this regard, William B. Stone is truly a lost soul and a willing accomplice to evil; an accomplice because he would rather hide than fight for what is right. The essence of William stays nestled safely, deep within his subconscious and is released only when one of the possessing entities forces him out. This is done when the entities need a submissive pawn to do their dirty work or to hide their presence. All three can communicate with William (which is why he is often seen talking to himself), and experience everything he is doing.

The three entities believe themselves to have been associates in their former, human lives. Although allies, the three villains bickered constantly and were very competitive, each vying for control of their gang and trying to outdo the other. As they remember history, each was killed in a devastating attack by a rival gang of super empowered villains about six years ago.

From a paranormal understanding, the three entities defy normal convention, as they seem to be a combination of haunting and possessing entities. Such supernatural creatures were not

previously known. See **Beyond the Supernatural** (BTS) for data about entities and other supernatural menaces and magic.

William B. Stone was possessed one midsummer's eve about five years ago, while doing some late night grounds keeping at the cemetery where he works. The three spirits were called to earth by a mystic summoning. Something went wrong and the spirits were able to escape and roam the earth free of anyone's control. The spirits saw the weak-willed William as an opportunity ripe for the taking. Through him they could have a second chance to cause havoc on Earth. Their combined strength of will was no match for the insipid cemetery worker, and they took control of his body without any great struggle.

Killing William B. Stone will release the entities from his body, but they will only roam free, looking for a new host body to inhabit. Placing William in a state of suspended animation (or coma) will contain the evil essences, but will also condemn the feckless William to an unfortunate state of non-existence. A mage/summoner or parapsychologist may be able to exorcise the entities and send them back to their own dimension. Any exorcism is difficult, but this one will be more difficult than most. The problem is twofold. First, there are three entities to subdue and/or control; very difficult, especially since they possess super powers. Second, the exorciser/mage needs to know the entities' true names to have any control over them. Again, this is different than the typical possessing entity and may have to do with the creatures' intense belief in having once been human.

Interestingly enough, William does not know the true names of his supernatural masters and probably never will. The spirits simply created names from William B. Stone's memories and past. Names which he could easily identify with or which held special meaning for William. This made it all the more difficult for the spineless Mr. Stone to resist the entities, since he actually thought that he was fighting important figures from his family's past. For example: Larry Mindstone was the name of William's beloved, deceased grandfather. A cruel trick, indeed.

The weak-willed William will probably never recover from the experience of being possessed even if an exorcism were to be performed flawlessly. If William B. Stone is freed of the entities, he will immediately fall into a catatonic state for 1D6 years. Even then, he may never be cured. He can also be repossessed by one or all of the three entities after he has recovered (they will sense it, wherever they are). Only while in the catatonic state is William B. Stone closed to supernatural possession.

Special Powers (applicable to all three entities):

1. **Physical transformation.** Remember that it is not the lily-livered William B. Stone who is control of his life, it is the three possessing entities. Any of the entities can take control of William in an instant. Typically, when this happens, William physically transforms into the appearance of the controlling entity (clothes and all), complete with that being's hit points, S.D.C., skills, personality and powers. In each case the attributes change to reflect the controlling entity. This means he is effectively four different people, three of whom are villains.

2. **Switching Places.** The three entities can swap places at will (counts as one melee action/attack). When one entity retreats inside William he allows one of his fellow entities to take his place. Once the host body is under its control, the body again transforms into the appearance of the essence controlling it.

Remember, the new entity has all the powers of that persona, including his own Hit Points (HP), S.D.C., and powers, despite any damage the previous entity may have suffered! This effectively gives Triple Threat a total of 205 hit points and 215 S.D.C., not including William's.

The ability to switch places and physically transform also gives the entities the power to seemingly disappear by ducking out of sight and turning into somebody else. Of course they can hide inside William at any time and Mr. Stone will have no idea of what is going on. **Note:** When one of the controlling entities suffers dramatic amounts of damage, like having 12 hit points or less, he will automatically retreat inside William B. Stone, releasing one of the others or even William, himself.

3. **Different Entity — Previous Body.** When one of the entities first takes control of the host body, he can, for a short period of 2D4 minutes, retain the appearance of William or of the previous controlling entity, even though it is a different entity with the new being's fresh hit points, S.D.C., powers and personality.

4. **Regenerating Hit Points, Et cetera.** Hit points and S.D.C. regenerate at a rate of two each per hour the entity is NOT in control of the host body. I.S.P. regenerate at a rate of 4 I.S.P. per hour when not the controlling entity. Hit points, I.S.P. and others regenerate at the normal rate when the entity is the one in control of the host body.

5. **Magic Aura.** Each of the entities generates a different magic aura. It is this aura that causes the physical transformation and provides some additional S.D.C. protection. Furthermore, the ability to see an aura will show only the one aura of the controlling spirit and the presence of supernatural evil. The other three auras (including William B. Stone's) are obscured by the current dominant force.

Note: Players using **Rifts** or **Beyond the Supernatural** can consider the entity personas to possess supernatural strength and endurance. The characters/personas would each have their own Potential Psychic Energy (P.P.E.) and CANNOT tap into each other's P.P.E., not even William's. The P.P.E. for each character is as follows: William B. Stone: 8, Merlin the Wizard: 195, Stanley the Hunter: 35, Larry the Psionic: 20

Villain Name: Triple Threat

The Three Personalities/Entities: Merlin Spellstone (wizard), Stanley Livingstone (hunter/vigilante), Larry Mindstone (psionic).

True Name: William B. Stone (the host body).

Alignment: Anarchist

Hit Points: 27, S.D.C.: 20

Attributes of W.B. Stone: I.Q. 8, M.E. 3, M.A. 4, P.S. 13, P.P. 10, P.E. 11, P.B. 7, Spd. 12

Weight: 150 lbs., **Height:** 5 ft 10 inches, **Age:** 30, **Sex:** Male

Combat: Absolutely no training, and avoids confrontation or combat. However, is allowed two attacks/actions per melee.

Occupation of W.B. Stone: Cemetery grounds keeper (lives on the premises).

Appearance: While working at the cemetery as William B. Stone, he appears dirty and sweaty, and wears overalls or old, tattered clothing. He is often heard muttering to himself. Stone walks with a slight limp and occasionally stutters. He is very timid, soft-spoken, indecisive and submissive to others.



When possessed by one of the entities, he takes on the appearance and style of that controlling spirit, each of which are described below. **Note:** All skill and attribute bonuses are for that ONE particular entity and are not added to the bonuses of the other entities. Only one entity is active at a time, and it is this entity's skills and bonuses that are used. Game Masters can easily adapt the following spirit entities to their flesh and blood counterparts, using them as three independent villains or as a trio.

Skills of Note: None really; dropped out of school in the ninth grade and can only find work as a laborer. He is good with

plants and likes grounds keeping. Skills include cook, sew, fish, swim, basic math and pilot automobile and truck. All skills are equal to fourth level; no skill bonuses.

Life Savings: William knows he has 3217 dollars and 12 cents in the bank. Unknown to him, there is an additional \$92,000 in his account (this belongs to Merlin the Wizard). Another quarter of a million in gems, belonging to Merlin, have been buried by his zombies. A half million dollars, an auto-mag, ammunition, and knives are buried in the grave of a woman named Sally Bankstone (belongs to Livingstone the Hunter). Mindstone doesn't have any money because he spends it all on research.

The Three Entities

Merlin Spellstone — Wizard

True Name: Mortimer Spincaster

Alignment: Miscreant

Hit Points: 60, S.D.C.: 60 (30 for being a wizard, 30 from magic aura)

Attributes: I.Q. 24, M.E. 20, M.A. 24, P.S. 17, P.P. 15, P.E. 18, P.B. 9, Spd. 12

Weight: 192 lbs., **Height:** 6 feet, **Age:** 52, **Sex:** Male

Disposition: Bold and confident. Speaks with a loud, deep voice.

Believes anything is possible and will try to convince others into agreeing with his philosophy. He has often convinced people that he really is a reincarnation of the legendary Merlin.

In fact, there are times when Mortimer's act is so convincing that even he believes he is Merlin.

Experience Level: Tenth (10)

Super Power Category: Magic

Super Power: Wizardry. Never uses astral projection. No familiar.

Attacks per Melee: Six (6) by hand to hand or five (5) spells.

Combat: Hand to hand: expert, +2 strike, +3 parry/dodge, +5 damage, +2 roll with punch, fall, or impact, critical strike on natural 18-20, +10% skill bonus, 80% trust/intimidate, +3 vs psionics, +2 vs magic/poison, +6% vs coma/death.

Magic Combat: +3 spell strength, +4 save vs magic, +2 save vs circles, +1 vs psionics.

Spells Known (18): Armor of Ithan, blindness, call lightning, fire balls, resist fire, diminish others, mesmerism, speed of the snail, eyes of the wolf, fly as an eagle, globe of silence, impenetrable wall of force, chameleon, invisibility (self), teleport (self), tongues, decipher magic, words of truth.

Spells per Day: 14 total

Spell Attacks per Melee: Five (5), 195 P.P.E. (For BTS or Rifts).

Circles: All protection circles, plus force, and create zombies (his favorite and 1D4 zombies are hidden in mausoleums at the cemetery). He has long since forgotten how to use the other circles. Mainly because he never really cared for them.

Educational Background: High school graduate (skill bonus: +5%)

Skills of Note (scholastic): The study of magic, recognize enchantment: 92%, sense evil 100 ft, sense magic: 64%, basic math 98%, W.P. knife, W.P. staff, W.P. sword, hand to hand: expert, fencing, and archery.

Secondary Skills: Land navigation 90%, wilderness survival 98%, pick pockets 90%, pick locks 95%, first aid 98%, pilot: auto 98%, art 90%, sew 98%, sing 98%, forgery 90%.

Appearance: Wears clothing reminiscent of the 1960's. Could easily pass for a hippie, with long hair, bell bottom pants, gold neck chains, medallions, cape, old fashions and loud colors (love 'em).

Description: The original Mortimer Spincaster was turned on to wizardry during the 1960's when he was experimenting with drugs and studying the occult and Eastern philosophies. Mortimer grew up on a farm, so he loved the idea of being able to shape and control primeval forces of nature.

Most of his crimes are acts of sabotage and destruction aimed at governments and government buildings and property. Prime targets include law enforcement vehicles, buildings, and property. He may even attempt to release prisoners from confinement, including other super villains, just to spite law enforcement officials (especially the Feds). His hallmark is to start a large fire using official documents and papers. Other favorite targets include tax collection agencies, federal agencies (FBI & CIA) and legislative offices.

Mortimer uses zombies to do most of William's grounds keeping work, night chores, and to dig graves for Mortimer's loot, victims, or incriminating evidence. Mortimer is careful to use his undead slaves only at night or when the cemetery is empty. The isolation of the cemetery makes it a perfect cover and hide-out.

Special Items: A sacrificial short sword (silver plated and gem encrusted — worth about \$9000), lightning sword, dagger of blindness, fireball cane, silver plated dagger, wood druidic staff, and a vampire killing kit. He very rarely uses guns, and even then, just a simple handgun. After all, the real Merlin never used a gun.

Trick (Fireball) Cane: A heavy, black cane with the head of a dragon or gargoyle at the top (silver plated) and small magic symbols carved into it. As a weapon, the cane is a blunt weapon that inflicts 1D8+1 damage. It also appears to have the power to shoot fireballs! However, it is really just a prop to impress his enemies. The real magic is from Mortimer casting a fireball spell. He just pretends the staff can create fireballs.

Other Trick Magic Weapons: The same tricks apply to his dagger of blindness and lightning sword. These props build Merlin's confidence, adds to the magical atmosphere, and most importantly, misleads his enemies into thinking his power might lay within only his magic weapons and not in him, which he plays up. This tactic has given him the drop on unsuspecting opponents many times; "Oh, please don't hurt me ... I surrender ... I am powerless without my weapons," then, when his opponent lowers his guard, he attacks with full fury.

Common Items: Auto-mag pistol, gems and jewelry that symbolize mystic elements (such as pentagram and anarchy medallions, sapphires, etc.), books on magic, art, and drawing. Drives an old, beat-up van brightly painted with swirling racing stripes. He also keeps an ample supply of magic components for his circles. Typically has, on his person, 2D6×100 dollars in cash.

Armor: None. Uses his Armor of Ithan and impenetrable wall of force spells to protect himself. Can always teleport out of danger, too.

GM Option: Merlin Spellstone may have a secret hideaway (apartment or house or both). The house will be completely paid for (an apartment paid a year in advance) and is guarded and maintained by 1D4+1 zombies. Personal possessions will include books and videocassettes about monsters, magic and the paranormal, a wardrobe of 1960's style clothing, ordinary household items and 1D6×1000 in cash. There is a 1-10% chance (roll percentile dice) that one of his diaries is hidden somewhere in the building. The diary will tell of magic (no spells) and summonings, gripes about the government and laws, his criminal activity, mention the names of

Larry Mindstone and Stanley Livingstone, and may allude to crimes and/or strange experiments that they may have conducted. Of the two, he writes mostly about Mindstone, who he thinks is a fascinating fellow — crazy, but fascinating. Note that he will write about them as if they were real, individual people. Also note that William and the cemetery are never mentioned.

Stanley Livingstone — The Hunter

True Name: Arthur Bronson

Alignment: Aberrant

Hit Points: 75, S.D.C.: 100 (50 for being a hunter, 10 from magic aura, 40 from other physical skills)

Attributes: I.Q. 15, M.E. 15, M.A. 15, P.S. 24, P.P. 22, P.E. 20, P.B. 12, Spd. 16

Weight: 235 lbs. (all muscle), **Height:** 6 feet, three inches, **Age:** 33, **Sex:** Male

Disposition: Tough, mean, nasty, and absolutely fearless. Ready to start a fight at the drop of a hat.

Super Power Category: Special Training

Super Power: Hunter/Vigilante

Experience Level: Eleventh (11)

Combat (including bonuses): Hand to hand: assassin, +8 strike, +7 parry/dodge, +13 damage, +9 roll with punch/fall, boxing knockout on unmodified 20, hand to hand knockout on an unmodified 17-20, critical strike on an unmodified 19-20, +3 vs magic/poison, +10% vs coma/death.

Attacks per Melee: Seven (7)

Skills of Note (scholastic): Wilderness survival 98%, land navigation 98%, tracking 98%, wrestling, boxing, acrobatics, first aid 98%, intelligence 98%, detect concealment 95%, detect ambush 98%, swimming: basic 98%, swimming: advanced 98%, fencing, sniper, W.P. rifle (bolt action: +1 strike bonus from sniper skill), W.P. sword, W.P. targeting, W.P. automatic pistol, W.P. shotgun, W.P. sub-machinegun.

Secondary Skills: W.P. revolver, W.P. knife, pilot: truck 98%, pilot: motorcycle 98%, photography 98%, pick locks 90%, pick pockets 85%, automotive mechanics 83%.

Weapons: He'll use just about anything he can get his hands on. Currently, his armory includes: one 7.62 mm Model 30-11 sniping rifle, one .45 Thompson M1, two M-16 assault rifles, one M-16 with a 40 mm grenade launcher, a mini-uzi, one auto-mag pistol (one of his faves), two Stakeout Ithaca shotguns, one blackjack, one pair brass knuckles, three modern crossbows, one combat bush knife, two small boot knives (always wears these), a selection of bayonets, grappling hook and line, and a variety of gun sights, scopes, optical enhancements, flash suppressor and silencers.

Most of these weapons have been stolen, either from other criminals or from gun stores. He has enough ammunition to hold off an army. All of this stuff is hidden in a mausoleum at the cemetery, with caches of ammunition and a weapon or two hidden at strategic locations all over town.

Special Items: Night-sight goggles and tiger claws.

Common Items: Compass, swiss army knife, nylon cord, rope, handcuffs, mace spray, black face paint, camouflage clothing, black jumpsuits, gloves, and common survival and paramilitary items found in your usual military surplus store. Typically

carries false identity papers (driver's license, passport, credit cards, etc.), and about 1D4 × 1000 in cash.

Armor: A modern, light vest (A.R. 10, S.D.C. 50), occasionally hard armor.

Appearance: Usually wears black clothing, and is particularly fond of black jumpsuits and military clothing. Rarely shaves and enjoys tobacco chew or chewing on a cigar. He's also a heavy drinker and likes the ladies. Seedy bars with female entertainment are his favorite places when he's not working.

Description: In life, Arthur was a mercenary soldier for many years. As he grew older, he branched out into new areas, such as smuggling, weapons dealing, and assassination. Most of his clients were drug dealers, terrorists, rebels, and government leaders of third world countries. Arthur enjoyed the danger and risk involved in these ventures and developed quite a profitable business and an equally dark reputation.

In order to ensure his continued success in the arms business, Arthur developed a twisted master plan designed to ensure that there were always small wars going on throughout the world, thus providing a need for his services. This meant double-crosses, assassination, blackmail and other acts of treachery and betrayal. He met Spellstone and Mindstone while recruiting special talent.

Nowadays, Arthur relives the past danger and excitement by taking on the local criminals. He plays the mob, various gangs, and drug organizations against themselves and each other, always trying to maintain the balance of power. But, like the good ol' days, he will also hit the police or Federal agents (seldom with deadly force) and crime lords, making it look like one of the rival gangs, dealers, or criminal organizations were responsible. This creates the air of anarchy and excitement that he so craves.

The Hunter will sometimes pretend to be a gun for hire, selling his services to criminal organizations, which gives him critical information and access inside the mob. This is perfect to keep the "war" going. It really doesn't matter to Arthur what kind of organization he is dealing with or how they generate money. When Arthur tires of this game, he may decide to play with the police for a while. He usually gets their attention with a grisly murder or daring robbery, and then toys with their efforts to solve the case. **Note:** He will NEVER sell drugs or hurt an innocent person, or a dog (he loves doggies). Arthur's victims will always have a sordid past. It is important to note that most so-called super-heroes and vigilantes work outside the law; consequently, they are not considered to be innocent, they are part of the war effort and fair game.

GM Option: The Hunter is likely to have a half dozen loyal thugs who are considered his assistants (typically bodyguard and con-men types), and a dozen paid informants and snitches (possibly even a cop on the take). We leave it up to the GM to use or not use these characters.



Larry Mindstone — Psionic

True Name: Charles Dent

Alignment: Diabolic

Hit Points: 70, S.D.C.: 55 (30 for being a Psionic, 25 from magic aura)

Attributes: I.Q. 19, M.E. 30, M.A. 24, P.S. 17, P.P. 15, P.E. 15, P.B. 12, Spd. 12

Weight: 175 lbs., **Height:** 6 feet, six inches, **Age:** 41, **Sex:** Male

Disposition: Calm, quietly confident; always trying to reassure the people around him that he is in control of the situation and that he can handle any problems. Completely unlike the crazy, hyper, mad scientist in the movies. However, Mindstone is a psychotic murderer who has absolutely no regard for human life, other than as subjects for his experiments. He will calmly kill, torture, and experiment on people without a qualm or concern for their suffering. He is a cold-blooded killer, obsessed with his experiments.

Experience Level: Twelfth (12)

Super Power Category: Psionic I.S.P.: 190, **Note:** automatically regenerates 4 I.S.P. per hour when not the controlling entity. Seven psionic attacks per melee.

Major Psionic Powers: Telemechanics, mind control (special), and mind bond.

Minor Psionic Powers: Total recall, summon inner strength, see aura, sixth sense, detect psionics, hypnotic suggestion, and mind block.

Special Mind Control Power: Combines empathic transfer, hypnosis/mesmerism, mind block auto-defense and mentally possess others, plus the ability to control the psionic people he creates.

Empathic transfer is the same as described in **Heroes Unlimited** only the duration and range are doubled.

Hypnosis/Mesmerism is the same as described in **Heroes Unlimited** only the duration is doubled.

Group Mind Block: **Range:** 120 feet (36.6 m), **Duration:** 10 minutes per level of experience. **I.S.P. Cost:** 10. Mindstone can instantly erect a mental barrier or mind block to protect himself, the four minds he shares his body with and those around him, within a 120 foot area. The group mind block works just like the individual mind block power. It can be a means of protecting those around the psychic from psionic probes and mind attacks, but it can also be used to prevent outside forces (good or evil) from communicating via telepathy or empathy. Thus, a villainous psychic can use the group mind block for his own evil purposes. Everyone within the 120 foot area of affect will be automatically blocked, but the effect is not detectable so they are not likely to know that they are being mind blocked (a detect psionics will indicate a group mind block)!

Mentally Possess Others: **Range:** 10 feet (3 m), **Duration:** 5 minutes per level of experience, **I.S.P. Cost:** 20. Mindstone can completely take over and control another person. The psychic essence of the controlling mind is temporarily transferred into the body of another individual. While in the victim's body/mind, the psionic retains all of his own knowledge and identity. He can not read the mind of the person he now possesses, nor access any knowledge from the victim's memory. Only the physical body can be controlled, like a living

robot. During the period that the victim is possessed, one of Triple Threat's other personas/entities controls William B. Stone's body. The possessing character can return to his own body at any time, regardless of the distance. When his essence leaves the body of the temporarily possessed person, the victim suddenly becomes conscious again, as if suddenly being woken up. Note that this power is not the same as the supernatural possession of William B. Stone, to whom Mindstone is spiritually linked.

Combat (including bonuses): Hand to hand: basic, +8 strike, +7 parry/dodge, +13 damage, +9 roll with punch/fall, boxing knockout on unmodified 20, hand to hand knockout on an unmodified 17-20, critical strike on an unmodified 19-20, +5% skill bonus (included in skills), 80% trust/intimide, +8 vs psionics/insanity.

Attacks per Melee: Six (6) by hand to hand or seven (7) by psionic attack.

Educational Background: Doctorate degree +35%, medical program, science program, mechanical program, and electrical program.

Skills of Note (scholastic): Criminal science/forensics 98%, paramedic 98%, pathology 98%, medical doctor 98%, computer operation 98%, biology 98%, chemistry 98%, chemistry: analytical 98%, basic math 98%, mechanical engineer 98%, locksmith 98%, auto mechanics 98%, robot mechanics 90%, electrical engineer 98%, surveillance systems 98%, computer operation 98%, and computer repair 98%.

Secondary Skills: Advanced math 98%, forgery 95%, photography 98%, prowl 68%, swimming 98%, running, pilot automobile 98%, W.P. revolver, and W.P. automatic pistol.

Weapons: Tranquilizer gun: Shoots powerful tranquilizer darts which knock out victims in 3D6 seconds; victims remain unconscious for 1D6 minutes (the average human for four times longer). Handguns: .38 Special, .45 Colt, Auto-mag, 7.65 mm PP Walther, 9 mm Model P5 Walther, Brigadier, 9 mm Wz 63 Machine Pistol, 7.62 mm TT-33 Tokarev and plenty of ammunition. As you can see, Charles is a collector of handguns.

Special Items: The mad doctor has developed a number of untested and potentially dangerous drugs. The drugs are expensive, costing about \$200,000 for a single dose, while the psionic creation drug costs about half a million per dose.

Adrenalin drugs: Adds 20 to PS attribute (can be considered supernatural), +4 on initiative, +1 to strike, +2 to parry and dodge; lasts 5 minutes, but immediately after, the character is fatigued: Reduce speed, melee attacks, and combat bonuses by half; needs one hour rest to get back to normal. Prolonged use, 10+1D6 doses, will permanently reduce Physical Endurance by 1D4 points and cause insomnia (has difficulty sleeping, restless, edgy).

Psionic susceptibility drug: The drug makes its subject more likely to be influenced by mind control and psionic influences. Subjects are -7 to save versus empathy, empathic transfer, hypnosis, mind bond, mind control, mind wipe, and telepathy. Prolonged use, 8+1D6 injections, reduces the subject's Mental Endurance by one point and/or Intelligence by one point (50% chance). 16+2D6 doses is likely (1-60% chance) to make the subject permanently more susceptible to the psionics listed (-3 to save).

Psionic booster drug: This drug doubles the strength/damage and duration of psionic powers and the psi-attacks are +1 in strength. Duration of the booster drug's effects is an unstable 2D6 minutes. Side-effects include a terrible headache (-2 on initiative for 1D6 hours), and it takes twice as long to regenerate the I.S.P. used while under the drug's influence. Prolonged use of the drug, 10 + 2D6 doses will permanently reduce the subject's Mental Endurance by 1D4 and I.S.P. by 3D6.

Psionic creation drug (newly developed): A powerful drug that permanently instills two major psi-powers and 1D4 + 2 minor psionic powers after only 3D6 doses (affects everybody differently). I.S.P. is determined by rolling 1D6 x 10, plus 10 points per level of experience. However, the side-effects are very nasty. Roll percentile dice:

01-25 Destroys the metabolism. Death occurs within 2D6 days, during which time the victim becomes a psychotic killer and paranoid (hurting everybody around him), or a power mad tyrant (tries to dominate others). A massive blood transfusion within 72 hours after the last, psionic instilling dose, accompanied by additional medical treatment (roll to save vs coma & death at -30% to save), might allow the character to survive, but all psionic powers are lost.

26-40 Insane! Roll two phobias, one obsession and one psychosis (crazy hero/villain powers optional, instead of psychosis).

41-50 Becomes a mental zombie, easily controlled by other psychics (like Larry Mindstone). Permanently reduce I.Q. to 8, M.E. and M.A. to 6. Only the most basic skills are kept (like hand to hand combat, pilot automobile, basic math), all others are lost. The mental zombie can function independently, but will always obey his creator, Doctor Mindstone, and can also be controlled by other powerful psionics through telepathy, empathy, hypnosis and mind bond. Tends to react to emotional stimulation rather than logic.

51-65 Reduce I.Q. by 1D4 points, plus has trouble concentrating and remembering things; -20% skill penalty on all skills.

66-75 Plagued by constant, terrible headaches (-2 on initiative and -10% on all skills) and hears voices saying things contrary to his alignment when under stress. Also tends to be nervous/jumpy and has trouble sleeping.

76-85 +3 to save vs psionics and mind altering drugs, but reduce Spd., P.S., P.P., and P.E. attributes by 1D6 or to 8, whichever is lower. Tends to be puny and sickly.

86-00 Lucked out! No permanent side effects, but loses psionic powers within 48 hours. Taking the drug again will either kill the character (1-50%) or make him totally impervious to its effects (51-00%).

Common Items: Portable laboratory, portable polygraph stress monitor, portable computer, calculator (pocket and desk types), surgical kit (scalpels), first-aid kit, common drugs (sedatives, painkillers, cocaine, etc.), log books, dictaphone, pocket cassette recorder, portable video camera, 35 mm camera, polaroid camera, camera lenses and other kinds of basic recording and lab tools. Bionic implants may include a device to measure brain activity or a homing device so that Charles can track his experiments once they regain self control.

Armor: Sometimes wears an armored vest; A.R. 10, S.D.C. 50, 10 lbs.

Appearance: Dresses very professionally and conservatively — white shirt and tie, dress slacks and/or an expensive suit. Wears a white lab coat when working. Also smokes a pipe on occasion.

Description: Charles Dent was a former psychiatrist who lost his license to practice when he was convicted on 22 counts of dispensing illegal drugs and 14 counts of using mind altering drugs on unwitting patients for his own secret experimentation (he saw nothing wrong with this). The drugs were highly experimental and affected various parts of the human brain, many of his own design. Some were said to bring out latent ESP abilities in the subject, while other drugs made the user incredibly susceptible to hypnotism, mind control, and psionic manipulation.

Once he was released from prison, Charles became intrigued with the fields of bionics and cybernetics. He had always pursued augmenting the human body with drugs, now he considered other means. His reputation as an innovative genius and his apparent sincere repentance (all an act), landed him a job with a government funded company to develop cybernetics for the military. Charles dreamed of creating a superhuman by fusing his knowledge of psionic drugs with bionics; a super soldier with great mental powers, as well as robot-like strength. But also someone who could be mentally controlled — controlled by him.

After a suspicious laboratory accident, Doctor Dent disappeared before he could be questioned by the authorities and went underground. He set out to conduct his own experiments without the restrictions forced upon him by weak-kneed liberals consumed with the concepts of humane treatment and proper procedures. Unfortunately, his kind of research required lots of money and human test subjects. Furthermore, he required secrecy and privacy. A chance meeting got him involved with his two criminal associates. They were fascinated with the idea of creating and controlling (or selling) superhumans. Unfortunately, Doctor Dent's only semi-success has been his lengthy drug experiments on himself, which gave him his psionic powers without any destructive side effects. He is obsessed with perfecting cybernetic supermen and/or psionic enhancing drugs for the same purpose. Consequently, when he is in control of the host body he is always pursuing the means to get money and establish a secret laboratory to continue his research.

Charles Dent's psionic powers enable him to control others to such an extent that he can will them into becoming subjects for his experiments. Those difficult to control directly via psionics are blackmailed into submission. **Note:** This guy is always broke and always in need of vast amounts of money, because he spends everything on research. This means he is eager to commit crimes that will earn him a bundle of money or get cybernetic parts or chemicals. This is the enticement frequently used by the other two entities to get Chuckie's cooperation. Dent really couldn't care less about personal wealth.

GM Option: The good doctor can have 1D4 + 1 secret lab sites. These labs are abandoned when he's not in control of William. They are fairly small and equipped with only the basic equipment needed for a chemical laboratory. Only one place at any given time serves as his main base of operation and is the best equipped. He may even have 1D4 + 2 henchmen who procure his test subjects and another 1D4 laboratory assistants.

Tyrano-Rex & Vukubbu, the Dark Shaman

By Steve Sheiring and Kevin Siembieda

Doctor Rex Flint was a brilliant, young archaeologist on a scientific expedition in the Amazon jungle. The expedition had been going badly, with one disaster after another. Finally, after a torrential rainstorm, Rex found himself and an indian guide separated from the rest of his group. As they made their way through the jungle, Rex slipped and slid some 200 feet (61 m) into a gully. There he discovered a mysterious, ancient pyramid. The find was of colossal historical importance. The pyramid appeared to be Mayan, yet it was older than any Mayan ruin he had ever seen and it was located thousands of miles away from the Yucatan Peninsula inhabited by the Mayan people. Immediately he began translating the writings carved on the wall of the ancient structure.

The writing told the story of a cult of giant lizard worshippers. The religious writings explained how the pyramid did not exist on the earth, but in "the place of the gods," another dimension away from man. Once every three generations (about 60 years) the pyramid would reappear. The shaman leaders of the cult would then come to pray for divine intervention and "gifts from the Great Feathered Serpents." It was difficult to tell, but the gifts seemed to include knowledge, culture, healing powers and other supernatural abilities. New shamens were also selected here, apparently by the gods, who granted worthy disciples their "gifts." All of those chosen by the gods were depicted as lizard men. The shamens were considered to be holy and their remains were placed inside the pyramid by their successors. Only the "Gifted Ones," chosen by the gods, were permitted entry into the burial chambers. All others fell prey to curses and deadly magic.

Naturally, the curious young Rex ignored the ancient warnings and continued his exploration of the pyramid. A secret passage was found and he entered to discover more writings and statues of what he suspected to be previously unknown Mayan deities. Huge, serpent- and dinosaur-like figures, with giant claws, fangs, feathers and tail.

One night, while sleeping within the pyramid, Rex awoke to a strange sensation, as if ten thousand ants covered his body. Suddenly, he experienced the feeling of vertigo and felt as if he was adrift in the blackness that engulfed him. His heart pounded so loudly that it sounded like the beating of indian drums, and his ears filled with a deep, rushing noise that sounded like somebody chanting in a raspy, rumbling voice. He remembered feeling the presence of incredible evil, causing him to scream and then fall unconscious. He awoke in the morning to find himself alone in the jungle. No pyramid nor jungle guide. Only jungle and aching muscles. He later discovered that he was the only survivor of his entire expedition, the others having fallen victim to a flash flood. The whereabouts of his indian guide unknown.

This experience would change Rex Flint's life forever. An enormous change had affected Rex's body, he had become a humanoid dinosaur! He was still man-sized, 6 ft, 6 inches, but resembled the legendary Tyrannosaurus Rex. For weeks he wandered the jungle not knowing what to do. Then he spent months searching for the pyramid, but it could not be found. Eventually, he came to accept the impossible. He had been chosen by ancient



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gods to receive "the gift" and to serve as their shaman, healing the sick, helping the weak, and fighting evil. He had become a champion of the Mayan Gods of light.

Rex soon discovered that he was chosen not just to help people in general, but to specifically combat an ancient evil that was also given life that night. In a dream, Rex learned that the indian guide had become empowered by ancient forces of evil and was sent into the world to cause destruction and sorrow. **Vukubbu, the Dark Shaman** was born that night and Rex was transformed to right his wrongs and to stop his evil. Like Yin and Yang, they are inexorably linked to fight the eternal battle between good and evil.

Tyrano-Rex the Super Hero

Name: Tyrano-Rex

Aliases: Rex, The Dinosaur-man, Dino-Might

True Name: Rex Flint

Alignment: Principled

Hit Points: 50 base; add 50 for every additional 10 ft in height (round up) **S.D.C.:** 100 base; add 60 for every additional 10 ft in height (round up)

Weight: 200 lbs base (91 kg), **Height:** 6 feet 6 inches (2.0 m) and see the growth power that follows, **Age:** 25, **Sex:** Male

Attributes: I.Q. 14, M.E. 23, M.A. 22, P.S. 20 + 10 per every additional ten feet of height (round up), P.P. 18, P.E. 20, P.B. 5, Spd. 24 + 22 for every additional ten feet of height (round up).

Disposition: Sincere, honest, trustworthy, heroic, daring, and compassionate. He will always try to help others in any way he can. He will never knowingly endanger innocent people.

Experience Level: Fifth (5)

Combat Skills: Hand to hand: basic, +3 strike, +4 parry/dodge, 4 attacks per melee, +5 vs psionics/insanity, +3 vs magic/poison, +10% vs coma/death. Rex can also bite, rather than punch. A bite at human size inflicts 1D6+2 damage, 2D6 at ten feet tall (3 m) and add 8 points of damage per each additional 10 feet in size.

Attacks per Melee: Five (3 from hand to hand and 2 from being mystically bestowed).

Super Power category: Magically Bestowed Abilities! Attribute and S.D.C. bonuses are listed above.

Magic Powers: Two minor super abilities: energy expulsion (electricity — 8D6 damage or quick roll 1D4 × 10 + 8) and underwater abilities. One major super ability: magic growth and transformation. This power is similar to the super ability, "growth," but works in increments of 10 feet (3 m) and when he grows he also transforms into a dinosaur-like creature that looks even more like a tyrannosaurus than ever. **Maximum Height:** 60 feet (18.3 m), **Weight Increases:** 500 lbs (225 kg) per every additional ten feet (3 m). **S.D.C. Increases:** 60 per each additional ten feet (3 m). **P.S. Increases:** 10 points per each additional ten feet (3 m), P.S. damage bonus increases proportionately. **Other Abilities:** Speed increases by 22 points (15 mph/24 km) per each ten feet in size. Endurance and strength are considered to be supernatural. Thick, scaly skin provides a natural body armor: A.R. 12 in human form, A.R. 16 as a giant. **Bonuses from Giant Size:** +2 to strike and parry, but -4 to dodge, increased natural armor rating.

Physical Limitations: Permanently transformed into a lizard man.

Educational Level: Ph.D. in Archaeology

Scholastic Bonus: 35%

Scholastic Skills: Science, Technical, Investigative, and Communications Programs; computer operation 98%, computer programming 98%, basic and advanced math 98%, biology 98%, botany 98%, chemistry 98%, writing 98%, photography 98%, art 98%, intelligence 98%, cryptography 98%, laser communications 98%, optic systems 98%, radio: basic 98%, radio: scramblers 98%, radio: satellite 95%, TV/video 98%, and read sensory equipment 98%.

Secondary Skills: Land navigation 70%, language: Spanish 90%, wilderness survival 75%, first aid 75%, pilot: automobile 98%, sew 70%, W.P. blunt, W.P. rifle, W.P. automatic pistol, and basic mechanics 70%.

Appearance: Looks like a humanoid tyrannosaurus-*rex*. Frequently wears an equipment and weapon belt.

Occupation: Archaeologist/college professor turned super-hero.

Description: No one knows Rex's old human identity. Whether a six foot, six inches tall lizard man or a 60 foot tall tyrannosaurus, he retains all of his knowledge and humanity.

Common Items: 1992 Jeep (black), 1990 cargo van (red), Mayan headdress, camouflage coveralls (6 light, 4 heavy), 3-D camouflage suit, six lab coats, two suits, and a variety of clothes. Also has science and field equipment, including a portable laboratory, first-aid kit, infrared distancing binoculars, regular binoculars, night-sight scope for a rifle, portable computer, full size computer, laser printer, modem, portable police band radio, field radio (long range) and a dozen walkie-talkies, cassette recorder, 35 mm camera and lens, and a small video camera.

Armor: Natural A.R. 12 from scaly skin at human size, but natural A.R. 16 at giant size.

Vukubbu, The Dark Shaman — Super Villain

Name: Vukubbu (pronounced: Voo-cub-boo)

Aliases: The Dark Shaman and the Feared One.

True Name: Raa Kichevuu

Alignment: Diabolic

Hit Points: 52, **S.D.C.:** 120 (most instilled by magic)

Weight: 160 lbs (72 kg), **Height:** 5 feet 6 inches (1.65 m),

Age: 20, **Sex:** Male

Attributes: I.Q. 17, M.E. 20, M.A. 20, P.S. 22, P.P. 20, P.E. 20, P.B. 20, Spd. 20.

Disposition: Completely evil, committing crimes and atrocities just to cause pain and suffering. Sly and cunning. Will greet you with a smile and a handshake, while simultaneously sizing you up and trying to decide how to use and/or abuse you. Quick-tempered and violent; one minute laughing and making jokes, the next minute consumed with anger and ripping at your throat.

Experience Level: Sixth (6)

Combat Skills (does not include magic weapon bonuses):

Hand to hand: assassin, 4 attacks per melee, entangle, +5 strike, +6 parry/dodge, +11 damage, +6 to pull/roll with punch, +3 vs psionic attack, +3 vs magic (+6 when wielding the war hammer), +3 vs poison, +10% vs coma/death, 60% trust/intimidate, 50% to charm/impress.

Attacks per Melee: 4 (3 from hand to hand and one from magic).

Super Power Category: Magic/Enchanted Weapon



Magic Powers: Provided from the magic weapon, a wood war hammer. Fly 50 mph (80 km), turn invisible, animate and control the dead, mystic shield, and portal of fear.

Magic Weapon: Indestructible, combat bonus of +1 to strike and parry, +3 to save vs magic, inflicts 6D6 damage, adds S.D.C. to the wielder (has already been added to S.D.C. above), wielder can see the invisible, weapon is activated with a magic word ("Vukubbu") and instantly creates a battle dress out of thin air for its master (old clothes disappear).

Educational Level: On the job training as a wilderness scout. Scholastic Bonus: 23%, including I.Q. bonus (added to skills).

Scholastic Skills: Espionage/wilderness and physical programs. Intelligence 85%, tracking 78%, wilderness survival 88%, land navigation 83%, escape artist 78%, detect concealment 78%, basic math 98%, hand to hand: assassin, gymnastics, climbing and archery.

Secondary Skills: Language: Mayan and Spanish 98% (native language), English 98%, pilot: automobile 88%, climbing 93%, fish 88%, sewing 68%, W.P. blunt, W.P. knife, W.P. automatic pistol and rifle.

Appearance: Bronze skin, shoulder length hair (black), South American Indian features. Wears normal clothes when in his human guise, but magically transforms into his villain costume when he invokes the word Vukubbu. Loves blue jeans and T-shirts. Prefers sandals to shoes.

Occupation: Was a wilderness guide, now a diabolical villain and spirit of evil.

Description: As Vukubbu, the Dark Shaman, he appears in a frightful jungle costume with a jaguar cape.

U235

Johnny Taggart was a small-time thug who hired himself out as muscle to various criminal organizations. He ran into trouble when he got hooked up with a weapons smuggler. A middle-eastern government had commissioned the smuggler to acquire weapon grade uranium that it desperately wanted to complete a tactical nuclear weapon. Taggart and a small assault force were ordered to quietly penetrate and steal the uranium from a nuclear materials refinery based in Texas.

Posing as employees and helped by an inside man, the crooks avoided the perimeter guards and made it inside the complex. Taggart stumbled upon a chamber that was labeled, "Automated Refinement Chamber No.1." Upon entering, the door behind him slid shut and he was bathed in a blinding beam of red light. His unprotected skin began to itch and then blister, and his hair instantly started to fall out in large clumps. Lurching to the door, he tried to claw his way out, screaming and beating on it with his blistered fists. Several minutes later, the door slid open, spilling Taggart's charred body at the feet of a worker protected in a radiation suit. The worker set off an alarm, and Taggart was rushed to the nearest hospital. The rest of the thieves were captured before they could escape with any uranium.

Taggart was treated for his radiation burns, but given little chance for survival. However, 24 hours later, his charred flesh had healed and his vital signs returned to normal levels. The only other anomaly was the amount of deadly radiation being



emitted from his body, which seemed to be increasing by the hour. The patient was deemed too dangerous to keep in the hospital and was scheduled to transfer to a nearby military facility for further observation and treatment. On the way to the military base, Taggart awoke and escaped. The driver, guard and two attendants suffered from radiation poisoning, were treated and lived.

Some months later, Taggart resurfaced as the costumed villain U235, and went on a rampage of robberies and destruction. Vicksburg, Tennessee was his first target. U235 wiped out the entire police force of twelve officers and six police cars, and then proceeded to burn down the whole town. Several people were injured, but nobody died. The carnage in Vicksburg made the national news and put Taggart on the FBI's most wanted list. To avoid a nationwide manhunt, U235 left the country for 18 months. Since his return, U235 has been implicated in a score of crimes ranging from Texas to British Columbia, Canada.

Real Name: Johnny Taggart

Aliases: Jonathan Tagg, J.T. Treggat, and U235

Alignment: Diabolic

Hit Points: 44, S.D.C.: 112

Weight: 195 lbs (88 kg), **Height:** 6 ft, 2 inches (1.88 m), **Age:** 23

Attributes: I.Q. 13, M.E. 26, M.A. 15, P.S. 19, P.P. 15, P.E. 15, P.B. 8, Spd. 27

Disposition: Mean and nasty, delights in causing pain and destruction. Excessively violent, volatile, and aggressive.

Experience Level: Seventh (7)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Five(5)

Bonuses: +6 on initiative, +7 parry, +8 dodge, +4 damage, +8 to pull/roll with punch, fall, or impact, +1 to strike with body block/tackle (does 1D4 damage). Karate kick (1D8 damage), jump kick (critical strike), paired weapons, and entangle. Pin/incapacitate on a roll of 18, 19, or 20, and crush/squeeze (1D4 damage).

Other Bonuses: +6 to save vs psionic attack.

Super Power Category: Mutant

Major Super Ability: Control radiation (see NEW super ability section)

Minor Super Abilities: Heightened sense of hearing and extraordinary mental endurance.

Unusual Physical Characteristic: Glowing green eyes

Education Level: Trade School

Scholastic Bonus: +20%

Skills of Note: Boxing, wrestling, prowl 88%, running, mechanical engineer 90%, locksmith 70%, automotive repair 84%, robot mechanics 60%.

Secondary Skills: General athletics, body building, land navigation 64%, pilot automobile 98%, pilot truck 80%, W.P. automatic pistol, W.P. sub-machinegun, and W.P. blunt.

Appearance: Average looking man with brown hair and glowing green eyes. Wears a light green costume with a mauve cape.

Occupation: Professional criminal — mostly armed robbery type crimes.

Weapons: May use any weapon but tends to rely on his super powers.

Vehicle: May use any, usually stolen.

Available Money: Little, lives on the run and has only what valuables he has stolen. 2D6 x 1000 will be on his person at any time and represents his entire fortune.

Note: The Dark Tribunal is looking to recruit U235 as a freelance agent.

Undertow

Seaman First Class, Pamela Neimic received her powers as the result of experiments by the U.S. Navy. The goal was to produce super-human frogmen, who could breathe underwater and swim faster than normal humans. The experiments were abandoned after several volunteers died or went insane. Only Pamela seemed to remain healthy and sane, although her abilities were not what they expected. She had somehow gained control over water and could alter herself into an elemental being composed of water. This was both exciting and frightening. None of the other volunteers exhibited any of her abilities, she was a unique aberration and a potential asset for the Navy.

After a year of endless examinations, tests and drills by Navy scientists, Pamela, code name: Undertow, had endured enough and left through a leaky faucet. In her liquid state she travelled through drain pipes and finally found the Pacific Ocean and freedom. But even free to do as she pleases, Undertow is miserable. She is becoming increasingly reclusive, bitter and psychotic. She sees herself as a freak and, with good reason, blames the Navy. Her anger and frustration is released in acts of violence usually directed at the U.S. Navy. She is suspected of sinking one small shuttle boat and damaging several ships. She has also been sighted in San Francisco, Seattle, San Diego, Portland, and up and down the west coast, both in the water and on land. Recently, she has been interfering with fishermen, particularly those who fish for tuna and inadvertently net/kill dolphins. In a related matter, she is suspected of damaging two oriental whaling ships and sinking a third. On the other hand, a child lost at sea, was found 200 miles (320 km) away, safe on a beach. He reported that a mermaid saved him. A couple of honeymooners insist that a super woman towed their damaged and leaking boat out of a storm. In the last four months over 300 people have reported seeing a real "mermaid."

The media has been giving increasing coverage to the reports of an aquatic super woman and have dubbed her "Athena, the super mermaid." However, at this point, they treat the reports with the same tongue-in-cheek sensationalism as sightings of the Loch Ness Monster and Big Foot. The Navy has not revealed anything about their experiments or the mutation of Sailor Neimic. They are conducting their own investigation and hope to find her soon and convince Undertow to come back for therapy and guidance. They fear she may become insane (she's not), like the other volunteers, and they have discussed the necessity of terminating Undertow if she does not comply — to protect civilians, of course.

Note: The Dark Tribunal is actively searching for Undertow with the intention of saving her from her human tormentors, and to recruit her to their cause.

Real Name: Pamela Neimic

Alias: Undertow (Navy code name), mermaid, and Athena, the super mermaid.



LONG

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Alignment: Anarchist
Hit Points: 47, S.D.C.: 86
Weight: 260 lbs (117 kg — looks slim)
Height: 5 foot 10 inches (1.78 m), **Age:** 19
Attributes: I.Q. 15, M.E. 6, M.A. 10, P.S. 17, P.P. 15, P.E. 13, P.B. 21, Spd. 18
Disposition: Arrogant and self serving. Prone to violence and will kill if necessary.
Experience Level: Fourth (4)
Combat Skills: Hand to Hand: Basic
Attacks Per Melee: Five (5)
Bonuses: +1 strike, +3 parry, +3 dodge, +2 damage, +6 to pull/roll with punch, fall, or impact and +1 to strike with body block/tackle (does 1D4 damage). Kick attack does 1D6 damage. Critical strike on an unmodified roll of 19, or 20,
Additional Bonuses While In Water: +1 to parry and dodge, +2 to dodge while underwater, add +9 to swimming speed.
Super Power Category: Experiment
Major Super Abilities: Alter physical structure: liquid and control elemental force: water. No minor abilities.
Side-Effects of Experiment: Light green skin
Education Level: 2 Years of College
Scholastic Bonus: +15%
Scholastic Skills: Cryptography 60%, communication: laser 70%, optic systems 80%, radio: basic 80%, radio: scramblers 70%, radio: satellite 55%, T.V./video 70%, read sensory equipment 70%, swimming 89%, swimming: advanced 89%, prowl 80%, and gymnastics (sense of balance 80%, climb rope 85%, climbing 55%, back flip 80%, leap 14 ft/4.2 m vertically and horizontally).
Secondary Skills: General athletics, body building, navigation 75%, computer operation 75%, pilot automobile 98%, pilot sailboats 72%, and pilot motorboats 72%.
Appearance: An attractive young woman with jet black hair, dark green eyes, and light green skin. Wears a green costume/diver's suit.
Occupation: None at present — vagabond; ex-Navy communications specialist.
Weapons: None, relies on water powers.
Vehicle: None, relies on water powers.
Money: None, has no need for money at the moment. Undertow catches and prepares her food or steals what she needs.

The Power of the Usurper

A small nation controlled by a super villain

Harrison Danilek's arrogance and megalomania were prevalent in his personality long before he became the super villain known as the Usurper. Even as a youngster he believed himself to be far superior in intellect and physical prowess than those around him. Unfortunately for him, he really was their superior in every way, which only pushed his pompous arrogance to greater heights. His attitudes have ostracized him from others throughout his entire life.

At the age of fourteen, he was enrolled into a prestigious college. He earned doctorates in biology/chemistry, mechanical

engineering, and electrical engineering, along with secondary degrees in astrophysics and computers. He also excelled at lacrosse, gymnastics, wrestling, and boxing, leading the college to four straight national championships in each.

After college, Danilek went to work for the **Cyberworks Network** designing new weapon systems and robots. Some of his radical theories in artificial intelligence were instrumental in the creation of Cyberworks' most ambitious work, A.R.C.H.I.E. One. By the age of twenty-eight, he was head of design and fabrication at Cyberworks and had played an important role in many significant Cyberworks Network creations. Frustrated by the company's internal politics and intolerant of the resentment and disrespect exhibited by those below him, he resigned.

Two years later, after his non-compete clause had expired, he joined Cyberworks' chief competitor, the **KLS Corporation**, as head of special projects, receiving a salary rumored to be over 10 million dollars annually. At KLS, he became the driving force behind the creation of a prototype power armor, nicknamed the Glitter Boy, because of its glistening, laser reflective surface. Danilek and his design team were also charged with creating a smaller laser resistant body power armor for the U.S. military based on the prototype Glitter Boy technology. The experimental XLR-5 power armor fit snugly around the wearer's body and significantly augmented strength and speed. The new power armor was lightweight and equipped with a retractable forearm sabre and a powerful forearm laser.

He was also given approval to work on a top secret project regarding human augmentation. His experiment worked on the principle of stimulating and mutating a subject's gene pool by bombarding it with gamma radiation and then giving injections of a weakened strain of a viral infection mixed with Strontium, a reactive, silvery-white alkaline metal, to create a super-powered human dynamo. The virus/strontium mixture would enter the body, causing the immune system to attack the mutant infection, and in so doing, bonding the strontium isotope with the body on a molecular level. Bombarding the body with high-powered gamma rays stimulated the molecular change. This was his crowning achievement, seeing how Cyberworks executives had rejected this project as irresponsible, dangerous and preposterous.

The more Danilek's augmentation project developed, the more he became convinced that it would work. However, he also saw the incredible potential of his creation and decided to keep the technology to himself. When he had determined the process to be safe for humans, he secretly subjected himself to the augmentation process. To his satisfaction, the process worked exactly as he knew it would, instilling him with extraordinary powers. The only unexpected repercussion was that the augmentation process turned his once handsome face into a monstrously ugly mask — but a small price to pay to become a superhuman.

The acquisition of super powers pushed his already fragile sanity over the edge and spiraling into madness. He realized now that he was a god. As a god, it was his destiny to rule the planet. Those who would be so foolish as to oppose him would be crushed like the insects they were. That next morning, there was a terrible explosion and fire. The entire augmentation research center, team members, all the documentation/computer files, equipment, and Professor Danilek (or so it seemed) were lost. The tragedy and amount of destruction was unprecedented



and the KLS Corporation was placed under Federal review. It would take three and a half years before the Feds agreed that KLS was the victim of sabotage, but even then, no one suspected Professor Danilek, who was presumed dead (a handful of bodies were mangled and burned beyond recognition).

Meanwhile, Danilek fled the country, drawing on his vast fortune deposited in Swiss bank accounts under a different identity. He soon became the secret advisor to an idiotic, but ambitious ruler of a tiny, but reasonably prosperous, third world country in Central America. Quickly, Danilek proved his worth as a weapons genius and was appointed the head of military development. With the resources of an entire country at his disposal, he was able to recreate the XLR-5 power armor, a variety of robots, and his human augmentation system. Soon he had a small army of robots at his disposal, each as powerful as a light tank.

Donning the first completed XLR-5 power armor and a royal purple cape, Danilek proclaimed himself the Usurper and staged a military take-over. The coup took seven hours. However, he was clever enough to keep his identity as the Usurper secret and proclaimed Professor Harrison Danilek as the new Emperor. Even his closest generals think that he and the Usurper are two distinctly different people, and that the super villain is a hired gun somehow beholden to Emperor Danilek. This gives Danilek the luxury to operate as a masked super villain without bringing serious repercussions against his country. It also gives him an edge against any fool who might consider attacking him and/or seizing control of the country. As far as the world knows, the Usurper is a super-powered criminal, mercenary and terrorist who is sometimes given political sanctuary by Emperor Danilek.

The military is loyal to their new leader and admires his genius, boldness, and aspirations to make them a world power. None of them knows he dreams of ruling the entire world. The Usurper, believed to be Danilek's enforcer/ally with the robot legion completely under his control, and his own formidable powers makes Danilek a dangerous force. His own people fear him, although they must admit he has brought order to their land and growing prosperity.

As an international villain, the Usurper strikes out at political enemies, industrial competitors and secret military targets. He victimizes neighboring countries by way of assassinating political and industrial leaders, destroying vital industries and communication systems, and wreaking other forms of havoc. He then offers aid and protection as Emperor Danilek. He already effectively controls one small neighbor and another one is considering an official merger with his country.

The Usurper, often assisted by his robots or fellow super-men, is also involved in international theft, sabotage, extortion, assassination and other crimes as a mercenary for hire. This high paying criminal activity helps finance his other plans and gives him and his men insight into the workings and schemes of other nations and industries. He also sells some of his lower end technology software, and weapons, much of which he has pirated and modified from his days at the Cyberworks Network and KLS Corporation, to other countries and industries. His major client in the sale of high technology is **Fabricators Inc.** The Usurper is on extremely good terms with the organization and has used them himself on several occasions to help build his hidden base and to acquire hard to find parts and equipment.

He even considers a few of the organization's leaders to be his near equals — as near as anybody can be (which isn't much).

Danilek is a brilliant, dangerous and methodical villain. His every action brings him closer to his ultimate goal of world domination. He is currently creating more of his deadly robots and has plans to invade and conquer the small Central American country of Spaniguala. The tiny nation has resisted his somewhat more subtle advances and has branded him as an irresponsible enemy of human rights for protecting the Usurper. He will make them pay dearly for this insult and defiance.

In addition to building more of his secret robot army (secret to the world), he continues to build and train his human army and to develop his country's financial and political power. He has even subjected a dozen reasonably well trusted military officers to a modified version of his human augmentation process, giving them powers similar to his own. This has several advantages. They can pose as his super alter ego, the Usurper, gives his military leaders greater power and makes them beholden to him. This adds more super beings to his ranks.

The Usurper's Nation

Equal to a Super Network — Total Available Points: 320

- A. Outfits: #3 Open Wardrobe: 5 points
 - B. Equipment: #6 Unlimited Equipment for special agents: 50 points
 - C. Weapons: #3 Armed Agents: 5 points. This refers specifically to his army and not himself, robots, and special agents.
 - D. Bionics & Robotics: #2 Basic Systems: 10 points
 - E. Vehicles: #3 Fleet Vehicles: 10 points
 - F. Communications: #4 Computerized: 15 points
 - G. Offices and Distribution: #4 Regional: 25 points, with limited operations on an international basis; usually freelance mercenary and criminal activity.
 - H. Military Power: #6 Major Strategic Force: 50 points
 - I. Super Powered Operatives: #3 A Few Regulars: 20 points
 - J. Sponsorship: #2 Military (with Usurper at the head): 4 points
 - K. Budget: #5 Big Bucks: 35 points
 - L. Administrative Control: #4 Agency Protection (Usurper's and diplomatic) for operatives: 25 points
 - M. Internal Security: #3 Tight: 10 points
 - N. External Infiltration: #2 Rare Minor Traitor: 5 points
 - O. Research: #4 Excellent Connections: 20 points
 - P. Agency Credentials: #3 Faceless: 5 points
 - Q. Agency Salary: #4 Good: 20 points
 - The Usurper's Operation/Nation: 314 total points**
-

The Usurper

Real Name: Harrison Danilek
Aliases: T.D. Dogg, Harrison Caesar, Lupe Hernandez, Emperor Danilek, and the Usurper.
Alignment: Diabolic
Hit Points: 63, **S.D.C.:** 184
Weight: 230 lbs (104 kg), **Height:** 6 ft, 5 inches (1.96 m),
Age: 36, **Sex:** Male
Attributes: I.Q. 23, M.E. 24, M.A. 28, P.S. 25, P.P. 26, P.E. 18, P.B. 3, Spd. 24

Disposition: The ultimate egotist and megalomaniac. Thinks of himself as far superior to his fellow man in intellect, will power, strength, and physique. Supremely self-confident and arrogant, he has yet to be defeated outright. A bona-fide genius when it comes to the design and creation of weapons, body armor, and other wildly imaginative devices. Feels he is destined to rule the planet.

Experience Level: Tenth (10)

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: Seven (7)

Bonuses: +2 on initiative, +8 strike, +14 parry, +14 dodge, +14 damage, +13 pull/roll with punch or fall. Karate style kick (1D8 damage), jump kick (critical strike), leap attack (critical strike). Judo style body throw/flip: 1D6 damage (victim loses initiative and one attack), knockout/stun on an unmodified roll of 18, 19, or 20, paired weapons, strike with body block/tackle: +1 (does 1D4 damage), crush/squeeze: 1D4 damage, entangle, pin/incapacitate on roll of 18, 19, or 20, critical strike on an unmodified roll of 18, 19 or 20.

Other Bonuses: save vs. psionic attack/insanity +5, save vs. coma/death +6%, save vs. poison/magic +2, trust/intimidate 94%.

Weapon Proficiencies: Relies on mutant powers and robots, but can use any weapon or gimmick found in the Fabricators Inc. section.

Super Power Category: Experiment

Major Super Ability: Force field

Minor Super Abilities: Extraordinary mental affinity, extraordinary mental endurance, and energy expulsion: energy.

Special Powers From the Experiment: See power armor, and is +2 to save vs all poisons, toxins, drugs, gases, disease, and magic.

Experiment Side Effects: Facial deformity.

Education Level: Doctorate

Scholastic Bonus: +35% + 9% I.Q. Bonus

Skills of Note: Boxing, wrestling, gymnastics (leap 28 ft vertically and 28 ft/8.5 m horizontally, sense of balance 98%, climb rope 98%, climb 98%, back flip 98%, prowl 98%), acrobatics (walk tightrope/highwire 98%, fearless of heights), computer operation 98%, biology 98%, chemistry 98%, analytical chemistry 98%, astrophysics 98%, electrical engineer 98%, surveillance systems 98%, computer repair 98%, robot electronics 98%, mechanical engineer 98%, locksmith 98%, auto repair 98%, and robot mechanics 98%, languages: English, German, and Spanish 98%.

Secondary Skills: Running, general athletics, body building, advanced mathematics 98%, navigation 98%, read sensory equipment 98%, pilot automobile 98%, and first aid 98%.

Appearance: Black hair and a deformed, blank face with a slit for a mouth, two tiny holes for nostrils, red eyes, and button ears. Wears a steel blue and chrome body/power armor with a royal purple cape. Even as the Emperor, he wears a mask which he rarely removes. Anybody who gives off an audible gasp or shows any hint of revulsion toward his looks will suffer his wrath (will be made to suffer and/or be killed). His closest companions are his robots.

Occupation: Ruler of a small South American country, super villain, terrorist and would-be-world conqueror.

Body/Power Armor: Full suit of environmental power armor: A.R. 15, S.D.C. 150, weight: 100 lbs (45 kg). Nuclear pow-

ered (power pellet has a 10 year life span). An air filtration/ex-changer system is included and a small oxygen tank allows the Usurper to breathe underwater for up to two hours.

The armor also augments the physical body, adding the following bonuses to physical attributes: +20 to P.S. and +4 to P.P. Running speed: 50 mph maximum (80 km), jet thruster assisted leaps of up to 100 ft (30.5 m) vertically or horizontally. The jet thrusters in the boots also allow stationary hovering or flying at a maximum speed of 200 mph (321.8 km) and are gyro balanced. The boots also have magnetic capabilities, allowing the Usurper to magnetically attach himself to any iron or steel object.

The helmet has a built-in targeting system for the forearm laser (+3 to strike when engaged), infrared and ultraviolet sensors, thermal imagers, telescopic vision, and a motion detector (ability to detect motion depends on the size of the object. Smaller than a mouse: 10%, rat sized: 20%, cat or dog: 40%, small child: 60%, adult: 85%, car: 90%, semi-tractor/trailer or larger: 98%. —range limit: 400 ft/122 m).

A *one of a kind* laser resistant body/power armor (lasers weapons do half damage) originally designed by Danilek for the U.S. military. The Usurper's armor is based on the technology of the KLS Corporation's Glitter Boy prototype. **Note:** The KLS armor is still only a prototype and while it has an A.R. of 15 and weighs 100 lbs, all its other features/bonuses are half that of the Usurper's. The Usurper has six of these suits in his private armory.

Body/Power Armor Weapons: Forearm laser on the left arm (range: 1200 ft/365 m), damage: 5D6, attacks per melee: equal to hand to hand attacks. Payload: effectively unlimited.

Retractable metal alloy sabre, nearly indestructible, sheathed in right forearm, inflicts 4D6 damage.

Other Weapons & vehicles: Any conventional ground or air vehicle, as well as anything available from Fabricators Inc.

Available Money: The national treasury has about 140 million dollars in ready cash, two billion in credit, 38 million in private Swiss bank accounts, and another 97 million tied up in stocks/holdings (including the KLS Corporation and Fabricators Incorporated) and growing.

The Usurper's Legion

Typical Super-Powered Officer

Rank: Colonel or higher — must be reasonably trustworthy.

Alignment: Miscreant or diabolic

Hit Points (average): 30, **S.D.C. (average):** 100 +

Weight (average): 200+ lbs (90+ kg),

Height (average): 5 ft plus 3D6 inches (about 1.8 m)

Average Age: 4D6 + 20 years, **Sex:** Male

Attributes: I.Q. 23, M.E. 24, M.A. 28, P.S. 25, P.P. 26, P.E. 18, P.B. 3, Spd. 34

Disposition: Tough, resourceful, military minded, crave power and glory for themselves and their nation.

Experience Level (average): 1D4 + 4

Combat Skills: Hand to Hand: Expert

Super Power Category: Experiment

Major Super Ability: None

Minor Super Abilities (always the same): Extraordinary mental affinity, extraordinary mental endurance, and energy expulsion: energy.

Special Powers From the Experiment: Add 2D4×10 to S.D.C., 3D6 to speed, and +2 to save vs all poisons, toxins, drugs, gases, disease, and magic.

Experiment Side Effects: Roll for one of the following:

- 01-20 facial disfigurement; reduce beauty to 1D4+1
- 21-40 white skin color.

41-60 crazy hero/villain: power by association (see **Heroes Unlimited**, page 20).

61-80 grow 1D4 feet taller and 2D6×10 pounds heavier (add 6D6 S.D.C.).

81-00 insanity: roll on the obsession table (**Heroes Unlimited**, page 25).

Education Level: Military Training

Scholastic Bonus: +20%

Skills of Note: Emphasis on weapon proficiencies, military, espionage and physical training.

Weapons: Any conventional military weapons, energy rifles, and occasional use of the improved XLR-5 power armor.

The Vanquisher Combat Bot

The Mark II Vanquisher Combat Robot is the Usurper's first robot creation since faking his demise. The manufacturing of the robots is both expensive and time consuming, so he only has a total of 48 completed. He hopes to build and program at least eight a month. Once he has 140 or more, he will consider sending them in with his army to attack the nation of Spaniguala. The bots unquestionably obey the Usurper's every command and address him as "Lord." He currently uses the bots to steal large amounts of money and equipment he needs to further his evil plans.

The Mark II Vanquisher Combat Robot

Attributes of Note: I.Q. 14; Standard artificial intelligence. P.S. 30, P.P. 18, Spd. 50 (35 mph/56 km).

Height: 6 feet, 6 inches (2.0 m), **Weight:** 600 lbs (270 kg)

Power Source: Micro-fusion power system — 6 year life span.

Robot Features:

Optics: Laser targeting, infrared, ultraviolet, night vision, and telescopic with a range of 2 miles (3 km). All other optics have a range of 1600 ft (480 m).

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 ft (152 m). The robot's computer can recognize up to 5,000 mechanical sounds, such as car and truck engines, generators, cocking guns, etc. Adds to alertness and attacks.

Speech: Has the ability to speak and understand English. The Usurper is currently programming all new models to also speak and understand Spanish. The robot's speech patterns sound very synthesized and unemotional. The robot is programmed to understand and respond to 500 different questions, demands, and statements. The Usurper's robots can read their programmed languages.

Flight Ability: The robot has retractable jet thrusters in its back and a pair in the soles of its metal feet. The thrusters allow stationary hovering or flying at a maximum speed of

200 mph (322 km). Has the ability of jet thruster assisted leaps of up to 100 ft (30.5 m) vertically or horizontally.

Weapons: 1. One (1) retractable forearm sabre (right arm): 4D6 damage.

2. One heavy ion blaster in place of a left forearm and hand. Damage: 6D6, effective range: 1200 ft (368 m), rate of fire: only three per melee, payload: effectively unlimited.

3. Optional use of any hand-held weapon.

4. Special Combat Feature: The one hand and both feet of the robot have magnetic abilities, allowing it to magnetically attach itself to any iron or steel object.

Combat Program: The basic data as noted in **Heroes Unlimited**, page 139, plus hand to hand: expert, climbing 90%/70%, radio: basic 90%, pilot automobile (jeep) 90%, pilot truck 90%, W.P. sword, W.P. revolver, W.P. automatic pistol, W.P. rifle, W.P. automatic rifle, W.P. energy pistol, W.P. energy rifle.

S.D.C. By Location:

Hand (1) — 10

Ion Blaster (1) — 25

Arms (2) — 50 each

Forearm Blade (1) — 10

Legs (2) — 100 each

*Head — 50

**Main Body — 300

* Destroying the head of the robot will eliminate all optics.

In most cases, the bot will automatically shut down when the optics are destroyed or it may continue to battle blindly. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when the attacker makes a "called shot" and even then, the attacker is -2 to strike.

** Depleting the S.D.C. of the main body will effectively destroy the bot, shutting it down completely.

Attacks Per Melee: Five (5) hand to hand attacks or actions per melee. Combat skill is equal to hand to hand: expert.

Hand to Hand Combat Damage:

Restrained Punch: 2D6 damage

Full Strength Punch: 4D6 damage

Kick: 4D6 damage

Body Block: 3D4 damage

Judo Throw: 3D6 damage

Bonuses: +2 on initiative, +3 strike, +4 parry, +4 dodge, +15 damage, and +2 to roll with impact/fall. Also has a kick attack doing 4D6 damage and can use paired weapons, perform entangle and Judo body throw/flip (3D6 damage plus the usual penalties). Critical strike on an unmodified roll of 18, 19, or 20.

The Mark I Destroyer

The Mark I Destroyer Combat Robot is a modified version of the Vanquisher. It is larger, bigger, has more armor and a particle beam weapon. However, it is also slower. Only two of these prototypes exist, and the Usurper has not yet decided whether or not he's going to mass produce them.

The Mark I Destroyer Robot — Prototype

Attributes of Note: I.Q. 14; Standard artificial intelligence. P.S. 40, P.P. 18, Spd. 33 (22 mph/36 km).

Height: 8 feet (2.4 m), **Weight:** 1200 lbs (540 kg)
Power Source: Micro-fusion power system — 6 year life span.
Robot Features:

Optics: Laser targeting, infrared, ultraviolet, night vision, and telescopic with a range of 2 miles (3.2 km). All other optics have a range of 1600 ft (480 m).

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 ft (152 m). The robot's computer can recognize up to 5,000 mechanical sounds, such as car and truck engines, generators, cocking guns, etc. Adds to alertness and attacks.

Speech: Has the ability to speak and understand English. The Usurper has programmed both units to also speak and understand Spanish. The robot's speech patterns sound very synthesized and unemotional. The robot is programmed to understand and respond to 500 different questions, demands, and statements. The Usurper's robots can read their programmed languages.

Flight Ability: None

Weapons: 1. One (1) retractable forearm sabre (right arm): 4D6 damage.

2. One particle beam blaster in place of a left forearm and hand. Damage: 1D6 x 10, effective range: 2000 ft (610 m), rate of fire: only twice per melee, payload: effectively unlimited.

3. Optional use of any hand-held weapon.

4. Special Combat Feature: The one hand and both feet of the robot have magnetic abilities, allowing it to magnetically attach itself to any iron or steel object.

Combat Program: The basic data as noted in **Heroes Unlimited**, page 139, plus hand to hand: expert, climbing 90%/70%, radio: basic 90%, pilot automobile (jeep) 90%, pilot truck 90%, W.P. sword, W.P. revolver, W.P. automatic pistol, W.P. automatic rifle, W.P. heavy, W.P. energy pistol, W.P. energy rifle.

S.D.C. By Location:

Hand (1) — 25

Particle Beam Arm (1) — 50

Arms (2) — 70 each

Forearm Blade (1) — 10

Legs (2) — 140 each

*Head — 70

**Main Body — 500

*Destroying the head of the robot will eliminate all optics.

In most cases, the bot will automatically shut down when the optics are destroyed or it may continue to battle blind. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when the attacker makes a "called shot" and even then, the attacker is -2 to strike.

**Depleting the S.D.C. of the main body will effectively destroy the bot, shutting it down completely.

Attacks Per Melee: Four (4) hand to hand attacks or actions per melee. Combat skill is equal to hand to hand: expert.

Hand to Hand Combat Damage:

Restrained Punch: 3D6 damage

Full Strength Punch: 6D6 damage

Kick: 5D6 damage

Body Block: 3D6 damage

Judo Throw: 3D6 damage

Bonuses: +1 on initiative, +3 strike, +3 parry, +3 dodge, +25 damage, and +2 to roll with impact/fall. Also has a kick attack doing 4D6 damage and can use paired weapons, perform entangle and Judo body throw/flip (3D6 damage plus the usual penalties). Critical strike on an unmodified roll of 18, 19, or 20.

The H.D. Android

The H.D. android is Professor Danilek's most advanced creation. It looks completely human and completely like him. It is used to act as his secret substitute when he's away as the Usurper. The android is programmed to mimic the despot ruler in every way, other than his super abilities. So far nobody has a clue about its existence. A second android is hidden in a secret laboratory, but is only half finished.

The H.D. Android — Prototype

Attributes of Note: I.Q. 16: Advanced artificial intelligence. P.S. 25, P.P. 26, Spd. 34 (22 mph/36 km).

Height and Weight: Same as the Emperor

Power Source: Micro-fusion power system — 6 year life span.

Experience Level of the Android: Second (2)

Robot Features:

Optics: Laser targeting, infrared, ultraviolet, night vision, and telescopic with a range of 2 miles (3.2 km). All other optics have a range of 1600 ft (480 m).

Amplified Hearing: Can hear sounds as quiet as 10 decibels as far away as 500 ft (152 m). The robot's computer can recognize up to 5,000 mechanical sounds, such as car and truck engines, generators, cocking guns, etc.. Adds to alertness and attacks.

Speech: Has the ability to speak and understand English. The voice sound exactly like Danilek and human in every way.

Weapons:

1. Retractable claws (right hand): 1D6 damage.

2. Wrist blaster (left forearm — 3D6 damage, range: 660 ft/195 m, rate of fire: equal to hand to hand, payload: effectively unlimited.

3. Camera eye (left)

4. Optional use of any hand-held weapon.

Programs: The basic combat program, investigative program, and social science program. See **Heroes Unlimited**, page 139, for details on skills. Specific skills will be selected to mimic the Emperor's.

S.D.C. By Location:

Hands (2) — 10 each

Arms (2) — 50 each

Legs (2) — 100 each

*Head — 50

**Main Body — 200

* Destroying the head of the android will eliminate all optics, but the android will continue to battle blind. **Note:** The head is a small and difficult target to hit, especially on a moving target. Thus, it can only be hit when the attacker makes a "called shot" and even then, the attacker is -2 to strike.

** Depleting the S.D.C. of the main body will effectively destroy the bot, shutting it down completely.

Attacks Per Melee: Five (5) hand to hand attacks or actions per melee. Combat skill is equal to hand to hand: expert.

Hand to Hand Combat Damage:

Restrained Punch: 2D6 damage
Full Strength Punch: 4D6 damage
Kick: 3D6 damage
Body Block: 3D4 damage
Judo Throw: 2D6 damage

Bonuses: +2 on initiative, +4 strike, +5 parry, +5 dodge, +10 damage, and +3 to roll with impact/fall. Also has a kick attack doing 4D6 damage and can use paired weapons, perform entangle and Judo style body throw/flip (3D6 damage plus the usual penalties). Critical strike on an unmodified roll of 18, 19, or 20.

The Vehement

Jean Claude Dupre is a former anti-terrorist and espionage specialist with the Canadian Army who was unceremoniously drummed out of the military after being accused of being gay. One of his commanding officers feared for his own career when Dupre threatened to expose his double life. The officer was later found murdered, Dupre is the number one suspect.

The greedy Dupre turned to crime as a means to make the large amounts of money he feels he deserves. For a period of time he worked exclusively for a large criminal cartel in Quebec, Canada. His espionage background helped to quickly propel him to the top of the assassination and espionage branch of the cartel. Unfortunately, Dupre's lust for wealth enticed him to skim large amounts of money from the mob. When his treachery was discovered, he was captured and sealed, alive, in a radioactive waste drum and dumped into the St. Lawrence River. Luckily, the river's strong current drove the drum into a sunken ship and smashed open the lid. Dupre survived and was found washed ashore by a fisherman. However, the events, and perhaps the exposure to the radioactive waste, triggered a change in him and instilled some strange mutant powers. He kept his powers secret and slipped away, one night, from his police guarded hospital room.

Dupre disappeared for several months while he learned about his new found abilities. When he resurfaced, he was wearing a costume and called himself the Vehement. His first crime as Vehement was one of revenge against the mob, killing the heads of the cartel who ordered his death. Vehement is wanted by Canadian and U.S. authorities for numerous bank heists, robberies, murders, and assassinations. He occasionally freelances for criminal organizations and, if the price is right, third world governments, corporations and individuals. His fees are exorbitant. Vehement will not even consider a simple job for less than 200,000 dollars (he'll consider these low end jobs if the assignment sounds like it will be fun, easy or profitable in some additional way). His usual fees range from half a million to two million dollars depending on the risk and costs of preparation.

Real Name: Jean-Claude Dupre

Aliases: Many, but the most commonly used are Pierre Faucher, LaMont Dunham, and Vehement.

Alignment: Miscreant

Hit Points: 52, S.D.C.: 142

Weight: 235 lbs (106 kg), **Height:** 6 ft, 4 inches (1.93 m), **Age:** 24

Attributes: I.Q. 12, M.E. 9, M.A. 12, P.S. 30, P.P. 13, P.E. 20, P.B. 19, Spd. 23. The PS can be considered to be supernatural.

Disposition: Mean, vindictive, most deadly when angry and a cold blooded killer. He can be disarmingly charming, but also overconfident and cocky; takes unnecessary risks. Resents authority figures, especially military and law enforcement officials. He is obsessed with the acquisition of wealth, surrounding himself with it and stockpiling it at every chance.

Experience Level: Ninth (9)

Combat Skills: Hand to Hand: Assassin

Attacks Per Melee: Seven (7)

Bonuses: +2 to strike, +6 parry, +6 dodge, +19 damage, and +8 to pull/roll with punch or fall. +1 to strike with body block/tackle (does 1D4 damage). Crush/squeeze does 1D4 damage, kick attacks do 1D6 damage. Can also entangle or pin/incapacitate on a roll of 18, 19, or 20. Critical strike on an unmodified roll of 19 or 20 and knockout/stun on an unmodified roll of 17-20.

Other Bonuses: +20% save vs coma/death, +3 save vs poison/magic, and 45% to charm/impress.

Super Power Category: Mutant

Major Super Ability: Disruptive touch

Minor Super Abilities: Energy resistance, impervious to fire and heat, and extraordinary physical strength.

Unusual Physical Characteristics: Glowing eyes

Education Level: Military Specialist

Scholastic Bonus: +20%

Skills of Note: Detect ambushes 98%, detect concealment 98%, tracking 98%, interrogation 98%, intelligence 98%, pick locks 98%, boxing, wrestling, prowl 98%, W.P. revolver, W.P. automatic pistol, W.P. semi and fully automatic rifle, W.P. rifle, W.P. sub-machinegun, W.P. energy pistol, W.P. energy rifle, W.P. knife, W.P. paired weapons, and W.P. targeting.

Secondary Skills: Running, general athletics, body building, swimming 98%, pick pockets 75%, first aid 98%, pilot automobile 98%, languages: English 98% and his native language is French 98%.

Appearance: A large, muscular French Canadian with sandy hair and glowing pink eyes. Wears a costume of purple, pink, and white.

Occupation: Professional criminal, assassin and espionage agent.

Weapons: He commonly carries a heavy ion blaster (4D6), standard laser rifle (6D6 damage), 9 mm mini-Uzi (2D6 damage), and a pair of throwing knives. Also uses a large range of other weapons as they relate to weapon proficiencies.

Vehicle: Owns a Mercedes Benz sports car souped up for greater speed, plus A.R. 15, S.D.C. 750, and concealed 7.62 mm machinegun (300 rounds). But will use, rent, and steal all types of vehicles depending on his needs.

Body Armor: He may use a variety of different armors depending on the mission, or none at all. Owns all the light and heavy types of armor.

Available Money: Has a cash reserve of about 750,000 dollars and a million tied-up in stocks.

The Vehement



Adventure Outlines & Ideas

To Protect the Protector

A Scenario Outline

By Julius Rosenstein & Kevin Siembieda

Basic Plot: The famed super hero, the Protector, has been attacked and seriously injured by person or persons unknown. The Protector is in the hospital in critical condition, but still clings to life. The police fear that his assailant(s) will try to finish the job while he is helpless to defend himself. The authorities have the hospital heavily guarded, including SWAT teams, but fear that they may need more than their standard units. They have requested a S.C.R.E.T. but none are presently available. This is all big news and the story has made it to the national news. The media, particularly TV news, is on the scene, reporting events, giving updates on the Protector's condition, public concerns and rumors as they happen. Consequently, all local super heroes, vigilantes and villains will be alerted to what's going on. Heroes should be so concerned that they will arrive on the scene (perhaps secretly) to help protect the Protector.

Setting: This adventure takes place in (and around) a large metropolitan hospital and/or the city in general. The Protector is confined to the intensive care unit (ICU), but the entire hospital could be endangered by an attack from super beings.

Possible subplots (use one, use several, or none at all): 1. One (or more) of the player characters may be a friend, acquaintance or former protege of the Protector, and will have greater motivation to guard him.

2. The super villain(s) responsible have no intention of further attacks on the fallen hero. He/they have deliberately set up this situation to draw the media's, police's, and heroes' attention away from their true target (or to draw out their true target). This target may be one or more of the player characters, an important personality, another hero a rival villain or gang, or perhaps this can serve as a distraction for an epic theft or act of sabotage (this would have to be really big).

3. Of course, the Protector could really be the target and those responsible will come finish what they've started. They may cause damage/trouble elsewhere to distract the police from guarding the Protector.

4. Not only is the person(s) responsible for the initial attack going to try to kill the Protector, but several other villains have decided to try to kill him while he's too hurt to fight back. Game Masters can add as many villains as reasonable.

5. Speaking of other villains, while everybody is guarding the Protector, criminals, especially super humans, may take this opportunity to plunder the city. Heck, a mini-crime wave could sweep the city over the next week or two until the Protector can be moved to a safer locale. Even out of town villains might fly in to see what opportunities they can take advantage of.

6. The attack on the Protector was just the first of many intended "hits" on other heroes. The villains have decided to wage an all out war against their super foes and intend to kill as many as they can.

7. The attack was launched by a secret group who hates mutants and intends to destroy all "mutant freaks." The player characters may be next.

One Possible Adventure

When the heroes arrive at the hospital, the Protector will be in the ICU, comatose and helpless. The Protector's condition is such that he cannot be moved; nor, will his surgeon, Dr. Morrissey, allow any of the heroes into the room where the Protector is being kept. Morrissey's actions may seem suspicious to the heroes, but he's not in league with the villains, he's just a cantankerous old doctor who sincerely feels that his patient will best recuperate if left by himself. **G.M.'s note:** Feel free to play Morrissey as a red herring.

After a short period of waiting (allowing the players to take whatever precautions they wish), the hospital will fall under attack by those out to get the Protector. They can be part of an organization, spy-like assassins, or super villains from this book or the Game Master's own creation. They can attack in force as a group, alone, or be scattered throughout the hospital in pairs or lone individuals, all intent on getting to their target. The attackers are more than a match for the normal police, which is why our heroes are present.

Once the attacks have started, Dr. Morrissey will allow any medically competent super being to stay in the Protector's room, all others must still stay outside because his condition is too delicate. The doctor will try to remain with his patient unless another medical emergency calls him away (people getting seriously hurt will do the trick).

All of the attackers who are not apprehended by the heroes or the police will finally retreat if their opposition is too strong. However, they will try again, perhaps using greater force and/or numbers, or try a more subtle means of attack. **GM's Note:** Do heroes and/or police try to pursue the fleeing villains?

Combat Subplot: While the battle rages outside, a nurse who has been paid off by the criminals or who is a hired assassin



(super or not) enters the ICU and attempts to kill the Protector by injecting an air bubble or poison into the Protector's bloodstream (causing his death), or by turning off his life support machines. The character(s) left inside or near the room must stop the assassin. Failing this they will have a medical emergency and must try to save the Protector using their medical skills, powers and ingenuity. This will require a medical roll on the player's part. **G.M.'s Note:** Roll to determine whether the Protector survives by rolling to save vs coma/death. A successful series of rolls means the hero is still comatose but, for the moment, in stable condition.

Possible outcome 1 — Victory: If the player characters succeed in resoundingly smashing the first (and possibly second) assassination attempt, but all or most of the villains escape, the villains will cut their losses and leave the Protector alone, at least for the present. Of course, if all or most of the perpetrators are defeated and captured, the story ends happily at this point, depending on subplots (other villains might attack, city-wide crime wave, etc.). The heroes enhance their reputations and gain a friend in the Protector.

A close battle will mean the villains will try at least one more time and possibly a third.

Possible outcome 2—Defeat: If the Protector is killed, the reputations of the player characters are likely to suffer. Although the authorities may realize that the characters did their best, they may be regarded as "green" or incompetent. A worst case scenario is that the media brands them as "losers," or incompetents or even pawns, or villains whose actions contributed to the Protector's demise. Vigilantes will be especially suspect and lambasted as dangerous. The authorities will be reluctant to entrust them with any future missions.

The Aftermath (in either case): The players have just made enemies of the villains they have encountered.

Continuing the Adventure: The villains who escaped may try to rescue captured comrades. Or the heroes may decide to track down and apprehend the rest of the gang; captive members of the super villains' group will not willingly cooperate. Flunkies don't know enough to be of much help. Or the villains may crave revenge, or may decide to eliminate these potential future threats one by one at a later date.

Quick Stat NPC Outlines

Doctor Morrissey

This is the crusty, old physician treating the Protector.

Alignment: Scrupulous

Hit Points: 54, **S.D.C.:** 10

Attributes of Note: I.Q. 17, M.E. 19, P.P. 22, other stats average.

Disposition: Overbearing, grumpy, bossy.

Combat Skills: No special training. Two attacks per melee, W.P. knife.

Level of Experience: 10th level.

Skills of Note: Medical doctor 98/91%, criminal-science/forensics 98%, pathology 98%.

Note: Despite the exasperation to the players, the doctor is an innocent bystander.

Average S.W.A.T. Officer

Alignment: Scrupulous, Unprincipled or Anarchist

Hit Points: 32, **S.D.C.:** 30

Attributes of Note: I.Q. 12, P.S. 17, P.P. 15, Spd 18, other stats average.

Disposition: Cool and aloof, serious attitude.

Combat Skills: Hand to Hand: Expert, four attacks per melee.

Level of Experience: 5th level.

Skills of Note: Sniper, W.P. revolver, W.P. automatic pistol, W.P. rifle, W.P. blunt, climbing, general athletics, first aid 75%.

Note: Don't trust vigilantes, suspicious of unknown heroes. They are wearing riot jackets (A.R. 10, S.D.C. 60) and 75% are armed with M-16 rifles (4D6 damage), 25% with Smith & Wesson 12 gauge shotguns (5D6 damage), all have nightsticks and 9 mm automatic pistols.

The Protector

Alignment: Scrupulous

Hit Points: 46, **S.D.C.:** 10

Attributes of Note: I.Q. 15, M.A. 24, P.S. 22, P.P. 21, P.B. 20, Spd 24, other stats average.

Disposition: Brave, kind, trustworthy and lawful.

Combat Skills: Hand to Hand Expert, seven attacks per melee

Level of Experience: 9th level.

Superpower Category: Mutant

Major Super Ability: Negate super powers (see NEW super abilities)

Minor Super Abilities: Energy expulsion: electricity and control static electricity.

Skills of Note: Acrobatics, general athletics, boxing, climbing, and W.P. blunt.

Note: Obviously he doesn't come into play until he fully recovers 1D4 months later. Although not as powerful as some super humans, the Protector is a popular and trusted hero who works with the local police and the government.

The Dragon's Talisman

A Scenario Outline

By Julius Rosenstein

Assisted By Kevin Siembieda



Basic Plot: The Talisman of the Dragon King is a fabled magic artifact of great power. It has been in the safekeeping of monks at a Tibetan temple, but has been recently stolen! An evil wizard wants to use its considerable powers for his own purposes. The players must prevent this from happening.

Setting: This adventure can take place in the Orient, in Europe, the States or just about anywhere. An Oriental setting will add to the mystical and exotic atmosphere whether the actual location be a city in China, Korea, Hong Kong or in the Chinatown of the character's own home city. However, this adventure should take place near a large body of water (for reasons which will be explained later).

Possible subplots (use one, use several, or none at all): 1. Chiang Six (see villain section for description) learns about the talisman and covets it for himself. He has had firsthand experience with the talisman 6000 years ago and will do whatever it takes to get it. This can lead to all sorts of complications and trouble. This means our heroes may find themselves up against several villains.

Chiang is likely to first send a group of super powered mind slaves to get the talisman while he waits close by. And/or he may dupe or enchant one or more of the player characters or a key NPC. Ultimately, the group may have to fight Chiang Six himself. The most dramatic way to introduce Chiang Six is to have the heroes play out the basic adventure as presented here, then as they seem to have triumphed in this adventure, Chiang and/or his minions make their appearance and the conflict continues with a set of new villains.

Note: If Chiang Six becomes involved, Gollock will pursue/fight him. After a while, he will realize exactly what Chiang really is, which will frighten him, but he'll not waver from his task.

2. Another villain, group or organization wants the talisman and tries to get it at some point, perhaps while on route back to Tibet.

3. The wizard learns of the player characters' presence, makes first contact, and dupes them into believing that he is the champion sent to retrieve the talisman and return it to the monastery (despite his alignment). He then gets them to help him find the talisman and to fight Gollock, the true champion sent to stop the wizard from getting the sacred article.

4. A member of the Chinese underworld has acquired the talisman for his collection of Chinese artifacts. He has no idea how to use the magic and won't believe any "foolish legends." He has paid two million American dollars for the rare artifact and will NOT part with it for any price under 30 million dollars (it's obviously even more valuable than he imagined). All parties involved will have to fight with this guy's henchmen, which

may or may not include super humans, cyborgs, robots or mercenaries.

One Possible Adventure

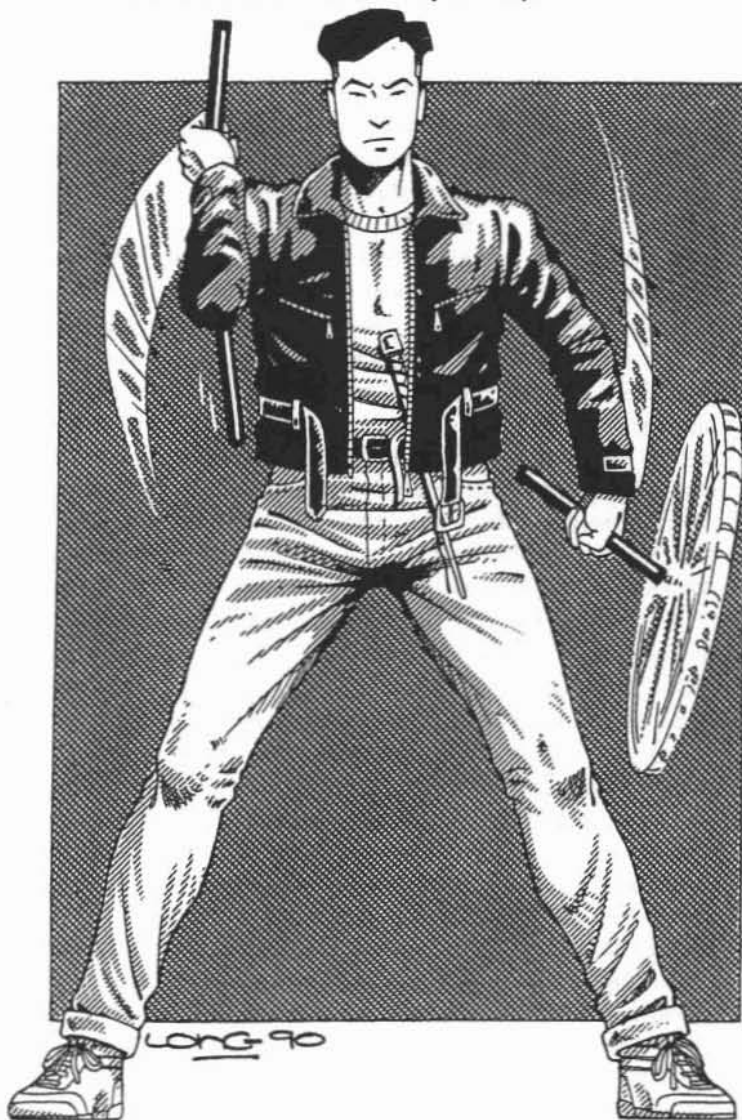
The first hint the heroes will have that anything is amiss will occur when characters with psionic or magic powers have strange, disquieting dreams about dragons, storms, evil forces, and great destruction unless they do something to stop it. (**GM's note:** The dreams should deliberately be kept vague, but menacing enough to get the characters to take action).

If the player group has no psionic characters then a friend or an associate might contact them with the warning of the dream. Or the GM can select the most sensitive or moral hero and give him the dreams. These dreams are warnings and a call to arms sent by the Tibetan keepers of the dragon talisman, in hope that other champions of justice/good rise up to aid them in the recovery of the stolen artifact. The dreams will also inform the characters that the "horrible danger" is at a particular location/city and the image of the Dragon King talisman is burnt into their memory.

Arriving at the city in the dreams, the character(s) who have had the dream will instantly know that they are in the right place. Eventually, the heroes will encounter a closemouthed, clannish group of Chinese people who seem frightened at the mention of the Dragon King's talisman or any mention of the dream (which they'll perceive as a vision). At the same time, it is apparent that these people know something about the talisman and the danger it represents. They will initially refuse to get involved and are genuinely scared of something (there should be tension that the heroes can easily notice). However, persistence, compassion and a successful trust or charm roll for a hero with a high M.A. or P.B. (or heroes with an outstanding reputation), should win over some of them and they will reveal the following scanty bits of information.

1. There have been two notable strangers in the area, one is suspected of being a wizard.
2. Odd occurrences started the moment these two arrived.
3. One of the strangers is a middle-aged Chinese man who has been asking around the antique shops and bookstores about old Chinese writings (**GM's Note:** This is Chang Tsu, the magician). He makes people around him feel uneasy.
4. The other is a man in his early 30's, muscular, soft-spoken and speaks with a Tibetan accent (**GM's Note:** This is Gollock, the martial artist sent to retrieve the talisman).
5. The Tibetan seems very interested in the other man and may be searching for him. He seems to inspire confidence in the people whom he meets.
6. They can also tell the heroes some of the legends about the talisman's powers and history.

A check of the local antique shops and used bookstores will help put the heroes on the trail of Gollock. It is his mission, in descending priority, to stop the talisman from being used for evil, recover it and return it to the temple in Tibet where it can be kept from falling into the wrong hands. Lastly, he is to destroy Chang Tsu for the safety of mankind. He will gladly accept aid from outsiders, particularly those who have received the "sacred calling" signified by the dreams. However, he will not tolerate their interference in slaying the wizard and will use physical force to subdue anybody who stands in his way. **Note:** Gollock's loyalty is to the Abbot of the Temple of the Dragon King. He is not concerned with the laws of any country.



Gollock will be up front about who he is and about his mission. If the players don't make a point of adhering to the constraints of the law or of insisting that the talisman, if recovered, be either turned over to the local authorities, kept by one of them, or destroyed, then Gollock will work with them very smoothly.

If the players alienate Gollock through their words or actions, he will leave them and continue his mission on his own. If this comes to pass, he will regard them as rivals or fools who do not understand the danger, and use his stealth skills to shadow their movements. His main concern is to recover the talisman. Gollock is likely to appear during the player characters showdown with Chang Tsu and help them fight, or kill him.

Important Note: At some point the player group will find a shop or individual who cheerfully reports that he did have the

talisman and sold it to a gentleman who fits the description of either Chang Tsu or the underworld figure suggested in the subplot section, but no matter what, Chang Tsu does finally get the talisman, which leads to the climactic confrontation with the evil wizard.

Confronting Chang Tsu

Working with Gollock, or a very determined effort without him, should allow the players to finally track down Chang Tsu in his lair. How many days it takes to track him down will determine if Chang Tsu has mastered the final power of the talisman. He will be somewhat less powerful if he has not mastered the final power, resorting to his own formidable magic and some of the talisman's other powers.

Chang Tsu's fighting tactics: First, he will use defensive spells on himself (armor of Ithan, mystic shield, the shield from the talisman, etc.). Next, if he has had the talisman for seven days or more, he will summon forth the dragon from the talisman. Otherwise he will attack using his own magic and whatever powers are available from the talisman. In any case, if he sees Gollock, he will regard him as his primary opponent and attempt to slay him first. Chang Tsu will rely primarily on magic, but if the battle seems to be going in his favor, he will use the Strength and Axe powers of the talisman to engage in hand-to-hand combat. If the battle goes very badly, he will attempt to escape either through flight or by means of a magic teleportation spell. **Note:** If the magician doesn't feel outclassed, he may engage in hand to hand combat using the talisman's powers against them first (he's still experimenting with his new toy).

The Dragon's tactics: The dragon released by the talisman will try to fly up and attack his foes from the air. The dragon is overconfident and will not believe that any puny humans are a threat to him. Suffering 60 points or more of damage in a single melee will convince him otherwise and he will become less daring and more sinister, like threaten innocent bystanders and taking a hostage. The dragon will cheerfully commit all sorts of mayhem unless stopped. **Note:** When the dragon is reduced to 60 hit points he disappears back into the talisman/dimension and cannot be summoned again for 48 hours. The dragon, although obedient to whomever wields the talisman, despises any human who dares to control him and is not obligated to endanger his own life to aid his master.

After the battle, regardless of the outcome, the dragon, if still alive, will follow the commands of the holder of the talisman and can be returned into the talisman at any time. (**G.M.'s Note:** Don't let the players know this, it's best if they feel that the dragon will be a menace to mankind indefinitely unless they can defeat it).

Possible outcomes: 1. If Chang Tsu (or any wizard) escapes with the talisman he will become so powerful that he may eventually turn into the most dangerous villain on Earth. If not stopped, he could wreak much havoc on the world.

2. If the talisman is recovered and Chang Tsu survives, the players will have made a new enemy who will definitely seek revenge. Thankfully, he will be a much less powerful enemy than he was when wielding the power of the talisman. Chang Tsu will hole up somewhere to lick his wounds, regain his strength, and plan his revenge for another day. As long as Chang Tsu lives, Gollock will pursue him, so the characters may not have seen the last of him either.

3. If the talisman is recovered and Chang Tsu is killed, Gollock's mission will be done and he will depart to return the talisman to the safekeeping of the Tibetan temple. Players who object will be regarded as foes. Characters of a good alignment must acknowledge that the talisman belongs to the Tibetan monks and may even accompany Gollock to insure its safe return. Those who may argue that the monks didn't protect it very well will have to concede that the talisman has been safe in the monks' custody for over 3000 years. A pretty good record by any measure. Gollock will graciously accept the company of those who fought at his side.

GM's Note: Special Outcome: Don't let the players know in advance, but any characters who go to the Temple of the Dragon King will be treated as honored guests. Each will be given a sacred charm which will allow the monks to warn them of other supernatural dangers and provides the bonus of +1 to save vs magic. Any character who wishes to stay and study the martial arts may do so. After one full year of non-stop training (assuming the character has that much time), he will have gained the following modifications/bonuses: +1 to M.E., M.A., P.E. and +1 on initiative, +1 to pull/roll punch, and +6 to speed (+5 to CHI of Ninjas & Superspies characters)

Quick Stat NPC Outlines

Chang Tsu — The Wizard

Alignment: Miscreant

Hit Points: 43, S.D.C.: 50

Attributes: I.Q. 14, M.E. 13, M.A. 12, P.S. 10, P.P. 16, P.E. 14, P.B. 12, Spd. 11

Disposition: Selfish, arrogant, cruel, deceitful, and power hungry.

Combat Skills: W.P. knife.

Level of Experience: 7th

Super Power Category: Magic — Wizard

Hand to Hand Combat: Basic, five attacks per melee, +1 to strike, +2 to parry/dodge, +2 to pull/roll with punch/fall/impact, +2 to damage, kick does 1D6, critical on natural 19 or 20.

Magic Combat: Can cast a total of 12 spells per day (plus talisman), can cast as many as four (4) spells per melee, and opponents need to roll a 15 or higher. He is +2 to save vs spell magic, recognize enchantment 84%, sense magic 48%, and has a hawk as his familiar.

Magic Spells: Armor of Ithan, carpet of adhesion, fire ball, wind rush, breathe without air, levitate, exorcism, mystic shield, negate magic, eyes of the wolf, see the invisible, globe of silence, invisibility (self), sphere of invisibility, sorcerer's seal, stone to flesh, teleport (self), and tongues.

Note: He has little regard for the lives of others and he believes the end justifies the means. In this case he craves the power of a god so that the world and everything in it becomes his plaything. Gollock is an old adversary who he will delight in seeing slain.

The Talisman of the Dragon King

This ivory token bears the intricate figure of a dragon. The holder of the magic object gains a new power every day that it is in his possession until he wields all of its powers. There is no limit, other than as listed, to how often a power can be used.

1. **Axe:** A mystical axe can be summoned out of thin air. The axe is +6 to strike when thrown, automatically returns, does 6D6 damage, and can cut through almost anything.

2. **Boat:** A magical rowboat will appear. Although there seems to be no motive power for this boat, it will transport its creator through the water at a speed of 40 mph and protect him from any foul weather, including hurricanes and tidal waves.

3. **Shield:** A mystic shield like those used by the knights of old will appear to protect the bearer of the talisman. A.R. 18, S.D.C. 180, and provides the bonuses of +2 to parry and +2 to save vs magic and psionic attack.

4. **Wind:** A double strength wind rush (120 mph/192 km) can be created and acts like the wind rush spell but this wind lasts 1D6 melee rounds.

5. **Strength:** The equivalent of a strength of Utgard Loki spell, this gives its wielder a P.S. of 21, P.E. of 21, and Spd of 24 with all accompanying bonuses and one additional hand to hand attack per melee.

6. **Flight:** Can fly at up to 50 mph — unlimited duration.

7. **Dragon:** One of the talisman's most impressive powers, it summons a Dragon from dimensional stasis to do the summoner's bidding. This dragon is a young **Palladium RPG/Rifts** fire dragon with a bad attitude. Although resentful of the summoner who brought him here, he will, with great relish, accept any orders which involve wreaking havoc. Will disappear when hit points are reduced to 60 or less (no S.D.C.). Alignment: diabolic, natural A.R. of 14 (any strike lower does no damage), hit points: 190, fly at 60 mph (96 km), impervious to heat/fire, metamorphosis/shape change, attacks per melee: five, damage: bite 4D6, claws 3D6, fire breath 5D6+6 (40 ft/12.2 m range). Psionic powers: All minor psionics. Magic knowledge equal to a 3rd level wizard and only knows these spells: Fire ball, globe of daylight, swim as a fish, exorcism, tongues, and invisibility: self.

8. **Control Elemental Force: Water:** Basically the same as the super ability, only the duration, range, area affected and damage are all doubled.

9. **Open Dimensional Rift:** The true danger lies in the ability to open a dimensional rift when at a ley line nexus point. This will inevitably allow extra-dimensional monsters to come to earth at a rate of 1D6 per hour (use any of the monsters from any Palladium game or create some using the Random Mystic Creature Creation Table in **Heroes Unlimited**, page 106).

Chang Tsu does not yet know of this final power, but his studies have given him some clues. The longer he possesses the talisman, the more chance he has of discovering this power.

Gollock — Dedicated Martial Artist

Gollock is a small Asian man in his early 30's. Although he does not look prepossessing to the casual observer, a trained fighter will recognize Gollock as a martial artist. He wears loose-fitting clothing for easy movement.

Although Gollock is a basically good person, his first duty is to his temple. As such, he will overcome his natural tendency to help someone in trouble if such aid would be at odds with the success of his mission. Also, if the dragon is summoned, Gollock will not directly oppose it. He is willing to risk his life by tackling someone about to be destroyed by dragon fire, but he will not fight the dragon unless absolutely necessary.



Alignment: Scrupulous

Hit Points: 37, **S.D.C.:** 63, **Chi:** 43

Attributes: I.Q. 12, M.E. 16, M.A. 19, P.S. 20, P.P. 19, P.E. 19, P.B. 11, Spd. 30

Age: 31, **Height:** 5 ft, 3 inches (1.55 m), **Weight:** 106 lbs (48 kg).

Disposition: Quiet, polite, resourceful, clever, honorable, trustworthy; has a serious attitude.

Level of Experience: 5th level.

Combat Skills:

Primary martial art: Lee Kwan Choo: Five attacks per melee, duo-knuckle strike and snap kick (Both do absolutely no damage but knocks out one's opponent on an unmodified roll of 19 or 20), +5 strike with punch, +9 to strike with kicks, +7 to strike with leap attack or kick (20 ft/6 m long), +4 roll/fall/impact, +10 parry, +10 dodge, +5 to damage, +6 to damage using kicks, and +2 to save vs magic and poison.

Martial Arts Powers (Lee Kwan Choo): 1. Calm mind: Everybody in a 120 ft/36 m area must roll a 16 or higher to save vs psionic attack. A failed roll means that person stops fighting for three minutes, defensive moves or retreat only. The person using the calm mind cannot attack either, if he does the spell is broken.

2. Stone ox makes the body stronger; bonuses already added to the character.

3. Kick practice increases speed and strikes bonuses of kicks; included in the bonuses listed.

Secondary martial art: Tai Chi Ch'uan: Four attacks per melee, automatic dodge and parry, palm strike (1D6 damage), +5 on a normal parry — also see the 5 Principles power, +7 dodge, +5 to damage, +3 roll/fall/impact, +2 on balance, critical on 19-20, critical strike from behind, and +2 to save vs magic and poison.

Martial Arts Powers (Tai Chi Ch'uan): 1 & 2. Chi healing and Dragon chi are not applicable to **Villains or Heroes Unlimited** but can count as a bonus of +2 to save vs psionic attack and +1 to save vs magic.

3. Karumi-jutsu: Character can temporarily reduce his weight by 85%, with the following effects: only one point of damage for every 20 ft (6 m) from a fall, can leap 50 feet (15.2 m) high or lengthwise, can climb any surface without fear of falling, and tread lightly, equal to a prowler of 75%, and can walk on delicate structures without damaging them.

4. The Five Principles/automatic parry and dodge: A circular +7 parry and +7 dodge that enables the character to parry or dodge all attacks from all directions, regardless as to how many people are attacking. This automatic dodge counts as a parry, not as a melee action/attack. Purely defensive — cannot attack during a melee round in which the 5 Principles is being used.

Note: Can use only one form of combat or the other. Make selection each melee round — cannot switch fighting styles in the same melee.

Skills of Note: Calligraphy 55%, cook 74%, gardening 62%, mountaineering 60%, sewing 60%, basic math 88%, advanced math 80%, Chinese 65%, English 65%, fasting 70%, Tibetan lore 88%, Taoism 88%, body building, general athletics, running, and prowler 66%.

Temple of the Dragon King

An organization in the **Ninjas & Superspies** style.

A. Outfits: Standard dogis — 2

B. Equipment: Martial Arts equipment — 5

C. Weapons: Martial Arts weapons — 10

D. Vehicles: None — 0

E. Communications: None — 0

F. Offices & Distribution: 1 temple — 2

G. Military Power: None — 0

H. Sponsorship: Ancient martial arts masters — 6

I. Budget: None — 0

J. Administrative Control: Free hand — 15

K. Internal Security: Lax (but everyone is known) — 5

L. External Infiltration: None — 0

M. "Agency" Credentials: Unknown — 3

N. "Agency" Salary: Room & board and training — 1

Organization Total — 49

The Temple of the Dragon King is a Tibetan martial arts school and religious order that worships dragons. The temple was founded long ago by warrior-monks and has carried on its martial arts traditions ever since. The order believes that dragons were once common but left Earth for other dimensions.

They also believe that dragons are still capable of visiting Earth and that someday, in the future, the dragons will return to fight a major battle which will forever determine the fate of mankind. To prepare for this event, the order has taken on the responsibility of safeguarding some valuable relics which will be required for the great battle, the Talisman of The Dragon King is one of them.

The warrior-monks, mages, psionics, and martial artists who comprise the membership of the temple are generally selfless individuals who feel it is their duty to protect humanity until the dragons return. However, the temple hierarchy thinks in terms of the "big picture," which means that while all life is considered to be precious, individual lives may be regarded as pawns to be sacrificed for the ultimate greater good.

The order does not actively recruit new members. People who are interested usually manage to seek out the temple and ask to join. Most members of the order are either Tibetan or Chinese, but foreign visitors and members are not unheard of. Foreigners of good intent are more than welcome to join the temple if they can accept the discipline. Although the monks may provide training and assistance for outsiders, the order generally keeps to themselves and does not get involved in the affairs of the outside world unless they are somehow forced into such action (such as one of their relics being stolen).

The order is set up along the lines of a standard martial arts school—a benevolent autocracy. There is a grand master, several other masters, journeymen teachers, and students of varying degrees of ability. Promotion is based on merit, rather than seniority. Students who show promise may progress through the ranks and eventually achieve master status themselves. The current grand master is Ahmos, a 17th level Ancient Master (**Heroes Unlimited**, pages 153-155).



Triple Threat — Adventure

BY KEVIN SIEMBIEDA

This adventure can be used for any group of super characters. GMs may have to tone down or beef up the adventure to satisfy the needs of their players.

Player Background

Strange things have been happening. Three months ago a madman with psychic powers kidnapped the governor and held him for ransom (20 million dollars). Without warning, the villain died of an apparent heart attack, the governor escaped and the matter was forgotten (the villain appears to have been working alone). Just last month a super villain, also with psionic powers, went on a rampage, causing two million dollars' worth of damage to property, killing five people and injuring 23 before he was gunned down by police.

Starting at about that same time, there has been a rash of drug related deaths. Twenty-three drug addicts are known to have died from the same drug, there may be others. At first, it was thought that they died from drug overdoses or polluted drugs. However, it became clear, through autopsy, that each had traces of the same or similar drug in their system. The drug was previously unknown on the streets and is thought to be a new designer drug with deadly side-effects, however, there is absolutely no indication that any such drug is being peddled. Certainly nobody on the streets knows about it.

As if this weren't enough, just two days ago, three bodies were found in a river, all of whom had been the subjects of a bizarre brain surgery/mutilation; police suspect they are the victims of a serial killer. Drug gang wars have set the city ablaze with violence, plus a string of daring million dollar robberies (netting 9.5 million total), and an act of sabotage at a government funded, chemical research plant have all occurred in the last three months. This city seems to be in the middle of a crime wave with no sign of things simmering down!

Now, there is a new, disturbing development. The psionic kidnapper and the rampaging madman had traces of the same strange drug as the dead junkies. Meanwhile, a known drug runner by the name of **Winston Littleton** has been imprisoned for a recent armed robbery. He too has traces of the new drug in his system. Even more suspicious, he suddenly has developed the psionic powers of levitation, mind bolt, see aura and speed reading and is quite insane (psychosis: semi-functional mindless

aggression, phobia: strangers and abandoned buildings, and obsessed with acquiring wealth). No amount of tests, discussion or therapy seems to reveal anything about the drug or his powers. Winston is a crack junkie and runner for a small drug ring. He doesn't know anything about a new drug, nor bad drugs, and believes his new found powers are a gift from god. The only possible lead is his comment: "... powers from god. First the Mouse and now me."

Following Leads

The kidnapper was a small-time car thief with no history of violence or drug involvement. His friends and family insist that he just disappeared one day and three weeks later, resurfaced with strange powers that he used to kidnap the governor. They are completely mystified. Note that despite their insistence that he never used drugs, his arms show the puncture marks of 19 needle injections. This is a dead end.

The rampaging lunatic was a well respected bank vice president and father of four. Like the kidnapper before him, he had no history of violence nor drug use. Also like the kidnapper, he was reported missing, resurfacing nine days later on a rampage and empowered with super psionics. Thirteen needle marks indicated drug use. There's nothing else to be uncovered.

The bodies in the river seem to be completely unrelated; there's fear that they may be the handiwork of a serial killer, as the three were killed weeks apart and dumped in the river. Two additional bodies will be uncovered as the police drag the river. There are no leads.

The chemical plant fire. The official report offers little information other than that the fire was a deliberate act of sabotage by somebody outside the company. Heroes with police or secret agent connections can get a copy of a two minute videotape that shows the perpetrator in action.

First there is some video distortion. When it clears, there is a bulky man, about 55 years old, with long, white hair, beard and mustache, in one of the file rooms. He's wearing a T-shirt with a picture of Uncle Sam in a red circle and a line over it (as in: "No Uncle Sam"), love beads and tie-dyed bell bottom pants. He's muttering something that cannot be understood (garbled) and shoots fireballs from his cane. Then vanishes into thin air.

Nobody really knows who he is or why he attacked the chemical plant. However, a man fitting his description is a suspect in another fire in the city and for four others out of state; all the other buildings were Federal agencies. Presumably there is no connection between this arson case and any others. If anything was stolen, the fire covered the theft (**GM Note:** Chemicals and equipment were stolen for Doctor Mindstone's experiments).

Winston Littleton will go berserk or become a whimpering lump when stressed out or approached by strangers (especially super-heroes). As previously stated, he is of little help. All he knows about *the Mouse* is that he used to work for various drug lords as a pharmacist, dropped out of the street scene for a while when he worked for some weirdo, and woke up with super powers one day. A gift from god. Hasn't seen him in three or four years. Thinks he may have gone straight or left town.

The Mouse is the nickname of a weaselly little fellow named Emilio Rodriguez, an ex-pharmaceuticals laboratory assistant who did time for the manufacturing and sale of illegal substances. He got out of prison about ten years ago and is suspected of underworld involvement in illegal drug manufacturing. About four years ago, he was implicated in a string of strange incidents involving cybernetic and drug experiments on city derelicts, captured and held against their will. There was insufficient evidence to charge the Mouse with any crimes. Those rescued from the warehouse laboratory confirmed that he was as much a victim as they and was forced by mind control to do things against his will. The real villain was a Doctor Lawrence Mindstone, reported to possess great psychic powers and to be insane. His goal was to create an army of psionic zombies under his complete control. The fiend's plot was discovered by a super-hero(s) and his lab was destroyed. Unfortunately, the doctor escaped and hasn't been heard of since. The Mouse was released and has likewise disappeared, but unlike the doctor, he has left a trail.

Emilio has become a small-time crook, using his psionic powers to make a simple but comfortable living. He no longer associates with drug lords or major criminals, keeps to himself, avoids trouble, and lives with a woman named Carmen. Several days of hard investigative work and strong-arming street punks will direct our heroes to the Mouse's doorstep. Unfortunately for Emilio, Carmen's brother is the prominent leader of a street gang, the Good Amigos, and anybody who knows the gang knows about Carmen and the Mouse. Being ever the timid mouse, Emilio has joined the gang against his better judgement and sometimes helps the gang in rumbles and robberies (after all, they are family).

Emilio is one of Doctor Mindstone's more successful experiments. He first met the doctor when he hired on to be his lab assistant. During that period Emilio was witness to many strange things, including the transformation of Doctor Mindstone into Merlin ("The Merlin! You know, like the wizard from King Arthur! I ain't shitting you!! This guy ain't human!").

He also knows that Doctor Mindstone has some sort of affiliation with "a hired gun named Stanley Livingstone, a.k.a. the Hunter. Another strange dude. At least this one's human. Hires himself to the mob as an enforcer. "I assumed he was hired by the Doc for protection ... Never had mind to ask 'em. Honest I don't know."

When Emilio tried to quit, the doctor restrained him and made him a subject of one of his experiments. The Mouse doesn't

remember much about that period other than Doctor Mindstone injecting him with all sorts of drugs. Some of the drugs also made him the victim of complete mind control, used to make him do things against his will, like a puppet. Shortly after the doctor was put out of business by the super-hero(s), the mouse discovered he had developed "special abilities." He sees these powers as a blessing from god, although he acknowledges that they are probably the result of Doctor Mindstone's experiments. He has vowed to stay away from evil things (well, as much as he can), stealing and drugs. He uses his powers only when absolutely necessary (to live or when bullied by his gang buddies).

The Mouse is terrified of Doctor Mindstone and wants nothing to do with him. Emilio becomes increasingly nervous and breaks into a sweat when talking about the doctor and the recent drug deaths, kidnapping and rampage. He insists that he doesn't know anything about the doctor or his whereabouts (which is the truth), but confesses that the strange psionic empowered madmen and drug deaths certainly sound like they "could be" the handiwork of Doctor Mindstone. **GM Note:** Emilio will recognize the man at the chemical plant as "Merlin" and will tell them everything he can remember about his past dealings with Mindstone, which isn't much.

The drug overdose victims seem to have fallen prey to bad drugs. All were crack users. Most were from the same general part of town, but that area covers a large portion of town and the drugs could have been sold by almost anybody. Scouring





the streets will reveal that everything is pretty much as it has been the last few years, only with poverty, despair and drugs claiming more victims than ever before.

The drug war is like a hurricane that has been sweeping the city with violence and death these last four months. In the eye of that hurricane is a mercenary known as the Hunter, a.k.a. Stanley Livingstone. There is presumably no connection with the Hunter, although one of the drug lords may be pushing bad crack.

Stanley Livingstone (The Hunter) is likely to be known to local characters as a violent vigilante who is said to work both sides of the track (a good guy and a bad guy). The police know him as an outlaw mercenary who lives by his own mysterious agenda; sometimes he's their friend and other times, their foe. He is considered armed and extremely dangerous. Some claim he is a homicidal maniac, to others, a tough vigilante with a heart of gold. The Hunter is known to have been particularly active lately in the ongoing drug/gang wars. The word on the street is that he has sided with the second most powerful drug lords in a battle against the number one crime organization. Along the way, many of the smaller crime lords have suffered, particularly in the drug trade. His whereabouts are presently unknown, but he can be found.

GM Note: If you play this sharply, you can have the player characters find Triple Threat as Stanley Livingstone on the streets, at one of his hide-outs, or near the lair of Doctor Mindstone. He will be a tough, roguish fellow but will offer his assistance in uncovering the source of this new killing drug

and/or Doctor Mindstone. Of course, he will actually be keeping tabs on our heroes and directing them away from the lair of the Doctor. This can lead to some epic sub-plots and suspense as Triple Threat plays them for pawns in their own schemes (or as chumps).

Game Master Data

Triple Threat is back in action. The two dominant forces at play are Stanley Livingstone (a.k.a. the Hunter) and Larry Mindstone. **Merlin** was bored and uncooperative, but has become somewhat interested in the turn of events as they become increasingly complex and promote city-wide anarchy. Merlin will surface only to protect Triple Threat and to wage attacks against the police, super heroes who are the pawns of the police, or government institutions (it was his idea to have the governor kidnapped by one of Mindstone's experiments and to hit the chemical plant). He is cooperating by willingly taking a submissive seat to Mindstone and Livingstone and by offering constructive suggestions.

Mindstone is testing his new psionic creation drug. *Livingstone, the Hunter*, has established Doctor Mindstone as a small drug dealer. Certain batches of "crack" cocaine sold by the doctor contain his psionics inducing drug. Theoretically, by selling to the same junkies over and over again (at great prices too), they become his unsuspecting test subjects. Unfortunately, a number of them have died or become uncontrollable and had to be terminated (usually by a forced drug overdose).

For a brief period, Mindstone also played around with cybernetic experiments, but after five failures (the police haven't yet found the other two bodies but they will), he turned back to his drug scheme, which has shown much more favorable results. Also see the **NPC section** that follows.

Livingstone is using all of this in his war against drugs and criminal kingpins. He has successfully instigated large scale gang violence and, at the same time, is using the confusion to loot crack houses and criminal organizations to fund Doctor Mindstone's experiments. He has also used the confusion and anarchy that has gripped the city to pull off four, multi-million dollar robberies (all were criminals in their own way, particularly the chemical plant). Livingstone is having the time of his life. Without a doubt this is his biggest and most successful scheme. Unfortunately, innocent people may be caught in the crossfire. Note that Livingstone does not consider drug users, petty crooks, the police and super-heroes as innocent people.

Developing the Adventure

Where the individual Game Master takes this story-line is up to him. This is a great setting for shady street adventures, corrupt law officers, Federal agents, subterfuge, betrayal and stomping drug dealers. The drug lords may hire other super villains as protectors, investigators, or hit men, which can further complicate matters. As will involvement with the Hunter.

Another story element could be the involvement of the Mouse. He is one of Doctor Mindstone's first successes and one of his favorite assistants. Mindstone has learned about Emilio's psionic powers and is very likely to track him down and try to force him to again work for him and/or to study him (maybe try adding bionic components to him). Or the group could plead with him for help and he grudgingly agrees. After all, he knows the Doctor's habits and could at least take him to one of Mindstone's old hide-outs, where they might find some leads to the villain, or this old place could be his current lab!

The Mouse CAN be talked into helping them for one reason or another. One of the those reasons could be that Doctor Mindstone has kidnapped Carmen, or her brother, and the Mouse comes to the heroes to enlist their aid to save her and to "stop this madness once and for all." The Mouse can be more courageous than even he suspects. Another possibility is that the Doc tries to apprehend the Mouse but he escapes and turns to the player characters for help (or to tell them what he knows before he leaves town). They convince him to help them by tracking down the Doctor, or by using the Mouse as bait to trap the doctor (or as a spy, etc.).

Ultimately, Doctor Mindstone has to be found and stopped. Finding and destroying his lair, along with beating him into the

ground, may be enough to send him back into seclusion inside William B. Stone or force him to rebuild his operations. But in either case, he will escape.

A major confrontation is likely to have our heroes fight Mindstone, Merlin and even the Hunter. The entities always make an effort to disguise the fact that they are supernatural beings or that they are related in any way, so dramatic transformations before the heroes' eyes are not likely (though possible). Certainly Doctor Mindstone will surrender before suffering too much personal damage, turn into Merlin (without the physical change) and teleport away.

If the heroes ever realize that the three are linked, and that they are supernatural beings who possess William B. Stone, they will have a tremendous battle on their hands to save William, or even to contain Triple Threat. Again, the Game Master can make this as elaborate or simple as he feels appropriate. This adventure could run for weeks, with all kinds of dead ends, conflicts with drug lords, super villains, false trails suggested by the Hunter, followed by traps and betrayal by the Hunter, capture and experimentation by Doctor Mindstone, and even seeing Merlin summoning **Beyond the Supernatural** monsters to stalk the heroes or to protect the Doctor. Run with it.

Non-Player Characters

Emilio the Mouse

The ways of the street and a criminal life are too ingrained in Emilio so, while he tries to avoid trouble, he does use his powers to defend himself, to steal and to make ends meet. He's not an evil person, just self-serving, lazy, and shiftless; always looking for the quick, easy buck, and too easily influenced by others. Emilio really doesn't want to be a criminal, super-villain, or hero. He just wants to be left alone, and, if possible, wealthy. Unfortunately, fate has other things in store for the Mouse.

True Name: Emilio Rodriguez

Alignment: Anarchist (with recent leanings toward unprincipled).

Hit Points: 25, **S.D.C.:** 20

Attributes: I.Q. 14, M.E. 10, M.A. 13, P.S. 14, P.P. 19, P.E. 11, P.B. 14, Spd. 16

Disposition: Tends to be nervous, jumpy and has trouble sleeping. He is selfish, unassuming, and a bit cowardly and paranoid — always looking for the avenue of least resistance and greatest reward, but can be clever, resourceful and courageous when he puts his mind to it.

Insanity (from the drug): Plagued by constant, terrible headaches; -2 on initiative and -10% on all skills. He hears voices saying things contrary to his alignment when under stress (bad things when he's trying to be good and good things when he's considering doing something bad). Is afraid of Doctor Mindstone and will fall easy prey to his mind control (-7 to save).

Super Power Category: Psionic

Super Powers: Ectoplasmic arm, object read, resist fatigue, resist cold, hypnotic suggestion, mind block, and sixth sense.

I.S.P.: 90

Experience Level: Sixth (6)

Combat (including bonuses): Hand to hand: basic, +3 strike, +4 parry/dodge, +2 roll with punch/fall, critical strike on an unmodified 19-20.

Attacks per Melee: Five (5)

Skills of Note (scholastic): One year college, computer operation 95%, computer programming 75%, chemistry 85%, chemistry: analytical 80%, basic math 98% and advanced math 94%.

Secondary Skills: W.P. revolver, W.P. knife, hand to hand: basic, pilot: automobile 98%, pick locks 60%, pick pockets 55%, first aid 75%, and cook 80%.

Weapons: He'll use just about anything he can get his hands on in a pinch, but prefers revolvers and knives. Always carries a .38 caliber Trident revolver (3D6 damage), sap gloves (adds 1D4 to punch damage), a survival knife, and two, concealed throwing knives into a battle.

Common Items: Swiss army knife, surgical gloves, credit card, a superior lock pick set, tension bar, tool kit, handcuffs, spool of wire, pocket calculator, portable computer, and first-aid kit.

Armor: None.

Appearance: Usually wears nice, expensive, trendy clothing (loves leather), a gold and diamond ring (worth about \$3500), gold chains (about \$1200 worth), or gang colors. Always clean shaven.

Description: See previous descriptions and data in the leads and GM sections.

Psionic Zombies & Goons

Doctor Mindstone has created a handful of psionic henchmen who through his experiments obey his every command. All were or are junkies.



Cindy the Psionic Zombie

Alignment: Diabolic

Hit Points: 15, S.D.C.: 20

Attributes: I.Q. 8, M.E. 6, M.A. 6, P.S. 14, P.P. 18, P.E. 11, P.B. 10, Spd. 14

Psionic Powers: Pyrokinesis, mind bolt, see aura, and mind block. I.S.P. 50.

Experience Level: First level psionic.

Combat (including bonuses): Hand to hand: basic, +3 strike, +4 parry/dodge, +2 to damage, +2 roll with punch/fall, critical strike on an unmodified 19-20.

Attacks per Melee: Five (5)

Dion the Psionic Zombie

Alignment: Diabolic

Hit Points: 25, S.D.C.: 20

Attributes: I.Q. 8, M.E. 6, M.A. 6, P.S. 22, P.P. 14, P.E. 18, P.B. 7, Spd. 9

Super Powers: Empathic transfer, bio-regeneration, resist fatigue, resist hunger, resist cold, and sixth sense. I.S.P.: 30

Experience Level: First level psionic.

Combat (including bonuses): Hand to hand: basic, +3 strike, +4 parry/dodge, +7 to damage, +2 roll with punch/fall, +2 to save vs magic and toxins, critical strike on an unmodified 19-20.

Attacks per Melee: Five (5)

Mark the Psionic Zombie

Alignment: Miscreant

Hit Points: 14, S.D.C.: 20

Attributes: I.Q. 8, M.E. 6, M.A. 6, P.S. 12, P.P. 10, P.E. 9, P.B. 7, Spd. 9

Super Powers: Presence sense, telepathy, detect psionics, resist thirst, and see aura. I.S.P.: 20

Experience Level: First level psionic.

Combat (including bonuses): Hand to hand: basic, +1 strike, +1 parry/dodge, +2 to roll with punch/fall.

Attacks per Melee: Four (4)

Little Tom — Nutcase

Alignment: Miscreant

Hit Points: 22, S.D.C.: 28, body builder

Attributes: I.Q. 12, M.E. 11, M.A. 9, P.S. 17, P.P. 20, P.E. 11, P.B. 10, Spd. 26

Insanities: Psychosis: schizophrenia, phobias: boats and containment, and is obsessed with hurting others (loves to threaten people, beat, torture and kill).

Super Powers: Telekinesis, bio-manipulation, death trance, hypnotic suggestion, mind block, sixth sense, and summon inner strength. I.S.P.: 40

Experience Level: Second level psionic (7th level martial artist thug).

Combat (including bonuses): Hand to hand: martial arts, +5 strike, +6 parry/dodge, +2 to damage, +5 roll with punch/fall, critical strike on an unmodified 18-20, uses paired weapons (nunchaku or sai), can entangle, jump kick (critical strike) and karate kick (1D8 damage).

Attacks per Melee: Five (5)

Note: Hyper, enjoys fighting and hurting people; always anxious to do what the Doctor instructs him to do, especially if it is to hurt somebody. Used to be in the protection racket, breaking legs and guarding crime lieutenants.

Normal Thugs

Doctor Mindstone will also employ or mind control three times as many thugs as normal (remember, this is a big operation). These are **Type I: Thugs** who are either bodyguards or two-bit hoods as can be created on the **Quick Roll Villain Table** found in **Heroes Unlimited**, page 228.

Name: _____
True Name: _____
Occupation: _____
Alignment: _____
Hit Points: _____ **S.D.C. (Physical):** _____
Experience Level: _____
I.Q.: _____ **Age:** _____
M.E.: _____ **Sex:** _____
M.A.: _____ **Weight:** _____
P.S.: _____ **Height:** _____
P.P.: _____ **Land of Origin:** _____
P.E.: _____ **Birth Order:** _____
P.B.: _____ **Disposition:** _____
Spd.: _____
Insanity (if any): _____

Secondary Skills

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Combat Skills: Hand to Hand (Type): _____

Strike: _____ Parry: _____ Dodge: _____

Damage: _____ Stun: _____ Critical: _____

Kick: _____ Special: _____

Bonuses to Save: _____

Weapon Proficiencies	S	P	Thr	R
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[illegible]

Armour: Type: _____

A.R.: _____ S.D.C.: _____ Weight: _____ Cost: _____

Special Properties: _____

NOTES: _____

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