

They Might Be Characters

Volume 1

Heroes & Villains

This document represents a collection of characters for the Villains & Vigilantes RPG. Few, if any, of these characters have complete write-ups which is where the *Might* comes from in the title.

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I've played V&V off and on since about 1983. I've adapted the V&V adventure books to various other games, including Champions, Superworld and GURPS. The smooth and organized writing style of the various authors, and the simple (but not simplistic) game mechanics, have made V&V a pleasure to enjoy over the years.

**Patric Rogers
Morpheus Unbound**

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The character Jones the Mollusk Man was inspired (if unintentionally) by Daniel "Mr. Hat" Harvey (stmark36@aol.com) on the V&V/Living Legends WebRPG forum (<http://www.webrpg.com>).

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I can't possibly thank all of my gaming buddies over the years, but you know who you are and this document is partly your fault. Thanks!

If I've forgotten anyone, somebody please let me know.

Independent Heroes

In the comic books, the lone vigilante hero has a long tradition ranging from the foreboding Punisher to the universally revered Superman. Many supers operate independently. Some prefer this, and others are forced into it by circumstances.

Morning Dragon

S 14, E 13, I 14, A 18, C 13, 140 lbs., level 4

Basic Hits 4, Carry Cap. 283, Basic HTH 1d6, Hit Modifiers (1.2)(1.4)(1.1)(1.9) = 3.5112, Hit Points 11, Power 59, Move 45" ground, Healing Rate 0.9, Damage Modifier +2, Accuracy +3

Adaptation: PR = 1 per hour or per use as a defense.

Invulnerability: +24. Morning Dragon has steel hard skin enhanced by his mystic his training. The combination enables him to withstand enormous punishment.

Natural Weaponry: +3/+6. Lifelong martial arts training makes him acrobatic and agile. He is poetry in deadly motion.

Morning Dragon was the guy in Marine Corp basic training who was always smiling no matter what the drill sergeant said, did or ordered him to do. He is very much a morning person (he can't sleep past 5 AM) and likes to antagonize adversaries in very subtle ways. In combat, his first action will almost always be to evade just because it annoys his opponents. He never takes anything personally, and never worries about his personal safety (being virtually immune to harm). He has been training intensively in Wu Shu kung fu since he was eight years old.

He gained his powers during Marine training. They had a special program designed to push the limits of how long a person could hold his breath underwater before passing out. No one died during the program, but the third time through, Dragon decided he was going to last longer than anyone else. When he finally stopped breathing, it wasn't because he passed out, instead it was because his latent powers had activated and he no longer needed to breath.

Morning Dragon is from Southern California and a racial mix of European, Korean and Mexican. He has short black hair and dark brown eyes. He is 5'9" tall and weighs 160 lbs.

Cynthia Monroe

S 30, E 14, I 14, A 13, C 14, 220 lbs., level 3

Basic Hits 5, Carry Cap. 3124, Basic HTH 1d12, Hit Modifiers (2.4)(1.4)(1.1)(1.3) = 4.8048, Hit Points 24, Power 71, Move 57" ground, Healing Rate 1.5, Damage Modifier +1, Accuracy +1

Heightened Strength B: +16. Although Cynthia does exercise regularly giving her a healthy build, superhuman strength is the result of her mutant powers.

Invulnerability: +10. Cynthia's skin and bones are nearly unbreakable. She heals very quickly and without scarring from any injuries she does suffer.

Mutant Power (Hyper-Invention): Cynthia has a supernatural ability to conceive, design and build technological devices. Her natural creativity and problem solving abilities are also far above the human baseline. She has triple the normal inventing points. Her chances to succeed at an inventing roll are improved to 4× Intelligence.

Invention: Bodybag's Blaster Rifle: This is a Power Blast device made famous by Bodybag (q.v. *TBMCv2*). It fired a bright green bolt of energy to A×2", 1d12 damage. It got eight (8) shots per clip. Cynthia originally built four clips, but one was destroyed in the fight that killed Bodybag. Each clip could be recharged from household electricity at the rate of one shot per three hours. A special recharger was built that could recharge all four clips simultaneously. The only known copy of this weapon (including the three clips and recharger) was buried with Bodybag's remains.

Invention: Jump Boots: These look like normal Marine combat boots, but they use compressed air and microair-rams to boost the wearer's jumping by 64" horizontally and 32" vertically.

Invention: Secure Headset Radios: This set of six headset radios can be used to monitor standard AM/FM, police and CB radio frequencies. However, each also contains a small computer. All computers are synchronized and with the flick of a switch, each headset will use only the special secure communications channel shared by the headsets. Security is ensured by a combination of megabit digital encryption, random frequency hopping and random encapsulation scheme hopping. The synchronized computers make sure they all hop in the same random fashion. Cynthia gave all six headsets to the Guardians of Los Angeles.

Invention: Personal Force Field: This belt mounted device creates a shimmering field of energy that deflects and absorbs incoming attacks. This is the same as the Heightened Defense power. It has four charges, each lasting five minutes.

Cynthia (don't call her Cindy) Monroe was born and raised in the Los Angeles area. She manifested mutant powers in her late teens, but didn't want to become a hero. Instead, she wanted to be the mechanic and engineer for a hero team. She got her chance when she met the hero Bodybag in college, and they fell in love. For the next couple years, she helped him design the gadgets and weapons that helped him become famous. (He was famous as both a hero and movie stuntman for his superhuman regenerative powers. As far as the public was concerned his gadgets were just cool.) Unfortunately, one day even Bodybag's powers couldn't save him and he was killed by the incredibly

powerful flame-wielding supervillain SuperNova. The hero team let Cynthia stay with them for several months, but finally she decided to move out and get a job as a “regular” auto-mechanic at a local shop in the suburbs. Today, she still builds gadgets in her spare time, but she really is afraid to get involved again with a hero team, and she tenaciously avoids romantic relationships. Cynthia towers over everyone at 6'8" tall, but she has an amazonian build. Her good looks are only partially concealed behind the automotive grease and stained coveralls. Her long hair is the same color as her corn-flower blue eyes.

Choice

S 9, E 16, I 11, A 15, C 18, 150 lbs., level 2

Basic Hits 3, Carry Cap. 175, Basic HTH 1d4, Hit Modifiers (1.0)(1.8)(1.0)(1.6) = 2.88, Hit Points 8, Power 51, Move 40" ground, Healing Rate 1.2, Damage Modifier +1, Accuracy +2

Absorption: She can convert physical and energy attacks into Strength. Assume this power applies against all attacks affected by the Adaptation defense, but it does not offer a defensive modifier. This power provides some resistance to injury equivalent to the Invulnerability power, absorbing 4 points of damage per turn per character level (thus, as she gets more powerful, she gets more durable). However, for each point of damage (before the Invulnerability), her Strength characteristic is increased by one point. Extra strength gained through this power fades at the rate of one point per five minutes. She cannot absorb attacks that do not normally cause Hit Point damage (this includes Paralysis Ray, Devitalization Ray, and many forms of psionics). The increased Strength boosts only her Carrying Capacity, it does not affect Hit Points, Power or Movement. The normal benefits of a high Carrying Capacity (e.g. Basic HTH, throwing) apply. This power is always on; she does not have to spend an action to activate it.

Natural Weaponry: Lifelong training in the martial arts gives her +3 “to hit” and +6 damage in unarmed HTH. She also has developed two special abilities (and can develop more with Inventing Rolls):

- *Nerve Punch:* With a Special Attack, this attack does normal damage, but also delivers carrier attack that acts as a Devitalization Ray causing 1d12 points. PR = 0.
- *Chi-Focused Power Punch:* This attack focuses her chi-energies into a powerful blow. This is a normal Power Blast carrier attack doing 1d12 damage, PR = 3.

Andrea Thornton began studying kung fu when she was a child. She excelled in it, and her instructor finally convinced her to travel to China for proper training in the ancient mysteries. She spent two summers in China during high school, but her life changed when her mutant powers emerged in college. At the age of twenty, she decided the world had more need of a hero than just another kung fu master.

Choice has not revealed the source of her absorption power, but it is not a mutant power. She acquired it during her time in China.

Choice			
Base Strength	9		
Endurance	16		
Weight	150		
	Strength	Carrying Capacity	Basic HTH
	9	175	1d4
	10	195	1d4
	11	220	1d4
	12	250	1d6
	13	285	1d6
	14	326	1d6
	15	373	1d6
	16	427	1d6
	17	488	1d8
	18	557	1d8
	19	634	1d8
	20	720	1d8
	21	815	1d8
	22	919	1d8
	23	1033	1d10
	24	1157	1d10
	25	1292	1d10
	26	1438	1d10
	27	1596	1d10
	28	1766	1d12
	29	1949	1d12
	30	2145	1d12

Jones the Mollusk Man

S 28, E 16, I 14, A 10, C 14, 190 lbs., level 1

Basic Hits 4, Carry Cap. 2237, Basic HTH 1d12, Hit Modifiers (2.2)(1.4)(1.1)(1.0) = 3.338, Hit Points 14, Power 68, Move 54" ground, Healing Rate 1.6, Damage Modifier 0, Accuracy 0

Animal Powers (Mollusk): Natural abilities of Jones' alien species.

! **Heightened Senses:** ×2 normal Det. Rolls, keen hearing, perfect pitch, extraordinary sense of smell (especially in water)

! **Heightened Strength A:** +13

! **Natural Weaponry:** +3 "to hit" and +1d8 damage. All of the Mollusk Men have barbules in their forearms (Natural Weaponry). However, there is great variation from individual to individual in the structure of the barbules (roll Natural Weaponry for each). Jones has particularly well-developed barbules, including an extremely recessive genetic trait of tethered barbules. He has foot-long barbules which can be extruded from his forearms and used as melee weapons. They are held in place by very strong muscles. These same powerful muscles allow him to expel the barbules out to [Level] inches as a form of ranged HTH attack (normal "to hit" and damage). Strong, sinuous tethers allow him to retract the barbules instantly. If he makes a Special Attack, and it causes HP damage, he can hook the target with the barbule and reel him in as one action. It requires 4" of movement to rewind his tethers, and is movement only unless he has hooked a target.

Teleportation: Up to 10× his current Power score in inches. PR = 2.

Cosmic Awareness: He has a mystic pendent that grants this power and lets him communicate with his people. He uses it to keep abreast of current events at home, and his people will use it to contact him when they are ready to pick him up. Because it is his only way home, he guards it jealously.

Android Servant: A humanoid named "Regular Unleaded". See description below.

Android Servant: A canine named "Diesel". See description below.

Jones (not his real name) is from the planet Bekk'andra where mollusks developed as the dominant life form. They have strong, yet flexible endo-skeletons which permit them to stand upright and support their humanoid form.

He is a prince among his people and his visit to Earth reeks of political intrigue. Jones was given a mystic amulet which enables him to keep in contact with his family. This way he can keep track of news and events, and he will know when his family comes to get him. To enable him to survive on Earth, he was given two android servants. One is a tall, strong, humanoid (which can fly), the other looks like a very large dog (which runs very fast). The two androids can alter their shape and combine to form a hot dog cart. This cart enables Jones to have a source of income, and also helps him blend in more with the freaks and mutants of the New York City street life. Because every cart needs to be distinctive, Jones' cart can fly which allows him to serve customers on any floor of any building

(including the rooftop apartments).

Jones has grey-brown, smooth skin. His skin is dry to the touch. His face lacks a nose, mouth or external ears, but his senses are all normal. A pair of small antennae-like protrusions on his forehead provide smell. His mouth is on the front of his abdomen and usually concealed by clothing. He has no teeth or hair. He speaks by vibrating a membrane on the lower part of his face. This made it easy for him to learn and speak Earth languages (he can reproduce any desired accent). The vibration is normally not noticeable unless he is "shouting". About one in twenty of the royal family have the natural ability to teleport, and like all such family members he has the distinctive scintillating eye membranes.

Perhaps Jones has been playing too many video games, but he is practicing a multi-action in which he hooks a target, reels him in with a bellow of "Get over here" and delivers an uppercut when the target is close enough.

Jones came to Earth with several hundred thousand dollars worth of precious metals and gemstones. However, he tries to live off the proceeds of his hot dog cart to maintain appearances. As his noblesse oblige increases, he will likely invest his money to support his superheroing.

Regular Unleaded

S 8, E 26, I 7, A 9, C 11, 500 lbs., level 4¹

Basic Hits 10, Carry Cap. 778, Basic HTH 1d8, Hit Modifiers (0.8)(3.0)(0.9)(1.0) = 2.16, Hit Points 22, Power 50, Move 43" ground, 915" flying, Healing Rate n/a, Damage Modifier -1, Accuracy 0

Android Body

! **Heightened Endurance:** +12, 27% human, 33% self-repair (7 points)

! **Body Power:** Regular Unleaded can generate limited visual illusions that let it change the apparent clothing cover it's body, and change the advertisements that appear on the hot dog cart. These illusions are obviously false at close range. It takes one hour to reprogram the nature of the illusion. PR = 0.

Flight: An anti-gravity device lets Regular Unleaded fly at 208mph when in either humanoid mode or hot dog cart mode. PR = 1 per hour.

Ice Powers: Regular Unleaded contains a very powerful refrigeration unit in his torso. Normally this unit is used to store frozen foods, refrigerated beverages and dry goods. However, by turning it to full power, it can be used to generate ice. The ice projection units are mounted in the hands, and this device cannot be used in hot dog cart mode except to keep food items cold. As a weapon, it has a

¹ As an android servant, Regular Unleaded cannot gain experience.

range of 7", does 1d12 damage, PR = 5. Successful attack traps the target in 1 cubic foot (100 lbs) of ice per point of damage. See the V&V rules for more on ice constructs.

Transformation: Regular Unleaded can combine with Diesel to form a flying hot dog cart with a gravity traction seat (which prevents Jones and any exposed sale items from falling off when flying or turning high speed maneuvers). The transformation requires one action.

"Reg" as Jones calls him, is a humanoid, about 7' tall and built like a sumo wrestler. Reg has metallic gray synthetic skin and no body hair.

Because it has very delicate systems, Reg will always use it's first action to cover itself in ice armor. Regular Unleaded has an older AI system, making it rather dim-witted. Jones will usually direct its actions in combat. If left to itself, it will usually fly away.

Diesel

S 10, E 19, I 10, A 14, C 10, 150 lbs., level 4²

Basic Hits 3, Carry Cap. 218, Basic HTH 1d4, Hit Modifiers (1.0)(2.2)(1.0)(1.3) = 2.86, Hit Points 9, Power 53, Move 43" ground, Healing Rate n/a, Damage Modifier +1, Accuracy +1

Android Body

! **Heightened Endurance:** +12, 40% canine, 67% self-repair (6 points)

! **Body Power:** Diesel has sharp teeth mounted in powerful canine jaws. Diesel also has sharp digging claws that can rend through most materials. This combination counts as Natural Weaponry +3 "to hit" and +6 damage.

Flame Power A: Diesel's body contains a powerful fusion heating unit and grill. Normally this is used to cook food, but when set to full power, it can generate a plasma blast released from Diesel's canine mouth. 29", 1d12, PR = 2. When in hot dog cart mode, the plasma gun is on the front of the cart.

Heightened Senses: To help it simulate the canine form, Diesel has enhanced senses of smell and hearing. This serves to increase it's Detect Hidden rolls by ×2 and Detect Danger rolls by ×3. It also has radio listening capability letting it scan the police bands for trouble (so Jones can run off and be a hero) and it provides the ubiquitous radio service when in hot dog cart mode.

Transformation: Diesel can combine with Regular Unleaded to form a flying hot dog cart with a gravity traction seat (which prevents Jones and any exposed sale items from falling off when flying or turning high speed maneuvers). The transformation takes one action.

Diesel is appears as a large German Shepard dog, complete with artificial fur. Diesel's AI is much

² As an android servant, Diesel cannot gain experience.

better, and it can actually hold a conversation. In combat, it will usually breath fire, even at targets in HTH range.

The Mighty Morphin' Hot Dog Cat

Weight 650 lbs, Hits to Disable 31, Hits to Destroy 146. (1/3 of all damage goes to Diesel, 2/3 goes to Regular Unleaded). Jones can push it along at 1/3 his normal ground movement rate, or he can jump on the attached seat and fly at 208mph using Regular Unleaded's internal power supply. It mounts Diesel's plasma gun on the front. Its anti-gravity propulsion system is silent.

The Mollusk Men Alien Race

Jones is a pretty good example of the Mollusk Men. As noted, they are a humanoid species evolved from mollusks. They developed an endo-skeleton and can stand upright. They have a highly advanced star-faring race, and have colonized several planets. As noted by Jones' android servants, they understand artificial intelligence and anti-gravity technology. They also have a small, but capable sub-culture of religious sorcerers and mystics. It is this latter group that produced Jones' pendant.

All have the same Animal Powers (Mollusk) that Jones does, but roll on an individual basis to determine the final benefits of the Heightened Strength and Natural Weaponry powers.

Guardians of Los Angeles

The GOLA are based in Los Angeles, California (USA). They are a private agency sponsored jointly by the City of Los Angeles and the State of California to provide services to the Greater Los Angeles area. The organization works closely with local police and has limited police powers. The organization operates as a corporation and includes about 20 clerical and support staff to maintain their two offices. They have one office Downtown and one in Burbank.

The GOLA are chartered for as many as 21 supers (permitting a four-super staff on duty 24/7), but currently have less than a dozen. They are organized into four-person teams, and all powered staff are expected to train together and learn to work well together.

Presented here are some of the members of the Guardians of Los Angeles.

Allison Cromwell

S 41, E 30, I 16, A 13, C 9, 120 lbs., level 1

Basic Hits 3, Carry Cap. 4315, Basic HTH 2d8, Hit Modifiers (3.0)(3.8)(1.2)(1.3) = 17.784, Hit Points 53, Power 100, Move 84" ground, Healing Rate 2.7, Damage Modifier +2, Accuracy +1

Heightened Strength B ×2: +41

Heightened Endurance B: +17

Heightened Expertise: Lifelong karate training gives her +4 “to hit” with all unarmed HTH.

Allison was born with superhuman strength and endurance. She studied kung fu to learn to control her awesome strength. She is of British descent, but her parents emigrated from Hong Kong when she was young, and she grew up in California’s Silicon Valley. She is fluent in Mandarin and English. Because of her mutation, she studied medicine and physiology, picking up a minor in secondary education. She focused on her studies and completed her medical studies at the age of 26.

Power Girl

S 12, E 13, I 12, A 10, C 10, 150 lbs., level 3

Basic Hits 3, Carry Cap. 227, Basic HTH 1d4, Hit Modifiers (1.2)(1.4)(1.1)(1.0) = 1.848, Hit Points 6, Power 47, Move 36" ground, Healing Rate 0.9, Damage Modifier 0, Accuracy 0

Magnetic Powers ×2: Magnetic control requires one action, PR = 2, 24" range. She can control objects for 12 turns. Her maximum capacity is 1800 lbs. A magnetic blast will do up to 1d10 damage, PR = 3.

Power Blast: By focusing her magnetic powers, she can generate a charged particle beam from her hands. 12", 1d20, PR = 1.

Heightened Senses: Her sensitivity to magnetic fields makes her almost impossible to surprise at close range, and gives her other unusual sensory abilities.

Inventions: ×1

Power Girl was a Captain in the US Army and gained her powers after volunteering for Army experiments to create a superhuman. She retains her rank, but has been assigned to a hero team based in California.

Hypercore

S 13, E 14, I 14, A 14, C 13, 220 lbs., level 1

Basic Hits 5, Carry Cap. 396, Basic HTH 1d6, Hit Modifiers (1.2)(1.4)(1.1)(1.3) = 2.4024, Hit Points 12, Power 55, Move 41" ground, Healing Rate 1.5, Damage Modifier +1, Accuracy +1

Body Power (Density Increase): Hypercore can accrete mass, presumably from an extra-dimensional source, to radically increase his density in geometric increments up to 64 times. This changes his weight, but not his volume. Each "level" of power increases his density by a factor of 2. Thus, one level is a 2× density factor (DF), two levels is 4×, etc, up to six levels at 64× density. If his density factor exceeds 8, he can roll with twice as much damage as normal. The increased density gives him extra resistance to crushing type attacks. The same attacks repulsed by the Force Field power are -1 "to hit" him per level of density increase he has active. PR = 4 per hour.

Power Level	Density Factor	Weight	Basic Hits	Agility	Carrying Capacity	Hit Point Modifier	Hit Points	Power	Basic HTH	Damage Modifier	Accuracy	Ground Move
0	1	220	5	14	396	2.4024	12	55	1d6	+1	+1	41
1	2	440	9	12	792	2.4024	22	53	1d8	+1	+1	39
2	4	880	18	10	1,584	1.848	33	51	1d10	0	0	37
3	8	1,760	36	8	3,168	1.2936	47	49	1d12	0	-2	35
4	16	3,520	71	6	6,336	1.2936	92	47	2d8	0	-2	33
5	32	7,040	141	4	12,672	0.7392	104	45	2d10	-1	-4	31
6	64	14,080	282	2	25,344	0.3696	104	43	3d10	-2	-6	29

Hypercore gained his powers when he was a research assistant working to simulate artificial gravity projects. He rarely uses more than DF4 when indoors (unless he knows the floor is reinforced and can withstand more). Outdoors, he is comfortable using full power, but generally stays with DF16 due because any heavier and he becomes much too slow to be effective.

His combat tactics are pretty straight forward: get into HTH range and slug it out. His tactics will mature and become more creative (and effective) as he gets older and gains more experience. His training will primarily consist of alternating Agility with +1 "to hit" in unarmed HTH.

Soundtrack

S 15, E 27, I 14, A 13, C 15, 150 lbs., level 2

Basic Hits 3, Carry Cap. 456, Basic HTH 1d6, Hit Modifiers (1.4)(3.4)(1.1)(1.3) = 6.8068, Hit Points 20, Power 69, Move 55" ground, Healing Rate 2.4, Damage Modifier +1, Accuracy +1

Heightened Endurance B: +19

Sonic Powers ×2/Mutant Power: Soundtrack has the ability to generate sound and manipulate ambient sound levels. His maximum recorded volume is over 200 decibels. He uses some aspects of his power subconsciously, but most require conscious effort. At this time, these are his abilities. New abilities might be developed with Inventing Points at the GM's discretion.

- **Sonic Powers:** Soundtrack can use the normal offensive and defensive abilities associated with the Sonic Powers superpower.
- **Paralysis Ray:** By properly modulating the frequencies, Soundtrack can disrupt the brain functions of living creatures rendering them unconscious. This effectively adds a Paralysis Ray carrier attack to his normal sound blast. PR = +6 to sound blast attack. Does not work on targets who cannot hear.
- **Disintegration Ray:** By instantly sampling the natural vibration frequency of non-living objects, he can create a sonic attack that will shatter them. This effectively adds a Disintegration Ray carrier attack to his normal sound blast. PR = +2 to sound blast attack. Does not work at all on living or soft targets.
- **Phonographic Memory:** He automatically remembers every sound he has ever heard, either as a background sound or foreground sound. He can quickly recall the sounds from this infinite memory.
- **Mimicry:** Combining his phonographic memory and natural sound generation powers, he can play back any sound he has heard before. He can remix the sounds as a recording artist might. He can also sample the key components of complex sounds to identify what makes them unique; among other things, he can perfectly imitate any voice he has heard before.
- **Soundtrack:** He often has his own musical score accompanying him. He does this by generating low volume sounds. He particularly enjoys blaring heavy metal rock music when charging into combat. He can generate sound levels sufficient to perform a rock concert for several thousand guests. His soundtrack power has an hourly PR depending on his maximum volume. The sound is considered "loud" to a distance equal to the PR squared. Thus, for PR = 2, his is "loud" to about twenty feet. (A full blown rock concert in which he produced all the sound, without electrical reinforcement, would be PR = 20 to 25 per hour.)
- **Enhanced Hearing:** He can hear in the infrasonic and ultrasonic. With conscious effort, he can boost the volume of any sound source so that he can clearly discern it from background noise. He can also track by sound and accurately judge the speed and range of moving sound sources. Where appropriate, his Detection Rolls are increased ×5.
- **Invulnerability to Sonic Attacks:** Soundtrack unconsciously and automatically moderates

the sounds reaching him so that he cannot be deafened or stunned by sound based attacks. This provides him with 20 points of Invulnerability against Sonic Powers and other sonic attack forms.

Tarric Jain loved music since the day he was born. It didn't matter what kind of music, he just always had to have some kind of music in the background. He wore out three record players by the time he was nine, and when digital compact disks hit the market, he was in Heaven. As soon as he was old enough, he started attending live music concerts. Again, it didn't matter what kind, he just wanted to "feel the music". He was at the concert the day that Billy Clang's (q.v. Clamor of FORCE) voice changed forever. Maybe it was something in the air, because Tarric also gained the ability to generate sound. He has encyclopedia knowledge of music in all forms, from all over the world. About once a month, he will pick a city park and give a free concert to raise money for local charities.

Spinner

S 25, E 10, I 14, A 15, C 14, 140 lbs, level 2

Basic Hits 3, Carry Cap. 1164, Basic HTH 1d10, Hit Modifiers (2.0)(1.0)(1.1)(1.6) = 3.52, Hit Points 11, Power 64, Move 50" ground, Healing Rate 0.75, Damage Modifier +1, Accuracy +2

Telekinesis: Capacity is 200 lbs. $[S \times \text{Level} \times 4]$, with selective radius of 10" [E"], maximum speed is 30" $[A \times \text{level}]$ ". Any capacity not used for lifting objects can be used as an attack. Attack has 30" $[A \times \text{level}]$ " range, and can cause up to 1d4 damage.

Flight: By focusing her telekinetic power on herself, she can levitate and fly at 250mph. PR = 1 per hour.

Body Power (Wall Crawling): Molecular adhesion enables her to cling to walls. It requires 8× her Carry Capacity to dislodge her.

Body Power (Spinnerettes): Spinnerettes in her arms let her generate a strong (Structural Rating 10) spider-like silk webbing that can be expelled with a range of 20" $[2 \times E]$ entangling the target in 1d4 cubic feet per attack. PR = 1. The webbing dissolves in one hour. With a special attack it can be used to blind a target by covering his eyes. Despite its high tensile strength, the webbing is very light, only 25 lbs. per cubic foot.

Invulnerability: Her costume is armored, protecting from 8 points of damage per turn.

Equipment:

Knife: She carries a Marine combat knife (HTH +1, +1d2).

Spinnerette is a native of Los Angeles. Her impoverished parents were forced to give her up for adoption, but no one wanted the troubled child who seemed to be possessed by spirits (her telekinetic powers manifested an early age). Her other powers began to manifest during her teen years, but she kept them secret and studied her new abilities. When she was old enough, she applied for work with the GOLA and they took her on full time. Because of her good organizational skills (and to give her a challenge and allow her to mature), she has been charged with developing the new recruit training program (under careful mentor supervision of Cromwell).

Spinnerette legally changed her name and identity and went public with her identity. She is fluent in English, with conversational proficiency in Spanish and Mandarin Chinese. She can create small sculptures with her webbing as movement only (4" per cubic foot). Her street background includes knowledge of recreational drugs.

Witchblade

S 13, E 37, I 14, A 17, C 14, 130 lbs., level 4

Basic Hits 3, Carry Cap. 383, Basic HTH 1d6, Hit Modifiers (1.2)(4.6)(1.1)(1.6) = 9.7152, Hit Points 29, Power 81, Move 67" ground, Healing Rate 3.3, Damage Modifier +1, Accuracy +2

Armor B: The mystical symbiote known as the Witchblade manifests as organic armor and provides Sarah with the following powers.

- ADR 75, S 17, E 19, uses wearer's Power score. It does not lose powers when damaged.
- **Flame Powers B:** Type A. 50", 1d12, PR=2.
- **Invulnerability:** +14
- **Heightened Endurance B:** +23
- **Regeneration.** The regeneration is usable on both the armor ADR and the wearer's Hit Points simultaneously. It cannot regenerate damage from magical attacks but it does heal at her normal healing rate per day.

Sarah Pezzini was a talented veteran of the Los Angeles Police Department when she joined with the symbiotic Witchblade. (It is a matter of conjecture if she found it or if *it found her*.)

Officially, she is on extended leave of absence from the Police Department, and now she contributes her training and expertise on a full time basis to the Guardians of Los Angeles.

The shape and appearance of the symbiote changes over time, and responds to Sarah's will most of the time. However, she cannot completely disguise it without bulky clothing so she has stopped trying to conceal her secret identity.

Canadian Superhuman Activities Team 7

In direct response to the dangers posed by superhumans throughout North America, the Canadian government started the Superhuman Activities Team program. Each member is a government employee and is expected to live on the team base. Officially, they are not required to assist with any threat that does not involve superhumans, but often the team members will work with the community on a daily basis.

Team 7 operates in the Toronto area. Their base is a renovated parking garage just outside the financial district.

Giant

S 27, E 17, I 11, A 12, C 13, 140 lbs., level 12

Basic Hits 3, Carry Cap. 1497, Basic HTH 1d10, Hit Modifiers (2.2)(1.8)(1.0)(1.3) = 5.148, Hit Points 15, Power 67, Move 56" ground, Healing Rate 1.2, Damage Modifier +1, Accuracy +1

Size Change (Larger): He can expand from his normal height of 5'6" to 28' at will, an increase of five times his normal height. PR = 1 per hour. If rendered unconscious while in giant form, he reverts to his normal height.

Heightened Strength A: +15

Heightened Endurance A: +6

Heightened Expertise: Years of athletic training and ROTC have given him a +4 "to hit" with unarmed HTH.

Invention: Training Program: He has developed a combat technique usable only in giant form and emulated by giant-size supers the world over. It gives him a +4 "to hit" when he is giant-size.

Height	Weight	Basic Hits	Agility	Carrying Capacity	Hit Point Modifier	Hit Points	Power	Basic HTH	Damage Modifier	Accuracy	Ground Move
5'6"	140	3	12	1,497	5.148	15	67	1d10	+1	+1	56
28'	17,500	350	-2	187,125	0.396	139	53	6d10	-3	-8	210

Dave Parker was a top notch professional football player in Canada when a chemical accident gave him the power to become a giant. He studied social work in college, but got side-tracked when his professional sports career took off. He enjoyed being in the spotlight, and for the past decade he has been the leader of a prominent Canadian superteam.

Fairchild

S 35, E 17, I 25, A 25, C 15, 150 lbs., level 1

Basic Hits 3, Carry Cap. 3343, Basic HTH 1d12, Hit Modifiers (2.6)(1.8)(1.5)(2.5) = 17.55, Hit Points 53, Power 102, Move 77" ground, Healing Rate 1.2, Damage Modifier +5, Accuracy +4

Heightened Strength B: +21

Heightened Agility B: +14

Heightened Intelligence B: +16

Speed Bonus: +50" ground

Fairchild was born with her powers, and they manifested when she was in college. She is the daughter of a great hero of the 1970's and she hopes to carry on his legacy by becoming a great hero herself.

She and Vindicator have a friendly rivalry going about scientific topics. Fairchild's expertise is the life sciences and organic sciences, while Vindicator leans toward the electro-mechanical sciences. They have had a number of lively debates about chemistry.

Vindicator

S 12, E 13, I 21, A 15, C 16, 130 lbs., level 5

Basic Hits 3, Carry Cap. 197/351, Basic HTH 1d4/1d6, Hit Modifiers (1.2)(1.4)(1.4)(1.6) = 3.7632, Hit Points 11, Power 61, Move 40"/44" ground, 774" flight, Healing Rate 0.9, Damage Modifier +3, Accuracy +2. [The values after the slash are based on her modified attributes, as noted under her Powersuit below.]

Heightened Intelligence A: +9

Armor B: *Vindicator Electromagnetic Powersuit*

- ADR 80, S 16, E 11, uses wearers Power score
- **Lightning Control:** (*defense*) The powersuit has a personal force field which must be consciously turned on and off. When on, it provides a powerful electromagnetic halo that repels attacks. (*offense*) The powersuit let's Vindicator project electron beams from her hands. 22", 1d10, PR=2. She cannot control machines.
- **Flight:** By manipulating electromagnetic energy, the powersuit enables flight at 176mph. PR=1 per hour.
- **Body Power (Self-Repair):** The suit has self-repair functions which repair 2 points of ADR per day. It can also be repaired normally by a competent technician (since Heather McNeal designed and built the powersuit, she is the most qualified technician there is).
- **Body Power (Strength Augmentation):** The suit contains strength augmenting equipment. For purposes of Carrying Capacity and Movement, compare the wearer's Strength and Endurance to the suit, and use whichever is higher.

Heather McNeil had a love for science and electrical engineering since childhood. Eventually she went on to do her doctoral work in the field. After graduation, she applied her theories, built the powersuit and became a superheroine.

In combat, she will try to keep opponents at range and blast away. She has a great deal of confidence in her personal force field, but if the suit gets damaged to ADR 50 or lower, or loses a single power, she will Evade every turn to avoid taking further damage to the suit.

She has no interest in selling her scientific breakthroughs, but she does patent as much of her technology as she can. She shares some of her ideas publicly when she feels they can be used responsibly. She enjoys attending scientific conferences in her secret identity.

Independent Supervillains

Many supers operate independently. Some prefer this, and others are forced into it by circumstances. Solo supervillains can be found committing crimes on their own, but often they will form temporary teams and can be found in the employ of more powerful supervillains and organizations.

Lexicon

S 27, E 11, I 11, A 12, C 16, 250 lbs., level 5

Basic Hits 5, Carry Cap. 2598, Basic HTH 2d8, Hit Modifiers (2.2)(1.0)(1.0)(1.3) = 2.86, Hit Points 14, Power 61, Move 50" ground, Healing Rate 1.25, Damage Modifier +1, Accuracy +1

Adaptation

Regeneration: He cannot regenerate Disintegration damage.

Animal Powers: Mammal (Big Cat)

- **Heightened Strength A:** +15
- **Heightened Agility A:** +3
- **Special: Roar:** He can roar like one of the great cats. This roar can be heard more than a mile away and is incredibly terrifying. As Emotion Control area effect attack (16" radius), PR = 4, all victims are -2 on attack rolls for 1d6 turns, repeated attacks extend duration but do not increase penalty. Creatures with Animal Intelligence must make a Ferocity save or try to flee.

Weapons: Lexicon frequently makes use of conventional weapons such as automatic pistols (+3 "to hit", 1d8, 72"), sniper rifles (+4 "to hit", 1d10, 120"), knives (+1 "to hit", HTH+1d2) and night-sticks (+2 "to hit", HTH +1d4).

Leonid Lexicon (an alias) was born with unusual powers and was always drawn to cats. He loved learning about the tigers of Asia and the lions of Africa. When he was old enough, he joined the Austrian army and learned to be a soldier. It was in training that his mutant powers manifested. He tried to keep them secret, but eventually his superiors learned about them (partly because his appearance changed over time to be more cat-like) and he received special training as a shock trooper (because his roar can demoralize the opposition). Eventually, he went AWOL and now works as a mercenary throughout the world. His favorite combat tactic is to roar to intimidate his foes, then launch his attack with either two automatic pistols blazing or a knife in each hand. (Multiple attacks). His first action is usually to evade; sometimes it is a split action evade and roar.

Firebrand

S 15, E 15, I 16, A 15, C 17, 220 lbs., level 7

Basic Hits 5, Carry Cap. 536, Basic HTH 1d8, Hit Modifiers (1.4)(1.8)(1.2)(1.6) = 4.8384, Hit Points 24, Power 61, Move 45" ground, 1003" flying, Healing Rate 2.0, Damage Modifier +2, Accuracy +2

Armor B: Firebrand wears an experimental, form fitting battlesuit that provides him with a number of superhuman powers.

- **ADR 51, S 12, E 19.** The suit has Power of 60 for its built-in systems. It can be recharged using household electricity at one point per hour.
- **Flame Power A:** The armor has broad beam infrared lasers mounted on the back of the wrists. 31", 1d12, PR=2.
- **Flight:** The armor has rockets built into the boots with concealed micro fans in the back and waist to provide additional stability and control. 228 mph, PR=1 per hour.
- **Life Support:** Built in equipment protects the wearer from hostile environments, including smoke and fire. PR=1 per hour or as defense.
- **Invulnerability:** +11. Because the delicate electronics of the suit are fragile (ADR), it has been armored and reinforced by sub-surface magnetic force fields and energy dampers. (If this "device" fails when the ADR is reduced, reduce it's value from 11 points to 6 points.)

Inventions: ×2

Energy Pistol: Because his heat beams can fail, Firebrand has been known to carry an energy pistol (+2 "to hit", 1d10, 12 shots) as a backup weapon.

Delmar Thornn is the fourth in a long line of domestic servants. He takes great pride in his role, and his family has served the Whittacker family for nearly 150 years. He served Amelia Whittacker (Frostbrand) when she was a superheroine during World War I and he cared for her faithfully for the next several decades. Thus, when she found the magic potion to restore her youth, she split it with him and restored his youth as well. She stole a prototype powersuit for him and now he helps her commit crimes. He continues to question the ethics of being a supervillain, but his strong family pride and tradition means he will continue to serve Amelia no matter what danger she leads him into. (Note, this is not slavish devotion or blind loyalty. He has been known to argue heatedly with her on several occasions, but he will never harm her, permit her to come to harm, or disobey her orders.)

Frostbrand

S 10, E 14, I 16, A 15, C 14, 130 lbs., level 9

Basic Hits 3, Carry Cap. 156, Basic HTH 1d4, Hit Modifiers (1.0)(1.4)(1.2)(1.6) = 2.688, Hit Points 8, Power 55, Move 39" ground, Healing Rate 0.9, Damage Modifier +2, Accuracy +2

Ice Powers ×2: (½ PR cost all uses)

Heightened Speed: +660" ground movement, +22 initiative.

Inventions: ×1

Energy Pistol: Frostbrand has been known to carry an energy pistol (+2, 1d10, 12 shots) as a backup weapon.

Amelia Whittacker was born to old English money in the late 19th century. She was born a mutant and used her powers as a masked superheroine in World War I. Still alive in the 1970's she came across a magical formula to restore her youth. A cantankerous and bitter old woman, she shared it with the only person she really cared about – her domestic Delmar Thornn. With both of them restored to youth, Amelia decided to rebuild her family fortune by being a supervillain. She enjoys playing cat and mouse with superheroes, and her schemes are always elaborate and well-planned. She avoids violence and won't commit murder. She has little respect for the flippant heroes of today, instead espousing the more "genteel" style of the mid-20th century.

The Criminal Underworld

Not all supervillains will join an organized villain team or work on their own. Some of them just join the local criminal organizations. In this capacity they will either lead syndicates of normals or they will provide extra muscle and firepower against the local superheroes.

Iceflare

S 12, E 10, I 14, A 17, C 12, 160 lbs., level 1

Basic Hits 4, Carry Cap. 218, Basic HTH 1d4, Hit Modifiers (1.2)(1.0)(1.1)(1.6) = 2.112, Hit Points 8, Power 53, Move 39" ground, 528" flying, Healing Rate 1.0, Damage Modifier +1, Accuracy +2

Ice Powers: 4", 1d12, PR=5 per attack.

Light Control: 34", 2d8, PR=1 per attack.

Flight: 120 mph, PR=1 per hour.

Madeleine Wells was born with her unusual powers, but she didn't begin to take advantage of them until she was in graduate school. She tends to be a bit vain, and would rather evade attackers than cover herself in ice and slug it out.

Iceflare has an athletic build and studied dance in her youth. She enjoys basketball and hiking. She loves animals and studied to become a veterinarian before she got blackmailed into helping an illegal betting ring that would bet on anything from horse races to dog fights. The ring originally wanted to use her vet training, but after discovering she had superpowers, they began pushing her to commit other crimes and "protect" them from the local superheroes.

With experience, she will learn to combine the benefits of her Ice Powers and Light Control to increase the chances of blinding foes trapped in ice.

Cargill

S 35, E 16, I 14, A 9, C 10, 160 lbs., level 6

Basic Hits 4, Carry Cap. 3558, Basic HTH 1d12, Hit Modifiers (2.6)(1.8)(1.1)(1.0) = 5.148, Hit Points 21, Power 74, Move 60" ground, Healing Rate 1.6, Damage Modifier 0, Accuracy 0

Power Blast: Sapphire blue impact bolts erupt from his hands. 25", 1d20, PR=1.

Disintegration Ray: Angry red death rays stream from his eyes. 15", 1d20, PR=3.

Heightened Strength B: His superhuman physique gives him +22 Strength.

Invention: ×1

Lexington Cargill is the result of alien experimentation on human beings. He has only vague memories of being kidnaped while driving alone on an old country road. He does remember being found the next morning trapped in his car that had wrapped around a tree. He knew he hadn't been drinking and it angered him that the sheriff's deputies should accuse him of such. It angered him so much, he ripped apart his car to escape, then disintegrated one of their cars before they fled in the other.

Because of his perceived attack on the police and his deadly powers, the media branded him an instant criminal and threat to society. Cargill embraced his new life (even it had been forced on him) and became a supervillain. Cargill aspires to lead a crime ring. He has aligned himself with certain criminal elements in the city acting in the dual capacity as advisor and enforcer. He uses the enforcement aspect to spread fear and he tries to learn everything he can when acting as an advisor. Whether working for someone else, or out on his own, Cargill always makes sure he has three underlings to carry out his personal tasks (use Cheap or Normal Thugs depending on his income level at the time).

Bogatyri

This is a new team of Russian supervillains led by a megalomaniac who has decided that scientific progress is better in the West, than in the collapsing East. Although a relatively new team, these supervillains operate primarily in Europe moving from one scheme to another. It is very much a cult of personality, with the three villains following their leader wherever he takes them. Despite this, it should be kept in mind that they are all intelligent fighters.

Dr. Volkh

S 14, E 10, I 47, A 13, C 25, Weight 170, level 1

Basic Hits 4, Carry Cap. 318, Basic HTH 1d6, Hit Modifiers (1.2)(1.0)(2.2)(1.3) = 3.146, Hit Points 12, Power 84, Move 37" ground, Healing Rate 1.0, Damage Modifier +7, Accuracy +1

Heightened Intelligence B ×2: +37

Heightened Charisma A: +15

Stretching Powers

Natural Weaponry: +2/+4. He can alter the shape of his extremities to improve his combat effectiveness. Favorites are rams and crescent blade shapes. He cannot actually form sharp edges.

He was a brilliant scientist working in a secret Russian installation when an accident occurred and he gained superhuman powers. These powers included boosting his already high natural intelligence and charisma, but also gave him superhuman elasticity.

He was never satisfied with the collapse of the USSR and his goal is to restore it to its former glory. He feels betrayed by bureaucrats and naturally considers himself the best qualified to lead the New Soviet Union.

Isvestia

S 14, E 13, I 11, A 13, C 9, Weight 120, level 1

Basic Hits 3, Carry Cap. 243, Basic HTH 1d6, Hit Modifiers (1.2)(1.4)(1.0)(1.3) = 2.184, Hit Points 6, Power 84, Move 37" ground, Healing Rate 0.9, Damage Modifier +1, Accuracy +1

Flight: 182mph, PR=1 per hour.

Light Control

Paralysis Ray: She can project a ray from her finger tips that can short circuit the nervous system of even the most durable foes.

Power Blast: She can generate a powerful beam of energy that engulfs the target in an angry red corona of energy. She refers to this as her "fireball" attack, and it is a very intimidating power to witness in action. 1d20, 10", PR=3.

She was a civilian contractor at the facility where the Russian scientist was working. She was part of the fake operation that was being used to conceal the real operation and she was terrified when the accident occurred. However, the accident gave her superhuman powers and she quickly fell under the charismatic sway of the only man who could explain what happened to her – the Russian scientist!

Mikula

S 11, E 16, I 14, A 7, C 9, Weight 180, level 1

Basic Hits 4, Carry Cap. 264, Basic HTH 1d6, Hit Modifiers (1.0)(1.8)(1.1)(0.7) = 1.26, Hit Points 5, Power 48, Move 41" ground, Healing Rate 1.0, Damage Modifier 0, Accuracy -2

Telepathy

Telekinesis ×2: Capacity is $S \times 10 \times \text{Level} \times \text{Level}$.

Heightened Endurance A: +7

He displayed latent mental powers as a child, and despite his physical infirmities the KGB took him from his family to train him to use his powers for them. He resented his treatment and was glad to escape when the scientist came for him. He is self-centered and constantly belittles others.

Svyatogor

S 17, E 17, I 10, A 30, C 7, Weight 200, level 1

Basic Hits 4, Carry Cap. 661, Basic HTH 1d8, Hit Modifiers (1.4)(1.8)(1.0)(3.1) = 7.812, Hit Points 31, Power 74, Move 64" ground, Healing Rate 1.6, Damage Modifier +4, Accuracy +5

Non-corporeality: Selective. PR=4 per hour.

Heightened Agility B: +17

Emotion Control: By act of will, he can induce overwhelming despair and despondency in his victims. This leads many to surrender without a fight.

Bionics: His right hand has been replaced by a Power Blast weapon that does 1d12 at 17" range and has 16 shots.

Low Self-Control: He cannot always reliably control his non-corporeality power. He must make a C save on 1d20 to switch it on or off.

Body Armor: Svyatogor wears heavy combat body armor that gives him ADR 80 and includes a gas mask which protects from common gas attacks.

Igor was a KGB plant at the facility, there to monitor the scientists by posing as a medium level technician. When the facility exploded, his superiors blamed him and he was exiled from the agency. He blames the soulless managers of the agency, and works with the scientist to restore the USSR with himself in a seat of power. Then he will take revenge on his former employers in very subtle ways.

Appendix A: Generic NPCs

Here are some useful abstractions for those times when you need an NPC really quickly and don't want to actually generate a character sheet for each. I always thought it was cool that in the sourcebooks, each popcorn³ got his own stats actually calculated, but I'm just not patient enough to do it. For those of you like me, here you go.

To simplify the math, do not modify Characteristics regardless of the character's level. Higher level characters can be assumed to have better equipment. Many Normal Thugs will have one or two years of combat training (Natural Weaponry +1/+2) and Veteran Thugs will often have two or more years of training (Natural Weaponry +2/+4).

Normal People

These are normal people. These are the ones encountered every day on the street, going about their daily lives.

Quick: Basic Hits 1d4 + 1, Hit Points (equal to Basic Hits), Power 36 + 1d8, Level 1d3, Accuracy 0, Damage Mod. 0.

Detailed: For all characteristics roll 8 + 1d3. Level is 1d4. Weight is 5d6×10 for men, 5d4×10 for women. This results in a Carrying Capacity generally between 121 and 240 pounds (1d4 Basic HTH). Hit Points are typically between 3 and 5 (equal to Basic Hits) and Power Potential is usually 40.

Cheap Thugs

These are the typical muggers, street gang members, and cheap hired muscle.

Quick: Basic Hits 1d4 + 2, Hit Points (equal to Basic Hits +3), Power 36 + 1d10, Level 1d4, Accuracy 1d2-1, Damage Mod. 1d2-1.

Detailed: For S and E roll 9 + 1d4. For I, A and C roll 7 + 1d3. Weight is 5d6×10 for men, 5d4×10 for women. This results in a Carrying Capacity generally between 241 and 480 pounds for men (1d6 Basic HTH), and 121 and 240 pounds for women (1d4 Basic HTH). Hit Points are typically between 4 and 7 (Basic Hits +1) and Power Potential is usually 40.

Normal Thugs

These are a slightly better type of thug. Usually more brains, and a little more experience. This category could also include the average trained soldier or law enforcement agent.

Quick: Basic Hits 1d4 + 2, Hit Points (equal to Basic Hits ×2), Power 36 + 1d10, Level 1d6, Accuracy 1d3-1, Damage Mod. 1d3-1.

³ Popcorn, aka crunchy, aka agent. Derogatory term used to indicate enemy agents and other faceless minions who usually collapse after one or two blows. Term borrowed from the *Gammarauders* game published by TSR.

Detailed: For S, E and A roll $9 + 1d4$. For I and C roll $8 + 1d3$. Weight is $5d6 \times 10$ for men, $5d4 \times 10$ for women. This results in a Carrying Capacity generally between 241 and 480 pounds for men ($1d6$ Basic HTH), and 121 and 240 pounds for women ($1d4$ Basic HTH). Hit Points are typically between 6 and 9 (Basic Hits +3) and Power Potential is usually 42.

Veteran Thugs

This category covers seasoned veterans and elite specialists. Generally they are well trained and very intelligent. CHESS agents, FBI Special Agents and Navy SEALs are drawn from this category.

Quick: Basic Hits $1d4 + 2$, Hit Points (equal to Basic Hits $\times 2$), Power $44 + 1d12$, Level $1d8$, Accuracy $1d4 - 1$, Damage Mod. $1d4$.

Detailed: For all characteristics roll $9 + 1d6$. Weight is $5d6 \times 10$ for men, $5d4 \times 10$ for women. This results in a Carrying Capacity generally between 241 and 480 pounds for men ($1d6$ Basic HTH), and 121 and 240 pounds for women ($1d4$ Basic HTH). Hit Points are typically between 6 and 12 (Basic Hits $\times 2$) and Power Potential is usually 50.

Secret Agents

This category includes agents on par with James Bond. They are incredibly well trained, funded, intelligent and creative. These are the elite agents of powerful organizations.

Quick: Basic Hits $1d4 + 2$, Hit Points (equal to Basic Hits $\times 4$), Power $54 + 2d8$, Level $1d6 + 2$, Accuracy $1d4$, Damage Mod. $1d6 + 1$.

Detailed: For all characteristics roll $12 + 1d6$. Weight is $5d6 \times 10$ for men, $5d4 \times 10$ for women. This results in a Carrying Capacity generally between 241 and 480 pounds for both men and women ($1d6$ Basic HTH). Hit Points are typically between 12 and 24 (Basic Hits $\times 4$) and Power Potential is usually 60.

Appendix B: Hero System Conversions

Morning Dragon

Hero System

STR 17, DEX 24, CON 20, BODY 10, INT 14, EGO 13, PRE 15, COM 14, PD 24, ED 24, SPD 5, REC 7, END 40, STUN 33

Adaptation: Life Support (Full); **Invulnerability:** Damage Resistance +24 rPD, +24 rED

Martial Arts (Karate, Kung Fu, +3 DC); +2 OCV Martial Arts; +2 levels combat; PS: Marine, 11-; KS: Martial Arts, 14-; Breakfall, 14-; Acrobatics, 14-; Stealth, 14-

Cynthia Monroe

Hero System

STR 35, DEX 18, CON 24, BODY 11, INT 14, EGO 14, PRE 14, COM 14, PD 16, ED 10, SPD 4, REC 12, END 50, STUN 45

Invulnerability: +10 rPD, +10 rED; **Equipment:** Variable Power Pool, 80 points, only change between adventures; **Hyper-Invention:** Inventor, 17-; SC: Physics, 12-; SC: Chemistry, 12-; SC: Metallurgy, 12-; Scientist; Electronics, 13-; SC: Mechanical Engineering, 12-; SC: Electrical Engineering, 12-

Language (German, basic); Language (Spanish, basic); +2 all INT-based skills; +1 level all combat; Mechanic, 13-; PS: Mechanic, 12-; KS: Automobiles, 11-; KS: the scientific community, 11-

Choice

Hero System

STR 14, DEX 21, CON 17, BODY 9, INT 11, EGO 18, PRE 18, COM 14, PD 16, ED 10, SPD 5, REC 6, END 34, STUN 30

Absorption: Armor +8 rPD, +8 rED; Absorption 6d6 v. ED to STR, lose 1 point per five minutes; Absorption, 6d6 v. PD to STR, lose 1 point per five minutes; **Martial Arts Powers:** Multipower, linked to Martial Arts; u) Drain 3d6 END; u) 7d6 EB v. ED

Martial Arts (Kung Fu, +3 DC); +2 OCV Kung Fu; +1 level all combat; KS: Kung Fu, 14-; Acrobatics 13-; Breakfall 13-; Paramedic, 11-

Allison Cromwell

Hero System

STR 37, DEX 18, CON 33, BODY 9, INT 16, EGO 9, PRE 10, COM 14, PD 15, ED 15, SPD 4, REC 14, END 66, STUN 55

Toughness: Damage Reduction ½ rPD, ½ rED

+2 OCV all unarmed HTH; KS: Kung Fu, 11-; AK: Hong Kong, 11-; AK: Silicon Valley, 11-; Language (Mandarin); PS: Medical Doctor, 8-; SC: Medicine, 11-; SC: Psychology, 8-; PS: Teacher, 8-

Power Girl

Hero System

STR 16, DEX 15, CON 16, BODY 9, INT 12, EGO 10, PRE 10, COM 14, PD 6, ED 6, SPD 4, REC 6, END 36, STUN 25

Magnetic Powers: EC - Magnetism; a) Telekinesis, STR 31, fine manipulation, only v. ferrous metal (-1), ½ END; b) **Magnetic Blast:** EB, 5d6; c) **Particle Beam:** EB, 10d6, reduced by range; **Magnetic Sense:** Detect Magnetic Fields, 360 degree, range, sense, discriminatory

+1 level all combat; KS: US Military Vehicles, 11-; PS: Soldier, 11-; KS: Known powered villains, 11-; WF: small arms, common melee weapons

Hypercore

Hero System

STR 20, DEX 18, CON 18, BODY 11, INT 14, EGO 13, PRE 14, COM 10, PD 8, ED 8, SPD 4, REC 8, END 36, STUN 30

Density Increase: Density Increase +6, 0 END, Persistent

SC: Gravity, 8-; PS: Research Assistant, 11-

Giant

Hero System

STR 30, DEX 18, CON 22, BODY 9, INT 11, EGO 13, PRE 20, COM 10, PD 12, ED 12, SPD 4, REC 10, END 50, STUN 50

Size Change (Larger): Growth +7, 0 END, all or nothing

+6 levels combat; +2 levels HTH; +2 levels HTH, only when grown; Oratory, 13-; PS: Leader of Canadian Superteam, 13-; KS: Canadian Superteam, 11-; AK: Los Angeles, 14-; Language (Spanish, conversational); Language (Mandarin, basic); Language (French, basic); PS: Social Work, 11-; PS: Football, 13-; Bureaucratics, 13-

Vindicator

Hero System

STR 15, DEX 21, CON 20, BODY 9, INT 21, EGO 16, PRE 13, COM 16, PD 6, ED 8, SPD 5, REC 7, END 40, STUN 30

Battlesuit: Armor +18 rPD, +18 rED, Act. 14-; Force Field +10 rPD, +15 rED; **Lightning Bolt:** 8d6 EB, ½ END; **Strength Augmentation:** +4 STR, not affect figured; **Flight:** Flight 20", ×4 NCM, 0 END