

Official SuperSystem Character and Team Dossiers

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Official Super Teams

The following groups are examples of character and team creation in the SuperSystem. Most of the characters were built with the 85 point Power Cap in mind. Players should choose teams they like and transfer their statistics to copies of the blank SuperSheets from the SuperSystem rule book. Included in brackets next to each character or

henchmen group's name is an appropriate stock code and description for the character in the SuperFigs line of Superhero miniatures. These suggestions will guide you in quickly acquiring the figures necessary to build your team. SuperSheets are also handy for building original characters and henchmen groups, and may be photocopied for personal use only.

The Alien Host

Sweeping across the Earth in inexorable waves, the Alien Host was a high-irresistible force composed of many disparate elements. Now small remnants of the aliens remain, marooned on Earth by their fleeing fellows when their invasion fell to pieces. These remaining units have managed to maintain their discipline and many eke out an existence as hired super-muscle. Others dream of building up enough resources to return to the stars.

The backbone of any Host attack unit are the various castes of Shocktroops, including the dreaded Repto-caste elites and a number of troops from the hundreds of conscript races conquered by the Host over the intervening centuries. A typical Alien warband is composed of at least one unit of basic Host Omega Shocktroops, and either one Repto Warrior Squad or one Alpha Shocktroop squad. Special missions might also include a unit of Omega Shockbots or a unit of Warsloths. Host warbands are always led by one to three members of the Warlord caste. These are individuals who have attained high status in the Host's warlike society. Phaedra, Karthoum, and Nalan are examples of typical Host Warlords with varying powers.

Host Omega Shocktroops [AL1 x 2]

Affiliation: The Host

BP: 85

AP: 6[7]

Attributes

Strength 5 Agility 3 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

--Super x 1

Combat Prowess x 2

Extra Movement x 1

Melee Attack x 1

--Extra Reach x 1

--Super x 1

Ranged Attack (8D)

--Super x 1

Vitality: Henchmen Group-10 members

The Omega Shocktroops are the backbone of any Host Attack Group. They are prized by Warlords for their tenacity, and their Shock-Staves give even the most stalwart foes pause.

Host Repto Warriors [AL2 x 1]

Affiliation: The Host

BP: 85

AP: 7

Attributes

Strength 5[1] Agility 4 Mind 3 Resolve 5

Powers/Character Mods

Armor x 3

Combat Prowess x 3

--Super x 1

Melee Attack x 3

--Extra Reach x 5

Super-Strength x 1

Veterans

Vitality: Henchmen Group-5 members

The elite of the Host Attack Groups, the Repto Warriors are bionically altered killing machines specializing in close-up mayhem.

Host Alpha Shocktroops [AL3 x 2]

Affiliation: The Host

BP: 85

AP: 8

Attributes

Strength 3 Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Iron Will x 1

Mind Shield x 2

Ranged Attack (8D)

--Scope x 2

--Super x 1

Vitality: Henchmen Group-10 members

The Alpha-caste troops are the Host's long-range attack specialists, and bear Shock-Staves specially calibrated to unleash hellish bursts of crimson energy on their designated targets. Their Zortok Conditioning also makes them somewhat resistant to mental attacks.

Host Omega Shockbots [AL4 x 2]

Affiliation: The Host

BP: 85

AP: 5[10]

Attributes

Strength 5[1] Agility 3 Mind 2 Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 3

--Super x 1

Enhanced Senses x 2

Extra Movement x 5

Melee Attack x 3

--Extra Reach x 3

Soulless

Super-Strength x 1

Vitality: Henchmen Group-6 members

Emotionless killers, the Omega Shockbots are often used to reinforce recently taken areas of the battlefield. Their toughness and close-in firepower make them excel at holding ground. Their clawed hands project a field of deadly electricity that can envelop foes who stray too close.

Host Warsloth Conscripts [AL5 x 2]

Affiliation: The Host

BP: 85

AP: 6

Attributes

Strength 4[1] Agility 4 Mind 2 Resolve 5

Powers/Character Mods

Armor x 1
Climbing
Combat Prowess x 2
--Super x 1
Enhanced Senses x 2
Kinetic Absorption
--Sponge x 2
--Super x 1
Melee Attack x 4
Super-Strength x 1
Vitality: Henchmen Group-6 members
One of the many conscript races fighting for the host, the savage Warsloths are most at home in the thick of melee combat.

Host Warlord Karthoum [AL6]

Affiliation: The Host
BP: 85
AP: 9
Attributes
Strength 4[1] Agility 5[1] Mind 4
Resolve 5
Powers/Character Mods
Armor x 2
Combat Prowess x 3
Fortune x 2
Melee Attack x 2
Super-Agility x 1
Super Leap
Super-Strength x 1
Vitality: 9
Known for his resourcefulness in battle, Warlord Karthoum prefers to lead his troops from the front. He despises the Atlanteans, and during the war took great pains to inflict harm on them. Now he has put vengeance aside to find a way home.

GuildSpeaker Nalan [AL7]

Affiliation: The Host
BP: 85
AP: 10
Attributes
Strength 2 Agility 3 Mind 6[1] Resolve 5
Powers/Character Mods
Banter x 3
Force Field x 2 (Gear)
Mental Acuity x 2
Extra Forms

--Banish
Flare (Mind-based)
Super-Mind x 1
--Lightning Strategist x 2
Vitality: 7

One of the few Host Guildspeakers who battled on the front lines of the Invasion, Nalan bore nothing but contempt for the armchair commanders of the rest of his order. He believed that only through direct action could the members of his caste achieve their ends, and balance out the over-aggressive nature of the Warlords. Now that the Invasion has failed, Nalan is among those stranded aliens trying to collect enough resources to escape the Earth.

Host Warlord Phaedra [AL8]

Affiliation: The Host
BP: 85
AP: 8
Attributes
Strength 4 Agility 5[1] Mind 3 Resolve 5
Powers/Character Mods
Combat Prowess x 3
Flight
Force Field x 3
Instant Stand
Melee Attack x 1
Pushing
Ranged Attack (5D,Gear)
Super-Agility x 1
Vitality: 9
Unlike her rivals in the Warlord caste, Phaedra lobbied to spare Atlantis and Lemuria, believing something could be salvaged from them. Her great skill in combat allowed her to survive the terrible losses to the Host, and she has since developed a growing interest in Earth and may wish to remain.

Host Warlord Grom [AL12]

Affiliation: The Host
BP: 85
AP: 6
Attributes
Strength 5[2] Agility 3 Mind 3 Resolve 6[1]
Powers/Character Mods

Armor x 4
Combat Prowess x 3
--Super x 1
Iron Will x 2
Melee Attack x 3
Super-Resolve x 1
Super-Strength x 2
Vitality: 12

Warlord Grom leads the Warsloth Conscripts into battle. This vile alien has sold his own people into slavery for the Host, and when the Invasion went sour, deftly freed a cadre of Warsloths and bound them to his service on the promise he would engineer a way home for them. Now he serves Warlord Karthoum and hopes to make good on his bargain before his troops grow restless.

Host Battle-Frame [VH3]

Affiliation: The Host
BP: 85
AP: 7
Attributes
Strength 5[1] Agility 4 Mind 3 Resolve 4

Powers/Character Mods
Armor x 2
Combat Prowess x 2
--Super x 1
Melee Attack x 1
Ranged Attack (8D)
--Super x 1
Super-Strength x 1
Super Leap
Vitality: 9

Host Battle-Frames are armored suits that transform a stand alien warrior into a foe to rival any of Earth's supers. Combining firepower, strength, and durability, those battle-frames that remain left over from the Invasion are guarded closely by the warlords who possess them.

Host War-Wheel [VH2]

Affiliation: The Host
BP: 170
AP: 8[26]
Attributes
Strength 7[3] Agility 5 Mind 3 Resolve 3

Powers/Character Mods
Armor x 2
Combat Prowess x 2
--Super x 1
Enhanced Senses x 2
Extra Movement x 18
Extra Vitality x 3
Ranged Attack (9D)
--AoE (Cone)
--Super x 3
Sidekick x 8
Sidekick x 8
Super-Strength x 3
Vehicle (Level 3)
--No Carrier x 9
--Extra Fire Arc
--Nimble
Vitality: 13

The Host War-Wheel is a fearsome machine designed to move quickly over rough terrain and bring its twin ion-guns to bear on super-foes. Little more than a giant, rolling metal disc with crew pods, the War-Wheel was most often used in the North American theater during the Invasion. Since the Invasion ended, very few remain in service. It is generally piloted by a pair of Gamma-Class pilots, but its onboard battle-computers are often the equal of the skillful controller.

War-Wheel Pilots (Sidekicks)

Affiliation: The Host
BP: 30
AP: 6
Attributes
Strength 3 Agility 3 Mind 3 Resolve 3
Powers/Character Mods
none
Vitality: 6

The Atlantis Front

The Atlantis Front is Four-Color Earth's most prominent Atlantis cell. Claiming to possess a direct connection to the alien technology of the Progenitors themselves, its leader Dr. Simian wages a campaign of terror and intimidation in his home country of India. Simian suspended these actions during the Invasion, instead using his genius and resources to aid the united heroes and villains of the world in beating back the alien menace. Post-invasion he went right back to his old ways.

Dr. Simian [GA1]

Affiliation: Atlantis Front

BP: 85

AP: 10

Attributes

Strength 5 Agility 5[1] Mind 5 Resolve 4

Powers/Character Mods

Climbing

Combat Prowess x 3

Iron Will x 1

Force Field x 2

Melee Attack x 2

--Super x 1

Super Leap

--Extra Bounce x 2

Super-Agility x 1

Vitality: 9

Reddy Singh was once India's most brilliant geneticist, but it was that very genius that drove him mad, and prompted him to transform himself into the super-ape Dr. Simian! His gadgets and tremendous physical powers make him a dangerous foe, and his genius has allowed him to assemble a legion of artificial minions to do his bidding. His genius and powers were sorely tested during the Invasion, but he rose to the occasion and defended the planet he so desperately wishes to conquer.

Devil's Knight [BA3]

Affiliation: Atlantis Front

BP: 85

AP: 11

Attributes

Strength 3 Agility 5[1] Mind 5[1]

Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 1

Dominate x 2

--Fear Only

Healing

--Regeneration Only

Melee Attack x 3

--Super x 1

Mental Acuity x 1

Mind Shield x 1

Super-Agility x 1

Super-Mind x 1

Vitality: 7

Not above using Free Agent talent, Simian and the Front often employ the services of the pumpkin-headed fiend, Devil's Knight. Just one glance from his glowing yellow eyes can send even the bravest hero running in fear.

Devils Knight Henchmen [HE15]

Affiliation: Atlantis Front

BP: 85

AP: 7

Attributes

Strength 5[1] Agility 5 Mind 2 Resolve 2

Powers/Character Mods

Armor x 3

Combat Prowess x 2

--Super x 1

Edge x 2

Melee Attack x 3

Soulless

Super-Strength x 1

Veterans

Vitality: Henchmen Group-5 Members

If Devil's Knight's powers emanate from the supernatural source he claims, then his inhuman Henchmen lend credence to these boasts. These pumpkin-headed fiends are little more than shambling husks of animated plant matter, but their uncanny strength, reflexes, and hitting power make them a force to be reckoned with.

Bot [BR4]

Affiliation: Atlantis Front

BP: 85

AP: 6

Attributes

Strength 6[2] Agility 4 Mind 2 Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 2

--Super x 1

Enhanced Senses x 5

--Super x 1

Iron Will x 1

Knockback Resistance x 5

Melee Attack x 2

Super-Strength x 2

Vitality: 10

Simian rarely undertakes any operation without his faithful creation and bodyguard, Bot, a massive robot capable of razing whole city blocks on its own. Bot has worked in Simian's service for so long that he has recently begun to take on sentience and develop independent thoughts and actions. To this point he remains loyal to his creator.

The Plasti-Men [HE1 x 2]

Affiliation: Atlantis Front

BP: 85

AP: 6[11]

Attributes

Strength 4 Agility 4 Mind 2 Resolve 3

Powers/Character Mods

Combat Prowess x 2

--Super x 1

Elasticity

Enhanced Senses x 2

Extra Movement x 5

Melee Attack x 3

--Super x 1

Soulless

Vitality: Henchmen Group-10 members

Synonymous with Simian and the Front are the Plasti-Men, more products of the super-ape's twisted genius. He is usually never without two cadres of them on any given operation. Their super-pliable bodies

make them tough and unpredictable foes in close combat.

Mecha-Gor [VH1]

Affiliation: Atlantis Front

BP: 165

AP: 6[17]

Attributes

Strength 7[3] Agility 4 Mind 2 Resolve 4

Powers/Character Mods

Armor x 5

Combat Prowess x 5

--Super x 3

Enhanced Senses x 2

Extra Movement x 11

Melee Attack x 5

--Super x 1

Ranged Attack (10D)

--Super x 3

Sidekick x 12 (Ape-Ace)

Super Leap

--Extra Bounce x 2

--Super x 1

Super-Strength x 3

Vehicle (Level 3)

--Giant Robot

--Independent

--No Carrier x 10

Vitality: 11

Ape-Ace [ZD8]

Affiliation: Atlantis Front

BP: 60

AP: 6

Attributes

Strength 4[1] Agility 4[1] Mind 2

Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 3

Enhanced Senses x 3

Iron Will x 1

Super-Agility x 1

Super-Strength x 1

Vitality: 8

Ape-Ace pilots Mecha-Gor with unerring skill and relentless courage. He's a throwback to an era where dashing pilots became heroes in a time of war. His courage and character may one day lead away from Simian's service.

The Crusaders of Crime

Formed by enigmatic criminal mastermind Dark Templar, the Crusaders of Crime have proven a thorn in the side of more than one enemy super-team. Beyond amassing as much wealth as possible, the CoC's mysterious leader, Dark Templar, serves another agenda. He is actually a 500+ year-old agent of a cosmic being known only as the Galactic Gamesman. The Gamesman is actually a cosmic showman, dedicated to finding and recruiting new talent for the Galactic Bloodsport.

He had originally recruited Dark Templar over 500 years before, but then forgot about the Earth and its superhuman potential. Earth's riches were again brought to light when the invasion of the Alien Host was soundly beaten back by a number of superhuman defenders. The Gamesman's spies among the Host reported to him on the great number and variety of potential gladiators among Earth's population.

Dark Templar, who had not been back to his home planet in centuries, was dispatched to Earth to form his own team of super-humans and test the worthiness of the rest of the super-population. Those foes deemed suitable would be targeted by one of the Gamesman's intergalactic press gangs and recruited for the Bloodsport in far off galaxies. Dark Templar eventually turned on his cosmic master but kept his team together to forge their own way on Earth.

Dark Templar [BL6]

Affiliation: Crusaders of Crime
BP: 85
AP: 10
Attributes
Strength: 4 Agility 5[1] Mind 5 Resolve 4

Powers/Character Mods

Armor x 2
--Super x 1
Combat Prowess x 2
Fortune x 2
Ranged Attack (8D)
--Short Range Power
--Super x 1
Super-Agility x 1
Vitality: 8
Born in the 16th century, the man named Simon Temple was abducted by one of the Galactic Gamesman's Press Gangs and taken across the galaxy where his latent super powers were unleashed. After decades battling in the arenas of the Galactic Bloodsport, Temple, who had since changed his name to Dark Templar, earned the respect of the Gamesman and became one of his recruiters.

Dark Templar was sent home to form a team of his own and select the mightiest and most able candidates for "recruitment." However, he grew tired of servitude and betrayed his master, revealing his true nature to his teammates, but still retaining there loyalty.

Dark Templar combines an uncanny luck power with his mastery of an energy force that he calls the Ebon Glamour. He is capable of discharging bolts of destructive force at foes, while also affecting probabilities around him, turning the tides of any situation in his favor.

The Homunculoid [SU9]

Affiliation: Crusaders of Crime
BP: 85
AP: 8
Attributes
Strength: 4[1] Agility 5 Mind 3 Resolve 6[1]
Powers/Character Mods
Armor x 3
Extra Forms
--Variable
Melee Attack x 3
Pushing

Super-Resolve x 1
Super-Strength x 1
Vitality: 11

The rogue creation of a Lemurian sorcerer, the creature known as the Homunculoïd spent the first year of its independence on the run from the Sons of Poseidon. It did not find refuge until the Dark Templar found it. Homunculoïd instantly accepted Templar's offer of protection in exchange for serving as the primary enforcer of the Crusaders of Crime.

Homunculoïd is super-tough and capable of summoning random duplicates of itself from a pocket dimension to do its bidding.

Homunculoïd-Beta [SU9]

Affiliation: Crusaders of Crime
BP: 80
AP: 8
Attributes
Strength: 4[2] Agility 5 Mind 3 Resolve 5
Powers/Character Mods
Armor x 4
Combat Prowess x 2
--Super x 1
Extra Vitality x 2
Melee Attack x 4
Super-Strength x 2
Vitality: 11

When the Homunculoïd's energies are at their peak, it is able to summon a stronger, tougher version of itself from a pocket dimension. Ruthlessly efficient in combat, Homunculoïd-Beta secretly longs to have an existence of its own. Until the moment comes when it can break free of its master's control, it continues to serve him.

Homunculoïd-Gamma [SU9]

Affiliation: Crusaders of Crime
BP: 60
AP: 8
Attributes
Strength: 4 Agility 5 Mind 3 Resolve 5
Powers/Character Mods
Armor x 1
Combat Prowess x 2

--Super x 1
Extra Vitality x 1
Melee Attack x 2
--Super x 1
Vitality: 10

The smaller of the Homunculoïd's pair of servitors, Gamma is called into service when his master's energies are on the wane. Although diminutive in stature, Gamma does his master's bidding with great zeal, hurling itself into combat against foes of any size.

StoneFlower [BR13]

Affiliation: Crusaders of Crime
BP: 85
AP: 8[14]
Attributes
Strength: 5[2] Agility 5 Mind 3 Resolve 4
Powers/Character Mods
Armor x 4
Combat Prowess x 1
--Super x 1
Extra Movement x 6
Knockback Resistance x 4
Melee Attack x 3
Super-Strength x 2
Vitality: 9

StoneFlower is the heavy-hitter of the Crusaders of Crime, a brick combining great foot-speed with tremendous strength and hitting power. Before manifesting her mutate powers, StoneFlower was mild-mannered Betty Ochs, the owner of a small chain of floral shops in greater Steel City. Her family was killed in the same accident that caused her powers to manifest, a super-battle between the S-Men and a group of unknown villains. Alone and angry, Betty was very receptive to Dark Templar's offer of membership in the CoC. She blames the S-Men for her family's demise. Once started on a new life of crime, StoneFlower has never looked back.

Black Claw [BA12]

Affiliation: Crusaders of Crime
BP: 85
AP: 8
Attributes

Strength: 4 Agility 5[1] Mind 3 Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 3

Darkness

--Immunity

Escape Artist x 1

Force Field x 2

Instant Stand

Melee Attack x 4

--Super x 1

Healing

--Regeneration Only

Super-Agility x 1

Vitality: 8

Unchallenged master of the martial arts, the man known only as Black Claw holds a dark secret. In his early life in the Orient, Claw was only a fair martial artist at best, but he made a deal with a Chinese Demon to enhance his physical abilities to superhuman levels, and he made himself a master of Black Fist Kung-Fu.

No matter how many successes he enjoys, he cannot forget his grisly blood debt to his demonic master, and must pay a tithe to him in human victims each year, or forfeit his powers, and his soul!

Mistress Nightmare [BL7]

Affiliation: Crusaders of Crime

BP: 85

AP: 10

Attributes

Strength: 2 Agility 4 Mind 5[1] Resolve 5

Powers/Character Mods

Armor x 2

Boost/Drain (2D)

--Mental Only

--Vitality Transfer

Combat Prowess x 4

--Super x 1

Flare (Mind-based)

Force Field x 1

Mental Acuity x 2

Super-Mind x 1

Vitality: 7

Azael Xshin is not from this plane. A

student of the occult arts in her own dimension, she was brought to Earth during a foolish Wizard's botched summoning, and she longs to go home. Dark Templar has offered her just such an opportunity, provided she serves him first. Believing there is no other way, Xshin took on the mantle of Mistress Nightmare, and became a super-criminal in Templar's employ.

Nightmare's powers allow her to reach into a foe's mind and draw out his greatest fears, paralyzing him with anguish and terror. She then sweeps in and attacks, draining as much of his life essence as possible before he recovers.

Cult of Super-Assassins

This group of international super-terrorists is dedicated to spreading mayhem around the world. Led by the mysterious villain Saber-Skull, the Cult has carried out operations on nearly every major continent in the world. Its rotating roster of super-villains is always supplemented by a several groups of fanatical fighters called the Assassin Acolytes. No one knows who is really behind the Cult, or where it will strike next!

Saber-Skull [BA6]

Affiliation: Cult of Super Assassins

BP: 85

AP: 9

Attributes

Strength 4[1] Agility 5[1] Mind 4

Resolve 4

Powers/Character Mods

Combat Prowess x 3

Extra Vitality x 2

Force Field x 3

Melee Attack x 3

Soulless

Super-Agility x 1

Super-Strength x 1

Vitality: 10

Saber-Skull is one of the most feared international terrorists in the world.

The full range of Saber-Skull's power

is unknown, but he has exhibited super-strength and durability, along with an inhuman resistance to mental attacks. He wields twin swords that glow with an eerie energy and can cut through most any substance, including armored cars and super-tough heroes with equal ease!

Adder [GU1]

Affiliation: Cult of Super Assassins

BP: 85

AP: 9

Attributes

Strength 3 Agility 5[1] Mind 4 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 2

Edge x 3

Enhanced Senses x 1

Force Field x 3

Mind Shield x 1

Perfect Timing

Ranged Attack (8D)

--Super x 1

Super-Agility x 1

Vitality: 7

Elisabeth Kreutz is Adder, a German diplomat turned international assassin. After manifesting her powers of enhanced Agility and near-perfect aim, she decided to make a life for herself as a hero. Then she met Saber-Skull, and fell under his sway. It's been several years and much blood has been spilled. Adder is unsure if she can ever go back to her original life. The life the killer is the only thing she knows now.

BlackBird [FL3]

Affiliation: Cult of Super Assassins

BP: 85

AP: 9

Attributes

Strength 5 Agility 6[1] Mind 3 Resolve 3

Powers/Character Mods

Combat Prowess x 2

Enhanced Senses x 2

Flight

Force Field x 2

Lucky

Melee Attack x 3

--Super x 1

Super-Agility x 1

Vitality: 8

The high-flying Black Bird serves as Saber-Skull's primary aerial recon scout, but she also presents a dangerous foe in close combat. The origin of her powers remains unknown, though some G.U.A.R.D. intelligence agents speculate that she may be a member of a race of super-humans from some remote corner of the Earth.

Assassin Acolyte Brawlers [HE5 x 2]

Affiliation: Cult of Super Assassins

BP: 85

AP: 7[13]

Attributes

Strength 3 Agility 5 Mind 2 Resolve 3

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Climbing

Extra Movement x 6

Force Field x 3

--Super x 1

Instant Stand

Melee Attack x 3

--Super x 1

Vitality: Henchmen Group-10 Members Recruited from the worst scum and human detritus in the world, the Assassin Acolytes serve the Cult of Super-Assassins with fanatical loyalty. The Brawlers specialize in close combat and use all sorts of weaponry various martial arts styles from around the world.

Assassin Acolyte Gunners [HE6]

Affiliation: Cult of Super Assassins

BP: 85

AP: 7[13]

Attributes

Strength 3 Agility 5 Mind 2 Resolve 3

Powers/Character Mods

Armor x 2
Climbing
Combat Prowess x 3
--Super x 1
Extra Movement x 6
Instant Stand
Ranged Attack (7D)
--Scope x 1
--Super x 1
Vitality: Henchmen Group-10 Members
Recruited from the worst scum and human detritus in the world, the Assassin Acolytes serve the Cult of Super-Assassins with fanatical loyalty. The Gunners are crack shots and wield a specially designed submachine gun with a built-in silencer and deadly hero-killer ammunition.

Defenders-5

Brought together by their leader Super Charger and his sidekick, Kid Dynamo, the Defenders-5 are among the rising stars of Steel City's heroes. Actually six members strong when Kid Dynamo is added in, the D-5 were one of several teams to form in the aftermath of the Alien Invasion. Originally a rag-tag group of free Agents, the D-5 realized that they enjoyed working together to defend humanity against the Alien threat, and were offered start-up funds by billionaire industrialist and biotech developer Felix Kroog to remain together and continue to counter threats to Steel City and the world. With so many of Steel City's established heroes continuing to battle Alien holdouts from the Invasion, someone had to step into the breach and challenge the new uprising of super-villainous forces around the country.

The current line-up of the Defenders-5 consists of Super Charger and his partner Kid Dynamo, the mistress of mentalism, MindHawk, the enigmatic Tarantula, John Henry, the reincarnation of one of America's greatest folk heroes, and LadyBlade, master of the katana.

Super Charger [SU10]

Affiliation: Defenders-5
BP: 85
AP: 10
Attributes
Strength: 3 Agility 4 Mind 5[1] Resolve 5
Powers/Character Mods
Armor x 2
Boost/Drain (3D)
--Boost Only
Healing
Sidekick x 12
Super-Mind x 1
Vitality: 8

A freak accident changed mild-mannered Vernon Miles into a human super-conductor. His body was filled with excess electrical energy, and he found that his touch could enhance the abilities of living organisms, or even heal them. His internal energy also granted him enhanced reflexes and toughness, and sharpened his mental acuity. After earning a degree in Electrical Engineering from Steel City University, along with his Eagle Scout merit badge, Vernon Miles decided to use his special gifts to help humanity. He took on a young protégé who also possessed electrically based powers, and adopted the name of Super Charger. He developed a talent for leading supers, and when the Host attacked, he quickly formed the Defenders-5 to help oppose them. Now the Defenders-5 have remained together in the wake of the Invasion to fill the void left by fallen or otherwise occupied heroes, and Super Charger is at the helm.

Kid Dynamo [SC's Sidekick]

Affiliation: Defenders-5
BP: 60
AP: 8
Attributes
Strength: 2 Agility 6[1] Mind 2 Resolve 3
Powers/Character Mods
Armor x 2
Extra Vitality x 1

Ranged Attack (6D)

--Super x 1

Super-Agility x 1

Vitality: 6

Super Charger's young protégé, Kid Dynamo is an electrically charged power-house! He can shoot lances of lightning from his finger-tips, stunning or incapacitating even the mightiest foes.

Tarantula [BA12]

Affiliation: Defenders-5

BP: 85

AP: 7

Attributes

Strength: 4[1] Agility 5[1] Mind 2

Resolve 4

Powers/Character Mods

Armor x 3

Climbing

--Vertical Charge

Combat Prowess x 3

Enhanced Senses x 2

Melee Attack x 2

Healing

--Regeneration Only

Super-Agility x 1

Super-Strength x 1

Super Leap

Vitality: 8

The Tarantula is a mysterious vigilante who worked alone until he was approached by Super Charger and asked to join the Five. His superhuman strength, endurance, and preternatural agility serve him well in any conflict. His super-resilient body allows him to recover from even near-fatal wounds in record time.

Although little is known about him, the Tarantula's rivalry with Black Claw is well documented. The two have fought several well-publicized brawls in the Oakland district of Steel City, near the campus of Steel City University, leading to speculation that one or both supers may be based somewhere in that area.

MindHawk [BL8]

Affiliation: Defenders-5

BP: 85

AP: 9

Attributes

Strength: 2 Agility 3 Mind 5[1] Resolve 5

Powers/Character Mods

Armor x 1

Enhanced Senses x 1

Force Field x 1

Iron Will x 3

--Super x 1

Mental Acuity x 3

Mind Attack (8D)

--Super x 1

Super-Mind x 1

Vitality: 7

Kristin Hawkins was the product of a government research project into the development of psychic powers in children. After spending her formative years in a federal facility for psychic and psionic research, she was deemed a failure when she showed no appreciable development of "the gift."

Orphaned at birth, with no known family, Hawkins used her expensive government education to land a decent job in Steel City's financial sector. Things in her life were going well until the Alien gene-bomb hit her office. The bomb's energy, designed to neuter the super-potential of anyone in its area of effect, had just the opposite effect on Kristin. Her latent psionic powers were unleashed! MindHawk was born, and she quickly joined with the D-5 to defend humanity against all threats.

John Henry [BR14]

Affiliation: Defenders-5

BP: 85

AP: 7

Attributes

Strength: 5[2] Agility 4 Mind 3 Resolve 5[1]

Powers/Character Mods

Armor x 3

Combat Prowess x 2

--Super x 1
Iron Will x 1
Knockback Resistance x 2
Melee Attack x 4
Super-Resolve x 1
Super-Strength x 2
Vitality: 11

No one knows if John Henry is really the man he claims to be, a walking piece of folklore with the power and the spirit to back up his claims. It certainly doesn't matter to his teammates or his foes, as the man who calls himself John Henry believes, and that is all that matters.

One blow from his mighty hammer, or one of his iron-hard fists, is enough to fell most foes, and those who would oppose the Defenders-5 quickly learn that the legend of John Henry lives.

LadyBlade[BA11]

Affiliation: Defenders-5

BP: 85

AP: 8[13]

Attributes

Strength 3 Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Enhanced Senses x 2

Escape Artist x 2

Extra Movement x 5

Instant Stand

Melee Attack x 3

--Soul Fire

--Super x 1

Vitality: 7

Raised in a warrior culture that excluded females from martial training, the woman who would become LadyBlade eventually proved herself the equal of any man. Trained by the reclusive monks of a mystical realm, she became the master of a deadly sword known only as the Black Blade. Said to be able to slice into a foe's soul, its dark flames have become the stuff of many criminals' nightmares.

In her early career she was a sword for hire, taking the most joy when her assignments allowed her to best male foes. When the Host arrived to threaten Earth she joined with Super Charger to help found the Defenders-5. It was Super Charger's tremendous empathy and respect which won LadyBlade over to his cause, and she has since embraced her role as hero and protector, and softened her stance on men.

The Freebooters

In the wake of the Invasion, nations not lucky enough to have large populations of super-humans sought to import them to ensure their security. This gave rise to a trend of super-mercenaries working for nations large and small. The Freebooters were formed to take advantage of this trend.

Coil [ZB23]

Affiliation: The Freebooters

BP: 85

AP: 10

Attributes

Strength 3 Agility 6[1] Mind 4 Resolve 5

Powers/Character Mods

Combat Prowess x 3

--Super x 1

Melee Attack x 5

--Extra Reach x 5

--Super x 1

Healing

--Regeneration Only

Super-Agility x 1

--Lightning Reflexes x 1

Vitality: 8

The woman the world knows only as Coil founded the Freebooters after the Invasion of Earth by the Host. Unlike other supers, her motives were not altruistic. Seeking profit, her team hires itself out to the highest bidder. There are some jobs they won't take, assassination being chief among them. Coil's mutate powers allow her to generate a bioelectric field that she

projects along her super-strong whip. She also possesses uncanny reflexes and the ability to heal herself at a rapid rate.

Fastlane [ZB21]

Affiliation: The Freebooters

BP: 85

AP: 8[12]

Attributes

Strength 4 Agility 5[1] Mind 3 Resolve 5

Powers/Character Mods

Armor x 1

Extra Movement x 4

Combat Prowess x 3

Hyper Movement

--Carry Objects x 1

--Hyper Attack

Super-Agility x 1

Vitality: 9

The female half of the cyber-speed duo of Fastlane and High Gear, Fastlane does not know the true origin of her powers. In truth, like her loyal partner, she does not even know her real name. Her only memory is of a race and a terrible accident. When she next awoke she was in the halls of the Zero Foundation, lying on a table next to a man in much the same condition as her. Not interested in the Zero Device's plans for world domination, the super-fast couple made good their escape and struck out on their own to find their origin and their destiny.

High Gear [ZB22]

Affiliation: The Freebooters

BP: 85

AP: 8

Attributes

Strength 5[1] Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 2

--Super x 1

Hyper Movement

Instant Stand

Iron Will x 1

Melee Attack x 3

Perfect Timing

Super-Strength x 1

Vitality: 9

High Gear wants to know who he is and where he came from. He also wants payback against those who transformed him into gleaming engine of destruction. He's grown to care about Fastlane; the bond they share is one of pain and loneliness. It was his idea to accept Coil's offer and join the Freebooters, hoping that it would lessen the pain of the mysteries that plague their lives.

Mr. Brain [ZB24]

Affiliation: The Freebooters

BP: 85

AP: 13

Attributes

Strength 2 Agility 4 Mind 7[2] Resolve 4

Powers/Character Mods

Armor x 2

Enhanced Senses x 1

Mental Acuity x 2

Mind Attack (7D)

--Super x 1

Super-Mind x 2

Vitality: 6

Mr. Brain is not human. An alien telepath abandoned on Earth after the Invasion, Mr. Brain realized the only way he could survive was to join a super-team. That's when Coil found him. Now the diminutive brain-blaster happily works for his newfound team, and has developed a giant, cybernetic bodyguard to aid them against tougher foes. Although still homesick for his native world, Mr. Brain has developed a taste for Italian cuisine, and loves old Noir films.

The Ego-Bot [ZB24]

Affiliation: The Freebooters

BP: 85

AP: 6

Attributes

Strength 7[2] Agility 3 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

Bodyguard

--Only Versus Mr. Brain
Combat Prowess x 3
--Super x 1
Enhanced Senses x 1
Iron Will x 3
--Super x 1
Knockback Resistance x 2
Massive x 1
Melee Attack x 2
Super-Strength x 2
--Shockwave
Vitality: 11

The Ego-Bot was created by Mr. Brain from a mix of alien technology and the remains of several aliens and mutates. Like the Zero Device, he is a unique blend of man and machine, but unlike the Device, he is almost child-like and docile unless ordered to act by his master, Mr. Brain. When he does act he makes an implacable foe. Resistant to both physical and mental assaults, his only weaknesses are his slow foot-speed and his undying loyalty and concern for his master and creator.

Freedom's Five

Freedom's Five became one of the Allied Powers' greatest assets when facing the threat of the Axis Powers and their own super-human agents. Formed of heroes from England, Denmark, and the United States, Freedom's Five often took the fight to Hitler and his super-fascist goon squads. In his mad pursuit for artifacts of power, they even chased him through time itself, turning the modern-day streets of Steel City into a WWII battleground. Although casualties sometimes changed their lineup, the group's most consistent and stalwart members are listed below.

Shield Maiden [ZB6]

Affiliation: Freedom's Five
BP: 85
AP: 7
Attributes
Strength 5[2] Agility 5 Mind 2 Resolve 5

Powers/Character Mods
Combat Prowess x 3
--Super x 1
Edge x 1
Melee Attack x 3
--Extra Reach x 5
Super Leap
--Extra Bounce x 1
Super-Strength x 2
Vitality: 10

One of Denmark's only super-humans of the war-time era, Shield Maiden claimed she was touched by the old Norse Gods, her mission to stamp out the foul fascists who would misuse the old tales in their propaganda of hate. Although Shield Maiden's connection to the gods could never be proven, her tremendous strength, fighting prowess, and beauty showed no signs of lessening even up to her disappearance in 1958.

The Golem [ZB7]

Affiliation: Freedom's Five
BP: 85
AP: 8
Attributes
Strength 4 Agility 5 Mind 3 Resolve 5[1]
Powers/Character Mods
Armor x 4
--Super x 1
Combat Prowess x 3
--Super x 1
Edge x 3
Iron Will x 3
Ranged Attack (5D)
Super-Resolve x 1
Vitality: 10
While helping fellow Jews escape from Nazi Germany, American expatriate Richard Berman was pursued into a remote mountain cave in the Bavarian hinterland. There he came across a mysterious humanoid creature of earth and stone chained to a strange obelisk. On the stone was an inscription in Hebrew: "Only he who is of noble spirit and pure of heart may possess the Golem." With a Nazi patrol hot on his tail, Berman, a student of archeology, followed the rituals set out

on the obelisk and transported his spirit into the body of the Golem. Just as he completed the ritual, the Nazis riddled his human form with bullets. As the Golem he crushed them, and continued battling their ilk for the remainder of the war.

Silver Knight [ZB8]

Affiliation: Freedom's Five

BP: 85

AP: 7

Attributes

Strength 3 Agility 5 Mind 2 Resolve 5

Powers/Character Mods

Armor x 3

--Super x 1

Combat Prowess x 2

--Super x 1

Enhanced Senses x 3

Melee Attack x 4

--Soul Fire

--Super x 1

Mind Shield x 2

Vitality: 8

When the war came to London, Neal Howard was deemed too frail to fight, but when he discovered the mystical sword, armor, and shield of his forefathers in his family's ancestral home, all that changed. Neal became Silver Knight, defender of the Crown! He soon joined up with the other members of the FF and helped take the battle to the Axis. After the war Howard and his amazing weapons disappeared. Some say his amazing armaments, and the man himself, were needed in another war somewhere else in time.

Druid [ZB9]

Affiliation: Freedom's Five

BP: 85

AP: 11

Attributes

Strength 3 Agility 5 Mind 5[1] Resolve 5

Powers/Character Mods

Armor x 1

Edge x 1

Fortune x 2

--Against Any Roll

Hyper Movement

--Carry Objects x 1

Super-Mind x 1

Vitality: 8

The mystery man who became known as the Druid first appeared in 1939 near Glastonbury. He possessed amazing powers that included altering probabilities and teleportation. He used these powers to fight the Nazis, and that was enough for Winston Churchill to induct him into Freedom's Five. Although his true name and origin were never revealed, the Druid remained a favorite son of Britain long after the war, continuing his crime-fighting career into the 1970's.

Hawkwind [ZB10]

Affiliation: Freedom's Five

BP: 85

AP: 9

Attributes

Strength 4 Agility 6[2] Mind 3 Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 3

Flight

Melee Attack x 4

--Super x 1

Super-Agility x 2

Vitality: 8

Wil Featherstone joined the U.S. Army to fight the Axis, but he got more than he bargained for when he was selected to participate in an experimental super-soldier program that involved some recently recovered Atlantean technology. Several months later Featherstone found himself with amazing powers, a mutate master of flight. With enhanced fighting prowess and a good head for battle, the newly named Hawkwind became the leader of Freedom's Five.

G.A.R.O.U.

The Government Authorized Rabid Operative Unit was first conceived by the CIA in the mid-1980's. Realizing the need for a versatile, Super covert-ops team, CIA brass decided to take several low-level mutates and subject them to a new lycanthropic process that would give them a physical edge if their other powers failed. Although the team enjoyed some early successes, it was also responsible for several atrocities in the field in the early 1990's, making it an easy target for budget cuts in the late 1990's. However, certain members of the CIA believed so strongly in the project that they have secretly kept it going, taking it underground and reserving the use of G.A.R.O.U. agents for only the most important and dangerous missions.

Leonard Jones [WW1]

Affiliation: G.A.R.O.U.

BP: 85

AP: 8

Attributes

Strength: 5 Agility 4 Mind 4 Resolve 6[1]

Powers/Character Mods

Alternate Form

Edge x 2

Boost/Drain (3D)

--Boost Only

Force Field x 3

--Super x 1

Iron Will x 2

Super-Resolve x 1

Vitality: 12

Alpha [WW1]

Affiliation: G.A.R.O.U.

BP: 85

AP: 8[12]

Attributes

Strength: 5[1] Agility 5[1] Mind 3 Resolve 4

Powers/Character Mods

Alternate Form

Armor x 3

Combat Prowess x 3

Extra Movement x 4

Melee Attack x 3

Super-Agility x 1

Super-Strength x 1

Vitality: 9

Leonard Jones was a good man, a brilliant agent, and a mutate with the ability enhance the powers of others. When Jones ran afoul of a rival in the department his career was jeopardized on trumped up corruption charges. Disgraced, Jones accepted the only out given him, service in the G.A.R.O.U. program.

His body readily accepted the Lycanthropic treatments, and Jones was codenamed Alpha, the first successful G.A.R.O.U. agent, and the team's designated field leader. Isolated from his family now that G.A.R.O.U. has gone underground, Jones does what he can to keep his team from crossing the line. He knows that every day serving in G.A.R.O.U. is like walking a razor's edge.

Marylin Walters [WW2]

Affiliation: G.A.R.O.U.

BP: 85

AP: 8

Attributes

Strength: 2 Agility 5[1] Mind 3 Resolve 5

Powers/Character Mods

Alternate Form

--Involuntary Change

Armor x 2

Combat Prowess x 2

Force Field x 1

Hyper Movement

--Carry Objects x 2

--Hyper Attack

Super-Agility x 1

Vitality: 7

Quickclaw [WW2]

Affiliation: G.A.R.O.U.

BP: 85

AP: 8[14]

Attributes

Strength: 5 Agility 5[2] Mind 3 Resolve 3

Powers/Character Mods

Alternate Form

--Involuntary Change
Combat Prowess x 4
Enhanced Senses x 1
Extra Movement x 6
Force Field x 1
Melee Attack x 3
--Super x 1
Super-Agility x 2
Vitality: 8

Marilyn Walters craved action, and as a member of a C.I.A. Super-Black-Ops squad, she got it. When her unit was wiped out battling paramilitaries in Bolivia, Walters was left as the sole survivor. G.A.R.O.U. brass wanted a teleporter on the team, and Walters was a prime candidate. After her body accepted Lycanthropic process, Walters developed into a deadly close-in fighter, almost too blood-thirsty for her own good. She was one of the agents responsible for the slaying of several innocent civilians during counter-insurgency operations in West Africa.

Lucius Clay [WW3]

Affiliation: G.A.R.O.U.
BP: 85
AP: 8
Attributes
Strength: 4[1] Agility 4[1] Mind 4
Resolve 5
Powers/Character Mods
Alternate Form
--Involuntary Change
Armor x 3
Combat Prowess x 4
Iron Will x 3
--Super x 1
Melee Attack x 3
Super-Agility x 1
Super-Strength x 1
Vitality: 9

Fenris [WW3]

Affiliation: G.A.R.O.U.
BP: 85
AP: 6[10]
Attributes
Strength: 6[2] Agility 4 Mind 2 Resolve 3
Powers/Character Mods

Alternate Form
--Involuntary Change
Armor x 3
Berserker
Combat Prowess x 2
--Super x 1
Extra Movement x 4
Melee Attack x 3
Super-Strength x 2
--Rage
Vitality: 9

Every team needs a brick, and Lucius Clay is G.A.R.O.U.'s heavy-hitter. Formerly the super-criminal known as the Junk-Yard Dog, Clay was recruited into G.A.R.O.U. because of his body's high adaptability to the process. His unpredictable rages and berserker fury have made him a difficult operative to control when things get hairy.

James Wu [WW4]

Affiliation: G.A.R.O.U.
BP: 85
AP: 9
Attributes
Strength: 2 Agility 5[1] Mind 4 Resolve 4
Powers/Character Mods
Alternate Form
Armor x 2
Extra Vitality x 1
Instant Stand
Iron Will x 1
Ranged Attack (8D)
--Super x 1
Combat Prowess x 3
--Super x 1
Super-Agility x 1
Vitality: 7

Longfang [WW4]

Affiliation: G.A.R.O.U.
BP: 85
AP: 8
Attributes
Strength: 5[1] Agility 5[1] Mind 3
Resolve 4
Powers/Character Mods
Alternate Form
Armor x 1
Melee Attack x 1
Combat Prowess x 2

Healing

--Regeneration Only

Iron Will x 1

Super-Agility x 1

Super-Strength x 1

Super Leap

--Extra Bounce x 1

Vitality: 9

James Wu is G.A.R.O.U.'s gunner, capable of generating powerful kinetic bolts from his hands or eyes. Wu is a reluctant close combatant, however, and dislikes changing into his wolfen form. His gentle soul and willingness to back Alpha's more moderate attitude on operations provides a balancing force on the conflicted team.

Julia Dryer [WW5]

Affiliation: G.A.R.O.U.

BP: 85

AP: 10

Attributes

Strength: 3 Agility 4 Mind 5[1] Resolve 5

Powers/Character Mods

Alternate Form

--Involuntary Change

Armor x 2

Mental Acuity x 3

Copy Power

--Nullify

Force Field x 1

Instant Stand

Super-Mind x 1

Vitality: 8

Ironwolf [WW5]*

Affiliation: G.A.R.O.U.

BP: 85

AP: 8[12]

Attributes

Strength: 5[1] Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Alternate Form

--Involuntary Change

Armor x 3

Combat Prowess x 2

--Super x 1

Enhanced Senses x 2

Extra Movement x 4

Melee Attack x 3

Healing

--Regeneration Only

Super-Strength x 1

Vitality: 9

Julia Dryer is the ultimate soldier. She does what she is told when she is told to do it. No more. No less. She acts as Alpha's enforcer when Fenris or Quickclaw get out of hand, using her ability to nullify powers while in her human form, or switching to her bruising lupine form and dealing out punishment up close and personal. She also desperately wishes to return to a family that believes she died some years ago. It is only fear for their safety that keeps her focused on G.A.R.O.U.'s various missions.

The Knights of Dis

The Knights of Dis serve the forces of disorder and chaos. They do this by committing acts of robbery and violence, and occasionally by participating in world-changing plots. The Knights' leader Thunderfist claims he communes with a mysterious cosmic force he calls the Lord of Chaos. Whether this supernatural connection is true remains to be seen.

Thunderfist [ZB11]

Affiliation: Knights of Dis

BP: 85

AP: 10[11]

Attributes

Strength 4 Agility 6[1] Mind 4 Resolve 4

Powers/Character Mods

Combat Prowess x 3

--Super x 1

Instant Stand

Melee Attack x 5

--Super x 2

Healing

--Regeneration Only

Super-Agility x 1

--Lightning Reflexes x 1

Vitality: 8

Thunderfist is a master martial artist who claims to draw his power from a

cosmic being he calls the Lord of Chaos. His hands shatter armor plate as easily as they do bone, and he leads the Knights with a reckless bravado that earns him their admiration and total loyalty.

Squat [ZB12]

Affiliation: Knights of Dis

BP: 85

AP: 7

Attributes

Strength 6[2] Agility 3 Mind 4 Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 5

--Super x 1

Invulnerable

Melee Attack x 3

--Super x 1

Super-Strength x 2

Vitality: 10

Squat is just that, a massive, brute of a man who is the Knights' enforcer. He's also the team's airplane pilot and mechanic. He secretly loves Scorpia, but has resolved to never tell her. Still, he goes to great lengths to "protect" her in battle, but if she has noticed that he harbors any feelings for her, she's not showing her hand.

Super-Ball [ZB13]

Affiliation: Knights of Dis

BP: 85

AP: 7

Attributes

Strength 4[1] Agility 5[1] Mind 2

Resolve 5

Powers/Character Mods

Armor x 3

Combat Prowess x 3

Elasticity

--Slingshot x 3

Melee Attack x 3

Super-Agility x 1

Super-Strength x 1

Vitality: 9

Super-Ball fancies himself the second-in-command of the Knights of Dis, but he is actually loathed by his teammates. An inveterate gambler

and womanizer, Super-Ball often makes untoward advances to Scorpia, which enrages Squat. However, the elastic villain's unique combination of strength, speed and versatility make him a deadly foe.

Scorpia [ZB14]

Affiliation: Knights of Dis

BP: 85

AP: 11

Attributes

Strength 3 Agility 6[1] Mind 5 Resolve 4

Powers/Character Mods

Armor x 2

Boost/Drain x 2

--Drain Only

--Physical Only

Combat Prowess x 2

Edge x 3

Ranged Attack (7D)

--Super x 1

Super-Agility x 1

Vitality: 7

A one-time super-assassin and current international criminal, Scorpia is the team's ranged specialist. Her mysterious energy powers manifest through her sleek armor, and also include a withering "scorpion's touch" that can leave foes slowed or weak. She speaks very little, and has shown no inclination to accept any of Super-Ball's advances.

Pawns of Dis [ZB15]

Affiliation: Knights of Dis

BP: 85

AP: 6[9]

Attributes

Strength 4 Agility 4[1] Mind 2 Resolve 4

Powers/Character Mods

Combat Prowess x 3

--Super x 1

Instant Stand

Melee Attack x 4

--Super x 1

Super Leap

--Extra Bounce x 3

Super-Agility x 1

Veterans

Vitality: Henchmen—5 members
The Pawns of Dis represent the pinnacle of human physical perfection. They are superbly trained and supernaturally enhanced warriors driven to do the bidding of the Lord of Chaos. Drawn from various criminal organizations from around the world, the Pawns often accompany the Knights on operation against superhuman foes. Their marital training allows them to take on some of the mightiest heroes and survive.

The Larcenous Legion

One of the Four-Color world's most daring and dangerous groups of supervillains, the Larcenous Legion suffered severe losses after their failed attempt to parley with the Alien Host upon their arrival in Earth orbit. Three of the group's mainstays, Kriegshunde, Wisp, and Deadeye survived the attack and joined in the Earth's desperate defense. The LL has battled nearly every prominent super-team over the last decade, including the ShockForce, the S-Men, and the VanG.U.A.R.D. Now in the aftermath of the Invasion, they have re-built their ranks with alien cast-offs and other super-recruits.

The Wisp [SU7]

Affiliation: Larcenous Legion
BP: 85
AP: 10[18]
Attributes
Strength 2 Agility 5[1] Mind 5 Resolve 4
Powers/Character Mods
Combat Prowess x 3
Density Decrease
--Phase Attack
Edge x 1
Extra Movement x 8
Force Field x 2
Super-Agility x 1
Vitality: 6
The brilliant, but malicious mutate known only as the Wisp uses her vaporous Powers/Character Mods and

magnesium flash to commit crimes and wreak havoc. She has worked for the diabolical Dr. Simian, and the super-gangster Capone, but recently found a home as leader of the Larcenous Legion. After the defeat of the villainous delegation, she grudgingly joined the battle against the Alien threat. When the Invasion was turned back, she resumed her life of crime along with the rest of the Legion.

Kriegshunde [BR8]

Affiliation: Larcenous Legion
BP: 85
AP: 7[10]
Attributes
Strength 5[2] Agility 5[1] Mind 2
Resolve 4
Powers/Character Mods
Armor x 4
Combat Prowess x 2
Enhanced Senses x 2
Extra Movement x 3
Melee Attack x 4
Super-Agility x 1
Super-Strength x 2
Vitality: 9
Born from the Neo-Nazi movement of 1980's Germany, Kriegshunde eventually found greater potential for profit by moving beyond his political agenda. He joined the Larcenous Legion and began a career as an international super-criminal.

Deadeye [SU5]

Affiliation: Larcenous Legion
BP: 85
AP: 9
Attributes
Strength 3 Agility 6[1] Mind 3 Resolve 4
Powers/Character Mods
Climbing (Gear)
Fortune x 3
--Against Any Roll
Ranged Attack (7D,Gear)
--Super x 1
Super-Agility x 1
Vitality: 7
The mercenary archer known only as

Deadeye is one of the founding members of the Larcenous Legion. Along with two cohorts from the Legion, he was one of the few survivors of the super-villain delegation that initially attempted to join the alien Host. Now, in the aftermath of the Alien Invasion, Deadeye and his compatriots are working to re-build the Legion into a force that exceeds even its previous villainous might.

Elasti-Woman [ST2]

Affiliation: Larcenous Legion

BP: 85

AP: 8[15]

Attributes

Strength: 5[1] Agility: 5 Mind: 3

Resolve: 4

Powers/Character Mods

Combat Prowess x 3

--Super x 1

Extra Movement x 7

Elasticity

--Slingshot x 2

Iron Will x 1

Melee Attack x 3

Super-Strength x 1

Vitality: 9

Elasti-Woman stayed out of sight for most of the Invasion war, and once things seemed safe, she rejoined the Legion, claiming to have been a captive of the aliens. Krong and members of the Warriors have closely questioned her about her time with the aliens, but she has thus far been able to bluff them into believing her. In the meantime, she has shown no cowardice in taking on heroic supers, taking great glee in recently ambushing Super-Charger and Kid Dynamo and beating SC's young protégé into unconsciousness.

Krong the Mighty [AL9]

Affiliation: Larcenous Legion

BP: 85

AP: 7

Attributes

Strength: 5[2] Agility 4 Mind 3 Resolve

5

Powers/Character Mods

Armor x 3

Combat Prowess x 2

--Super x 1

Iron Will x 2

--Super x 1

Massive x 2

Melee Attack x 4

Terrifying Aura

Super-Strength x 2

Vitality: 10

One of many alien refugees left in the wake of the Host's departure after their defeat, Krong was recruited by the Wisp to join the Legion post-Invasion. With no other options presenting themselves, the ex-gladiator accepted, and now acts as the team's primary enforcer.

The Warriors [AL11 x 2]

Affiliation: Larcenous Legion

BP: 85

AP: 7

Attributes

Strength: 5[1] Agility 4 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2 (Gear)

Combat Prowess x 4

--Super x 1

Instant Stand

Melee Attack x 3

Super-Strength x 1

Super Leap

Vitality: Henchmen Group-10 members

Recruited around the same time as Krong, the Warriors found themselves stranded on Earth with few options. Given renewed purpose by their acceptance into the Legion, this disciplined band of alien fighters provides both hard-hitting support and guard duty at the Legion's re-built base.

The Peace Force

Hailing from a possible, or alternate future, the members of Peace Force are time and space-faring heroes bent on saving Four-Color Earth from a doom it does not yet know. Led by Major Meteor, a future human with a super-tactical brain, the team also consists of aliens Mazon, Star-Krong, Leo-IX, and his savage Pride of faithful warriors. The team has warned other heroes and villains of a coming threat from a race of extra-dimensional space gods called the Elder Beings. Major Meteor believes that some of Earth's villains may even be unknowingly working for their thralls, preparing the way for their coming. The truth of this remains to be seen.

Major Meteor [ZD7]

Affiliation: Peace Force

BP: 85

AP: 10

Attributes

Strength 3 Agility 5 Mind 5 Resolve 5

Powers/Character Mods

Armor x 1

Combat Prowess x 2

--Super x 1

Edge x 3

Fortune x 3

--Against Any Roll

Perfect Timing

Ranged Attack (5D)

Vitality: 8

Major Meteor leads the Peace Force on its mission from an alternate future to save the Earth from imminent attack by the dread elder beings from beyond. He's a brilliant tactician capable of calculating probabilities on the fly and aiding his teammates with lightning-like commands. His ability to anticipate his foes' next move is uncanny, and he complements his prescience with a pair of high-tech pistols that make him a dangerous ranged attacker.

Mazon [ZD9]

Affiliation: Peace Force

BP: 85

AP: 7[15]

Attributes

Str 5 Agl 5[1] Mnd 2 Res 4

Powers/Character Mods

Combat Prowess x 1

Extra Movement x 8

Hyper Movement

--Carry Objects x 3

--Speed Burst x 1

Instant Stand

Super-Agility x 1

Vitality: 9

Mazon moves the members of the Peace Force around the battlefield, following Major Meteor's tactical guidance. He's a green-skinned denizen of the Planet Teslak in the Hydra Galaxy, and he shares his people's racial ability to open man-sized worm holes, connecting one point in space with another in seconds. Mazon enjoys the company of all of his fellow Peace Force members, but he is closest with the massive Star-Krong, and the two work well in battle. Often, Mazon will literally drop Star-Krong into the heart of a heated super-brawl, knowing the big alien can survive nearly any conflict.

Star-Krong [ZD6]

Affiliation: Peace Force

BP: 85

AP: 7

Attributes

Strength: 5[2] Agility 4 Mind 3 Resolve 5

Powers/Character Mods

Armor x 4

Combat Prowess x 2

--Super x 1

Enhanced Senses x 2

Iron Will x 2

--Super x 1

Melee Attack x 4

Super-Strength x 2

Vitality: 10

A visitor from an alternate future where Krong the Mighty's descendants always provide members to the intergalactic Peace Force, Star-Krong

and his Peace Force teammates are on a mission to protect Four-Color Earth from a group of soul-destroying elder beings. Unlike his brutish ancestor, Star-Krong possesses amazing sensitivity and a wry charm that belies his frightening appearance. His powers of unearthly strength and resistance to harm make him the ultimate brick, but his keen perception and powerful will can give him an edge even when raw strength would fail him. He has yet to meet his savage ancestor, Krong the Mighty.

Leo-IX [ZD12]

Affiliation: Peace Force

BP: 85

AP: 7[11]

Attributes

Strength: 4[1] Agility 5[1] Mind 2

Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 3

Enhanced Senses x 2

Extra Movement x 4

Iron Will x 1

Melee Attack x 2

Healing

--Regeneration Only

Super-Agility x 1

Super-Strength x 1

Super Leap

Vitality: 8

Noble scion of the planet Thunda, located near the core of the Hydra galaxy, Leo-IX chose to follow Major Meteor on his mission across time and space because he owes the man his life. After being saved from an assassination attempt by Meteor, Leo-IX and he discovered that the would-be assassin was in fact a thrall of the Elder Beings. That's when Leo-IX gathered an honor guard of his most loyal retainers (the Pride) and joined the Peace Force. He still sometime balks at taking orders from a human, but he has been through too many battles with Major Meteor to deny the man's tactical genius. Leo-IX represents the pinnacle of his lion-like

race's physical form, possessing extraordinary strength, agility, and recuperative powers for one of his kind.

The Pride [ZD13]

Affiliation: The Host

BP: 85

AP: 6[10]

Attributes

Strength 5 Agility 4 Mind 2 Resolve 4

Powers/Character Mods

Armor x 2

--Super x 1

Combat Prowess x 2

--Super x 1

Enhanced Senses x 2

Extra Movement x 4

Melee Attack x 3

--Super x 1

Ranged Attack (7D)

--Super x 1

Vitality: Henchmen Group-5 members

These noble, lion-like warriors follow Leo-IX into battle wherever he goes.

As his honor guard, they are sworn to protect him, and their combination of savage ferocity and high-tech blaster pistols makes them ideally suited to do just that.

The Red Patriot Movement (RPM)

When the Soviet Union collapsed in 1989, a new Russia was born. That didn't sit well with some Russians who believed Communism got a raw deal. They didn't like the new Russia, and they rebelled against it, bringing many Super Communists to bear in the struggle. Ultimately, the Red Patriot Movement lost, but still managed to retain control of their power base in the Russian state of Georgia, birthplace of Josef Stalin, and home to a new Proletariat.

The Siberian [BR2]

Affiliation: RPM

BP: 85

AP: 7

Attributes

Strength 4[1] Agility 4 Mind 3 Resolve 5

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Density Increase

--Immovable x 2

Iron Will x 3

--Super x 1

Melee Attack x 3

Super-Strength x 1

Vitality: 9

Through all of its struggles, the most visible member of the RPM has been the Soviet Super Soldier known only as the Siberian. His seemingly ageless body a bastion of Communist Party strength since the 1950s, the Siberian now leads RPM operatives in actions around the world.

Perun [BR11]

Affiliation: Red Patriot Movement

BP: 85

AP: 8[10]

Attributes

Strength 5[1] Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Growth x 1

--Always On

Iron Will x 1

Cunning

Linked Powers (Hammer)

--Melee Attack x 3

----Super x 1

--Elasticity

Mind Shield x 2

Super-Strength x 1

Vitality: 11

Stepping from the pages of Russian mythology, Perun is the avatar of the god of war, capable of felling even massive vehicles with his mighty hammer.

Red Bolt [SP1]

Affiliation: RPM

BP: 85

AP: 8

Attributes

Strength 5 Agility 5[1] Mind 3 Resolve 4

Powers/Character Mods

Combat Prowess x 2

Instant Stand

Melee Attack x 2

--Super x 1

Hyper Movement

--Forced Landing

--Warp x 1

Super-Agility x 1

Vitality: 9

Red Bolt, a Soviet Speedster who hits like a hurricane, is the Siberian's right-hand man and the RPM's primary field scout. During the invasion he fell in love with an alien warrior named Nevra while she was held in RPM custody. She later escaped amidst the chaos of an alien counter-attack, and Red Bolt has never seen her again.

Katyusha Rockets [HE5]

Affiliation: RPM

BP: 85

AP: 5[9]

Attributes

Strength 5 Agility 3 Mind 2 Resolve 3

Powers/Character Mods

Armor x 3
--Super x 1
Combat Prowess x 3
--Super x 1
Extra Movement x 4
Flight
Ranged Attack (8D)
--Super x 1
Vitality: Henchmen Group-5 members
The RPMs primary shock troops are the dreaded Katyusha Rockets. These power-armor wearing troopers are tough to bring down, and a five-man squad packs the punch of battle tank.

T-34 [GU3]

Affiliation: RPM
BP: 85
AP: 8
Attributes
Strength 5 Agility 5 Mind 3 Resolve 4
Powers/Character Mods
Armor x 2
--Super x 1
Combat Prowess x 2
--Super x 1
Iron Will x 1
Knockback Resistance x 2
Ranged Attack (9D)
--Super x 2
Vitality: 9
The product of an advanced Soviet weapons development program, Ivan Korkov is now half-man, half-tank. When his mighty personal armament is working, it wreaks devastation on the battlefield, giving pause to hero and villain alike.

Zoya [BR10]

Affiliation: RPM
BP: 85
AP: 7
Attributes
Strength 5[1] Agility 4 Mind 3 Resolve 5
Powers/Character Mods
Bodyguard
Combat Prowess x 1

Instant Stand
Kinetic Absorption
--Sponge x 3
Knockback Resistance x 3
Super Leap
--Extra Bounce x 1
Super-Strength x 1
Vitality: 10
Called the "Lethal Guardian" by her comrades in the RPM, Zoya's powers make her nigh-indestructible, and an ideal complement to T-34's ranged hitting power. Her loyalty to the Soviet ideal is surpassed only by her love for its most legendary champion, the Siberian.

The Scions of Atlantis

The sons and daughters of the original heroes of Atlantis that emerged in the 1920's, the Scions have been on the world scene for nearly two decades. Although their membership has changed over the years, their mission has always remained the same: protect the people of Earth from evil of the Lemurians and prepare for the eventual coming of the greater alien threat. When the Host did arrive the Scions were instrumental in the eventual victory of the Earth.

Cat [SU4]

Affiliation: The Scions
BP: 85
AP: 8
Attributes
Strength 3 Agility 5[1] Mind 3 Resolve 5
Powers/Character Mods
Combat Prowess x 2
Enhanced Senses x 2
Force Field x 3
Hyper Movement
--Carry Objects x 1
Melee Attack x 3
--Super x 1
Super-Agility x 1
Vitality: 8
Cat's martial arts skills, teleport abilities, and enhanced senses make her an ideal "point-guard" for the

Scions. When the battle is joined, she will move quickly to the trouble spots, aiding her teammates where she is needed most.

FireFlight [FL4]

Affiliation: The Scions

BP: 85

AP: 9

Attributes

Strength 2 Agility 6[1] Mind 3 Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 2

Flight

Healing

--Regeneration Only

Ranged Attack (8D)

--Scope x 1

--Super x 1

Super-Agility x 1

Vitality: 6

FireFlight is the son of the 1950's flaming hero, Magma. Living up to his father's legacy has not been easy, but as his own flame-based powers developed, he has grown into the role.

Killshot [GU2]

Affiliation: The Scions

BP: 85

AP: 7

Attributes

Strength 3 Agility 5 Mind 2 Resolve 5

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Enhanced Senses x 3

Fortune x 3

Ranged Attack (8D)

--Super x 1

Vitality: 8

The self-proclaimed "deadliest gunman alive," Killshot's confidence is only surpassed by his fabled luck. His deadly pistols fire a variety of sophisticated ammunition capable of spectacular and explosive results.

Shifter [BL5]

Affiliation: The Scions

BP: 85

AP: 9

Attributes

Strength 2 Agility 3 Mind 5[1] Resolve 5[1]

Powers/Character Mods

Armor x 2

Extra Forms

--Banish

Force Field x 2

Healing

Iron Will x 3

Super-Mind x 1

Super-Resolve x 1

Vitality: 8

The elder statesman of the Scions, Shifter's powers lie in the summoning of creatures from other dimensions. His specialty is in summoning elementals of various types, but he is also able to heal ailing comrades using various mystical techniques.

Tekton [BR9]

Affiliation: The Scions

BP: 85

AP: 6

Attributes

Strength 6[2] Agility 3 Mind 3 Resolve 5

Powers/Character Mods

Armor x 1

Combat Prowess x 3

--Super x 1

Kinetic Absorption

--Sponge x 1

--Super x 1

Massive x 1

Melee Attack x 2

Super-Strength x 2

--Shockwave

Vitality: 11

Born from the geomantic experiments of Atlantean scientists and made the strongest of the Scions, Tekton uses his thick hide and seismic attacks to protect his teammates and keep his foes off balance.

Servitor Defenders [HE8 x 2]

Affiliation: The Scions

BP: 85

AP: 6

Attributes
Strength: 4[1] Agility 4 Mind 2 Resolve 4
Powers/Character Mods
Armor x 4
Bodyguard
Kinetic Absorption
--Sponge x 1
Knockback Resistance x 7
Super-Strength x 1
Vitality: Henchmen Group-10 members
Genetically enhanced and fanatically loyal to the Scions, the Servitor Defenders are used in the most dangerous assault missions.

Servitor Blasters [HE9]

Affiliation: The Scions
BP: 85
AP: 6
Attributes
Strength: 4 Agility 4[1] Mind 2 Resolve 4
Powers/Character Mods
Armor x 2
--Super x 1
Combat Prowess x 3
Enhanced Senses x 2
Knockback Resistance x 4
Ranged Attack (8D)
--Affects Ethereal
--Super x 1
Super-Agility x 1
Vitality: Henchmen Group-5 members
These genetically engineered warriors use high-tech Atlantean blasters to pin down enemy targets at range and cover the advance of the Scion heroes.

The Shock Force

This team of Free Agent Supers used to have ties to the Canadian government, but went rogue four years ago and have since lead a shadowy existence on the fringes of society in North America. Although they bill themselves as high-priced mercenaries for hire, they have been

known to take charity cases, and they have refused jobs offered to them by representatives of both the Lemuria and Atlantis. During the Invasion they acquitted themselves well, single-handedly saving Toronto from a massive Host strike force.

Doc Shock [BL1]

Affiliation: Shock Force
BP: 85
AP: 10
Attributes
Strength 3 Agility 6[1] Mind 4 Resolve 4
Powers/Character Mods
Armor x 2
Force Field x 2
Combat Prowess x 3
--Super x 1
Ranged Attack (8D)
--Super x 1
Super-Agility x 1
Vitality: 7
Doc Shock is a brilliant tactician and field leader, and the unchallenged master of electrical forces. His mastery of his powers makes him a deadly ranged fighter, but also grants him enhanced toughness and a potent force field.

Tenpin [BR5]

Affiliation: Shock Force
BP: 85
AP: 7[13]
Attributes
Strength 5[1] Agility 4 Mind 3 Resolve 5
Powers/Character Mods
Armor x 2
Combat Prowess x 2
--Super x 1
Extra Movement x 6
Knockback Resistance x 3
Melee Attack x 3
Super Leap
--Extra Bounce x 2
Super-Strength x 1
Vitality: 10
Nearly as wide as he is tall, Tenpin is the SF's muscle-man, regularly tangling with some of the strongest

members of the team's opposition. His compact bulk belies his acrobatic mobility and amazing leaping proficiency, sometimes allowing him to get the drop on unsuspecting foes!

Split-Second [SP2]

Affiliation: Shock Force

BP: 85

AP: 10

Attributes

Strength 4 Agility 6[1] Mind 4 Resolve 3

Powers/Character Mods

Combat Prowess x 2

Force Field x 2

Hyper Movement

--Hyper Attack

--Warp x 1

Instant Stand

Super-Agility x 1

Vitality: 7

The daughter of a pair of scientists from the mysterious Nth Dimension, Split-Second lives her life in constant motion. Her tremendous speed and close-in hitting power make her a dangerous foe, and valuable advance scout for the team.

Stretcharm [ST1]

Affiliation: Shock Force

BP: 85

AP: 8

Attributes

Strength 4 Agility 5 Mind 3 Resolve 5[1]

Powers/Character Mods

Combat Prowess x 2

--Super x 1

Elasticity

Kinetic Absorption

--Sponge x 2

Melee Attack x 2

--Super x 1

Super-Resolve x 1

Vitality: 10

Roland Dobbs life-long passion for Chemistry resulted in a host of valuable patents, and the development of a formula that would transform him into a human rubber band! Ingesting the only workable sample of the

formula before it could fall into the wrong hands, Dobbs became Stretcharm, and joined the SF to battle the forces of evil.

Kondor [FL2]

Affiliation: Shock Force

BP: 85

AP: 9

Attributes

Strength 3 Agility 3 Mind 5[1] Resolve 4

Powers/Character Mods

Mental Acuity x 2

Force Field x 1

Flight

Mind Attack (8D)

--Super x 1

Super-Mind x 1

Vitality: 7

The high-flying Kondor was once only helicopter pilot Dan Ace, but a near-death, mid-air collision awakened his mutate-powers. Kondor's flight and mental attack powers make him a formidable foe.

Yin-Yang [BA4]

Affiliation: Shock Force

BP: 85

AP: 9

Attributes

Strength 3 Agility 6[2] Mind 3 Resolve 4

Powers/Character Mods

Combat Prowess x 3

Enhanced Senses x 2

Instant Stand

Super-Agility x 2

Super Leap

--Extra Bounce x 2

Melee Attack x 5

--Super x 1

Vitality: 7

Orphaned at an early age during the Viet Nam War, the Cambodian girl Tri Ning was rescued by traveling Laotian monks and taken to their monastery to be raised in an atmosphere of mystical asceticism. Under their tutelage, Tri grew into a woman of consummate power and discipline, eventually becoming the hero known as Yin-Yang,

for her noble and gentle spirit hides the power of a warrior-born.

The S-Men

The S-Men are the United States' most popular and enduring Super team. A group of Free Agents with strong ties to the Federal Bureau of Investigations, the S-Men are comprised of mutants who were products of various super soldier programs throughout the late 1970s and early 1980s. The "S" in S-Men is short for "Super", which was how the team was often called by the media in their early years of existence.

Ember [BL2]

Affiliation: S-Men

BP: 85

AP: 8

Attributes

Strength 2 Agility 5[1] Mind 3 Resolve 5

Powers/Character Mods

Armor x 4

--Super x 1

Combat Prowess x 2

Ranged Attack (9D)

--AoE (Blast)

--Super x 3

Super-Agility x 1

Vitality: 7

The flaming heroine Ember is the unchallenged leader of the S-Men. Her affinity for flame includes energy projection, enhanced agility, and "thermal" armor that helps protect her when things get rough.

Giantess [BR3]

Affiliation: S-Men

BP: 85

AP: 8

Attributes

Strength 5[2] Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 3

--Super x 1

Iron Will x 1

Knockback Resistance x 5

Melee Attack x 3

Super-Strength x 2

--Shockwave

Vitality: 9

One of the team's mainstays, Giantess is the group's muscle, deputy leader, and senior member. Her tremendous strength and ability to knock foes off balance with tremendous stomps of her booted feet make her an asset in any fight.

Grav-Girl [FL1]

Affiliation: S-Men

BP: 85

AP: 11[15]

Attributes

Strength 2 Agility 4 Mind 6[1] Resolve 5

Powers/Character Mods

Armor x 2

Mental Acuity x 2

Enhanced Senses x 1

Extra Movement x 4

Flare (Mind-based)

Flight

--Carry Objects x 2

Super-Mind x 1

Vitality: 7

A flyer with psionic abilities, little is known about the mysterious Grav-Girl. She is the S-Men's newest member, and some speculate the origin of her powers may be alien in nature.

Brute [BA1]

Affiliation: S-Men

BP: 85

AP: 7[11]

Attributes

Strength 4[1] Agility 5[1] Mind 2

Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 2

Enhanced Senses x 3

Extra Movement x 4

Instant Stand

Iron Will x 2

--Super x 1

Healing

--Regeneration Only

Melee Attack x 4

Super-Agility x 1

Super-Strength x 1

Vitality: 8

Brute is a brawler who can recover from nearly any wound, a savage, haunted man with a shady past and a heart of gold. His super-tough body and incredible reflexes make him a deadly adversary at close quarters.

T-Bolt [SU1]

Affiliation: S-Men

BP: 85

AP: 7

Attributes

Strength 5[1] Agility 4[1] Mind 3

Resolve 5

Powers/Character Mods

Armor x 2

Combat Prowess x 4

--Super x 1

Enhanced Senses x 1

Flight

Melee Attack x 2

Super-Agility x 1

Super-Strength x 1

Vitality: 10

Often called the most versatile member, T-Bolt is a hero who can do it all. His combination of flight, strength, and agility make him tough for foes to handle. His alter-ego, Louis Smith, is one of the East-Coast's foremost businessmen and financiers.

Sons of Poseidon

When Atlantis and Lemuria re-emerged from beneath the ocean waves in the year 2000, both floating cities remained strangely aloof for a time. However, the more aggressive Lemurians decided that after several months of waiting, it was time to test the planet's inhabitants to see if they had the mettle to survive the Return of

the Progenitors. Several small groups of operatives were chosen for this task, and leading one of them was the Lemurian noble Lord Tridan. However, in recent months Lord Tridan has begun to follow his own agenda, and begun a campaign of murder, grand larceny, and rapine unlike any seen before in the history of Super activity. It remains to be seen who, if anyone, can end the SoP's murderous rampage.

Lord Tridan [BR6]

Affiliation: SoP

BP: 85

AP: 8

Attributes

Strength 5[1] Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 2

--Super x 1

Iron Will x 1

Melee Attack x 2

--Extra Reach x 2

Ranged Attack (7D)

--Super x 1

Super-Strength x 1

Vitality: 9

This imposing, green-skinned Lemurian has lead his elite Shark Troopers in battle against the earth's heroes and villains, testing their might so that his masters know the state of the planet's defenses. But he also follows his own criminal agenda, using his formidable physical powers and Lemurian technology to build tremendous, ill-gotten wealth. When the Invasion hit, Tridan realized he didn't want to give up the rich life of plunder, and like many others, he committed his team to battling the alien menace, but unlike others, the SoP carefully picked these battles to ensure maximum survivability and potential for salvage of alien technology.

Meglodon [BR7]

Affiliation: SoP

BP: 85
AP: 6
Attributes
Strength 6[2] Agility 4 Mind 2 Resolve 4
Powers/Character Mods
Armor x 3
Combat Prowess x 3
--Super x 1
Iron Will x 3
--Super x 1
Massive x 1
Melee Attack x 3
--Super x 1
Super-Strength x 2
--Rage
Vitality: 10
The massive Lemurian mutate known only as Megladon is Tridan's chief enforcer. Half-shark, half-man, Megladon is all rage and power, and wields a great scythe with devastating effect in combat.

The Shark Troopers (Power Tridents) [HE2 x 2]

Affiliation: SoP
BP: 85
AP: 6
Attributes
Strength 5 Agility 4 Mind 2 Resolve 4
Powers/Character Mods
Armor x 2
--Super x 1
Combat Prowess x 2
--Super x 1
Enhanced Senses x 2
Melee Attack x 3
--Extra Reach x 1
--Super x 1
Veterans
Vitality: Henchmen Group-10 members
Fanatically loyal to Tridan, the Shark Troopers follow his every command, using superior Lemurian technology and breeding to overwhelm lesser foes.

The Shark Troopers (Aqua Blasters-1 Squad) [HE3]

Affiliation: SoP
BP: 85

AP: 6
Attributes
Strength 5 Agility 4 Mind 2 Resolve 4
Powers/Character Mods
Armor x 2
--Super x 1
Combat Prowess x 2
--Super x 1
Edge x 2
Enhanced Senses x 2
Ranged Attack (9D)
--AoE (Cone)
--Super x 2
Vitality: Henchmen Group-5 members
Fanatically loyal to Tridan, the Shark Troopers follow his every command, using superior Lemurian technology and breeding to overwhelm lesser foes.

Spine Strike [BA5]

Affiliation: SoP
BP: 85
AP: 7[12]
Attributes
Strength 4[1] Agility 5[2] Mind 2
Resolve 4
Powers/Character Mods
Armor x 1
Combat Prowess x 4
Extra Movement x 5
Melee Attack x 4
Healing
--Regeneration Only
Super-Agility x 2
Super-Strength x 1
Vitality: 8
Spine-Strike is one of the Lemurians' deadliest operatives. Although slightly built and quite lithe, her sea-born muscles have made Spine-Strike superhumanly strong and resistant to damage. Her reflexes and speed on land and in the water are legendary. Any injuries she does manage to sustain seem to heal in minutes, and her razor-sharp talons are capable of rending flesh and bone with ease.

The Sub-Atomics

The denizens of a sub-atomic world imperiled by the scientific testing of a top military research lab, the Sub-Atomics were sent to make the presence of their home known to the people of "Macro-Earth." After convincing the U.S. Military to halt their tests, the members of the team decided to remain in the larger world and act as ambassadors and protectors of their people against further reckless scientific testing. Along the way they have become heroes, participating in the Invasion war going up against Dr. Simian and his Atlantis Front on several occasions.

Max Megaton [ZB16]

Affiliation: The Sub-Atomics

BP: 85

AP: 8[10]

Attributes

Strength 5[1] Agility 5[1] Mind 3

Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 2

Extra Movement x 2

Flight

Melee Attack x 2

Shrinking x 1

Super-Agility x 1

--Lightning Reflexes x 1

Super-Strength x 1

Vitality: 9

Max Megaton leads the Sub-Atomics and has provided them a moral compass in a strange new world. His speed and power make him a frontline leader, and his courage has never failed him. He misses the sub-atomic realm, but realizes the value of his team's continued presence in the macro-world.

Dr. Halflife [ZB17]

Affiliation: The Sub-Atomics

BP: 85

AP: 10

Attributes

Strength 4 Agility 5 Mind 5 Resolve 4

Powers/Character Mods

Armor x 1

Damaging Aura (6D)

--Super x 2

Knockback Resistance x 3

Shrinking x 1

Vitality: 8

Dr. Halflife is the team's science expert, but in battle his touch can mean death! A seething cauldron of atomic energy, Halflife possesses an energy aura that exudes extreme heat and dangerous radiation. Although he does not take to battle as readily as others on his team, he is always willing to put his deadly body in harm's way to aid a comrade.

Megapulse [ZB18]

Affiliation: The Sub-Atomics

BP: 85

AP: 9

Attributes

Strength 3 Agility 5[1] Mind 4 Resolve 5

Powers/Character Mods

Combat Prowess x 2

--Super x 1

Combat Reflexes

Force Field x 2

Ranged Attack (8D)

--Super x 1

Shrinking x 1

Super-Agility x 1

Vitality: 8

Megapulse provides the Sub-Atomics' ranged support, blasting foes with pulsed beams of coherent light that hit like battering rams. In her old world she was Dr. Halflife's assistant, but she was transformed in the same accident that gave the doctor his deadly touch.

The Fission [ZB19]

Affiliation: The Sub-Atomics

BP: 85

AP: 6

Attributes

Strength 5[1] Agility 4 Mind 2 Resolve 2

Powers/Character Mods

Armor x 2

Combat Prowess x 1

Extra Forms

--Duplication

--Only While Shrinking

Extra Vitality x 3

Instant Stand

Melee Attack x 3

Shrinking x 1

--Mighty Mite

Soulless

Super-Strength x 1

Vitality: 10

Built by Dr. Halflife to handle hazardous materials, the Fission is a robotic duplicator who is handy in a brawl. Although his duplication only works in his shrunken state, he and his double pack a micro-wallop that foes find hard to withstand.

Particle [ZB20]

Affiliation: The Sub-Atomics

BP: 85

AP: 9

Attributes

Strength 3 Agility 4 Mind 5 Resolve 5

Powers/Character Mods

Armor x 1

Mental Acuity x 2

--Super x 1

Iron Will x 2

--Super x 1

Mind Attack (8D)

--No Range

--Super x 1

Shrinking x 3

Vitality: 8

More adept than his teammates at size manipulation, Damian Masters, the Particle, uses his abilities to literally crawl into the minds of his foes, blocking their neural pathways and synapses, causing intense pain and unconsciousness.

The Super Simians

Created by the mad super-ape genius Dr. Simian, the quintet of super-apes known as the Super Simians refused to serve and struck out on their own

after their first mission, a battle-royal versus the world famous Shock Force. Since then the errant super apes have been both heroes and villains, robbing banks and large multi-national corporations to fund their operations, and showing up when least expected to lend a hand against super menaces and natural disasters. No one is really sure where they stand, but most heroes would rather have them as allies than foes.

Harangutan [ZB1]

Affiliation: Super Simians

BP: 85

AP: 10

Attributes

Strength 4 Agility 4 Mind 5[1] Resolve 4

Powers/Character Mods

Edge x 1

Mental Acuity x 2

Flare (Mind-based)

Mind Attack (4D)

Healing

Super-Mind x 1

Vitality: 8

Genetically uplifted from a basic orangutan, the Harangutan developed a brilliant mind and a love for the finer aspects of human culture. Art, sculpture, and classical music are favorites, but his training also forced him to study great military thinkers as well. His even temper and knowledge of the works and lives of Sun Tzu, Hannibal, and Rommel make him the ideal choice to lead the Simians.

Elasti-Ape [ZB2]

Affiliation: Super Simians

BP: 85

AP: 8

Attributes

Strength 5 Agility 5[1] Mind 3 Resolve 4

Powers/Character Mods

Combat Prowess x 3

Elasticity

--Parachute

--Slingshot x 2

Enhanced Senses x 2

Force Field x 2
Instant Stand
Melee Attack x 3
--Super x 1
Super-Agility x 1
Vitality: 9

The chimpanzee who became Elasti-Ape was born the runt of his family. Always picked on by the larger members of his social group, he learned to adapt, to evade pursuit, but his elusiveness proved lacking against Dr. Simian's Elasti-Men. They captured the little chimp, and he became one of Simian's greatest laboratory successes. Once injected with Simian's mutagen serum, the little chimp began to transform into the creature now known as Elasti-Ape. Elasti-Ape, or Roy Band, as he calls himself when not on duty, always acts as the Simians' scout and forward observer. He's good in battle, but it's his driving curiosity that makes him excel at wet-work.

The Hyboriape [ZB3]

Affiliation: Super Simians
BP: 85
AP: 6[11]
Attributes
Strength 6[1] Agility 4 Mind 2 Resolve 5
Powers/Character Mods
Armor x 2
Combat Prowess x 3
--Super x 1
Enhanced Senses x 2
Extra Movement x 5
Iron Will x 3
--Super x 1
Melee Attack x 3
--Extra Reach x 2
--No Knockback
--Super x 1
Super-Strength x 1
Vitality: 11

After he was uplifted the mighty man-ape known as Koroc learned the mysteries of steel and metal-work. Utilizing the super-science devices of Dr. Simian he forged himself an unbeatable blade and began calling himself the Hyboriape. He realized that

one day a kingdom might be his, someplace deep in the remote jungles, but first he must tread the world of men upon sandaled feet, for evil runs amok, and evil must be slain.

The Gibbon Glider [ZB4]

Affiliation: Super Simians
BP: 85
AP: 10[14]
Attributes
Strength 3 Agility 7[1] Mind 3 Resolve 4
Powers/Character Mods
Armor x 1
Combat Prowess x 1
Enhanced Senses x 1
Extra Movement x 4
Flight
Perfect Timing
Ranged Attack (8D)
--Only While Flying
--Super x 1
Super-Agility x 1
Vitality: 7

The Gibbon Glider first showed his mettle as one of the first subjects to test Dr. Simian's new anti-gravity harness. The suit's mechanisms meshed perfectly with the Gibbon's unique mutagenic structure, allowing him to produce powerful bursts of kinetic force while in flight. The sheer joy of flight awakened in the Glider a desire for freedom, not just for him, but for all creatures. These thoughts made him an ideal partner for the Harangotan's escape plan, and the rest is history. An avid activist for many causes, the Glider is always pushing the rest of the team to be more socially active.

Goradiator [ZB5]

Affiliation: Super Simians
BP: 85
AP: 6
Attributes
Strength 9[3] Agility 4 Mind 2 Resolve 4
Powers/Character Mods

Combat Prowess x 2

--Super x 1

Iron Will x 3

--Super x 1

Super-Strength x 3

--Rage

Vitality: 13

"Goradiator crush weak humans!" Not all of Dr. Simian's uplifts were grand successes. Unlike his teammates, the Goradiator has never learned to let go of his more primal emotions. The Hyboriape may be savage at times, but he also possesses a curiosity and cunning that gives him an edge. Not so for the Goradiator. His fury knows no boundaries, and the only things that seem to calm him are flowers and small children, and he will protect both from harm with his life. It is these qualities alone that caused Harangotan to take pity on him, and made him a member of the team.

The VanG.U.A.R.D.

This group of ragtag Supers was gathered by the G.U.A.R.D. (Global United Armed Reaction Division) gadgeteer Rigger, who plucked the team's membership from among the dregs of Super society. Along with his Super companions, Rigger usually brings a G.U.A.R.D. Tac-Team into conflicts for backup. The team's mission is to engage rogue supers and Lemurian or Atlantean aggressors on smaller scale operations. Rather than reacting to events as they unfold, Rigger's team will at times seek out threats and pro-actively neutralize them before they can bring their evil power to bear on society. During the invasion Rigger and his teams of G.U.A.R.D. agents were instrumental in defending key installations and even took part in several pivotal assaults on alien hard targets.

Rigger [GA2]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 8

Attributes

Strength 2 Agility 3 Mind 5 Resolve 4

Powers/Character Mods

Armor x 4 (Gear)

--Super x 1

Combat Prowess x 2

Flight (Gear)

Force Field x 3

--Super x 1

Iron Will x 1

Ranged Attack (7D)

--Super x 1

Vitality: 6

Swedish scientist Lars Olsen always believed in the U.N.'s power to change lives. Enraged by the many atrocities in Africa and Eastern Europe, he finally decided to use his genius to take a more pro-active stand against the world's many injustices. His specially designed titanium armor, rocket belt, and blasters, along with his fighting spirit, serve to make him the equal of most super foes.

Artemis [SU3]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 8

Attributes

Strength 3 Agility 5 Mind 3 Resolve 5

Powers/Character Mods

Armor x 1

Combat Prowess x 2

--Super x 1

Trick Arrow Gadget Pool (20 pt. pool)

--Full Slot (Blast Arrows: Ranged

Attack 7D, Sup. x 1)

--Half Slot (Swing Line, Super Leap)

--Half Slot (Flash Arrow, Flare)

--Full Slot (Vibro Arrow, Ranged Attack 6D, Aff. Ethereal, Sup. x 1)

--Full Slot (Bolo Arrow, Entangle: 7D, Sup. x 1)

Vitality: 8

A supreme archer and excellent gadgeteer, Artemis is one of G.U.A.R.D.'s most effective super-operatives. She enjoys a close working relationship with fellow super-operatives the Van G.U.A.R.D.

Ox [BR1]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 5

Attributes

Strength 6[2] Agility 3 Mind 2 Resolve 5

Powers/Character Mods

Armor x 3

Combat Prowess x 4

--Super x 1

Knockback Resistance x 6

Melee Attack x 3

Super-Strength x 2

--Rage

Vitality: 11

The Ox is the VanG.U.A.R.D.'s resident strongman, a 10 foot tall powerhouse with the heart of a poet who had fallen under the sway of Atlantis mind control device. Once freed by Rigger, the massive mutate swore a vow of loyalty to his rescuer and has served faithfully ever since. His punishing punches have been known to send foes flying for whole city blocks, and his combat-fueled anger knows no bounds.

Hardcore [BA2]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 8

Attributes

Strength 4[1] Agility 5[1] Mind 3

Resolve 5

Powers/Character Mods

Armor x 1

Combat Prowess x 3

Iron Will x 3

--Super x 1

Melee Attack x 3

Super-Agility x 1

Super Leap

--Extra Bounce x 2

Super-Strength x 1

Vitality: 9

Hardcore was a street-level vigilante who took justice into her hands one too many times, and was caught herself, but now fights crime on a more global scale under the watchful

eye of the U. N.

Emerald Alien [BL3]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 10

Attributes

Strength 3 Agility 5 Mind 5 Resolve 5

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Fortune x 1

Ranged Attack (9D)

--Super x 2

Vitality: 8

The Emerald Alien is just that, an extra-terrestrial being who made it to earth ahead of the Progenitors to warn the planet's populace of their coming. After rotting in a U. N. holding facility for three years, he was deemed low-threat, and released into the custody of Rigger. His energy manipulation and mild probability control make him a fearsome ranged foe.

G.U.A.R.D. Tac-Team [HE4 x 2]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 7

Attributes

Strength 3 Agility 4 Mind 3 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 3

--Super x 1

Perfect Timing

Force Field x 2

--Super x 1

Ranged Attack (8D)

--Super x 1

Vitality: Henchmen Group-10 members

G.U.A.R.D. Tac-Teams are composed of highly trained and well-equipped elite troopers. Their weaponry represents the pinnacle of modern technology.

G.U.A.R.D. Power Armor [HE12]

Affiliation: VanG.U.A.R.D.

BP: 85

AP: 7

Attributes

Strength: 4 Agility 4 Mind 3 Resolve 4

Powers/Character Mods

Armor x 4

--Super x 1

Combat Prowess x 3

--Super x 1

Force Field x 2

--Super x 1

Knockback Resistance x 1

Ranged Attack (8D)

--Super x 1

Vitality: Henchmen Group-5 members

G.U.A.R.D. Power Armor troopers are heavily armed and armored fighters tasked with the job of taking out hard targets such as super-tough bricks and alien tanks. It's a tough job, but these veterans relish it.

G.U.A.R.D. Grav-Sled [VH4]

Affiliation: VanG.U.A.R.D.

BP: 110

AP: 7[24]

Attributes

Strength 5 Agility 5 Mind 2 Resolve 2

Powers/Character Mods

Armor x 3

--Super x 1

Extra Movement x 17

Flight

Ranged Attack (8D)

--Super x 1

Sidekick x 7

Vehicle (Level 1)

Vitality: 7

G.U.A.R.D. Pilot [Sidekick]

Affiliation: VanG.U.A.R.D.

BP: 35

AP: 7[8]

Attributes

Str 2 Agl 4 Mnd 3 Res 4

Powers/Character Mods

Combat Prowess x 1

Extra Movement x 1

Vitality: 6

The G.U.A.R.D. Grav-Sled is a fast attack and recon craft designed to

quickly gauge an enemy's strengths and fend off his initial attacks, reporting back to base with any findings. G.U.A.R.D. Grav-Sled jockeys are among the boldest pilots in the entire organization. They combine a reckless fury with extensive training and a love for flight that makes them unmatched in a dogfight.

G.U.A.R.D. Grav-Tank [VH5]

Affiliation: VanG.U.A.R.D.

BP: 191

AP: 6[18]

Attributes

Strength 8[1] Agility 4 Mind 2 Resolve 5

Powers/Character Mods

Armor x 5

--Super x 4

Combat Prowess x 5

--Super x 2

Extra Movement x 12

Ranged Attack (12D)

--AoE (Blast)

--Scope x 3

--Super x 3

Sidekick x 7

Sidekick x 7

Vehicle (Level 3)

--Enclosed

--Turret

Super-Strength x 1

Vitality: 13

G.U.A.R.D. Pilot x 2 [Sidekick]

Affiliation: VanG.U.A.R.D.

BP: 35

AP: 7[8]

Attributes

Str 2 Agl 4 Mnd 3 Res 4

Powers/Character Mods

Combat Prowess x 1

Extra Movement x 1

Vitality: 6

Titans of the 21st century battlefield, G.U.A.R.D. Grav-Tanks give even the mightiest supers pause. At nearly 80 tons, and with its Ruger 110mm "Brick-Buster" main gun, and pintle-mounted Sirsi Missile rack, it's been known to take out raging mutants at 500 yards. Its hyper efficient assembly

allows optimum performance with only two crew, and has enough space left over to carry a squad of 10 G.U.A.R.D. troopers.

G.U.A.R.D. Attack Drones [HE11]

Affiliation: G.U.A.R.D. Defense Forces

BP: 85

AP: 8

Attributes

Strength: 3 Agility 5 Mind 3 Resolve 2

Powers/Character Mods

Armor x 5

--Super x 1

Combat Prowess x 3

--Super x 1

Enhanced Senses x 2

Ranged Attack (7D)

--Super x 1

Soulless

Vitality: Henchmen Group-5 members

G.U.A.R.D. Attack Drones are precision killers capable of strafing targets with withering fire, while remaining immune to mental attacks.

G.U.A.R.D. Defense Drones [HE10]

Affiliation: G.U.A.R.D. Defense Forces

BP: 85

AP: 8[15]

Attributes

Strength: 3 Agility 5 Mind 3 Resolve 2

Powers/Character Mods

Armor x 4

--Super x 1

Bodyguard

Enhanced Senses x 2

Extra Movement x 7

Force Field x 3

--Dome

--Super x 1

Soulless

Vitality: Henchmen Group-5 members

G.U.A.R.D. Defense Drones are programmed to absorb hits as the Operations Group moves forward into battle, increasing the unit's overall battlefield survivability.

The Zero Foundation

This seemingly innocuous charitable foundation champions the goal of

eliminating all poverty in the world, yet beneath its shining veneer of good deeds lies a sinister purpose. The product of a melding of alien and terrestrial technologies, the Zero Device is a vile alien brain encased in a mobile machine. The Device runs the foundation and one of its missions is to gather an army of super-humans under its banner. What is the Device's ultimate goal? World domination.

Zero Device [ZA3]

Affiliation: Zero Foundation

BP: 85

AP: 8

Attributes

Str 2 Agl 1 Mnd 6[1] Res 5

Powers/Character Mods

Armor x 3

Copy Power

--Nullify

--Extra Powers x 5

Limited Mobility

Nemesis (Rigger)

Perfect Timing

Super-Mind x 1

Vitality: 7

Developed by a secret government project incorporating the brain of a captured Alien telepath with highly experimental Lemurian technology, the Zero Device has become a quasi-sentient machine bent on its own self-preservation. For some reason, it hates Rigger, and wishes the brilliant hero nothing but harm.

Jumpmonkey [ZA3]

Affiliation: Zero Foundation

BP: 85

AP: 7[12]

Attributes

Str 2 Agl 5[1] Mnd 2 Res 4

Powers/Character Mods

Combat Prowess x 1

Extra Movement x 5

Flare (Agility-based)

Hyper Movement

--Carry Objects x 4

--Speed Burst x 1

Super-Agility x 1

Vitality: 6

The Zero Device met his companion, Jumpmonkey, in the X-Dimension, and the two became fast friends. Now Jumpmonkey never strays very far from his master's side, using his Teleportation powers to facilitate the super-brain's movements.

Mr. Cranium [ZA1]

Affiliation: Zero Foundation

BP: 85

AP: 10

Attributes

Str 3 Agl 3 Mnd 6[1] Res 5

Powers/Character Mods

Force Field x 2

Cosmic Control Pool (19 pt. pool)

--Full Slot x 1

--Omni-Power (Cranium's Cosmic Multi-Tool)

----Common: Mind Attack 6D

----Common: Hyper-Move, Speed Burst x 2

----Common: Force Field x 4, Super x 2

Super-Mind x 1

--Lightning Strategist x 1

Vitality: 8

A highly sought after weapon smith for the criminal underworld, Mr. Cranium has recently begun an active criminal career of his own. In time he grew bolder and sought alliance with his one-time rival the Zero Device. He created robotic servants to aid him in his endeavors, and his favorite of these became the diminutive Microbot.

Microbot [ZA1]

Affiliation: Zero Foundation

BP: 85

AP: 8

Attributes

Str 5[1] Agl 6[1] Mnd 2 Res 2

Powers/Character Mods

Combat Prowess x 3

--Super x 1

Melee Attack x 2

Shrinking x 1

--Always On

--Mighty Mite

Soulless

Super-Agility x 1

Super-Strength x 1

Vitality: 7

The pint-sized powerhouse packs an unexpected punch, and has proven invaluable as a bodyguard for Cranium. Built from a metal alloy formed using elements from a rare meteorite, Microbot is as tough as he is reliable.

Ape-Austen [ZA2]

Affiliation: Zero Foundation

BP: 85

AP: 6[9]

Attributes

Strength 6[1] Agility 3 Mind 3 Resolve 5

Powers/Character Mods

Armor x 3

--Super x 1

Combat Prowess x 5

--Super x 1

Enhanced Senses x 2

Extra Movement x 3

Iron Will x 2

--Super x 1

Melee Attack x 2

Super-Strength x 1

Vitality: 11

One-time subject of Dr. Simian's uplift project, Ape-Austen was horribly injured by the hero Ember during a botched bank job. Recovered by Mr. Cranium, Austen was subjected to a series of newly developed bionic implants crafted by the super-armorer. Chief among them was a Cognitive Controller allowing Mr. Cranium complete control over his recalcitrant simian. When he fully recovered, Ape-Austen became another cog in the wheel of the Foundation's growing criminal organization. Yet still locked deep within him lies a yearning for freedom, and a hatred for the man who made him a monster!

Serpent [ZA4]

Affiliation: Zero Foundation

BP: 85

AP: 8[13]

Attributes

Strength 5[1] Agility 5[1] Mind 3

Resolve 4
Powers/Character Mods
Boost/Drain (4D)
--Drain Only
--Physical Only
Combat Prowess x 2
Extra Movement x 5
Instant Stand
Melee Attack x 2
--Extra Reach x 3
Super-Agility x 1
Super-Strength x 1
Vitality: 9

Crippled smuggler Tony Smetana didn't think twice when offered the chance to walk again. His body adapted well to the super-chemicals the Zero Foundation scientists pumped into him, and his damaged spinal column was outfitted with neural inputs for a special, bionic snake rig. Once the connections were completed, Smetana could move again, his crushed legs amputated, and his torso tucked into the trunk of a super-tough snake-like lower body. In this form he was extremely fast, and the chemical treatments had increased his physical prowess, and granted him the ability to envelop his fists in a bio-electric energy field that he dubbed his "venom-punch." Now calling himself Serpent, Smetana went to work for the Foundation.

Kid Boomerang [ZA5]

Affiliation: Zero Foundation
BP: 85
AP: 9
Attributes
Strength 3 Agility 5 Mind 4 Resolve 4
Powers/Character Mods
Combat Prowess x 3
--Super x 1
Instant Stand
Boomerang Control Pool (25 pt. pool + 2 Full slots, 1 Half slot)
--Full Slot (Ranged Attack)
----Common: 8D, Super x 1, Blast AoE, Scope x 2
--Full Slot (Flare)
----Common: Super x 2, Blast AoE

--Half Slot (Super Leap)
----Common: Extra Bounce x 2
Vitality: 7
Orphaned at a young age and raised by the dreaded gang of criminal performers known only as Circus Doom, Kid Boomerang is a villain with plenty to be angry about. After leaving Circus Doom at age fifteen, he went solo for two years until he was recruited into the Zero Foundation. Now he works for the Zero Device while pursuing his ultimate goal of vengeance against a world that he believes has wronged him. Kid Boomerang combines unerring accuracy with a bevy gadget boomerangs, allowing him to achieve numerous and powerful effects.

Steel Razor [ZA7]

Affiliation: Zero Foundation
BP: 85
AP: 7
Attributes
Strength 5 Agility 5[2] Mind 2 Resolve 4
Powers/Character Mods
Combat Prowess x 4
Edge x 1
Instant Stand
Melee Attack x 3
--Super x 1
Super-Agility x 2
Super Leap
--Extra Bounce x 3
Vitality: 9

Battering Ram [ZA8]

Affiliation: Zero Foundation
BP: 85
AP: 7[15*]
Attributes
Strength 5[2] Agility 4 Mind 3 Resolve 5
Powers/Character Mods
Armor x 4
Combat Prowess x 1
Enhanced Senses x 1
Extra Movement x 8
--Charge Only
Extra Vitality x 3
Massive x 1

Melee Attack x 4
Super-Strength x 2
Super Leap
Vitality: 13

Created from the ruined remnants of a pair of failed supers, the Zero Device designed Steel Razor and Battering Ram to be his most loyal and dangerous servants. Organic matter encased in steely shells, the pair are quite lethal in close combat, their exoskeletons capable of generating attacks of tremendous power. Filled with murderous rages, the woman now known only as Steel Razor channels her rage into every battle she fights. Her partner, the barreling Battering Ram is deceptively fast for his bulk, capable of tremendous speed bursts while on the charge. Both Razor and Ram possess jet thrusters allowing them to attack flying foes.

Free Agents

Not all heroes and villains in the Four-Color World work in tightly knit teams. Many prefer the mercurial life of the Free Agent, working for the highest bidder or performing solo acts of heroism. Still, many Free Agents often find themselves working with established teams, or even each other, when the need arises, or their goals closely match.

Beetle-Girl [ZC2]

Affiliation: Free Agent
BP: 85
AP: 8
Attributes
Strength 2 Agility 3 Mind 5 Resolve 4
Powers
Combat Prowess x 3
--Super x 1
Edge x 1
Linked Powers (Beetle Armor)
--Armor x 5
----Super x 1
--Flight
--Ranged Attack (7D)
----Super x 1

Lucky
Vitality: 6

JoAnn Rizzo was a talented design student looking to make it big in the world of high fashion. However, her avant garde designs, influenced heavily by her love of the insect world, were rejected. After being booted off of "The Next Gardier", a reality TV Fashion Show, she suffered a mental breakdown and developed a second personality that possessed a super-intellect.

Using her newfound computational skills to play the odds and win big at gambling, Rizzo took her winnings and invested in black-market high tech weaponry and materials. She then used them to build her Beetle Battle Armor, and dubbed herself Beetle-Girl. She immediately went into crime, and has at times partnered with Time-Slip and other free agent villains.

Big Lou [GU6]

Affiliation: Free Agent
BP: 85
AP: 6
Attributes
Strength: 5 Agility: 4 Mind: 2 Resolve: 5
Powers/Character Mods
Armor x 4
--Super x 2
Combat Prowess x 1
Iron Will x 4
--Super x 2
Knockback Resistance x 3
Ranged Attack (6D)
--Super x 1
Vitality: 10
Big Lou is Capone's right-hand man, helping to keep his master's rackets in line. Super-tough and good with his gat, Big Lou doesn't bat an eye when he's asked to take on super-foes. He personally took out a squad of alien infantry when the Host came to Steel City. His favorite line is "Whatever you say, Boss."

Blue Monk [ZD11]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 4 Agility 5[1] Mind 2 Resolve 4

Powers/Character Mods

Combat Prowess x 3

Invisibility

Melee Attack x 4

--Extra Reach x 3

--Super x 1

Super-Agility x 1

Vitality: 8

The super-martial artist known as Blue Monk possesses the power to channel her chi energies into her whirling spear-staff. Unchallenged master of the exotic Unseen Hand discipline, she can literally vanish before an opponent's eyes only to turn up behind or beside him--all the better to take him out of action! Her true identity unknown, Blue Monk often works as a super-mercenary, her services going to the highest bidder. She has been known to take on a charity case now and again, and she refuses any job involving assassination, so she does possess some code of honor. Rigger of the VanG.U.A.R.D. is currently entertaining the idea of offering her membership in his group.

Capone [GU5]

Affiliation: Free Agent

BP: 85

AP: 9

Attributes

Strength 5 Agility 6[1] Mind 3 Resolve 4

Powers/Character Mods

Boost/Drain (2D)

--Drain Only

--Physical Only

Combat Prowess x 2

Edge x 3

Enhanced Senses x 2

Melee Attack x 2

--Super x 1

Ranged Attack (5D)

Super-Agility x 1

Vitality: 9

Capone is Steel City's premier super-gangster, and the unchallenged leader of The Mob. Many believe his preternatural powers come from a vampire's curse, and Capone does nothing to dismiss these rumors. He is never seen during the daylight hours, and does his best "work" in the early hours before dawn. No matter his origins, his remarkable run of 75 years at the head of The Mob shows no sign of ending any time soon.

Crossbow [ZD10]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 3 Agility 5[1] Mind 2 Resolve 5

Powers/Character Mods

Armor x 2

Combat Prowess x 3

Enhanced Senses x 3

Escape Artist x 2

--Super x 1

Ranged Attack (7D,Gear)

--Super x 1

Super Leap (Gear)

Super-Agility x 1

Vitality: 8

Crossbow utilizes his amazing agility and his wondrous, hi-tech weapons to battle crime from the streets of Steel City to edge of the next galaxy. His secret ID is prosecutor Miguel Alvarez, a man fed up with allowing the super-powered scum of his town to walk free from the courtroom on baseless technicalities. As Crossbow he hunts these vile criminals and catches them in the act of some crime. As a sometime partner of intergalactic bounty hunter Grannok-5, he's pursued his quarry to the very edges of inhabited space.

The weapon that is his namesake fires powerful energy quarrels, or an

energy-based swing line that allows him to cover tremendous distances.

Dark Avenger [BA9]

Affiliation: Free Agent

BP: 85

AP: 10

Attributes

Strength: 4 Agility 5 Mind 5 Resolve 5

Powers/Character Mods

Armor x 2

--Super x 1

Climbing

Combat Prowess x 3

--Super x 1

Melee Attack x 2

--Extra Reach x 6

--Super x 1

Super Leap

Vitality: 9

Slipping through the night like a shadow, the Dark Avenger fights a war on crime in the gritty streets of Steel City. His cache of super-devices and uncanny fighting abilities make him a formidable foe.

Dark Golem [ZC1]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 5[1] Agility 4 Mind 3 Resolve 6[1]

Powers

Armor x 4

--Super x 1

Combat Prowess x 3

--Super x 1

Iron Will x 2

Melee Attack x 3

Super-Resolve x 1

Super-Strength x 1

Vitality: 12

A dark reflection of the Golem from the Golden Age team the Freedom's Five, Dark Golem hails from a parallel dimension where the Nazis won WWII and rule the world with an iron fist. One of the surviving heroes still fighting for the resistance, Dark Golem

eventually became a cold, emotionless killer, seeing the world in distinctions of black and white only. Through a mishap during a particularly bloody mission, Black Golem was transported to Four-Color Earth, to the modern day.

Unable to find his way home, the Dark Golem began to fight crime around the world, but his brutal form of vigilantism has resulted in many international incidents and several outstanding warrants for his arrest. Some heroes and villains have made the connection between the Dark Golem's appearance and his WWII "ancestor", the original Golem. Most are still uncertain if this man is the real Golem, or some sinister impostor.

Dark Man [ZD2]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength 5[1] Agility 4[1] Mind 4 Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 2

Darkness

--Immunity

--Range

Force Field x 2

Melee Attack x 2

Mind Shield x 2

--Super x 1

Super-Strength x 1

Super-Agility x 1

Vitality: 9

Strange visitor from the Dark Dimension, Kol Trak became stranded on Four-Color Earth during a freak mishap with his trans-matter device. With his home dimension closed to him, he assumed the mantle of a freelance hero for hire. He solves crimes, his fees set on a sliding scale based on his clients' ability to pay. He hopes to one day find his way home.

The Demon Biker [HE16]

Affiliation: Free Agent

BP: 85

AP: 8[15]

Attributes

Strength: 5[1] Agility 4 Mind 4 Resolve 4

Powers/Character Mods

Armor x 2

Combat Prowess x 1

Extra Movement x 7 (Gear)

Melee Attack x 3

--Extra Reach x 2

--Soul Fire

Super-Strength x 1

Vitality: 9

The Demon Biker is a powerful, extra-dimensional being whose true goals and allegiances are unknowable. A large man dressed in black leather riding garb and sporting a nimbus of red flame for hair, the Demon Biker has at times both helped and hindered the Defenders-5. He claims to be the scion of a hellish, other-worldly realm where evil men suffer a thousand deaths every day, only to be born again to suffer anew at the next dawn.

DB rides into battle astride a custom motorcycle of vintage design, and though his bike has been destroyed in many a battle, he always manages to return with it on his next appearance. In addition to his amazing mobility while astride his hellish hog, DB wields a chain with a corona of cold fire that not only physically burns his foes, but can also singe their very souls!

Dr. Atlas [SU6]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 5[1] Agility 3 Mind 4 Resolve 5

Powers/Character Mods

Armor x 1

Combat Prowess x 2

Growth x 2

Knockback Resistance x 3

Shrinking x 1

--Growth Attack

--Mighty Mite

Super-Strength x 1

Vitality: 10

Through his experiments in particle physics, Dr. Atlas has become a master of size-shifting. His versatile powers always make him the right hero for the job.

Eel [ZD5]

Affiliation: Free Agent

BP: 85

AP: 8[11]

Attributes

Strength 4 Agility 5[1] Mind 3 Resolve 4

Powers/Character Mods

Escape Artist x 3

--Super x 1

Extra Movement x 3

Combat Prowess x 2

Force Field x 2

Hyper Movement

--Hyper Attack

Vitality: 8

The Eel is one slippery customer. A fast, hard-hitting villain who can escape nearly any prison or hold. No one knows his true identity, but many believe he hails from New Zealand. Although a man of few words, his accent does indicate that he may indeed be a Kiwi. A maintains an on-again, off-again partnership with Tryckster, and some speculate that their relationship may go deeper than just the professional level.

Ferax [ZD14]

Affiliation: Free Agent

BP: 85

AP: 6

Attributes

Strength 4[1] Agility 4 Mind 2 Resolve 5

Powers/Character Mods

Armor x 1

Climbing

Combat Prowess x 2
--Super x 1
Enhanced Senses x 2
Kinetic Absorption
--Sponge x 3
--Super x 1
Melee Attack x 4
Super-Strength x 1
Vitality: 9

This massive brick counts himself a member of the Hirsuine, an ancient race of bio-engineered warriors created by the Lemurians to act as enforcers and shock-troops for their terrestrial campaigns. Only a few hidden pockets of Hirsuine remain on the planet, secreting themselves away in mountain enclaves or the deepest forest. Hirsuine sightings have contributed mightily to the legends of the Sasquatch and the Yeti. Generally a non-aggressive people, they nonetheless possess a warrior spirit that if stirred to action is terrible to behold.

A long-lived race, Ferax is a relatively young 46 years old, and has decided to explore the world a bit. Having heard tales of superhumans, he has decided to see if he can test himself against some of them.

Whether he becomes a hero or villain might largely depend on who he meets first.

The Glock-Roach

Affiliation: Free Agent
BP: 85
AP: 8
Attributes
Strength 4 Agility 5[1] Mind 3 Resolve 6[1]
Powers/Character Mods
Armor x 1
Climbing
Combat Prowess x 2
Enhanced Senses x 2
Ranged Attack (5D)
Healing
--Regeneration Only

Melee Attack x 2
--Super x 1
Super-Agility x 1
Super-Resolve x 1
Unlucky
Vitality: 11
Stalking the sewers of Steel City and fighting crime amidst the grime, the Glock-Roach provides an object lesson in the excesses of corporate research gone wrong. Once a mild-mannered lab tech for Tyber Inc., Ralph Roache discovered his company's illegal experiments on homeless test subjects. Before he could blow the whistle he was thrown in a vat of mutagenic chemicals where his body's DNA mixed with that of an irradiated roach who was sharing his "bath." Ralph did not die, but emerged transformed, and as the Glock-Roach, took his vengeance on his ex-bosses. After alerting the police, he slipped into the sewers to begin his never-ending battle against crime of all kinds.

Grannok-5 [ZC4]

Affiliation: Star-Stalkers
BP: 85
AP: 6
Attributes
Strength 5[1] Agility 3 Mind 3 Resolve 5
Powers
Armor x 1
Burrowing
--Mole x 2
Combat Prowess x 4
--Super x 1
Enhanced Senses x 2
Melee Attack x 3
Mind Shield x 2
Sense Weakness
--Hunter
Super-Strength x 1
Vitality: 10
Grannok-5 came to Four-Color Earth from the distant Hydra galaxy in search of alien fugitives from the Host still hiding out on the planet after their crushing defeat several years ago. A

founding member of the Star-Stalkers team of space bounty hunters, Grannok-5 hunts only the most dangerous prey. He and his teammates intend to collect several Host war criminals and drag them back to justice, but the earth is a big planet and finding them will not be easy.

In the meantime, Grannok-5 and the other Star-Stalkers wish to see the sites and perhaps learn more about the world that defeated one of the greatest forces in the known universe. Their penchant for upholding the law anywhere they happen to be means the rock-like alien and his companions are likely heroes in the making.

The Head [ZC5]

Affiliation: Free Agent

BP: 85

AP: 11

Attributes

Strength 4 Agility 2 Mind 7[2] Resolve 5

Powers

Armor x 2

--Super x 1

Fortune x 2

--Against Any Roll

Healing

Super-Mind x 2

Vitality: 9

Polish research scientist Zoran Zalapski lost his entire body in a terrible lab accident--only his head could be saved. However, the accident also enhanced his already considerable intellect to super-human levels. So powerful was his mind that he could literally predict the future by calculating probabilities at a lightning-fast rate.

He chose to use his intellect to create a new, robotic shell for his head, and then he turned to crime. Now calling himself The Head, Zalapski hires himself out to villain teams as a consultant. He often accompanies them on missions and critiques their

performance, while using his probability powers to aid them in battle. His robotic shell also possesses a number of revivifying devices that can bring a fallen comrade back to consciousness. Zalapski intends to make enough money in his villainous pursuits to retire quietly to a secret base on the moon.

The Hunter [GU4]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength 5 Agility 4[1] Mind 4 Resolve 4

Powers/Character Mods

Armor x 1

--Super x 1

Combat Prowess x 2

Force Field x 2

Melee Attack x 2

--Super x 1

Mind Shield x 1

Ranged Attack (5D)

--Affects Ethereal

Super-Agility x 1

Vitality: 9

The aging crime-buster known as the Hunter is actually the third man to wear the costume since its first appearance in the 1930's. Street toughs and super-villains alike fear the trademark, Tibetan-forged shock-sword and percussion gun of the Hunter, his skull-like visage the stuff of evil-doers' nightmares.

The Killbots [ZC6]

Affiliation: Free Agent

BP: 85

AP: 6

Attributes

Strength 5 Agility 4 Mind 2 Resolve 1

Powers

Armor x 4

--Super x 2

Melee Attack x 3

--Super x 1

Enhanced Senses x 2

Flight
Force Field x 2
--Super x 1
Soulless
Vitality: Henchmen--5 models
These flying robots were built by the Head to serve as his personal guard and sometime-executioners. Their super-tough flying bodies make them deadly and highly maneuverable. The Head owns a secret factory somewhere in America where he produces more of the metal brutes as needed.

Kragg [BR12]

Affiliation: Free Agent
BP: 85
AP: 6[11]
Attributes
Strength 6[1] Agility 3 Mind 3 Resolve 4
Powers/Character Mods
Armor x 2
Combat Prowess x 4
--Super x 1
Extra Movement x 5
Fortune x 2
Iron Will x 1
Knockback Resistance x 5
Melee Attack x 2
Super-Strength x 1
Vitality: 10

Serbian national Viktor Kragan was one of the world's foremost Geologists, specializing in the study of volcanoes. During a trip to Hawaii, he was caught in the crossfire of a super-battle that knocked him into the heart of a live volcano. Instead of perishing, Kragan's body was transformed into the super-tough form of Kragg. Now the intrepid Geologist fights crime around the world in his new guise.

Manticore [GA4]

Affiliation: Free Agent
BP: 85
AP: 9
Attributes
Strength: 3 Agility 5[1] Mind 4 Resolve

4
Powers/Character Mods
Armor x 3 (Gear)
--Super x 1
Combat Prowess x 2
Instant Stand
Pushing
Ranged Attack (9D)
--Super x 2
Super-Agility x 1
Vitality: 7
As a child, German industrialist Ralf Brinker always wanted to be a hero, but over time his many business commitments took him away from such dreams. Then the Alien Invasion hit Germany and the rest of Europe. Brinker's company had been working on a secret battle-suit project for the German government, but it was untested and untried in combat. Sensing the threat to his homeland, Brinker donned the only working prototype of the Manticorps-II Battledress and took to the streets to fight the alien hordes. After the war he landed in the United States under an assumed name, and began to make his name as an independent hero.

Mecha-Samurai [HE13]*

Affiliation: Free Agent
BP: 85
AP: 7
Attributes
Strength 5[1] Agility 4 Mind 3 Resolve 4
Powers/Character Mods
Armor x 2
Combat Prowess x 4
--Super x 1
Combat Reflexes
Enhanced Senses x 2
Instant Stand
Melee Attack x 3
Sense Weakness
Super Leap
--Extra Bounce x 2
Super-Strength x 1
Vitality: Henchmen Group-5 members
In his early attempts to create a robotic force to counter the creations

of Dr. Simian, the super-gadgeteer Rigger built the Mecha-Samurai. But he built them too well, and they developed sentience, and a code of honor similar to the samurai of old. When they failed to protect an important diplomat during a mission, they became Ronin, or master-less samurai, roaming the Earth in an attempt to atone for their failure.

Mono-Bots [ZD1]

Affiliation: Free Agent

BP: 85

AP: 6

Attributes

Strength 5[1] Agility 4 Mind 2 Resolve 1

Powers

Armor x 3

Combat Prowess x 1

Melee Attack x 2

Enhanced Senses x 2

Force Field x 2

--Super x 1

Ranged Attack (6D)

--Super x 1

Soulless

Super-Strength x 1

Vitality: Henchmen--5 models

These rolling robots were built by the Head after he perfected the Killbots. They sacrifice flight capability for the inclusion of a deadly neural blaster and buzz-saw arm attachment. They're produced at the same secret factory as the Killbots.

Mystick [BL4]

Affiliation: Free Agent

BP: 85

AP: 9

Attributes

Strength 2 Agility 4 Mind 4[1] Resolve 5

Powers/Character Mods

Combat Prowess x 1

Edge x 1

Mental Acuity x 2

Magic Control Pool (20 pt. pool)

--Omni-Power

--Full Slot x 1

--Half Slot x 1

Super-Mind x 1

Vitality: 7

Once a slave to the power of Dr. Simian, the mighty Mystick was freed from his mental control by Rigger. She worked with G.U.A.R.D. for a time, but decided to go it alone as a freelance hero and mystical adviser. Her magical powers allow her to summon forth energies that prey upon both the mind and body of her foes.

Patriot [ZA6]

Affiliation: Free Agent

BP: 85

AP: 7[9]

Attributes

Strength 5[1] Agility 3 Mind 4 Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 2

Extra Movement x 2 (Gear)

Flight (Gear)

Ranged Attack (7D,Gear)

--Super x 1

Super-Strength x 1 (Gear)

Vitality: 9

David Ziegler was one of the world's foremost engineers and industrialists. Until he ran afoul of the Zero Foundation. After some clandestine investigation, he discovered what they were really up to, and tried to warn the authorities. But the Zero Device learned of Ziegler's intentions, and launched a pre-emptive strike on Ziegler's financial empire and public reputation that seemingly crushed the man and made him a homeless outcast. But the cagey Ziegler had planned for every possibility, having secured himself a secret laboratory and base far below the streets of Steel City.

With funds from several untraceable Swiss accounts, Ziegler began his second life, using his vast engineering skills and considerable wealth to build

a suit of powered armor capable of taking on the minions of the Zero Foundation. Taking the name of Patriot, Ziegler now fights crime up close and personal, and hopes to one day crush the mastermind behind the dreaded Zero Foundation.

Polymer [ST3]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength: 4[1] Agility 5 Mind 3 Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 2

--Super x 1

Elasticity

--Parachute

--Slingshot x 4

Enhanced Senses x 1

Instant Stand

Melee Attack x 3

Super-Strength x 1

Vitality: 8

Lazarus Brown was an ace courier for Triangle Messenger Service when a package he was delivering turned out to be a batch of highly unstable, experimental liquid plastic. Caught in a battle for the package between villains and heroes, Brown didn't know what to do. Then the package struck by an energy bolt and exploded. Brown's body was transformed.

He became super-pliable, strong, and tough. He decided to use his newfound powers for good, and came up with the name of Polymer. He approached the local G.U.A.R.D. recruitment station and requested formal training in exchange for status as a reserve agent. Now outfitted with a special suit to fit his pliable form, Polymer defends the streets of Steel City from all threats great and small.

Robot Agent [ZD3]

Affiliation: Free Agent

BP: 85

AP: 10

Attributes

Strength: 4[1] Agility 5 Mind 5 Resolve 4

Powers/Character Mods

Armor x 3

Combat Prowess x 2

--Super x 1

Elasticity

Iron Will x 1

Melee Attack x 3

Mind Shield x 3

--Super x 1

Super-Strength x 1

Vitality: 8

The Yeti Agent sometimes needs backup on a really tough mission, so he is paired with the Robot Agent, a complex machine who gained sentience after being exposed to a bizarre alien energy source unleashed in a laboratory accident. The Robot Agent's telescoping limbs allow him to attack foes at range, and his armored form is practically indestructible. Eager to explore his newfound humanity, the Robot Agent proves himself a reliable ally under the direst conditions.

Scrounger [GA3]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength 3 Agility 3 Mind 5 Resolve 4

Powers/Character Mods

Armor x 3

--Super x 1

Combat Prowess x 2

Flight

Force Field x 3

--Super x 1

Ranged Attack (7D)

--Super x 1

Vitality: 7

A seemingly mild-mannered neighborhood handyman for the poor and disenfranchised, Jack Gallows is in

reality one of the greatest inventors of all times! By night he dons his custom-made powered armor and fights evil as the sensational Scrounger!

Seeker [BA10]

Affiliation: Free Agent

BP: 85

AP: 9

Attributes

Strength: 4 Agility: 4[1] Mind: 4[1]

Resolve: 5

Powers/Character Mods

Armor x 1

Combat Prowess x 2

Enhanced Senses x 4

Escape Artist x 3

--Super x 1

Force Field x 1

Fortune x 2

Lucky

Super-Agility x 1

Super-Mind x 1

Vitality: 9

Many good supers fight crime, but the solo hero Seeker finds the lost. During the course of his searches he has aided teams in battling villains, and even run across the international thief Tryckster. This meeting sparked some intense interest over the origin of their similar probability altering powers, and the mercurial Tryckster even taunted Seeker about his unknown parents. However, the master finder has come up empty in his investigations into this relationship.

Shakti [SU4]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 4 Agility 4[1] Mind 3 Resolve

5

Powers/Character Mods

Armor x 1

Combat Prowess x 2

Flight

Force Field x 2

Ranged Attack (8D)

--Super x 1

Super-Agility x 1

Vitality: 9

Shakti is the greatest heroine of India, a powerhouse possessing mastery of the elements of air and lightning. Shakti's trademark lightning bolts and high-flying combat style have made her the pride of a country that was initially slow to accept its super population.

Stalker [BA8]*

Affiliation: Free Agent

BP: 85

AP: 11

Attributes

Strength: 3 Agility 5 Mind 5[1] Resolve

4

Powers/Character Mods

Mental Acuity x 2

Enhanced Senses x 1

Flare

Force Field x 2

--Super x 1

Healing

Super-Mind x 1

--Second Sight

Vitality: 7

Quiet and sensitive, Stalker was the philosopher and healer of the Scions of Atlantis, ready to render aid to his teammates whenever the need arose. However, the violence and losses incurred during the Invasion left the Atlantean hero disillusioned, and he left the team to wander the world alone. Now he helps out when and where he can, trying to wrestle with the horrors he experienced and make a new life for himself.

Strongbow [ZC3]

Affiliation: Free Agent

BP: 85

AP: 7

Attributes

Strength 6[1] Agility 4 Mind 3 Resolve

4

Powers

Combat Prowess x 3

--Super x 1

Edge x 3

Entangle (5D,Gear)

Force Field

Instant Stand

Ranged Attack (5D,Gear)

Super-Strength x 1

Vitality: 10

This Native American adventurer was born with heightened strength and unerring aim. Combining these two low-level super-abilities with his skill in mechanical engineering and a talent in munitions making, Michael Momaday made himself into a formidable free-agent hero. As Strongbow he is a champion of the American Southwest, but his many adventures often take him all around the world, and he has made fast friends with several Steel City heroes, including the Hunter.

Succubus [HE16]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength: 3 Agility 5[1] Mind 3 Resolve 6[1]

Powers/Character Mods

Armor x 1

Combat Prowess x 2

Melee Attack x 2

--Extra Reach x 6

--Soul Fire

Super-Agility x 1

Super-Resolve x 1

Vitality: 10

Little is known of the Demon Biker's beautiful companion, save her name: The Succubus. Her flaming whip and lightning fast reflexes make her a deadly foe in close combat. The whip displays the same soul-burning properties as DB's chain.

Time-Slip [ZC2]

Affiliation: Free Agent

BP: 85

AP: 10

Attributes

Strength 4 Agility 4 Mind 5[1] Resolve 5

Powers

Copy Power

--Nullify

Force Field x 3

--Super x 1

Instant Stand

Mental Acuity x 2

Nemesis (Giantess)

Super-Mind x 1

Vitality: 9

Time-Slip lives with the knowledge that she is a choral doppelganger, a shadowy double of the S-Men's Giantess, conjured from a time when the heroine had lost her Strength and growth powers. Sent to Four-Color Earth by the Chaos Lords, Time-Slip's nature as a living choral contradiction grants her limited control over time itself, allowing her to reverse time around targets and take them back to a point when they did not possess their powers! Her nature as a choral anomaly makes her somewhat harder to hit and damage, as her form blurs in and out of existence.

Tryckster [BA7]

Affiliation: Free Agent

BP: 85

AP: 9

Attributes

Strength 3 Agility 6[1] Mind 3 Resolve 5

Powers/Character Mods

Combat Prowess x 2

Edge x 1

Force Field x 2

Fortune x 3

--Against Any Roll

Melee Attack x 3

--Super x 1

Super-Agility x 1

Vitality: 8

International jewel thief Tryckster has worked with numerous other super-villains over her career, but she always works the biggest heists alone, counting on her uncanny luck and

preternatural agility to prevail in battle against super-foes. No one knows her true identity, but she has actively pursued a romantic interest in fellow free-agent super Manticore, but the neophyte German hero has thus far spurned her advances.

Yeti Agent [ZD4]

Affiliation: Free Agent

BP: 85

AP: 8

Attributes

Strength 5[1] Agility 5 Mind 3 Resolve 5

Powers

Armor x 4

--Super x 1

Combat Prowess x 3

--Super x 1

Climbing

--Vertical Charge

Enhanced Senses x 2

Melee Attack x 3

Super-Strength x 1

Vitality: 10

Hailing from the mountain fastness of the Himalayas, the Yeti Agent works for the Agency, a world-wide intelligence outfit that utilizes super-humans for its most dangerous missions. Resourceful and tough to kill, the Yeti Agent possesses a keen intellect and deep empathy for the fate of innocents. This abiding goodness allows him to overcome his monstrous appearance and get on well with normal humans willing to accept him.

Zorn the Swift [AL10]

Affiliation: Free Agent

BP: 85

AP: 8[19]

Attributes

Strength 4 Agility 5[2] Mind 3 Resolve 4

Powers/Character Mods

Armor x 1

Combat Prowess x 4

Extra Movement x 11

Melee Attack x 4

--Super x 1

Super-Agility x 2

Vitality: 8

His planet long ago conquered by the marauding Host, Zorn the Swift was forced to battle in his masters' Bloodsport Arenas, while also being used as a special operative by certain Host warlords. He escaped his Host masters when his attack group was defeated by the Shock Force. With little hope of ever returning to his planet, he has decided to make his home on the Earth, and use his special powers as a hero. He has taken up residence in River City, Ohio, and has fast become one of its premier heroes.