

VILLAINS  
ROGUES  
&  
HEROES

Brand X™

The Other Superhero Role-Playing Game

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New Rogues, Villains, and Heroes!  
They walk, they talk, they act just like humans!  
Get yours today!

#### WELCOME

Welcome to the first Rogue's Gallery for Brand X. This gallery is part of the Brand X Starter Kit. Within these pages you'll meet a lot of friends and acquaintances for your players to meet. You can also use some of these characters as pre-generated player characters.

#### INTEGRATING ROGUES INTO YOUR CAMPAIGN

When you choose one of these characters for your campaign, try to really make them fit your world. Give them connections with people the players have already met -- or even the players themselves! Take a close look at their origin, and try to link that origin to some event or person the players know about. Use the tricks described in the Hero's Guide.

#### FORESHADOWING

Whenever possible, foreshadow the appearance of new heroes and villains. Villains will often try a few simple capers before graduating to the kind of things that the player characters worry about. New heroes and villains will often cause real problems as they learn to control their powers. If you are introducing a new character with the Fire Coat power, mention in passing that there have been a couple of odd fires recently. The local weekly rag may even run stories of human spontaneous combustion if the character has accidentally flamed in public. Not only will this hint to the coming of a new hero or villain, it'll also get the players out of the habit of assuming everything you say has to do with the current adventure. Or it'll confuse the hell out of them, which can also produce interesting results.

#### HISTORY

Some of the characters have a fairly extensive history. You don't need to use it all. You can integrate the character into your campaign at an earlier point in the character's life, saving the rest as one possible future.

And thanks for using Brand X.

CHARACTER	IDENTITY	TYPE	SIDE	LOCATION
Andrea Kramer	Melias' daughter	Psychologist	Hero	Reno, Nevada
Avenger	Cary O'Brady	Superhuman	Hero	Northern Ireland
Bear	Dmitriov Gorky	Shapechanger	Hero	Russia
Cape	unknown	Immortal	Villain	Anywhere
Chessman	William Hall	Cosmic	Hero	New York City
Cobra	Omar Williams	Reptilian	Villain	New York City
Dark Star	Thomas Lester	Superhuman	Mercenary	Chicago, Illinois
Enforcer	Harriet Dew	Hired Gun	Villain	United States
Eve	unknown	Spinner	Villain	New York City
Freon	Mark Jillian	Dimension Traveller	Villain	East Coast
Ghouls	undead	Ancient Horror	Evil	Anywhere
Grasshopper	Alexander Gleitman	Jumper	Villain	Jasmine Oil
Gremlin	Ruth Bancroft	Faerie	Hero	East Coast
John Koll		Scientist	Villain	Jasmine Oil
Leslie Jo Hutchinson		Eccentric Professor	Hero	New York City
Lorelei Jasmine	Jasmine Oil CEO	Businesswoman	Money	Jasmine Oil
MadStar	Jack DeKnone	Mad Scientist	Villain	Washington, D.C.
Magnus	Ed Leinstein	Magnetic	Hero	San Antonio, Texas
Man-Ape	Cal Benton	Adventurer	Mercenary	Jasmine Oil
Melias Kramer	Forest Caretaker	Mystical	Hero	Adirondacks
Mercury	Fred Whipman	Speed	Villain	Jasmine Oil
Nightshade	Maximillian Stygus	Psychic	Villain	East Coast
Nimue	Liz McCoy	Strength	Hero	New York City
Prism	unknown	Laser	Villain	Jasmine Oil
Professor Star	Michael K. Star	Time Traveller	Hero	England
Quicksilver	Alien Bird	Alien Bird	Pet	Mercury
Rad	Perry Evans	Strength	Hero	New York City
Rainbow Wizard	Carol Channing	Wizard	Hero	New York City
Richard Lester		Scientist	Normal	Jasmine Oil
Sasquatch	Forest Servant	Creature	Good	Adirondacks
Seraph	Carl Friedman	Electricity and Charm	Hero	Alberta, Canada
Shale	Ronald Carey	Rock and Flame	Villain	Jasmine Oil
Shroud	unknown	Immortal	Villain	Anywhere
Snapshot	Harold Timmins	Detective	Hero	New York City
Snowman	unknown	Snow	Mastermind	Arctic
Sphinx	Lana Sue Wilkinson	Darkness and Youth	Hero	Atlanta, Georgia
Sun-Ruler	Arthur Hell	Plant/Heat	Villain	Jasmine Oil
Tlalotl		Master of the Cosmic Way	Villain	Jasmine Oil
Untouchable	Robert Powers	Special	Villain	Washington, D.C.
Vibra	Mary Lacksmith	Vibrations	Villain	Jasmine Oil
Viking	Kun Garo	Medieval	Villain	New York City
Void	Krista Kalloun	Vacuum	Villain	Jasmine Oil

Blank Character Sheet

Beauty: Height: Mass:  
Skin: Eyes: Hair:  
Sex: Age: Birth Date:  
Blood Type: Handed: Build:

Strength: Agility: Constitution:  
Active Charisma: Normal Charisma: Learning:  
Newoen: Hearing: Sight:

Figured Statistics Action Rolls  
Willpower: Combat Roll:  
Perception: Combat Pool:  
Skin Temper: Hand Damage:  
Ignore Damage: Move Roll:  
Weirdness Bonus: Healing Roll:  
Forgotten Knowledge: Lift Roll:  
%Recognition:  
Resist Death:  
Fate Points:  
Experience:  
Editing Points:

Mental Combat- Maximum VP: Skin Temper:

Standard Combat- Maximum VP:

VP Lost (heals per round):

Maximum EP: EP Lost (heals per round): EP Lost (Heals per hour):

Maximum DP:  
Bludgeoning DP Lost (heals per hour):  
Penetrating DP Lost (heals per day):  
Injury DP Lost (heals per month):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg

POWERS

KNOWLEDGE

SKILLS

EQUIPMENT

ORIGIN

CONNECTIONS

Andrea Kramer  
Psychologist

Scientist

Beauty: 17  
Skin: white  
Sex: female  
Blood Type: AB+

Height: 1.785 m  
Eyes: hazel  
Age: 25  
Handed: right

Mass: 57.2 kg  
Hair: dark brown  
Birth Date: 5-2-66  
Build: 19

Strength: 10  
Active Charisma: 12  
Newoen: 14

Agility: 12  
Normal Charisma: 16  
Hearing: 13

Constitution: 11  
Learning: 12  
Sight: 15

Figured Statistics

Willpower: 56  
Perception: 10  
Skin Temper: 1  
Ignore Damage: 0  
Weirdness Bonus: 10  
Forgotten Knowledge: 3.7  
%Recognition: 0  
Resist Death: 3  
Fate Points: 2  
Experience: 7  
Editing Points: 1

Action Rolls

Combat Roll: 12  
Combat Pool: 1  
Hand Damage: 5  
Move Roll: 18  
Healing Roll: 9  
Lift Roll: 16

Mental Combat- Maximum VP: 36 Skin Temper: 1

Standard Combat- Maximum VP: 32

VP Lost (heals per round):

Maximum EP: 29 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	4	3	2	3	3	3	3
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration
Fists	5	15	2	0

## BACKGROUND

Andrea Kramer will go to the University of West Virginia, and major in Psychology. She will do graduate work in Psychology at Princeton.

She will become editor (and founder) of the quarterly International Supranormal Journal (ISJ) to discuss super-hero activity and it's effects upon society, as well as super-hero psychology and biology. She will do this as a professor at State College in Reno, Nevada.

## KNOWLEDGE

English, 60  
Mathematics, 19  
Science, 12  
French, 8  
Fishing, 12  
Writing, 25  
Survival, Forest, 17  
Electronics, 7  
History, 5  
Geography, 4

### After College:

Journalism, 13  
Psychology, 58  
Sociology, 37  
Biology, 9  
Teaching, 12  
Computer Programming, 17  
Statistics, 23  
Philosophy, 9

## SKILLS

Driving, 2  
Fists, 2  
Clubs, 2  
Thrown Clubs, 2

## EQUIPMENT

Manual Typewriter  
Portable Radio

## BACKGROUND

Andrea was just a baby when her parents died. She is unaware of the fact that (according to most records) she's supposed to be in Riverside.

## CONTACTS

Flora Little, his sister-in-law, lives in Riverside, California.

Laura and Roger Little, his mother- and father-in-law, live in Fort Lauderdale, Florida.

Melias Kramer is her father. He was born June 23, 1943.

Avenger  
Cary O'Brady

NPC Hero

Beauty: 13	Height: 1.78 m	Mass: 97.8 kg
Skin: light white	Eyes: green	Hair: straight red
Sex: male	Age: 30	Birth Date: 3-24-62
Blood Type: A+	Handed: left	Build: 33

Strength: 20	Agility: 30	Constitution: 17
Active Charisma: 12	Normal Charisma: 5	Learning: 10
Newoen: 11	Hearing: 17	Sight: 15

Figured Statistics	Action Rolls
Willpower: 44	Combat Roll: 15
Perception: 8	Combat Pool: 1
Skin Temper: 9/10	Hand Damage: 9
Ignore Damage: 0	Move Roll: 41
Weirdness Bonus: 0	Healing Roll: 10
Forgotten Knowledge: 3.9	Lift Roll: 27
%Recognition: 0	
Resist Death: 3	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: 31 Skin Temper: 1

Standard Combat- Maximum VP: 57

VP Lost (heals per round):

Maximum EP: 48 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	9	6	5	6 7	6 7
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool
Fists	9	15	2

## POWERS

Strength + 8  
Hearing X 40  
Build + 11  
Agility + 14

## KNOWLEDGE

English, 50  
Parachuting, 22  
Business, 25  
Street Etiquette, 14  
English History, 10  
English Literature, 17  
Accounting, 20  
Soccer, 20

## SKILLS

Fists, 2  
Clubs, 2  
Thrown Clubs, 2  
Driving, 3

## BACKGROUND

Cary O'Brady was born in Northern Ireland. His wife and daughter were killed January 1st, 1984 by an IRA car bomb. He was critically injured. His brother tried a revolutionary electrotherapy/radiation/chemotherapy technique designed to strength cells and renew broken bonds. The dose was miscalculated, and his body over reacted. Cary almost died, but pulled through with greater strength, agility, and body mass than before.

He has devoted his life to making Northern Ireland safe from terrorism.

## CONTACTS

His brother (Rory, 5 yrs older) is a biophysicist, biologist, and medical doctor (learning 17).

Cary works as a middle manager for the Glasgow Paper Works. His boss, Michael Myers, knows about his moonlighting, and occasionally helps cover for him.



Bear  
Dmitriov Gorky

Russian Hero

Beauty: 8 (13)                      Height: 2.058 m                      Mass: 179 kg  
Skin: white (black fur)              Eyes: light brown                      Hair: curly black  
Sex: male                              Age: 24                              Birth Date: 5-27-68  
Blood Type: O+                        Handed: left                              Build: 40

Strength: 18                              Agility: 11                              Constitution: 11  
Active Charisma: 7.4                      Normal Charisma: 9                              Learning: 9  
Newoen: 15                              Hearing: 16                              Sight: 15

Figured Statistics                              Action Rolls  
Willpower: 60                              Combat Roll: 11  
Perception: 16                              Combat Pool: 0  
Skin Temper: 1                              Hand Damage: 9  
Ignore Damage: 0                              Move Roll: 21  
Weirdness Bonus: 0                              Healing Roll: 9  
Forgotten Knowledge: 3.2                              Lift Roll: 40  
%Recognition: 12  
Resist Death: 7  
Fate Points: 2  
Experience: 52.8  
Editing Points: 2.2

Mental Combat-                              Maximum VP: 26                              Skin Temper: 1

Standard Combat-                              Maximum VP: 41

VP Lost (heals per round):

Maximum EP: 38    EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	14	9	7	10	11	10	11

Bludgeoning DP Lost (heals per hour):  
Penetrating DP Lost (heals per day):  
Injury DP Lost (heals per month):

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Fists	9	15	3				
Martial Throw (9)		25	2				
Stun	PR-5 (Sphere)	20	1	0	PR/2	PR/4	PR*5

If he makes this an area effect, Area has a PR of 3, and the PR is the number of meters diameter the circle is from the center of effect.

He has Evasion, 1.

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## POWERS

Lifting, PR 12: +12 to Lift and Throw Rolls.

Build +18

Stun, PR 8: Paralysis. He can do 2/3 PR points of stun damage in a ray. When he slams his hands together, a ray shoots from his fists.

Power Enhancement: Area Effect (PR 3): (Training requires twice the normal Editing Points). He can make the stun effective in a diameter equal to PR.

Weakness to Area Effect: There must be something to center the stun on -- a wall, the ground, etc, or the basic stun attack must cause stun to the center target, for the area effect to work.

Optional Transformation: His normal height is 1.778 m (5'10"), and his normal beauty is 13.

## KNOWLEDGE

Russian, 45  
English, 10  
Russian History, 18  
Survival, 35  
Mathematics, 2  
Science, 14  
Parapsychology, 6  
Linguistics, 8  
Navigation, 11

TALENT: Singing, 4

## SKILLS

Tracking, 4  
Fists, 4  
Martial Throw, 4  
Evasion, 1  
Rolling w/Attacks, 2: +4 to VP  
Driving, 1  
Stun, 3

## BACKGROUND

Dmitri had been part of the Soviet supergroup since he was 17 and until the breakup of the Soviet Union.

He gained his powers at the age of 2. He is an only child. His parents were quite well off for a Russian couple, supported by Dmitri's wages. With the breakup of the Soviet Union, Dmitri can barely support them, even as a special member of the Russian armed forces with the rising prices.

## CONTACTS

Dmitri remains in close contact with Fabric and Destructor, the other two members of the old Soviet Supergroup.

Dmitri reports directly to General Boris Berechev of the Russian Army.

His parents (Vassili and Yona Gorky) were both millworkers. Vassile is now 69 years old. Yona is 64.

Cape

Immortal

Beauty: 19	Height: 1.77 m	Mass: 72.6 kg
Skin: dark, white	Eyes: yellow	Hair: light blond
Sex: male	Age: 4492	Birth Date: 2,500 BC
Blood Type: A+	Handed: right	Build: 25

Strength: 12	Agility: 22	Constitution: 12
Active Charisma: 10	Normal Charisma: 11	Learning: 10
Newoen: 13	Hearing: 14	Sight: 13

Figured Statistics	Action Rolls
Willpower: 52	Combat Roll: 14
Perception: 10	Combat Pool: 1
Skin Temper: 1	Hand Damage: 6
Ignore Damage: 0	Move Roll: 29
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 450	Lift Roll: 18
%Recognition: 1	
Resist Death: 3	
Fate Points: 23	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 42

VP Lost (heals per round):

Maximum EP: 33 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	6	4	3	4	5	4	5
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Fists	6	15	8	0					
Uzi	d6	20	3+Shots	1	4	3	80	4	30

The Uzi shoots 10 shots/attack. Additional Q options because it's automatic:

Number of Shots: Total cannot be greater than 10.

Increased Damage: Half Q. Roll once for this many bullets. Q cannot be greater than 10.

## POWERS

Immortality, PR 17, Fate: He ages 1500 times slower than normal.

Teleportation, PR 4: The Effects are Portal Diameter (PR/5 meters), Portal Range (PR/2 meters) and Teleport Distance (PR+3 from Result to Doubles column, meters).

Agility+10

## KNOWLEDGE

Egyptian, 50  
Ancient Greek, 25  
Latin, 32  
English, 22  
Egyptian History, 25  
World History, 25  
Brewing, 82

## SKILLS

Evasion, 2  
Fists, 8 (+6 Pool)  
Teleportation, 9 (+7 Pool)  
Firearms, 5 (+3 Pool)

## EQUIPMENT

Normal, Type 1 Automatic Handgun  
(Mini-Uzi) d6 damage, 20 Speed, -1 Pool, 1 Penetration, 4/3/80 Ranges, 2 Recoil, 30 Reload, 30 shots.

## BACKGROUND

Cape and the Shroud are pretty much unknown today. They were somewhat active in the fifties, against Superman.

Cape was born in the Mesopotamian region circa 2500 BC.

## CONTACTS

Cape and The Shroud are often partners.

Chessman  
William Hall

Superhero

Beauty: 13  
Skin: white  
Sex: male  
Blood Type: B+

Height: 1.79 m  
Eyes: blue  
Age: 323  
Handed: right

Mass: 78.3 kg  
Hair: straight dull blond  
Birth Date: 10/2/1591  
Build: 25

Strength: 7  
Active Charisma: 12  
Newoen: 15

Agility: 15  
Normal Charisma: 11  
Hearing: 6

Constitution: 23  
Learning: 12  
Sight: 6

Figured Statistics

Willpower: 60  
Perception: 11  
Skin Temper: 9/10  
Ignore Damage: 0  
Weirdness Bonus: 0  
Forgotten Knowledge: 33.5  
%Recognition: 0  
Resist Death: 3  
Fate Points: 2  
Experience: 0  
Editing Points: 0

Action Rolls

Combat Roll: 12  
Combat Pool: 1  
Hand Damage: 4  
Move Roll: 20  
Healing Roll: 11  
Lift Roll: 14

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 31

VP Lost (heals per round):

Maximum EP: 52 EP Lost (heals per round):

EP Lost (Heals per hour):

				Body	Head	Neck	Right	Left
				Arm	Leg	Arm	Leg	Arm
			Maximum DP:	6	4	3	4	5
			Bludgeoning DP Lost (heals per hour):				4	5
			Penetrating DP Lost (heals per day):				4	5
			Injury DP Lost (heals per month):				4	5

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Power Beam	Q/2 (Sphere)	20	1	0	D/3	D/5	Dmg	0	0
Fists	4	15	2	0					

His Power Beam PR is 13. At 13, it's 6d6 damage, SR 2, RS 1.2, MR 36.

## POWERS

Agility+5

Constitution+10

Immortality, PR 14: aging times 480

Universe Travel, PR 7

78 Space -- 10 here to 13 there

25 Time -- 5 here to 9 there

He creates portals to the other universe. Range is Q, to Square Chart, decimeters.

Diameter is Q/4 . This is the universe of Maga.

Power Beam, PR 13: Push/Hold: Half Mass, minus distance in meters, on Sphere Chart.

Damage: Half PR points damage.

## KNOWLEDGE

Maga, 75

English, 60

First Aid, 39

Magan Geography, 35

Survival, Forest, 33

Public Speaking, 31

Diplomacy, 29

Sailing, 28

Earth Economics, 28

Teaching, 28

Magan Economics, 25

Chess, 25

Etiquette (Maga), 25

Magan Government, 21

Etiquette (English), 11

Mathematics, 7

Tactics, 5

Science, 5

## SKILLS

Fists, 2

Power Beam, 2

Clubs, 2

Thrown Clubs, 2

Driving, 1

Sailing, 3

## HISTORICAL KNOWLEDGE

Maga History, 6

English History, 12

Earth History, 12

Maga Literature, 25

English Literature, 19

Farming, 18

Fishing, 18

Animal Husbandry, 15

Hunting, 14

Machinist, 69

## BACKGROUND

William Hall was born a farmer in Great Britain. His traveling power didn't manifest until he was 15. When he was 27 he left for London to study Mechanics as an apprentice. In Maga, he is a prominent member of the underground. He was president of a small country 302 years ago, when Maga finally got around to taking over their own planet. They'd already conquered four or five star systems at that time. (1690)

On Earth, Hall is an investor. His Economic Status is Middle Class. His Net Worth is \$240,000. His Disposable Monthly Income is \$1,200.

## CONNECTIONS

He had 2 older brothers, 1 older sister, and 1 younger sister, long dead. The younger sister's name was Margaret.

Cobra  
Omar Williams

Villain

Beauty: 15	Height: 1.75 m	Mass: 74.2 kg
Skin: swarthy	Eyes: blue	Hair: straight dark brown
Sex: male	Age: 35	Birth Date: 1-10-57
Blood Type: A+	Handed: right	Build: 26

Strength: 17	Agility: 10	Constitution: 17
Active Charisma: 7	Normal Charisma: 8	Learning: 13
Newoen: 15	Hearing: 14	Sight: 11

Figured Statistics	Action Rolls
Willpower: 60	Combat Roll: 11
Perception: 14	Combat Pool: 1
Skin Temper: 9/10	Hand Damage: 7
Ignore Damage: 0	Move Roll: 19
Weirdness Bonus: 0	Healing Roll: 10
Forgotten Knowledge: 4.8	Lift Roll: 23
%Recognition: 8	
Resist Death: 6	
Fate Points: 5	
Experience: 22	
Editing Points: 2	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 36

VP Lost (heals per round):

Maximum EP: 46 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	7	5	4	5 6	5 6
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Sting	PR/2	20	3	0	PR/2	PR/5	PR*3	0	0
Fists	7	15	2	0					

Cobra has Evasion 2, which gives him a bonus of 1 to his Defense.

Healing Roll Pool: 15 + current Body DP (Sphere Chart). And don't forget that he heals Penetrating damage per hour, and can heal DP while not resting.

Cobra Copyright © 1992 Jerry Stratton

## POWERS

Increased Healing, PR 15: +15 to the Healing Roll Bonus Pool. Cobra also heals Penetrating Damage per hour instead of per day.

Sting, PR 10: Damage is Half Q.

Short Range is PR/2. Range Set is PR/5.

Maximum Range is PR\*3

Cobra's sting is a bio-electrical blast.

## KNOWLEDGE

English, 65

Mining, 27

Survival, Forest, 18

Vehicles, 15

Carpentry, 7

Hunting, 12

Science, 12

American History, 5

American Literature, 8

Mathematics, 11

Construction, 13

Public Speaking, 17

Wesleyan Christianity, 19

## SKILLS

Sting, 4 (+2 to Combat Pool)

Evasion, 2 (+1 to Defense)

Fists, 2

Clubs, 2

Thrown Clubs, 2

## BACKGROUND

Cobra originated in Houghton, Michigan, along with Scorpion. Cobra and Scorpion remain an unseperable team when both are free at the same time.

Cobra is currently at SITRAAS, and is scheduled for release in October 1993. He has been taking a correspondence course in order to become a Wesleyan minister, much to Scorpion's dismay.

## CONTACTS

All of Cobra's immediate family (father, mother, and two brothers) are still in Houghton. Most of his other relatives are in New York City (father's side) and Kuwait (mother's side).

Cobra is a close friend of Scorpion.

Cobra and Scorpion are enemies of the Survivors.



Dark Star  
Thomas Lester

Jasmine Oil Villain

Beauty: 13  
Skin: black  
Sex: male  
Blood Type: A+

Height: 1.766 m  
Eyes: dark green  
Age: 27  
Handed: left

Mass: 87.6 kg  
Hair: curly white  
Birth Date: 1-3-65  
Build: 29

Strength: 23  
Active Charisma: 5  
Newoen: 15

Agility: 10  
Normal Charisma: 11  
Hearing: 12

Constitution: 28  
Learning: 11  
Sight: 17

Figured Statistics

Willpower: 60  
Perception: 11  
Skin Temper: 9/10  
Ignore Damage: 0  
Weirdness Bonus: 0  
Forgotten Knowledge: 3.8  
%Recognition: 0  
Resist Death: 4  
Fate Points: 6  
Experience:  
Editing Points:

Action Rolls

Combat Roll: 11  
Combat Pool: 1  
Hand Damage: 9  
Move Roll: 23  
Healing Roll: 12  
Lift Roll: 30

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 41

VP Lost (heals per round):

Maximum EP: 71 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	8	5	4	6	6	6	6
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration
Fists	9	15	2	0
Knife	d5 times 2	20	4	

If the knife hits for DP, it can stun, doing 5d6 stun damage. It can do this 10 times before being recharged.

## POWERS

Supersensitive Touch, PR 8 (95% Control)

Super Touch does not use EP. The roll to perceive is vs. 16 minus the distance, in decimeters, from the target. Modify Attack or Defense penalties due to darkness by 2.

Constitution+15  
Strength+14

## KNOWLEDGE

English, 65  
Electronics, 28  
American Literature, 11  
Vehicles, 7  
Journalism, 34  
American History, 13  
Accounting, 17  
World History, 19  
English Literature, 18  
Photography, 21  
Street Survival, 4

TALENT: Sculpting, 2

## REVERSE TALENTS:

Bureaucratic, 3  
Singing, 1

## SKILLS

Knife, 4  
Driving, 2  
Fists, 2  
Clubs, 2  
Thrown Clubs, 2

## EQUIPMENT

Vibro Knife (d5 damage, Speed 20, +1 Pool): It can stun 10 times, for 5d6 stun damage, if it hits for DP.

## BACKGROUND

Thomas was born in Kansas City, Kansas. He attended college in Chicago, and following that went to work for the Chicago Sun-Times. He came under the influence of Jasmine Oil within a year. They've helped him rise within the ranks of Journalism, and he's helped to color news stories in their favor.

He received his powers while covering an oil cleanup on Lake Michigan. Jasmine Oil was testing a bio-engineered insect.

The knife was a gift from Jasmine Oil, should he ever 'feel the need' to operate as a super-powered person. They occasionally hire him for simple jobs.

## CONTACTS

His father, William Lester (10-7-42).  
His mother, Linda Lester (3-23-41).  
His brother, Richard Lester (8-22-64).  
Richard is a researcher for Jasmine Oil.

Enforcer  
Harriet Dew

Hired Gun

Beauty: 14	Height: 1.86 m	Mass: 71.1 kg
Skin: white	Eyes: brown	Hair: wavy light red
Sex: female	Age: 25	Birth Date: 4-2
Blood Type: A+	Handed: right	Build: 21

Strength: 12	Agility: 20	Constitution: 11
Active Charisma: 13	Normal Charisma: 7	Learning: 13
Newoen: 10	Hearing: 17	Sight: 16

Figured Statistics	Action Rolls
Willpower: 40	Combat Roll: 13
Perception: 9	Combat Pool: 1
Skin Temper: 1	Hand Damage: 6
Ignore Damage: 0	Move Roll: 27
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 3.8	Lift Roll: 18
%Recognition: 0	
Resist Death: 2	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 39

VP Lost (heals per round):

Maximum EP: 31 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left		
	Arm	Leg	Arm	Leg	Arm	Leg	
Maximum DP:	6	4	3	4	5	4	5

Bludgeoning DP Lost (heals per hour):  
 Penetrating DP Lost (heals per day):  
 Injury DP Lost (heals per month):

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Rifle	d6+1	30	16	1	4	5	160	3	30
Bayonet	d5,+d6/2	20	2	0					
Fists	6	15	2	0					

## POWERS

Agility+7

## KNOWLEDGE

French, 65  
English, 32  
Survival, 23  
Aviation, 25  
Weapons, 9  
Mafia Etiquette, 21  
Science, 3  
Mechanics, 15  
History, 19  
World Literature, 19  
American Literature, 18  
Tactics, 20  
Mathematics, 1

## SKILLS

Driving, 2  
Fists, 2  
Clubs, 2  
Thrown Clubs, 2  
Drive Plane, 4  
Rifles, 16  
Knives, 2

## EQUIPMENT

Rifle: d6+1 damage, 30 Speed, +1 Pool, Penetration 1, Ranges 4/5/160, Recoil 3, Reload 30, 12 shots. Semi-Auto.  
Bayonet: d5 damage, 20 Speed, +1 Pool, Penetration 0.

## BACKGROUND

Harriet Dew was born in Northern France (but as a United States Citizen). Her parents returned to the United States when she was 15.

She excelled in marksmanship as a child, despite her father's opposition. (Her mother was a strong supporter of Harriet's hobby.) A close friend at college was a mafioso's daughter, and by the time she graduated, she'd been sucked into the underworld as a hitman.

Now, the Enforcer is a freelance operative, with a strong reputation for quality work.

## CONTACTS

Harriet's family is aware of their daughter's occupation, and she is not welcome home. She maintains a close relationship with her college friend, Talia Liberi.

Eve  
past unknown

Spinner

Beauty: 17	Height: 1.785 m	Mass: 66.8 kg
Skin: brown	Eyes: brown	Hair: black
Sex: female	Age: 37	Birth Date: 12-31
Blood Type: A+	Handed: right	Build: 23

Strength: 7	Agility: 8	Constitution: 5
Active Charisma: 12	Normal Charisma: 9	Learning: 17
Newoen: 20	Hearing: 12	Sight: 8

Figured Statistics	Action Rolls
Willpower: 80	Combat Roll: 10
Perception: 15	Combat Pool: 1
Skin Temper: 1	Hand Damage: 4
Ignore Damage: 0	Move Roll: 13
Weirdness Bonus: 0	Healing Roll: 5
Forgotten Knowledge: 5.4	Lift Roll: 13
%Recognition: 0	
Resist Death: 4	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 27

VP Lost (heals per round):

Maximum EP: 16 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	6	4	3	4 5	4 5
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration
Fists	4	15	2	0
Nerve Pinch	Q rounds	20	1	(Must be Called Shot to neck: 4 Q Points)

Target is allowed a Save vs. Perception + Agility, minus 3 per Q point.

She has the skill Read People, level 6. This gives her a Perception Roll of 65 (possibly minus the target's Willpower) to read the target's mindset and reactions.

## KNOWLEDGE

Spanish, 85 (Native)  
Accounting, 23  
English, 24  
Psychology, 27  
Sociology, 29  
Acting, 25  
Business, 22  
Diplomacy, 30  
Tactics, 23  
Speed Reading, 20  
History, 2

## SKILLS

Driving, 2  
Fists, 2  
Ciphers/Codes, 4  
Detection, 5  
Memory Training, 6  
Nerve Pinch, 2  
Read People, 6  
Will Resistance, 4  
Awareness, 10  
Contacts, Underworld, 13

## EQUIPMENT

Eve wears glasses to bring her sight up to 11.

## HISTORY

Eve has worked her way up in the underworld, first as a fence, and is now at the center of a web of information. She is a planner and a schemer. Other underworld figures come to her for information.

## CONTACTS

Her background is unknown, though it has been established that she was raised in a rural area somewhere in South America.

(Her father, Emilio, is 56, and was born 4-9; Her mother, Maria, is 54 and was born 1-12; they have not seen their daughter for 22 years, since she was 15)

Freon  
Mark Jillian

Villain

Beauty: 16	Height: 1.75 m	Mass: 69.9 kg
Skin: pale white	Eyes: bright blue	Hair: curly black
Sex: male	Age: 28	Birth Date: 7-9-64
Blood Type: A+	Handed: left	Build: 25

Strength: 10	Agility: 25	Constitution: 11
Active Charisma: 8	Normal Charisma: 10	Learning: 12
Newoen: 19	Hearing: 14	Sight: 13

Figured Statistics	Action Rolls
Willpower: 76	Combat Roll: 14
Perception: 13	Combat Pool: 1
Skin Temper: 1/2	Hand Damage: 5
Ignore Damage: 9	Move Roll: 31
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 4	Lift Roll: 16
%Recognition: 0	
Resist Death: 4	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: 32 Skin Temper: 1

Standard Combat- Maximum VP: 45

VP Lost (heals per round):

Maximum EP: 30 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	6	4	3	4 5	4 5
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

## POWERS

Cosmic Awareness, 8

Skin Temper + 4

Ignore 9 points damage

Withstand Temperatures (Low), 7

Universe Travel, 4 (Personal Travel: up to PRx10 kg extra)

2 universes: Dacana and an uninhabited ice planet.

Dacana: Space Differential 92, Time Differential 53

Dacana is cold (like Canada), and inhabited by a sparsely populated culture with a technology about 20 years ahead of Earth. Freon is a criminal there as well.

Ice Planet: Space Differential 27, Time Differential 27

The average temperature of this planet is minus 50 degrees celsius. It is covered in ice. There are few storms, and so little snow.

Power Beam, 11: Blast: PR/2 points damage.

Push: PR required is half (mass+distance)  
(Sphere).

## KNOWLEDGE

Vehicles, 18

Archaeology, 22

Math, 18

Navigation, 23

History, 11

English, 70

Dacanac, 35

## SKILLS

Driving, 3

Flying Planes, 5

## PERSONALITY

Sociability, 13            Morality, 5

Honor, 8                    Outlook, 13



Ghouls  
Sample Ghoul (The Mindless Ones)

Creatures

Beauty: -2	Height: 1.813 m	Mass: 85.5 kg
Skin: rotted grey	Eyes: grey	Hair: mottled white
Sex: male	Age: 92	Birth Date:
Blood Type: green	Handed: any	Build: 27

Strength: 22	Agility: 9	Constitution: 17
Active Charisma:	Normal Charisma: 7	Learning: 3
Newoen: 3	Hearing: 12	Sight: 10

Figured Statistics	Action Rolls
Willpower: 12	Combat Roll: 11
Perception: 3	Combat Pool: 0
Skin Temper: 9/10	Hand Damage: 9
Ignore Damage: 2	Move Roll: 21
Weirdness Bonus: 10	Healing Roll: 10
Forgotten Knowledge:	Lift Roll: 29
%Recognition: 45	
Resist Death: -2	
Fate Points: -	
Experience: -	
Editing Points:	

Mental Combat-                      Maximum VP:                      Skin Temper: 1

Standard Combat-                      Maximum VP: 34

VP Lost (heals per round):

Maximum EP: 49    EP Lost (heals per round):                      EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Leg	Left Arm	Leg
Maximum DP:	8	5	4	6	6	6	6
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Ghouls' claws do 9 points damage, speed 15, +1 Combat Pool. This is penetrating damage.

Ghouls are horrible enough to scare viewers: Make a roll vs. 2. Targets who fail a save vs. Willpower (minus half Q times 3, and Beauty on the Sphere Chart) are paralyzed with fear and retching for half Q (Sphere Chart), +1, d6 segments.

## POWERS

Skin Temper +1 for guns and other small projectile weapons.

Sneak, Level 3

Natural Weaponry, PR 1

Damage is penetrating

Power Enhancement: DP damage caused heals at a penalty of 5 to the Healing Pool.

Ignore Damage, 2

Special Immunity: No need to Breathe.  
No mind.

Weakness: Damage done to ghouls heals at half the normal rate. They cannot heal injuries.

## BACKGROUND

Ghouls are created when certain powerful spirits inhabit this plane near graveyards. When the stars are right, bodies rise without any will or mind. Their temperament will be similar to that of the spirit whose presence caused them to rise.

Grasshopper  
Alexander Gleitman

Jasmine Oil Villain

Beauty: 10	Height: 1.59 m	Mass: 52.7 kg
Skin: white, tanned	Eyes: green	Hair: wavy red
Sex: male	Age: 23	Birth Date: 7-5-68
Blood Type: A+	Handed: left	Build: 25

Strength: 17	Agility: 17	Constitution: 12
Active Charisma: 16	Normal Charisma: 6	Learning: 13
Newoen: 15	Hearing: 22	Sight: 12

Figured Statistics	Action Rolls
Willpower: 60	Combat Roll: 13
Perception: 12	Combat Pool: 1
Skin Temper: 2/3	Hand Damage: 7
Ignore Damage: 0	Move Roll: 26
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 3.6	Lift Roll: 22
%Recognition: 1	
Resist Death: 4	
Fate Points: 2	
Experience: 18	
Editing Points: 2	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 44

VP Lost (heals per round):

Maximum EP: 35 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	5	3	3	4 4	4 4
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration
Fists	7	15	2	0

He can use his Jump PR of 17 to increase damage (Square Chart). He can also use it to increase his Combat Pool, but must subtract the same amount (Sphere Chart) from the resulting Attack score.

Grasshopper Copyright © 1992 Jerry Stratton

## POWERS

Jump, PR 17: Jump is in meters instead of decimeters. His Jump Roll is 52. Basic Effects: He can add PR (Square Chart) damage to Close Combat attacks, and can increase his Defense by PR (Sphere Chart), subtracting the same amount from the Q of the Action Roll.

Supersensitive Touch, PR 13: Super Touch does not use EP. The roll to perceive is vs. 26 minus the distance, in decimeters, from the target.

Skin Temper+3

## PERSONALITY

Social, 15  
Morality, 8  
Honor, 7  
Outlook, 5

## KNOWLEDGE

English, 65  
Deskwork, 75  
Biology, 12  
French, 25  
Mathematics, 2  
History, 13  
Popular Literature, 21  
American Literature, 19  
French Literature, 25  
English Literature, 12

## SKILLS

Trailing, 12  
Interrogation, 11

## BACKGROUND

Alex was strange from birth. His father worked in the biological research section of a government organization when Alex was conceived and born. Later, he was recruited by Jasmine Oil for their own research. When Jasmine Oil discovered that Alex was superpowered, they recruited him for their supervillain squads. He is teamed with Shale and Man-Ape.

He has been with Jasmine Oil since he was 16. He has spent much of his free time studying American and French literature.

## CONTACTS

Alex spends much of his time in libraries near the places Jasmine stations him at. He has come to know the librarians of the New York Public Library system quite well.

Alex's mother died when he was born, but his father is still alive, and they see each other occasionally. His father still works for Jasmine as a biological researcher.

Gremlin  
Ruth Bancroft

Player Character

Beauty: 6	Height: 1.422	Mass: 37.1 kg
Skin: white, wet	Eyes: green	Hair: red, curly
Sex: Female	Age: 21	Birth Date: 3-16
Blood Type: honey brown	Handed: left	Build: 25

Strength: 9	Agility: 18	Constitution: 8
Active Charisma: 12	Normal Charisma: 10	Learning: 18
Newoen: 15	Hearing: 18	Sight: 23

Figured Statistics	Action Rolls
Willpower: 60	Combat Roll: 13
Perception: 12	Combat Pool: 2
Skin Temper: 10/9	Hand Damage: 4
Ignore Damage: 0	Move Roll: 23
Weirdness Bonus: 4	Healing Roll: 8
Forgotten Knowledge: 0	Lift Roll: 13
%Recognition: 0	
Resist Death: 3	
Fate Points: 2	
Experience: 0	
Editing Points: 0	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 38

VP Lost (heals per round):

Maximum EP: 23 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	5	3	3	4	4	4	4

Bludgeoning DP Lost (heals per hour):  
 Penetrating DP Lost (heals per day):  
 Injury DP Lost (heals per month):

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Claws	6	15	8	0					
Stun	2/3 PR stun damage								
Bow	d6	24	4	1	3	4	100	0	10

Her Bonus Pool for close combat is increased by 5 in the water and 11 in the air.

Healing Roll Pool: 15 + current Body DP (Sphere Chart). And don't forget that she can heal bludgeoning DP and all EP while not resting.

Sees Infrared

She flies, with a Move Roll of 12, measured in m/segment. She swims with a Move Roll of 18, measured in m/segment.

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## POWERS

Increased Healing, PR 7: This applies only to bludgeoning DP, and EP (both per round and per hour)

Weakness: Flame damage heals as normal.

Breath Water, PR 9: She can breathe as deep as 2.3 km

Infrared Vision

Increased Speed, PR 5, (Water) +5 to Combat Bonus Pool or +5 (Sphere) for reducing Performance Time of swimming actions; Move Roll is increased by 5. This power is only effective in the water. Swimming Movement is in meters/segment, not decimeters.

Stun, PR 13: Damage is 2/3 PR.

A poison exists on her claws. She can control whether or not the poison is exuded.

Natural Weaponry (claws), PR 9: Add 9 to Strength for damage purposes, and damage is penetrating.

Learning+11

Prehensile Tail/Feet: +2 to Combat, as well as the ability to use her feet and/or tail as hands.

Wings, PR 10: Basic Effects are Height (PR km) and Move Roll (PR + Height on the Square chart)

Increased Speed, PR 11 (Wings): +11 to Combat Bonus Pool or +11 (Sphere) for reducing Performance Time of flying actions; Wings Move Roll is +11 and in m/segment.

## KNOWLEDGE

English, 90

Survival, 50

Astrology, 25

Carpentry, 9

Farming, 7

Fishing, 21

Hunting, 18

Navigation, 13

Singing, 23

Bowyer/Fletcher, 18

## SKILLS

Claws, Level 5 (+3 Bonus Pool)

Bow, Level 4 (+2 Bonus Pool)

Clubs, 2

Thrown Clubs, 2

Driving, 1

## EQUIPMENT

Bow: homemade self bow.

Quiver with 12 arrows.

## BACKGROUND

Gremlin is the rebirth of the avatar of the Faerie. In past lives, she has been known as many creatures -- Pooka, to the north, Tsambali, to the south, and many more names, forgotten or half-remembered.

The Gremlin's incarnations are familiar to the faerie wizard Brogue. Brogue is likely to recognize Ruth as the avatar, if they ever meet.

Gremlin has a vague recollection of her past lives, but it is a confusing mass of dreams and occasional feelings of déjà vu.

## CONTACTS

Gremlin was born with her powers and shape. She was abandoned by her parents at an early age, and fended for herself.

John Koll  
Mad Scientist

Jasmine Oil Scientist

Beauty: 6  
Skin: pale white  
Sex: male  
Blood Type: O+

Height: 1.876 m  
Eyes: dark brown  
Age: 35  
Handed: right

Mass: 63.7 kg  
Hair: curly light brown  
Birth Date: 4-11-56  
Build: 19

Strength: 5  
Active Charisma: 11  
Newoen: 12

Agility: 9  
Normal Charisma: 11  
Hearing: 12

Constitution: 3  
Learning: 24  
Sight: 8

Figured Statistics

Willpower: 48  
Perception: 12  
Skin Temper: 1  
Ignore Damage: 0  
Weirdness Bonus: 4  
Forgotten Knowledge: 5.9  
%Recognition: 0  
Resist Death: 2  
Fate Points: 2  
Experience: 1  
Editing Points: 5

Action Rolls

Combat Roll: 11  
Combat Pool: 2  
Hand Damage: 4  
Move Roll: 12  
Healing Roll: 3  
Lift Roll: 11

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 26

VP Lost (heals per round):

Maximum EP: 10 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	4	3	2	3	3	3	3
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

## WEAKNESS

Paranoia: He thinks all heroes want to kill him, and are always after him. He has an over-rated sense of his own importance.

## PERSONALITY

Social, 6  
Morality, 9  
Honor, 7  
Outlook, 6

## KNOWLEDGE

Biology, 70  
Neurology, 90  
Medicine, 70  
Particle Physics, 85  
Electronics, 51  
American History, 17  
Math, 43  
English, 140  
Speed Reading, 5  
Universal Physics, 25

## SKILLS

Inventing, 6  
Driving, 1

## EQUIPMENT

John Koll always carries a programmable calculator, and an integrated logic probe/multimeter.

## BACKGROUND

John Koll entered college at the tender age of 11. He received his medical degree 6 years later. By then, he'd become quite eccentric. He decided to study neurology and particle physics as related fields. He soon needed money to continue his studies, and Jasmine Oil was there to help. They guided him into universal physics, wanting him for their universe travel project (Project: Quadrophenia)

## CONTACTS

John Koll has maintained close relationships with his mentors from college. John can get most anything he asks for from Jasmine Oil.



Leslie Jo Hutchinson

Eccentric Professor

Beauty: 15	Height: 1.712 m	Mass: 59.7 kg
Skin: white	Eyes: bright blue	Hair: dull wavy black
Sex: female	Age: 20	Birth Date: 8-27-72
Blood Type: B+	Handed: right	Build: 23

Strength: 9	Agility: 10	Constitution: 8
Active Charisma: 7	Normal Charisma: 10	Learning: 25
Newoen: 11	Hearing: 12	Sight: 11

Figured Statistics	Action Rolls
Willpower: 44	Combat Roll: 11
Perception: 12	Combat Pool: 2
Skin Temper: 1	Hand Damage: 5
Ignore Damage: 0	Move Roll: 15
Weirdness Bonus: 0	Healing Roll: 8
Forgotten Knowledge: 4.5	Lift Roll: 15
%Recognition: 0	
Resist Death: 2	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: 41 Skin Temper: 1

Standard Combat- Maximum VP: 31

VP Lost (heals per round):

Maximum EP: 23 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	5	3	3	4 4	4 4
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

## KNOWLEDGE

English, 125  
Math, 48  
Spanish, 20  
History of Science, 30  
Physics, 40  
Chemistry, 73  
Electronics, 109  
Meteorology, 150  
Computer Programming, 44  
Piano Playing, 19  
Diving, 15  
Hunting, 18  
Chaos Theory, 49

## SKILLS

Inventing, 6  
Driving, 1

## PERSONALITY

Sociability, 8  
Morality, 13  
Honor, 11  
Outlook, 12

## EQUIPMENT

Complex Meteorological Equipment  
Normal Chemistry Equipment  
Simple Physics Equipment  
Electronics Workshop

## BACKGROUND

Leslie graduated from High School at 15, and received her Ph.D. from MIT at 18. Her specialty is the weather. She is expected to revolutionize the way we think about chaotic systems, such as climate.

## CONNECTIONS

Mother: Martha Lynne Hutchinson, 37  
Father: Robert J. Hutchinson, 39  
Six younger sisters: Bobbi Jo, 16; Susan Marie, 17; Mary Jo, 12; Karen Ann, 11; Julie, 9; Marcia, 6.

Lorelei Jasmine

CEO, Jasmine Oil

Beauty: 17	Height: 1.981 m	Mass: 75 kg
Skin: white	Eyes: pale blue	Hair: straight light red
Sex: female	Age: 42	Birth Date: 5-5-1949
Blood Type: AB-	Handed: left-handed	Build: 18

Strength: 12	Agility: 12	Constitution: 13
Active Charisma: 15	Normal Charisma: 5	Learning: 16
Newoen: 16	Hearing: 17	Sight: 16

Figured Statistics	Action Rolls
Willpower: 64	Combat Roll: 12
Perception: 13	Combat Pool: 1
Skin Temper: 1	Hand Damage: 6
Ignore Damage: 0	Move Roll: 19
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 5.8	Lift Roll: 19
%Recognition: 9	
Resist Death: 4	
Fate Points: 2	
Experience: 19	
Editing Points: 0	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 34

VP Lost (heals per round):

Maximum EP: 34 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	5	3	3	4	4	4	4
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Fists	6	15	2	0					
Handgun	d6	20	4	2	6	4	104	5	26

## KNOWLEDGE

English, 80  
American Literature, 8  
American History, 4  
Mathematics, 20  
Science, 18  
Accounting, 5  
Business Leadership, 34  
Chinese, 13  
Afrikaans, 15  
Economics, 4  
Business Law, 11  
Geography, 7  
Marketing, 17  
Business Survival, 23

## SKILLS

Fists, 3  
Read People, 9  
Interrogation, 1  
Inventing, 1  
Firearms, 4

## EQUIPMENT

2 Bodyguards (see Thug)  
Normal Handgun, Type 3: d6 damage, 20 Speed, +1 Pool, Penetration 2, 6/4/104 Ranges, Recoil 5, Reload 26.

Portable Phone  
Lamborghini Convertible

## BACKGROUND

Lorelei is the daughter of Louis Jasmine, founder of Jasmine Oil. When he died in 1979, she inherited his stock and was appointed CEO.

## CONTACTS

Lorelei's closest friend is Louise Carlog, CEO of Carlog Enterprises.

MadStar  
Jack Deknone

Mad Genius

Beauty: 16	Height: 1.9 m (6' 3")	Mass: 93.6 kg
Skin: white	Eyes: blue	Hair: blond
Sex: male	Age: 28	Birth Date: 1-3-59
Blood Type: O+	Handed: left	Build: 26

Strength: 10	Agility: 15	Constitution: 13
Active Charisma: 7	Normal Charisma: 9	Learning: 34
Newoen: 11	Hearing: 18	Sight: 6

Figured Statistics	Action Rolls
Willpower: 44	Combat Roll: 12
Perception: 24	Combat Pool: 2
Skin Temper: 1	Hand Damage: 6
Ignore Damage: 0	Move Roll: 21
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 6.2	Lift Roll: 17
%Recognition: 16	
Resist Death: 7	
Fate Points: 2	
Experience: 128	
Editing Points:	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 40

VP Lost (heals per round):

Maximum EP: 35 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	8	5	4	6 6	6 6
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

## POWERS

### Learning+20

Photographic Memory

14% Chance to Ask

Healing, PR 7: He can heal bludgeoning, penetrating, and injury damage. The Basic Effect is the amount of EP that can be healed: He can heal half PR DP per minute, (per three minutes for injuries). He cannot heal himself, and must touch the target.

Control Chance, PR 17: He has the basic effects of change chance (up to PR to 2d10 rolls, or three times PR for d100), hex blast (roll less than or equal to PR on 2d10), and range (distance in meters, from result to sphere).

Teleport, PR 15: He travels via personal teleportation. He has the effects of mass (PR times 5 kg) and distance (look up the distance on the doubles chart, and subtract 3, for the PR required).

## KNOWLEDGE

Computer Electronics, 142

Computer Programming, 119

Physics, 89

English, 78

Psychology, 73

Electronics, 68

Neurology, 51

Biology, 31

Artificial Intelligence

Psychology, 18

Unified Field Physics, 10

## SKILLS

Inventing, 5

Firearms, 4

Evasion, 2

## EFFECTS

He is farsighted. He wears contacts to bring his sight to 10.

## EQUIPMENT

(each protected from 2 dice of E-M)

Portable Computer, Type VII

The following have yet to be invented:

Holographic Generator: Generates 1-3 images of himself from 1-3 meters away.

Somebody Else's Problem Field Generator: All must save vs. Willpower at a penalty of Learning and -10 (Type 2\*5), or pretend not to see him.

Multi-Ray:

Stun Ray Type III, 8 charges.

Tangler Type IV, with Launcher Type II

## BACKGROUND

Jack DeKnone went to Kent State in the early seventies. He was severely effected by the shooting there in '72, although he didn't actually freak out until many years later, working for OSI.

He believes that a better world can be created from the ashes of a destroyed world. He is willing to sacrifice the unnamed millions to his dream, but will not allow any single innocents to come to harm. He is unaware of any dichotomy in these beliefs, and is unlikely to understand any attempts to bring those beliefs together. He is very compartmentalized.

Magnus  
Ed Leinstein

Superhero

Beauty: 17	Height: 1.59 m	Mass: 50.8 kg
Skin: Dark Red	Eyes: deep brown	Hair: curly brown
Sex: male	Age: 38	Birth Date: 1-9-54
Blood Type: A+	Handed: right	Build: 24

Strength: 13	Agility: 12	Constitution: 13
Active Charisma: 10.3	Normal Charisma: 14	Learning: 14
Newoen: 14	Hearing: 12	Sight: 15

Figured Statistics	Action Rolls
Willpower: 56	Combat Roll: 12
Perception: 11	Combat Pool: 1
Skin Temper: 1	Hand Damage: 6
Ignore Damage: 0	Move Roll: 19
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 4.6	Lift Roll: 18
%Recognition: 47	
Resist Death: 3	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 34

VP Lost (heals per round):

Maximum EP: 35 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	5	3	3	4 4	4 4
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Magnetism	Special	20	3	-	3	7	
Fists	6	15	3				

His PR with Magnetism is 15. This gives him a possible Q of 30 for lifting/throwing magnetic materials, and for every kilogram of magnetic material, he can lift 1.5 kilograms of non-magnetic material.

He can increase his Skin Temper by PR/2 rows, vs. weapons made of magnetic metals.

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## POWER

Magnetism, PR 15: Weight requires PR equal to the weight in kilograms, on the Sphere Chart, divided by 2. (Throw and Lift Q is twice PR).  
He can increase Skin Temper by PR/2 rows vs. metal weapons.  
And, he can do damage to metal equal to PR. He has a bonus of 3 to the combat pool.  
For every 1 kilogram of metal mass, he can lift 1.5 kg of non-metal mass.

## KNOWLEDGE

Spanish (Cuban), 70  
Literature, 45  
Journalism, 31  
Hebrew, 28  
Writing, 25  
English, 45  
Science, 5  
History, 4  
French, 25  
Spanish, 29

## SKILLS

Evasion, 1  
Fists, 3: +1 Pool  
Magnetism, 4: +2 Pool

## EQUIPMENT

Sled: 100 kg, all metal. He uses his sled to fly. It requires 9 points of PR to lift off himself and the sled. He can carry up to 100 kilograms besides himself, on the sled (though it uses more PR to do so).

## BACKGROUND

He is a Jew from Cuba. He came to America when he was 16 years old. He works as a reporter for the San Antonio Sun.

## CONNECTIONS

He was married at 23, to Mary. She is the same age he is. They have 3 sons. The twins (true twins) are John and Mark. They are 10 years old (born 2-20-81). Ed is 7 years old (born 5-27-84).

Magnus is the first born of two sisters (9 and 5 years younger) and 1 brother (4 years younger).

His children: Mark is Special. John has powers which will appear at puberty. These are Hearing x 50, Wings PR 16, Gliding PR 8, and Increased Speed (Wings), PR 9. He also has an Origin Related Mental Weakness: Psychological dependency to his twin. John is Normal.



Man-Ape  
Cal Benton

Jasmine Oil Villain

Beauty: 17	Height: 1.77 m	Mass: 75.1 kg
Skin: white/tanned	Eyes: light brown	Hair: curly pale white
Sex: male	Age: 30	Birth Date: 6-2-61
Blood Type: A+	Handed: left	Build: 26

Strength: 17	Agility: 13	Constitution: 11
Active Charisma: 13.5	Normal Charisma: 11	Learning: 16
Newoen: 19	Hearing: 8	Sight: 14

Figured Statistics	Action Rolls
Willpower: 76	Combat Roll: 12
Perception: 24	Combat Pool: 1
Skin Temper: 1	Hand Damage: 7
Ignore Damage: 0	Move Roll: 22
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 4.6	Lift Roll: 24
%Recognition: 35	
Resist Death: 8	
Fate Points: 2	
Experience: 121	
Editing Points: 7.6	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 41

VP Lost (heals per round):

Maximum EP: 34 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left		
	Arm	Leg	Arm	Leg	Arm	Leg	
Maximum DP:	7	5	4	5	6	5	6
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Fists	10	15	4	4					
Sonic Rifle	4d8	60	6	0	3	5	70	8	45
Rifle	d8+1	45	0	2	4	6	200	10	30

Both the rifle and sonic rifles are attached to his plane.

The rifle shoots 20 shots/attack. Additional Q options because it's automatic:

Number of Shots: Total cannot be greater than 20.

Increased Damage: Doubles Chart. Roll once for this many bullets. Q cannot be greater than 20.

He has Evasion, 3.

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## POWERS

Natural Weaponry, PR 13: Bonus of 13 to Strength for determining Hand Damage, giving him 10 damage. He also has a Penetration of 4. His hands and arms are shaped more like an orangutan's than a human's.

## PERSONALITY

Social, 15  
Morality, 6  
Honor, 10  
Outlook, 14

## KNOWLEDGE

English, 80  
Tactics, 34  
Occult, 15  
Weapons, 29  
Small Plane Repair, 12  
Vehicles, 7  
Survival, 12  
Science, 8  
Electronics, 15  
History, 6  
English Literature, 12

## SKILLS

Rifle, 4  
Evasion, 3  
Pilot, 8  
Tracking, 15  
Escape Artist, 6  
Fists, 4

## EQUIPMENT

Ape Plane: Type 1 Prop Plane with 2 Type 4 Sonic Ray Rifles (front/back, 12 charges each) and a heavy auto rifle (240 shots, front). Top Speed can increase to 10 km/s for up to an hour.

Stats: 60 EP, Speed 200/10, Lift: 20, Top Speed: 10 m/s, Maneuverability: -5, Minimum Speed: 2, DP: 24, ST: 2/5, Reliability: 23

## BACKGROUND

Cal has had his powers since birth. Early in his life he decided to use them to his best advantage, and hires himself out as a mercenary. In 1983, he signed on with Jasmine Oil. He continues to act individually as well, and is known as a hero in some circles. He likes to play the Doc Savage adventurer.

Man-Ape is teamed with Grasshopper and Shale.

## CONTACTS

Cal is the black sheep of an upper middle class family in Pittsburgh, but he maintains contacts with his parents, and often comes home for holidays. He has one older brother (Mike) and a younger sister (Lisa).

Melias Kramer  
Caretaker of the Forest

Protector

Beauty: 15	Height: 1.831 m	Mass: 73 kg
Skin: white	Eyes: deep blue	Hair: brown, graying
Sex: male	Age: 48	Birth Date: 6-23-43
Blood Type: AB+	Handed: right	Build: 23

Strength: 10	Agility: 15	Constitution: 8
Active Charisma: 15	Normal Charisma: 10	Learning: 13
Newoen: 19	Hearing: 16	Sight: 1

Figured Statistics	Action Rolls
Willpower: 76	Combat Roll: 12
Perception: 23	Combat Pool: -2
Skin Temper: 1	Hand Damage: 5
Ignore Damage: 0	Move Roll: 21
Weirdness Bonus: 25	Healing Roll: 8
Forgotten Knowledge: 6.1	Lift Roll: 16
%Recognition: 1	
Resist Death: 8	
Fate Points: 2	
Experience: 89	
Editing Points: 6	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 36

VP Lost (heals per round):

Maximum EP: 24 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	6	4	3	4 5	4 5
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

## POWERS

Sensitive, PR 32: Effects are Sensitivity (Perception Roll with bonus of PR and Ectoplasmic Modifier), Concentration (PR times 5%) and Control (Willpower plus PR, minus the Ectoplasmic Modifier).

Magic Spell, Convincing, PR 12. Performance Time is 30. Effects are Range (Half PR meters) and Save Penalty (Level times 5). The saving throw is vs. Willpower.

Immortality, PR 16, Injury Resistance. Aging is at 1,000 times slower than normal. Bonus of 8 to Resist Death.

He is aging prematurely, however. He will continue to age at about twice the normal rate until he is the equivalent of 99. Currently, since he was in the accident in 1967, at the age of 24, he is now the equivalent of 72.

## KNOWLEDGE

English, 80  
American Literature, 31  
English Literature, 36  
Science, 13  
History, 16  
American History, 8  
Mathematics, 13  
Teaching, 29  
Survival, 15

## THE FOREST

The Forest is a very large area in the Alleghany Mountains. Melias owns an approximately 10 by 10 kilometer area of it, 15 kilometers east of Poplar Hill, and 20 kilometers northeast of White Sulphur Springs, both of West Virginia.

The Forest is a place of power, a locus of cosmic and psychic power.

## BACKGROUND

Melias Kramer was a schoolteacher. On October 30, 1967, he was in a car accident, and he and his wife of two years died. His one year old daughter, Andrea, survived.

The Forest was in a state of flux when the accident occurred, and the Forest did not then have a caretaker. So, it called out to the departing spirits of the Kramers, and forced Melias back to the living. On October 31, Melias walked out of his coffin and walked away, but not before setting fire to the morgue to hide his escape.

Using the power of the Forest, he convinced the government to sell him the region. He also convinced the correct people to return Andrea to him.

## CONTACTS

Flora Little, his sister-in-law, lives in Riverside, California.

Laura and Roger Little, his mother- and father-in-law, live in Fort Lauderdale, Florida.

Andrea Kramer is his daughter. She was born May 2, 1966.

Mercury  
Fred Whipman

Jasmine Oil Villain

Beauty: 12  
Skin: white  
Sex: male  
Blood Type: B+

Height: 1.81 m  
Eyes: brown  
Age: 35  
Handed: right

Mass: 59.9 kg  
Hair: straight brown  
Birth Date: 11-25-56  
Build: 19

Strength: 27  
Active Charisma: 9  
Newoen: 11

Agility: 23  
Normal Charisma: 17  
Hearing: 17

Constitution: 12  
Learning: 9  
Sight: 13

Figured Statistics

Willpower: 44  
Perception: 11  
Skin Temper: 9/10  
Ignore Damage: 0  
Weirdness Bonus: 0  
Forgotten Knowledge: 4.4  
%Recognition: 0  
Resist Death: 3  
Fate Points: 2  
Experience: 33  
Editing Points: 5

Action Rolls

Combat Roll: 14  
Combat Pool: 0  
Hand Damage: 9  
Move Roll: 38  
Healing Roll: 9  
Lift Roll: 33

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 59

VP Lost (heals per round):

Maximum EP: 39 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	4	3	2	3	3	3	3
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration
Fists	9	15	1	0

With Increased Speed, he can add up to PR (15) to his combat bonus pool.

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## POWERS

Radar: Radar has a sight multiplier of 10.

Teleporation, PR 17: Mercury uses personal teleportation. The basic effects are the extra mass that Mercury can bring (PR times 5 kg), and the distance that he can teleport (the distance requires PR of the distance in meters on the Doubling Chart, minus 3).

Increased Speed, PR 15: The basic effect is Increased Reaction: PR on the sphere chart can be used to reduce Performance Time of any action (add PR to the Bonus Pool for combat). He also adds 15 (as an automatic effect) to his move roll, and his movement is in meters/segment instead of decimeters/segment.

Agility+13  
Strength+12

## KNOWLEDGE

English, 45  
Bureaucracy, 43  
Spanish, 17  
History, 1  
Science, 2  
Accounting, 6  
Television Trivia, 2  
Criminal Etiquette, 4  
Rock and Roll Trivia, 12  
Country Music Trivia, 10  
Football Trivia, 17  
Football, 11  
Sports Trivia, 9

## SKILLS

Fists, 2  
Clubs, 2  
Thrown Clubs, 2  
Driving, 2

## EQUIPMENT

Mercury can most often be found with a beer.

## BACKGROUND

Originally, Mercury as a member of Anti-Man's second supervillain group. After being captured by SIT Orlando superhero team, he spent some time in SITRAPS, and on his release was hired by Jasmine Oil as part of their Super-villain Rehabilitation Program. He is teamed with Vibra and Tlalotl.

He found his pet Quicksilver on a foray into another universe for Jasmine Oil.

Mercury received his powers in 1982 after receiving a head injury working as a warehouse manager.

## CONTACTS

Mercury's only real contacts are his superiors at Jasmine Oil, and his contemporaries in the various super-squads. Mercury toes the line when reporting to Jennifer Tailwind, but tries to appear the outsider or maverick when dealing with Vibra, Tlalotl, and even the superheroes with whom he reacts. He is often well-liked by heroes of similar temperament. Of course, this doesn't stop them from beating each other into the ground when they meet under 'professional' circumstances.

Nightshade  
Maximillian Stygus

Villain

Beauty: 8	Height: 1.79 m	Mass: 94.1 kg
Skin: ashen white	Eyes: steel grey	Hair: wavy white
Sex: male	Age: 30	Birth Date: 1-25-62
Blood Type: B-	Handed: right	Build: 32

Strength: 14	Agility: 26	Constitution: 8
Active Charisma: -13	Normal Charisma: 18	Learning: 14
Newoen: 14	Hearing: 14	Sight: 16

Figured Statistics	Action Rolls
Willpower: 56	Combat Roll: 14
Perception: 11	Combat Pool: 1
Skin Temper: 1	Hand Damage: 7
Ignore Damage: 0	Move Roll: 34
Weirdness Bonus: 2	Healing Roll: 8
Forgotten Knowledge: 4.4	Lift Roll: 21
%Recognition: 0	
Resist Death: 4	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: 39 Skin Temper: 1

Standard Combat- Maximum VP: 50

VP Lost (heals per round):

Maximum EP: 27 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	9	6	5	6 7	6 7
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

## POWERS

Psychic Blast, 21:

Telepathy, 39, listening only.

Clairvoyance, 15, hearing only

Illusion, 15

Protection From Extremes (Spell, as a Power)

Performance Time: 50 segments; PR 5;

Range: PR meters; Mass: PRx100 kg;

Low Temp: -PRx10 degrees; High Temp: PRx10+100 degrees

Telekinesis, 20

Teleportation, 11: Personal

## KNOWLEDGE

Meteorology, 25

Visual Surveillance, 30

English, 80

English Literature, 50

English History, 5

Math, 15

## SKILLS

Acrobatics, 3

## PERSONALITY

Sociability, 5

Morality, 6

Honor, 7

Outlook, 6



Nimue  
Liz McCoy

NPC Hero

Beauty: 19  
Skin: white  
Sex: female  
Blood Type: A+

Height: 1.782 m  
Eyes: brown  
Age: 20  
Handed: right

Mass: 78.9 kg  
Hair: wavy light brown  
Birth Date: 12-10  
Build: 27

Strength: 23  
Active Charisma: 10  
Newoen: 20

Agility: 9  
Normal Charisma: 7  
Hearing: 23

Constitution: 9  
Learning: 8  
Sight: 16

Figured Statistics

Willpower: 80  
Perception: 22  
Skin Temper: 1  
Ignore Damage: 0  
Weirdness Bonus: 0  
Forgotten Knowledge: 2.8  
%Recognition: 0  
Resist Death: 4  
Fate Points: 2  
Experience:  
Editing Points:

Action Rolls

Combat Roll: 11  
Combat Pool: 0  
Hand Damage: 8  
Move Roll: 22  
Healing Roll: 8  
Lift Roll: 30

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 52

VP Lost (heals per round):

Maximum EP: 33 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	7	5	4	5	6	5	6
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration
Fists	8	15	1	0

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## POWERS

Strength + 14

Sixth Sense, PR 10

Basic Effects: Add PR to Combat Pool

Automatic Effects: Add PR to VP and Perception.

Detect Danger: penalty of 1 per meter. Bonus of PR is someone is in danger, twice PR if a friend is in danger, and three times PR if she is in danger.

Sight times 60

TALENT: Magic, 2

## KNOWLEDGE

English, 40

Cooking, 5

Farming, 4

Spanish, 18

Carpentry, 19

Math, 19

History, 2

Science, 2

Linguistics, 17

American Literature, 20

French, 4

American History, 15

English History, 11

Survival, Mountain, 14

Climbing, 10

Fishing, 3

## SKILLS

Driving, 2

Fists, 2

Clubs, 2

Thrown Clubs, 2

Bow, 1

## EQUIPMENT

She is learning the bow, but will not use it as a crime-fighter.

She makes \$26,000 (which isn't much after school and 2 children).

## HISTORY

Lisbeth McMartin McCoy was married at the age of 16, like her mother before her. She lived a fairly normal life in the rural, mountainous area of Kentucky where she was born.

On her 20th birthday, a meteor splashed into a small lake where she was fishing. Over the next three months she gained her powers, scaring her husband no end. He finally left her, and she left for the big city, with her 2 children. She now works as a bank teller, going to night school for a bachelor's degree in history. She's been in town three months.

## CONTACTS

Parents: Elise and Don McMartin, 38 years old (3-5) and 40 years old (12-14).

Brothers: Michael, 22 (3-17)

Alistair, 18 (2-6)

Sisters: Saro Tanner, 19 (2-11)

June, 15 (1-23)

Husband (separated): Martin McCoy

Daughter: Bridget, 4 years old

Son: Brian, 2 years old.



## POWERS

Ignore Damage, 12 points (full cover)

Cosmic Ray (Laser), PR 16

Weakness: He must focus light through his body to use the laser. His PR is reduced to  $3/4$  on a full moon (at night) or when overcast (during the day). The penalty is  $1/2$  in normal man-made light, and it is  $7/8$  in starlight, with no moon. In complete darkness, he cannot use his laser at all.

## PERSONALITY

Social, 3

Morality, 9

Honor, 11

Outlook, 8

## KNOWLEDGE

English, 50

## SKILLS

Fists, 3

Clubs, 3

Cosmic Ray, 4

## BACKGROUND

Prism history is unknown. He was taken off the streets by Jasmine Oil for research into invisibility. They experimented with grafting special crystals onto the human body, and in an accident involving a high-powered laser, Prism became crystalline. He was then recruited for Jasmine Oil's special squads. He teams with Void and Sun-Ruler.



## POWERS

Time Travel, PR 5, Personal: The basic effects are time (PR to Doubles, rounds) and mass (PR times 4 kg)

He can remain motionless at 1 EP every minute. His chance of materializing out of the time stream is 15%.

Time Line Travel, PR 9, Portal: The portal's diameter is 2 dm times the PR, and it can be up to 1/2 meter away per PR. The chance of materializing is 36%.

Universe Travel, PR 5, Personal: He can bring 10 times PR kg with him. He has access to one universe:

1/2 Space: 1 unit here for 1/120 there

22 Time: 1 unit there for 1/2 unit here

The universe is populated by multi-hued shapes.

Agility+3

Generate Self, PR 9: He can create PR bodies and copy PR kg. Control of the selves exists on this plane and this universe only.

## KNOWLEDGE

English, 90

Old English, 55

Scaling, 20

Fingerprinting, 15

Ballistics, 18

Visual Surveillance, 12

Law, 5

Physics, 34

Mathematics, 59

Time Physics, 52

Universal Physics, 19

Electronics, 23

Computer Programming, 10

English History, 18

English Literature, 11

Football (Rugby), 12

Cricket, 14

## SKILLS

Fists, 4 (+2 Bonus Pool)

Detection, 3

## EQUIPMENT

Glasses: These modify his sight from 6 to 10.

## BACKGROUND

Born in Great Britain. He is Middle Class. His Net Worth is \$236,600. His Disposable Monthly Income is \$1,300.

Michael apprenticed with a consulting detective for 3 years between his undergraduate and graduate work.

## CONNECTIONS

He has one older brother, 4 years older.

He knows Professor Thornton (cf. the Thornton Amalgam), and has done some research with him.



## POWERS

Sight X 51

Natural Weaponry, PR 8: +8 to strength for determining Hand damage. Damage is penetrating, and Quicksilver's talons have a Penetration of 4.

Wings, PR 9: Wingspan is 2.28 meters. The basic effects are height (PR kilometers) and Move Roll (PR+1)

## BACKGROUND

Quicksilver is native to another universe in this multiverse. She was attached to Mercury after that Jasmine Oil team killed her mother.



Rad  
Perry Evans

NPC Hero

Beauty: 8  
Skin: Brown  
Sex: male  
Blood Type: AB+

Height: 1.997  
Eyes: Blue  
Age: 30  
Handed: right

Mass: 105 kg  
Hair: straight jet black  
Birth Date: 12-29  
Build: 25

Strength: 32  
Active Charisma: 13  
Newoen: 22

Agility: 14  
Normal Charisma: 9  
Hearing: 14

Constitution: 13  
Learning: 12  
Sight: 18

Figured Statistics

Willpower: 88  
Perception: 14  
Skin Temper: 9/10  
Ignore Damage: 0  
Weirdness Bonus: 2  
Forgotten Knowledge: 4.2  
%Recognition: 0  
Resist Death: 5  
Fate Points: 2  
Experience:  
Editing Points:

Action Rolls

Combat Roll: 12  
Combat Pool: 2  
Hand Damage: 12  
Move Roll: 31  
Healing Roll: 9  
Lift Roll: 40

Mental Combat- Maximum VP: Skin Temper: 4/5

Standard Combat- Maximum VP: 57

VP Lost (heals per round):

Maximum EP: 46 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right		Left	
				Arm	Leg	Arm	Leg
Maximum DP:	8	5	4	6	6	6	6
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Fists	12	15	3	0					

## POWERS

Increased Healing Rate, PR 10

Heal DP without resting, per minute.

Heal Penetrating damage per hour.

Heal Injury damage per day.

Strength + 19

Radar (radar is X 10, for a total of X 200)

Sight X 20

## KNOWLEDGE

English, 60

Culinary, 8

Physics, 53

Magic Tricks, 32

Explosives, 7

Meteorology, 19

Mathematics, 30

Aeronautics, 11

Ancient History, 9

Roman Literature, 8

Latin, 8

Greek Literature, 8

Greek, 18

## SKILLS

Driving, 2

Fists, 2

Clubs, 2

Thrown Clubs, 2

## EQUIPMENT

As a physicist at a high-tech firm in New York, he has access to fairly decent equipment.

He makes \$42,000 a year.

## HISTORY

Perry is a physicist. He studies weather formation/prediction and other chaos-oriented subjects.

Last week, his biorhythms were at a triple low. He was wandering the moat of malls outside New York City, when he found a special prize in his box of Crackerjacks. The prize was the powers of Rad. He was enjoined by the fortune (what Crackerjacks include fortunes?) to use these powers to fight the forces of crime and order, whenever he feels like it.

Perry was born in a rural area of North Carolina.

## CONTACTS

He is the only child of Roger Evans (59) and Amanda Evans (56).

Rainbow Wizard  
Carol Channing

Player Character

Beauty: 16	Height: 1.852 m	Mass: 83.2 kg
Skin: white	Eyes: brown	Hair: dark wavy brown
Sex: female	Age: 40	Birth Date: 12/10/51
Blood Type: A+	Handed: right	Build: 25
Strength: 8	Agility: 12	Constitution: 12
Active Charisma: 15	Normal Charisma: 10	Learning: 17
Newoen: 18	Hearing: 13	Sight: 16

Figured Statistics	Action Rolls
Willpower: 72	Combat Roll: 12
Perception: 14	Combat Pool: 1
Skin Temper: 1	Hand Damage: 6
Ignore Damage: 0	Move Roll: 17
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 2	Lift Roll: 15
%Recognition: 0	
Resist Death: 4	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 31

VP Lost (heals per round):

Maximum EP: 31 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	7	5	4	5 6	5 6
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Fists	6	15	2				
Saber	d6+d5	25	0				

Her base Magic Roll is 28 minus the spell's level. Her bonus pool is 3 minus the total of the spell's effect levels. If any of the effect levels are at 9 or 10, subtract 3 from the pool. Subtract her weakness from the pool as well.

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## POWERS

Latent Power: Empathic Healing, at PR 8. She will be at 42.5% Control when she discovers this power.

Mental Weakness, Reaction Formation: She was brought up in a very strict religious environment, and part of her still believes magic is evil. Because of this, she must make a Learning roll at the start of every game session. If successful by more than 0, the Quality is her penalty to her Magic Bonus Pool for the session.

## KNOWLEDGE

(Talent: Play Music, 2)  
English, 92  
Occult, 121  
Astrology, 27  
Chess, 27  
Mathematics, 24  
Literature, 19  
Ancient History, 19  
Anthropology, 13  
Botany, 10  
Wizardry, 28

## SKILLS

Driving, 1  
Saber, 1

General Classical Wizard, 10

## EQUIPMENT

Mialor: This saber is magic, with the Possess spell, 14 Quality, 899 EP. Range is Level times 5, Save Penalty is Level times 4. Concentration is 50, Casting Time is 30 minutes.

Lerascry: This magical prism holds the Senses of the Dead, 12 Quality, 39 EP. Range is Level decimeters. Past is Level-6 rounds. Time Dead is Level days. Concentration is 60. Casting Time is 9 minutes.

## BACKGROUND

Carol was born on a small island in the South Pacific, once owned by the Spanish. She was the youngest of a very large family. She was always interested in the occult, much to the dismay of her family, and has spent her life studying the strange in our society. She has also established a reputation as a grave-robber -- an amateur archaeologist who steals treasures from the ground and smuggles them to the highest bidder. Her Economic Status is Poor. Her Net Worth is \$16,800. Her Disposable Monthly Income is \$140. She'll need to find a job.

About 5 years ago, she discovered a hidden library in the Ural mountains. The manuscripts were magically preserved, and the library itself was magical -- it allowed her to read the books as long as she was in the library. She stayed there for five years, studying the magic of the Elves. Now, she is Cerest-Ranon, the Rainbow Wizard.

## CONTACTS

She has five sisters (Carmine-42, Margaret-43, Bonita-45, Elena-47, and Susan, 50) and four brothers (Roger-41, Michael-44, Arthur-45, and Charles-49). Her mother, Susan, is now 69 years old. Her father, Charles, is 79.

Richard Lester  
Normal Assistant

Jasmine Oil Scientist

Beauty: 18  
Skin: white  
Sex: male  
Blood Type: AB-

Height: 1.761 m  
Eyes: light blue  
Age: 27  
Handed: right

Mass: 65.3 kg  
Hair: Curly light black  
Birth Date: 8-22-64  
Build: 23

Strength: 11  
Active Charisma: 9  
Newoen: 12

Agility: 13  
Normal Charisma: 10  
Hearing: 12

Constitution: 9  
Learning: 13  
Sight: 14

Figured Statistics

Willpower: 48  
Perception: 10  
Skin Temper: 1  
Ignore Damage: 0  
Weirdness Bonus: 0  
Forgotten Knowledge: 4  
%Recognition: 0  
Resist Death: 3  
Fate Points: 0  
Experience: 0  
Editing Points:

Action Rolls

Combat Roll: 12  
Combat Pool: 1  
Hand Damage: 5  
Move Roll: 20  
Healing Roll: 8  
Lift Roll: 17

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 32

VP Lost (heals per round):

Maximum EP: 26 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	6	4	3	4	5	4	5
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool
Hand	5	15	2

Remember that, as a normal, Richard can be injured from any DP loss.

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## KNOWLEDGE

Biology, 15  
Particle Physics, 15  
Electronics, 25  
Electrical Engineering, 22  
Math, 28  
English, 65  
French, 29  
German, 32  
Russian, 24

## BACKGROUND

Richard was born in Kansas City, Kansas. He went to college at Stanford, in California. He has specialized in languages, in order to help in researching.

## CONTACTS

His father, William Lester (10-7-42).  
His mother, Linda Lester (3-23-41).  
His brother, Thomas Lester (8-22-64).  
Thomas is a journalist for the Chicago Sun-Times.  
His father, William, is white, and his mother, Linda, is black.

Sasquatch  
Protectors of the Forest

Special Animals

Beauty: 6	Height: 2.61 m	Mass: 372 kg
Skin: hairy, dark brown	Eyes: jet black	Hair: curly brown
Sex: male/female	Age: ?	Birth Date: ?
Blood Type: red	Handed: right (usually)	Build: 40

Strength: 17	Agility: 12	Constitution: 19
Active Charisma: 8	Normal Charisma: 4	Learning: 3
Newoen: 3	Hearing: 16	Sight: 15

<p>Figured Statistics</p> <p>Willpower: 12</p> <p>Perception: 3</p> <p>Skin Temper: 9/10</p> <p>Ignore Damage: 0</p> <p>Weirdness Bonus: 4</p> <p>Forgotten Knowledge: 0</p> <p>%Recognition: 35</p> <p>Resist Death: 4</p> <p>Fate Points: 0</p> <p>Experience: 0</p> <p>Editing Points: 0</p>	<p>Action Rolls</p> <p>Combat Roll: 12</p> <p>Combat Pool: 0</p> <p>Hand Damage: 10</p> <p>Move Roll: 21</p> <p>Healing Roll: 11</p> <p>Lift Roll: 29</p>
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Mental Combat-                      Maximum VP:                      Skin Temper: 1

Standard Combat-                      Maximum VP: 32

VP Lost (heals per round):

Maximum EP: 56    EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left		
				Arm	Leg	Arm	Leg
Maximum DP:	20	12	10	14	15	14	15
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Fists	10	15	1	0					

## POWERS

Smell, 6

## BACKGROUND

These Sasquatch are servants of the Forest in West Virginia. They can normally be used by Melias Kramer.



Seraph  
Carl Friedman

Player Character

Beauty: 31	Height: 1.791 m	Mass: 98.2 kg
Skin: light white	Eyes: bright blue	Hair: wavy brown
Sex: male	Age: 25	Birth Date: 10-12-1966
Blood Type: A+	Handed: left	Build: 31

Strength: 11	Agility: 22	Constitution: 32
Active Charisma: 11	Normal Charisma: 12	Learning: 11
Newoen: 20	Hearing: 10	Sight: 14

Figured Statistics	Action Rolls
Willpower: 80	Combat Roll: 14
Perception: 13	Combat Pool: 1
Skin Temper: 9/10	Hand Damage: 6
Ignore Damage: 0	Move Roll: 29
Weirdness Bonus: 0	Healing Roll: 13
Forgotten Knowledge: 0	Lift Roll: 18
%Recognition: 0	
Resist Death: 4	
Fate Points: 2	
Experience: 0	
Editing Points: 0	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 43

VP Lost (heals per round):

Maximum EP: 74 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	9	6	5	6 7	6 7
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Electricity	PR/3 or more	20	1	-	Dice/3	Dice/5	Max Damage
Fists	6	15	2				

His PR with Electricity is 17.

He can increase his Skin Temper by half PR (Sphere Chart) rows.

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## POWERS

Electricity, PR 17, 97%Control.

With this power, he can fire an electrical blast, increase his Skin Temper, control electricity, and move other objects with static electricity.

Electrical Blast: PR/3 damage. +50% if target is grounded, doubled if well grounded.

Skin Temper: +PR/2 (Sphere Chart)

Lift/Throw Q: PR, minus distance in meters (Sphere)

Control: PR dice, minus distance in meters (Sphere)

Skin Temper + 3, 42% Cover. This is a corruscating 'glorified' electrical field that moves about on him.

Agility + 11

Constitution + 17

Physical Beauty + 13

Healing, PR 2: Heals 1 DP per minute, bludgeoning and penetrating only, at 5 EP/round.

## KNOWLEDGE

English, 55

Hunting, 25

Forestry, 19

Survival, 19

Math, 17

First Aid, 16

Climbing, 8

Canadian History, 8

French, 4

Chemistry, 1

Guitar, 32

## SKILLS

Driving, 3

Fists, 2

Clubs, 2

Thrown Clubs, 2

Electricity, 2

## EQUIPMENT

1955 Oldsmobile

Yamaha F55 Acoustic Guitar

Forestry/Climbing Equipment

First Aid Equipment

## BACKGROUND

Carl was born in Fort Vermilion, Alberta, Canada. His father left his mother before Carl was born.

Carl's powers first appeared when he was 14. He accidentally zapped a cat in panic when it jumped at him from a tree. In panic, he also healed the cat. No one believed him, but his powers eventually grew to their current level.

He disappeared in the Christmas Horror of 1989, trying to keep an airliner from going into a dimensional hole. Both he and the airliner disappeared.

## CONTACTS

Seraph is close friends with the Rainbow Wizard.

Carl's mother Mary is 45 years old. His father, wherever he is, is 44. He has one older half-sister, Mary, age 25, and one younger half-brother, Charles, age 15.

Carl works as a forest ranger in Canada, making a Middle Class living. His Net Worth is \$22,000. His Disposable Monthly Income is \$200. Among his few possessions is a 1955 Oldsmobile, in fair condition.

Shale  
Ronald Carey

Jasmine Oil Villain

Beauty: 9  
Skin: white/grey  
Sex: male  
Blood Type: AB+

Height: 1.88 m  
Eyes: brown  
Age: 35  
Handed: right

Mass: 218 kg  
Hair: straight black  
Birth Date: 11-22-56  
Build: 64

Strength: 14  
Active Charisma: 7.7  
Newoen: 13

Agility: 5  
Normal Charisma: 7  
Hearing: 13

Constitution: 15  
Learning: 9  
Sight: 12

Figured Statistics

Willpower: 52  
Perception: 12  
Skin Temper: 2/5  
Ignore Damage: 0  
Weirdness Bonus: 2  
Forgotten Knowledge: 4.4  
%Recognition: 0  
Resist Death: 7  
Fate Points: 2  
Experience: 21  
Editing Points: 3

Action Rolls

Combat Roll: 9  
Combat Pool: 0  
Hand Damage: 8  
Move Roll: 13  
Healing Roll: 10  
Lift Roll: 24

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 26

VP Lost (heals per round):

Maximum EP: 47 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left		
	Arm	Leg	Arm	Leg	Arm	Leg	
Maximum DP:	20	12	10	14	15	14	15
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Fists	8	15	1	0			
Fire Blast	PR/2	20	0	0	PR/2	PR/4	PR (Sphere)

## POWERS

Build+40  
Skin Temper+5

Alchemy, PR 14: He can transform targets to Shale. They must save vs. Constitution. He can use PR for Mass (requires mass/10, on Sphere Chart, points) or to penalize the saving throw. The transformation lasts for a number of minutes equal to the amount the save was missed by, from the Result to the Sphere chart.

Fire Coat, PR 11: The effects are damage (PR/2), distance/maximum range (he can control fire up to PR, result to sphere, meters away), weight (he can cause PR, result to sphere, kilograms to lift), and skin temper (he can increase Skin Temper by PR/2 rows. His flame is 1,100 degrees.

Optional Transformation: The statistics for his Shale form are given here. As a normal human, he has a Beauty of 18. In Shale form, his Beauty is 9. He has a weakness. He is always burning a little. His Agility is halved (5) while in Shale form.

## KNOWLEDGE

English, 45  
Survival, 31  
Oil Work, 17  
Motorcycle Repair, 15  
History, 17  
Spanish, 11  
Science, 5  
Mathematics, 14

## SKILLS

Driving, 2  
Street Biking, 5

## PERSONALITY

Social, 11  
Morality, 8  
Honor, 8  
Outlook, 10

## BACKGROUND

Jasmine Oil was running a small, experimental shale/oil extraction plant, running on an experimental nuclear reactor off of San Francisco. The waste was an integral part of the extraction method. Ronald was checking a mining hole when a couple of barrels of waste were accidentally toppled in with him. He was unconscious for 2 days before he was found, and then he had this power. Jasmine Oil quickly recruited him for its supervillain squads. He works with Man-Ape and Grasshopper, under Matthew Porter.

## CONTACTS

Ronald 'Whitey' Carey is a member of a biker gang, although since accepting employment as superthug for Jasmine, he doesn't hang out with them much. He does try to make it for the Labor day run and funerals. They are not aware of his powers.



## POWERS

Mind Control, PR 16: Effects are Save Penalty and Range. Range is PR, read from Result to Doubles. Saving Throw is Perception+Willpower, minus PR\*3.

Learning+6  
Charisma+15  
Constitution+10

Incorporeal Form, Level 12, as Power: PR 16: Effects are Range and Mass. Range is PR/3 meters. Mass is PR squared kilograms. Performance Time is 100.

Immortality, PR 17, Fate: His aging is at 1500 times less than normal.

Life Support, PR 6: Effects are Vacuum, Pressure, and Temperature protection. Vacuum replaces up to PR atmospheres. Pressure protects against up to PR squared atmospheres. Temperature protects against down to PR times 200 degrees celsius or up to PR cubed, times 10 degrees celsius.

## KNOWLEDGE

Ancient Egyptian, 105  
Ancient Greek, 50  
Latin, 40  
Italian, 45  
Spanish, 30  
English, 35  
Egyptian History, 25  
World History, 25  
Astrology, 38  
Alchemy, 35  
Mathematics, 24  
Glasswork, 78  
Greek Literature, 28  
Egyptian Literature, 15  
English Literature, 22

## SKILLS

Fists, 5 (+3 Pool)  
Mind Control, 8 (+6 Pool)  
Incorporeal Form, 10 (+8 Pool)

## BACKGROUND

The Shroud was better known in the forties and fifties than today, when he and the Cape were major foes of Superman.

He was born in the Nile delta circa 2500 BC.

## CONTACTS

The Shroud is partner to The Cape.

Snapshot  
Harold Timmons

Detective

Beauty: 15	Height: 1.811 m	Mass: 75.1 kg
Skin: white	Eyes: Brown	Hair: brown, wavy
Sex: male	Age: 36	Birth Date: 8-22
Blood Type: O-	Handed: right	Build: 24

Strength: 11	Agility: 11	Constitution: 13
Active Charisma: 12	Normal Charisma: 10	Learning: 15
Newoen: 16	Hearing: 11	Sight: 20

Figured Statistics

Willpower: 64
Perception: 12
Skin Temper: 1
Ignore Damage: 0
Weirdness Bonus: 0
Forgotten Knowledge: 5.1
%Recognition: 0
Resist Death: 4
Fate Points: 2
Experience:
Editing Points:

Action Rolls

Combat Roll: 11
Combat Pool: 2
Hand Damage: 5
Move Roll: 18
Healing Roll: 9
Lift Roll: 18

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 32

VP Lost (heals per round):

Maximum EP: 34 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	6	4	3	4 5	4 5
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Fists	5	15	3				

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## POWERS

Copying, PR 13, at 84%Control.

Basic Effects: 1) Can store up to PR squared pictures.

2) Can print any stored picture. PR required is width + length (decimeters, round up), on the Sphere Chart. Color adds 1 to the PR required. Durability is PR, Ignore Damage. If 0 is placed on Durability, the image will fade in d10 hours. Durability only affects the image, not the material the image is imprinted on.

## KNOWLEDGE

English, 75

German, 15

Russian, 10

Spanish, 25

Italian, 20

Ballistics, 23

Business, 5

History, 7

Mathematics, 8

Science, 3

Dance, 7

Deskwork, 18

Electronic Surveillance, 28

Fingerprinting, 8

First Aid, 15

Fishing, 12

Law, 13

Photography, 17

## SKILLS

Fists, 2

Clubs, 2

Thrown Clubs, 2

Driving, 2

Sneak, 15

## EQUIPMENT

Handgun, Normal

Background

Harold is a licensed private investigator in New York City.

QUOTE: "Smile!"

## CONTACTS

Oscar Goldman is Harold's Great Uncle (his Mom's cousin: the son of his grandmother's brother).



## Snowman

## Villain

Beauty: 6	Height: 1.87	Mass: 106 kg
Skin: pale white	Eyes: pale icy blue	Hair: none
Sex: male	Age: 98	Birth Date:
Blood Type: white	Handed: right	Build: 31

Strength: 12	Agility: 18	Constitution: 13
Active Charisma: 5	Normal Charisma: 9	Learning: 16
Newoen: 15	Hearing: 14	Sight: 19

Figured Statistics	Action Rolls
Willpower: 60	Combat Roll: 13
Perception: 12	Combat Pool: 2
Skin Temper: 1	Hand Damage: 7
Ignore Damage: 0	Move Roll: 25
Weirdness Bonus: 4	Healing Roll: 9
Forgotten Knowledge: 11.4	Lift Roll: 20
%Recognition: 0	
Resist Death: 4	
Fate Points: 2	
Experience:	
Editing Points:	

Mental Combat- Maximum VP: 34 Skin Temper: 1

Standard Combat- Maximum VP: 40

VP Lost (heals per round):

Maximum EP: 37 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right		Left	
Maximum DP:	10	6	5	Arm	Leg	Arm	Leg
Bludgeoning DP Lost (heals per hour):				7	8	7	8
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

## POWERS

Ice Coat, PR 29

Power Enhancement: Permanent Effect (no EP cost for using the power)

Psychic Immunity

Weakness: x2 damage from heat-based attacks.

Maximum Temperature is 0 degrees celsius.

Latent Power: Death Touch

## KNOWLEDGE

Occult, 52

Military Science, 52

Football, 18

Tailor, 21

Math, 12

English, 80

French, 21

Chemistry, 5

## BACKGROUND

He seems to have access to governmental files in many nations, including Britain, the United States, and most nations of the former Soviet Union.

## CONTACTS

Only Nightshade knows about his weakness. When Snowman must go into the warm, he'll bring Nightshade, who can protect him.

Sphinx  
Lana Sue Wilkinson

Hero

Beauty: 15	Height: 1.688 m	Mass: 61.1 kg
Skin: deathly white	Eyes: green	Hair: straight blonde
Sex: female	Age: 27	Birth Date: 6-21-64
Blood Type: A+	Handed: right	Build: 24

Strength: 16	Agility: 10	Constitution: 14
Active Charisma: 10	Normal Charisma: 13	Learning: 14
Newoen: 10	Hearing: 13	Sight: 10

Figured Statistics	Action Rolls
Willpower: 40	Combat Roll: 11
Perception: 9	Combat Pool: 1
Skin Temper: 1	Hand Damage: 7
Ignore Damage: 0	Move Roll: 19
Weirdness Bonus: -5	Healing Roll: 10
Forgotten Knowledge: 3.8	Lift Roll: 22
%Recognition: 0	
Resist Death: 1	
Fate Points: 2	
Experience: 3	
Editing Points: 4	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 34

VP Lost (heals per round):

Maximum EP: 38 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	5	3	3	4 4	4 4
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool
Fists	7	15	2

## POWERS

Withering (Youth), PR 10: Ages PR/2 years. Targets allowed a save vs. DP, with a penalty of PR. The years come back at 1 year every 10 minutes.

Darkness, PR 12: 24 size points, applies to Radius and Range (Result to Sphere Chart).

## KNOWLEDGE

English, 70  
Amateur Radio, 34  
Navigation, 33  
German, 28  
Governments, 18  
Naval History, 14  
Naval Tactics, 14  
Geometry, 13  
Survival, Water, 13  
Astronomy, 10  
Geography, 10  
Oceanography, 8

## SKILLS

Driving, 2  
Fists, 2  
Clubs, 2  
Thrown Clubs, 2  
Read People, 15: Perception+75, minus Will if  
they resist.

## QUOTE and BACKGROUND

"The Sphinx symbolizes the dark side of life -- the darkness all mankind yearns for and fears. The darkness of ignorance, of the womb, of death."

Lana was born in Georgia, and went to the Naval Academy there.

## CONNECTIONS

Gerald Wilkinson, Father, born 6-7-42  
Sarah Anne Barre, Mother, born 8-15,38  
Gerald Wilkinson II, brother, born 9-30-61  
Sarah Sue Wilkinson, sister, born 1-18-59

Her parents divorced in April 1984. Her dad is ex-Navy, and now owns a shipping business. Her brother works there. She is closer to her mother.

Sun-Ruler  
Arthur Hell

Jasmine Oil Villain

Beauty: 8	Height: 2.04 m	Mass: 120 kg
Skin: white (tanned)	Eyes: green	Hair: curly red
Sex: male	Age: 31	Birth Date: 4-5-60
Blood Type: A-	Handed: left	Build: 27

Strength: 14	Agility: 12	Constitution: 13
Active Charisma: 6.9	Normal Charisma: 5	Learning: 9
Newoen: 15	Hearing: 19	Sight: 20

Figured Statistics	Action Rolls
Willpower: 60	Combat Roll: 12
Perception: 11	Combat Pool: 1
Skin Temper: 1	Hand Damage: 7
Ignore Damage: 0	Move Roll: 20
Weirdness Bonus: 2	Healing Roll: 9
Forgotten Knowledge: 4	Lift Roll: 22
%Recognition: 3	
Resist Death: 5	
Fate Points: 2	
Experience: 19	
Editing Points: 3	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 34

VP Lost (heals per round):

Maximum EP: 37 EP Lost (heals per round): EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	9	6	5	6 7	6 7
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Fire Blast	PR/2	20	1	0	D/3	D/5	PR (Sphere)
Fists	7	15	2	0			

His Fire Coat PR is 12. He can increase his Skin Temper by PR/2 rows.

## POWERS

Fire Coat, 12: Damage is PR/3. Distance/Maximum Range is PR (result to Sphere). Weight is PR (Square Chart). Skin Temper can be increased by PR/2 rows. The fire is 1,000 degrees Celsius, and this is added to his maximum safe temperature.

Plant Control, 12: The character can control PR (result to Sphere) Plant Points at a range of PR (result to Sphere), meters. Plants are assumed to have an agility of PR, and a strength equal to their Plant Points.

Grass: 1 point/sq meter; +5 Combat.

Flowers: 2 points/sq meter; d4 dmg/4 points; +3 Combat.

Trees: 4 points each; d6 dmg per 2 points; +1 Combat.

## PERSONALITY

Social, 15  
Morality, 8  
Honor, 7  
Outlook, 10

## KNOWLEDGE

English, 56  
Electronic Surveillance, 32  
Football, 23  
History, 5  
Science, 7  
Mathematics, 17  
Gambling, 20

## SKILLS

Interrogation, 12

## EQUIPMENT

Interrogation Equipment  
Electronic Surveillance Equipment:  
Bugs, Audio Telescope, Tape  
Recording equipment.

## BACKGROUND

Arthur was a surveillance operator and field interrogator for Jasmine Oil's intelligence branch. In 1982 a victim of his hired some thugs to beat him up and dump him in the middle of Death Valley.

Arthur survived, with his special powers, but his mind has not been the same since. He occasionally believes he is a spirit of the Earth.

Arthur was born in New York City.

## CONTACTS

Arthur's family fears him, but he doesn't realize this, and visits them often. His mother and father are 53 years old. He has a younger brother (Todd) who is 25 years old.

Arthur also maintains ties with friends in Jasmine Oil's intelligence branch.

Thug -- Jasmine Oil  
Generic Thug

Jasmine Oil Villain

Beauty: 10	Height: 1.854 m	Mass: 90.5 kg
Skin: white	Eyes: brown/blue	Hair: brown/blond
Sex: male	Age: 25-31	Birth Date:
Blood Type: any	Handed: either	Build: 27

Strength: 15	Agility: 9	Constitution: 14
Active Charisma: 8	Normal Charisma: 7	Learning: 9
Newoen: 10	Hearing: 14	Sight: 14

Figured Statistics

Willpower: 40  
 Perception: 9  
 Skin Temper: 1  
 Ignore Damage: 0  
 Weirdness Bonus: 0  
 Forgotten Knowledge:  
 %Recognition: 0  
 Resist Death: 4  
 Fate Points: 0  
 Experience: 15  
 Editing Points: 0

Action Rolls

Combat Roll: 11  
 Combat Pool: 0  
 Hand Damage: 7  
 Move Roll: 18  
 Healing Roll: 10  
 Lift Roll: 22

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 30

VP Lost (heals per round):

Maximum EP: 39 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
	Arm	Leg	Arm	Leg	Arm
Maximum DP:	8	5	4	6	6
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR	Recoil	Reload
Large Handgun	d8	30	1	2	4	4	100	4	20
Fists	7	15	2	0					

Thugs are almost always Normals.

## KNOWLEDGE

English, 45

Team Leader: Tactics, 25

## SKILLS

Firearms, 3

Fists, 3

Clubs, 2

Thrown Clubs, 2

## EQUIPMENT

Large Handgun: d8 damage, Speed 30, Penetration 2, Ranges 4/4/100, Recoil 4, Reload 20.

Dark 3-Piece Suit

Dark Sunglasses

Communicator

(5) Ten Dollar Bills

(5) Twenty dollar bills

Team Leader has Visa

## BACKGROUND

These thugs are always Normals.



Tlalotl  
Master of the Cosmic Way

Jasmine Oil Villain

Beauty: 12	Height: 1.74 m	Mass: 69.5 kg
Skin: pale white	Eyes: light green	Hair: wavy red
Sex: male	Age: 10	Birth Date: 11-16-81
Blood Type: A+	Handed: right	Build: 25

Strength: 14	Agility: 12	Constitution: 14
Active Charisma: 12	Normal Charisma: 10	Learning: 13
Newoen: 14	Hearing: 10	Sight: 7

Figured Statistics	Action Rolls
Willpower: 56	Combat Roll: 12
Perception: 11	Combat Pool: 1
Skin Temper: 1	Hand Damage: 6
Ignore Damage: 0	Move Roll: 20
Weirdness Bonus: 0	Healing Roll: 10
Forgotten Knowledge: 2.3	Lift Roll: 20
%Recognition: 0	
Resist Death: 3	
Fate Points: 6	
Experience: 9	
Editing Points: 2	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 35

VP Lost (heals per round):

Maximum EP: 38 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right	Left
				Arm Leg	Arm Leg
Maximum DP:	6	4	3	4 5	4 5
Bludgeoning DP Lost (heals per hour):					
Penetrating DP Lost (heals per day):					
Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration
Fists	6	15	3	0

## POWERS

Universe Travel, PR 8: He can travel (in his mortal body) to the universe of his people. His race brought numbers to the Maya. The Time Differential is 16. The Space Differential is 79. He travels via portal. Range to the portal requires distance (in decimeters) on the Square Chart. Diameter is PR/4 meters.

Withstand Temperature Extremes, PR 5 (Cold) and PR 6 (Heat): Constitution is 70 for cold (giving a minimum temperature of -37) and 504 for heat (giving a maximum temperature of 531 degrees).

Cosmic Awareness, PR 10: The chance of success is PR times 5. It takes the d100 roll (if successful) or the roll minus the chance (if unsuccessful). Perceived time is 2d100% of that.

Slide Molecules, PR 10: The effects are density (requires PR equal to the g/cc on the sphere chart), skin temper (skin temper can be increased by PR/3 rows), penetration (bonus of half PR vs. Skin Temper) and extra mass (can carry PR times 5 kg).

## KNOWLEDGE

Native Tongue, 65  
Mayan, 27  
English, 18  
Medical, 29  
Native History, 10  
S. American History, 11  
Relativistic Math, 37  
Computer Programming, 17  
Electronics, 17

## SKILLS

Fists, 3

## EQUIPMENT

Tlalotl is fascinated with modern electronics and computers. He currently often carries an Apple Powerbook, modified by Jasmine Oil programmers to display characters of his native tongue rather than Roman characters. He will also likely be carrying or using other useful or strange commercial technology that he's badgered Jasmine Oil into buying for him.

## BACKGROUND

Tlalotl is a minor deity of the Maya. The people of his universe all have powers, and visited the Maya in ancient times.

He was taken from his home and imprisoned in a mortal body by Jasmine Oil research in the Yucatan. His body was born in 1965.

He can be free at any time by choosing to die, though he will then be automatically transported to his home dimension.

## CONTACTS

Tlalotl has no real contacts at this time. He works for Jasmine Oil, in exchange for very good living expenses and free equipment. He's part of the team that includes Vibra and Mercury.

## MUTATION%: 68

He has 6 digits on each hand, and 9 on each foot. He has 4 mouths -- one on each side of his head (though his full face is only on the front). Each mouth can speak at the same time. When he really feels like confusing people, he speaks in three languages, plus gibberish out the fourth.



## POWERS

Transducer, PR 16: Kinetic Energy to Heat Energy.

The conversion rate is 80%. The stored energy dissipates at 1 point every 16 rounds.

The kind of kinetic energy that is converted is any form of impact energy. Falling, punches, and getting hit by a moving object are prime examples of this.

Conversion in combat is points divided by 4, d6.

## KNOWLEDGE

English, 60

Dance, 39

Acting, 10

Directing, 8

Science, 10

Mathematics, 16

History, 1

Literature, 1

Spanish, 6

## SKILLS

Fists, 2

Clubs, 2

Thrown Clubs, 2

Heat Blast, 2

Driving, 2

## BACKGROUND

Robert was a dancer in New York when, in 1984, he was caught in the backwash of Par Leland's time machine. At first, he was unable to control his powers, and they interfered heavily with his dancing.

Down and out, he made an unsuccessful attempt to rob a bank, and was noticed by Li Fu Khan. Khan saw him as the perfect foil for powerful strength-based heroes.

"I once was a dancer, young just like  
you, though I know I don't look it..."

David & David

Swallowed by the Cracks

## CONTACTS

Li Fu Khan

Spiderius

Robert owes much to Li Fu Khan, and when Khan calls, Robert follows. He has also become romantically involved with Spiderius, Khan's other modern operative.

Robert lost track of his family when he moved to New York City from Chicago. His mother had already died, and his father strongly disapproved of his career choice.

Vibra  
Mary Lacksmith

Jasmine Oil Villain

Beauty: 11  
Skin: white  
Sex: female  
Blood Type: A+

Height: 1.56 m  
Eyes: blue  
Age: 38  
Handed: right

Mass: 51.3 kg  
Hair: wavy light brown  
Birth Date: 8-1-53  
Build: 26

Strength: 14  
Active Charisma: 9  
Newoen: 11

Agility: 14  
Normal Charisma: 12  
Hearing: 12

Constitution: 10  
Learning: 9  
Sight: 15

Figured Statistics

Willpower: 44  
Perception: 11  
Skin Temper: 1  
Ignore Damage: 0  
Weirdness Bonus: 0  
Forgotten Knowledge: 4.7  
%Recognition: 0  
Resist Death: 4  
Fate Points: 2  
Experience: 23  
Editing Points: 5

Action Rolls

Combat Roll: 12  
Combat Pool: 0  
Hand Damage: 6  
Move Roll: 22  
Healing Roll: 9  
Lift Roll: 19

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 35

VP Lost (heals per round):

Maximum EP: 30 EP Lost (heals per round):

EP Lost (Heals per hour):

				Body	Head	Neck	Right	Left
				Arm	Leg	Arm	Leg	Arm
			Maximum DP:	6	4	3	4	5
			Bludgeoning DP Lost (heals per hour):					
			Penetrating DP Lost (heals per day):					
			Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Fists	6	15	1	0			
Vibra Blast	PR/3	20	0	0 to half PR	PR/2	Dice/4	PR*4

Remember that she can fly, and can gain a bonus of up to PR (4) to her Combat Bonus Pool when flying.

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## POWERS

Vibratory, PR 15: She can do PR/3 damage. Each action that the vibratory attack is maintained, she gains a bonus of 1 vs. Skin Temper, up to the PR used for the attack (half this if the attack is ranged).

Flight, Slow, PR 4: Flight Roll is 5, and the speed is in meters/segment. She can also increase her combat bonus pool by up to PR, when in flight.

## KNOWLEDGE

English, 45  
American History, 16  
American Literature, 13  
Science, 10  
Mathematics, 3  
Laboratory Work, 14  
Science Bureaucracy, 12  
German, 8  
Electronics, 12  
Secretarial, 13  
Typing, 12

## SKILLS

Evasion, 1

## BACKGROUND

Vibra was part of the second supervillain group created by Anti-Man. She joined with Jasmine Oil at the same time as Mercury, and works with Mercury and Tlalotl.

Vibra gained her powers in a laboratory accident. She as a secretary/lab assistant at a small acoustical engineering research firm. She is thrilled by her powers, and glad to be able to use them in her current job as hired hand for Jasmine Oil.

## Contacts

Vibra has few friends. She is currently dating Roger Jenkins, an accountant. He has no idea what she does for Jasmine Oil.

Viking  
Kun Garo

Medieval Villain

Beauty: 10	Height: 1.544 m	Mass: 51.9 kg
Skin: black	Eyes: light brown	Hair: dark wavy black
Sex: male	Age: 31	Birth Date: 6-16-1960
Blood Type: AB+	Handed: right	Build: 27

Strength: 19	Agility: 14	Constitution: 12
Active Charisma: 6	Normal Charisma: 11	Learning: 11
Newoen: 15	Hearing: 16	Sight: 18

Figured Statistics	Action Rolls
Willpower: 60	Combat Roll: 12
Perception: 11	Combat Pool: 2
Skin Temper: 1	Hand Damage: 7
Ignore Damage: 0	Move Roll: 25
Weirdness Bonus: 0	Healing Roll: 9
Forgotten Knowledge: 0	Lift Roll: 24
%Recognition: 0	
Resist Death: 3	
Fate Points: 2	
Experience: 0	
Editing Points: 0	

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 41

VP Lost (heals per round): Maximum EP: 36 EP Lost (heals per round): EP Lost  
(Heals per hour):

		Body	Head	Neck	Right	Left
	Maximum DP:	6	4	3	Arm Leg	Arm Leg
	Bludgeoning DP Lost (heals per hour):				4 5	4 5
	Penetrating DP Lost (heals per day):					
	Injury DP Lost (heals per month):					

Weapon	Damage	Speed	Pool	Penetration
Fists	7	15	3	0
Battle Axe	2d6+7	50	16	3

The 7 cannot be greater than twice the 2d6 roll.

He has a bonus of 4 to his Evasion (giving him a bonus of 2 to Defense) when using the Axe.

When using his shield, his Skin Temper is 4/5, and he has an Ignore Damage of 1. His Combat Bonus Pool is reduced by 2. His Cover Chance is 60. The shield's Reliability is 24 minus the damage it takes (Doubles). If the reliability roll is missed by 5 or less, the shield works, but it's Reliability is reduced by the amount the roll was missed by.

## POWERS

Strength+4

## KNOWLEDGE

French, 70  
Navigation, 34  
Diving, 25  
Carpentry, 22  
Fishing, 22  
Longboats, 20  
Farming, 18  
Partying, 18  
Occult, 17  
Animal Training, 14  
Hunting, 8

## SKILLS

BattleAx, 14  
Shield Use, 2  
Driving, 3

## EQUIPMENT

Battle Axe, magical: +4 Evasion  
Shield: Bonus of 2 to ST, bonus of 1 to Ignore Damage, penalty of 2 to the Combat Bonus Pool. Cover is 50, and reliability is 24. It weighs 7.7 kg.

## BACKGROUND

Kun Garo was born in Constantine, Algeria, an only child. His true father is unknown; his mother remarried at 46.

He joined a violent religious cult, and was taking part in a special ritual; the center of the ritual was a cold, runic dagger. For a moment, the dagger glowed white. Then, he was invaded and taken over by another intelligence -- the Viking. The battleax appeared magically in his hands. The Viking is a spirit of an evil warrior of another time.

The dagger was stolen by the villain Freon.

## CONTACTS

Kun Garo's stepfather is 49 years old. His mother is 50. The Viking has no relations in this time.

Viking is currently staying in Arkham Asylum, and is not expected to be released.



Void  
Krista Kalloun

Jasmine Oil Villain

Beauty: 17  
Skin: white  
Sex: female  
Blood Type: AB+

Height: 1.71 m  
Eyes: green  
Age: 30  
Handed: right

Mass: 63.3 kg  
Hair: straight brown  
Birth Date: 8-15-61  
Build: 24

Strength: 6  
Active Charisma: -5.3  
Newoen: 17

Agility: 15  
Normal Charisma: 10  
Hearing: 14

Constitution: 13  
Learning: 12  
Sight: 19

Figured Statistics

Willpower: 68  
Perception: 15  
Skin Temper: 1  
Ignore Damage: 0  
Weirdness Bonus: 0  
Forgotten Knowledge: 4.2  
%Recognition: 16  
Resist Death: 6  
Fate Points: 2  
Experience: 39  
Editing Points: 4

Action Rolls

Combat Roll: 12  
Combat Pool: 2  
Hand Damage: 4  
Move Roll: 19  
Healing Roll: 9  
Lift Roll: 12

Mental Combat- Maximum VP: Skin Temper: 1

Standard Combat- Maximum VP: 30

VP Lost (heals per round):

Maximum EP: 31 EP Lost (heals per round):

EP Lost (Heals per hour):

	Body	Head	Neck	Right Arm	Right Leg	Left Arm	Left Leg
Maximum DP:	5	3	3	4	4	4	4
Bludgeoning DP Lost (heals per hour):							
Penetrating DP Lost (heals per day):							
Injury DP Lost (heals per month):							

Weapon	Damage	Speed	Pool	Penetration	SR	RS	MR
Fists	4	15	3	0			
Vacuum	Special	20	2	--	4	3	PR to Sphere

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## POWERS

Slide Molecules, PR 5: The Effects are:

Density: The character must use PR equal to the density of the object being slid through, in grams/cubic centimeter (Sphere Chart)

Skin Temper: The character can increase Skin Temper by PR/3 rows (round up).

Penetration: The character can get a Penetration of PR/2 (round up).

Extra Mass: PR times 5 kg.

Vacuum, PR 17: The Effects are Atmospheres (PR, result to Sphere), Range (PR, result to Sphere), and Radius (half PR, result to Sphere). Short Range is 4, Range Set is 3.

## PERSONALITY

Social, 6

Morality, 3

Honor, 6

Outlook, 7

## KNOWLEDGE

English, 60

American Literature, 13

History, 10

Mathematics, 16

Biology, 19

Statistics, 10

Chemistry, 2

American Film, 8

Writing, 10

Law, 18

Biopsychology, 19

Computer Programming, 14

Geology, 9

## SKILLS

Fists, 2

Vacuum, 2

## EQUIPMENT

Shadow Projector: This is a holographic projector that shades her face in a dark shadow.

## BACKGROUND

Void was originally an independent supervillain. In 198? she was practically killed by Torm. Jasmine Oil stole her body for study, and restored her to health. Her looks were ruined, but her personality was changed far more than her beauty. She wears a hood with a shadow projector to hide her face.

Void went to college for 2 years before discovering her powers. When she did, she started using them for personal gain, and eventually ended up a supervillain under MadStar, in Orlando, Florida.

## CONTACTS

Void has broken off contact with all her normal friends and relatives. She does stay in touch with the retired villain Elephant Gun, whom she worked with under MadStar in Orlando.