

## CAPTAIN VICTORY (HERO)

Captain Victory is a mystery. Nobody knows who he is under the mask. He may not even be sure himself. Some think that he was rejected for the Sentinels of Liberty and Justice, others think he just idolizes the group. Only one thing is for certain, he loves America.

**Real Name:** Sidney Wajowski

**Alignment:** Principled

**Hit Points:** 60

**S.D.C.:** 216

**Weight:** 275 lbs. (125 kg)

**Height:** 6 feet, 2 inches (1.8m)

**Age:** 37

**Attributes:** I.Q. 13, M.E. 10, M.A. 8, P.S. 30, P.P. 30, P.E. 30, P.B. 8, Spd. 45

**Disposition:** Extremely patriotic, truthful, good hearted, and courageous. Loves America and will give his life for his country. Very helpful, always giving advice. Note: He believes in America, but he doesn't trust the government.

**Experience Level:** 11

**Combat Skills:** Hand to hand: Martial Arts and boxing

**Attacks per Melee Round:** Six (6)

**Bonuses:** +10 strike, +14 parry, +16 dodge, +19 roll, +11 pull, +19 damage, +1 strike with a body block,

**Other Bonuses:** +50% save vs. Coma/Death, +11 save vs. Poison/Magic, +5% bonus to agility-based skills

**Super Power Category:** Experiment (Super Soldier)

**Minor Super Abilities:** Healing Factor

**Super Soldier Features:**

1. Invulnerability (special): Skin has A.R. 13, an opponent's roll to strike must be 14 or higher to inflict damage.
2. Increased Agility and Dexterity
3. Bionic Implants: Energy Blaster on right forearm

**Education Level:** Military Specialist

**Scholastic Bonus:** +20%, already included

**Skills of Note:** Escape Artist 98%, Intelligence 98%, Detect Ambush 98%, Detect Concealment 98%, Land Navigation 98%, Wilderness Survival 98%, Acrobatics (+20%), Gymnastics (+20%), Boxing, W.P. Automatic Pistol, W.P. Automatic Rifle, W.P. Sub-Machinegun, W.P. Energy Pistol

**Secondary Skills:** Computer Operation 98%, Basic Electronics 95%, basic mechanics 84%, First Aid 98%, Athletics, Body Building, Climbing 98%/85%, Prowl 98%, Running, Pilot Automobile 98%, Pilot Motorcycle 80%, Advanced Math 84%, Pilot Sailboat 72%, Pilot Truck 72%

**Appearance:** Stocky man with blue eyes.

**Occupation:** Super Hero

**Weapons:** Energy Blaster on right forearm, General Officer's Model 15 Pistol (.45 ACP, loaded with rubber bullets )

**Vehicle:** Motorcycle

**Body Armor:** Armored costume (A.R. 16, S.D.C. 100)

**Money:** When he's not out fighting for right, he sometimes gets a temporary job doing whatever.

**Notes:** CV believes in goodness and America. CV is also a nut. He never takes his mask off, even to shower, and he has forgotten what he looks like. He believes that it is his destiny to show others what Americans should be. He drinks only milk, water and juice. The closest he comes to cussing is saying things like "Golly!". When others curse around him, he will give them a lecture about proper behavior, and if women and/or children are present during the cursing, this lecture will last for a couple of hours. His battle cry is "Onward...to VICTORY!!" (Vic-tooor-eeeeee).

He has encountered the Sentinels of Liberty and Justice a couple of times, and thinks that they have good intentions but are misguided by working for the government and not necessarily for America. He lectured them about the possible corruption in the government and on how they should work independently for the American people. He seemed to direct a lot of this lecture towards Minuteman for some reason.

**Note:** If you are familiar with a DC character named General Glory, think of him when using Captain Victory.



## MEGALITH (HERO)

Thomas Johnson is one of those people that life just crapped on. He is short, fat, wears glasses, and lost his right hand in a car accident when he was 5. It doesn't help that he is an obnoxious, mean-spirited little bastard. His parents died in the accident when he lost his hand, and he has been shuffled around from foster home to foster home all of his life.

One day when he was wondering around, he found a little bookstore. He went in, thinking maybe there would be something to steal. He found a book that talked about mystical forces. Forces that would grant powers to those who were deserving. Well, he thought that he was more deserving than anyone, so he stole the book and took it home. He read and read. Soon, he was able to practice a ritual that was in the book. When he did so, a mist-like entity appeared and said that he was indeed worthy of great powers. All he had to do was speak the word "Megalith" and he would be changed. So Thomas spoke the word.

Nothing happened.

So he said it again, and again, nothing happened. So, in his growing frustration, he shouted it to the Heavens, and he felt something. An incredible pain coursing through his body. Then he exploded.

In his place stood a godlike form, costumed and pulsing with power. And he was Megalith.

Megalith's first thoughts were to get rich, and crime seemed to be the easiest way to accomplish this. He decided to rob an armored car (he wanted to start small). Unfortunately for him, Captain Victory happened to be in the area, and responded to the calls for local authorities.

Captain V tried to reason with Megalith, but the young man would have none of it. Megalith attacked Captain V, but despite his superior physical abilities, he was no match for Victory. Captain V fought him until his transformation wore off.

Discovering that this great opponent was a mere boy, Captain V decided that he would take the young man under his wing and teach him to do right. Every since then, try as he might, Megalith has not been able to escape Captain V's grasp, and he is slowly learning the ways of the hero.

**Real Name:** Thomas Johnson (These are the stats for Thomas Johnson)

**Alignment:** Anarchist (he is slowly improving)

**Hit Points:** 9

**S.D.C.:** 8

**Weight:** 260 lbs. (118kg)

**Height:** 5 feet, 4 inches (1.6m)

**Age:** 16

**Attributes:** I.Q. 9, M.E. 9, M.A. 6, P.S. 7, P.P. 8, P.E. 7, P.B. 5, Spd. 6

**Disposition:** Thomas is a little asshole. He doesn't like anyone or anything. He blames the world for taking his parents away from him, and he hates his parents for leaving him. He is loud and obnoxious and makes fun of everyone, even Captain Victory, although he is actually a little afraid of Captain V.

**Experience Level:** 1

**Combat Skills:** None

**Attacks per Melee Round:** 1 (Yes, this is One attack, despite the 2 attacks rule).

**Bonuses:** None

**Super Power Category:** Mystically Bestowed Mega-Hero

**Major Powers:** Megalith Transformation.

**Education Level:** Jr. High

**Scholastic Bonus:** None

**Skills of Note:** English 75%, Literacy: English 50%, Basic Math 50%

**Appearance:** Short, fat, missing right hand. Waddles when he walks. Oily hair and skin, bad acne.

**Occupation:** Annoying little ,smart-assed bastard.

### **Megalith Form Stats**

**NOTE:** When Thomas shouts out the name "Megalith", his body begins to tremble. Approximately three seconds later, he explodes, throwing gore all over the place (this has a Horror Factor of 16), and in the remains stands Megalith. He can remain in Megalith form for 30 minutes, + 30 minutes per additional level of experience. He can become Megalith a number of times per day equal to his level +1. When the duration is up, he shrinks, metamorphing into Thomas again, even losing his hand.

**Hit Points:** 229 (501 increased version)

**S.D.C.:** 1200 (2400 increased version)

**Weight:** 470 lbs (213kg)

**Height:** 7 feet, 6 inches (2.28m)

**Attributes:** P.S. 58 (348 increased version), P.P. 24, P.E. 43 (86 increased version), P.B. 13, Spd. 24 Attributes are supernatural

**Attacks per Melee:** 2

**Bonuses:** +5 strike, +5 parry, +5 dodge, +5 roll, +5 pull, +43 damage (+333 damage)

**Other Bonuses:** +73% (+116%) save vs. Coma/Death, +8 Save vs. Poison/magic

**Note:** These do not include the bonuses while flying.

**Major Powers:** Invulnerability, Supernatural P.S.

**Minor Powers:** Flight: Wingless

**Appearance:** A large, towering man of solid muscle. Has light grey skin, dark grey hair. Wears a purple cape, big brown boots, a big leather belt with a golden M, gold bracers and armbands.

**Occupation:** Annoying huge over-powered bastard that likes to be called "Sir", and usually is.

**Mega-Hero Modifications:** Doesn't need to breathe, Tremendous S.D.C., Must transform to use powers.

## NIGHTSTRIKE (HERO)

P.J. Towers was born into the Towers family empire. He was raised as a spoiled brat. He had everything handed to him on a gold platter. When his parents died in a plane crash, he inherited the family fortune and business (Tower's Pharmaceuticals).

He was able to handle the rough time after his parent's death with the help of the family's "Helper", Billy Young. A year passed, and one day, when he was out and drunk on the streets, P.J. was assaulted. The assailant beat the hell out of P.J. and stole all of his money. After he recovered, he decided he would never let something like that happen to him, or others, again. So he began to train, and learn, until he felt he was ready. With the help of Billy, and a scientist friend, he developed the tools and acquired the weapons he would need. This was the birth of the person known as Nightstrike.

For the next few years, P.J. worked on the streets, stopping crime whenever he could. He even gained a small measure of fame, but like most masked vigilantes, he was still distrusted by the majority of people. He occasionally worked with other heroes. One day, he was working with some heroes to stop a rampaging robot, and in this conflict, his companions were injured, two were killed, and P.J. suffered severe, life-threatening injuries.

Although he did survive, he was changed. He felt that he was missing something in his life, something that prevented him from saving his friends. So he decided that he would travel the world until he found what he was looking for. Working together with Billy, he managed to fake his death, and all of his wealth was transferred to Billy.

P.J. traveled to many places, on all continents. He ended up in Tibet, where he was taken in by a group of monks. He spent his time there learning to meditate, gaining some semblance of inner peace. He started to study the ways of the sorcerer. Eventually, he felt that it was time for him to leave, so he did so, with his Master's blessing. So Nightstrike has re-entered the world, ready to restart his battle with evil.

**Real Name:** Pierson John Towers

**Nickname:** P.J.

**Alignment:** Unprincipled

**Hit Points:** 84

**S.D.C.:** 103

**P.P.E.:** 79

**Weight:** 230 .lbs

**Height:** 6'

**Age:** 36

**Attributes:** I.Q. 15, M.E. 21, M.A. 13, P.S. 31, P.P. 25, P.E. 29, P.B. 12, Spd. 24

**Disposition:** Earlier in his career, P.J. was cocky, arrogant, and kind of annoying, but nice. He enjoyed showing off his wealth, and bragging about his exploits. After his journeyed to Tibet, and other lands, he became a very quiet, intense man. Now he speaks only when necessary, using only the few words needed. Note that Nightstrike has never killed, and will avoid doing so if he can find any other way to resolve a situation.

**Experience Level:** Tenth (10)/ First (1)

**Combat Skills:** Hand to Hand: Martial Arts (See Below)

**Attacks per Melee:** Seven (7)

**General Bonuses:** +5 strike, +8 parry/dodge, +9 roll with punch/fall/impact, +5 pull punch, +16 damage, +28% bonus to save versus coma/death, +7 to save versus poison, +9 to save versus magic, +3 to save versus psionics, +4 to save versus insanity, +2 to save versus Horror Factor, +1 to save versus possession

**Hand to Hand Bonuses:** +7 strike, +11 parry/dodge, +12 roll with punch/fall/impact, +8 pull punch, +3 initiative, +2 disarm, Critical Strike on a Natural 18-20, Automatic Knock-Out on a Natural 20, Kick Attack,

Snap Kick, Roundhouse Kick, Tripping/Leg Hook, Crescent Kick, Jump Kicks ( all ), Body Flip/Throw, Leap Attack, +6 initiative with handguns

**Super Power Category:** Hunter/Vigilante/ Mystic Study

**Education Level:** Equal to Master's Degree

**Skills:** American 98%, Literacy: American 98%, Basic Math 98%, Pilot Automobile 90%, Pilot Sailboat 98%, Pilot Motorcycle 98%, French 98%, Japanese 98%, Tracking 95%, Prowl 85%, Find Contraband 86%, Intelligence 92%, Streetwise 82%, Radio: Basic 95%, Optic Systems 80%, Detect Ambush 80%, Detect Concealment 75%, Demon/Monster Lore 35%, Geomancy 30%, Archaeology 35%, Religion 40%, Holistic Medicine 35%, Wilderness Survival 35%, Spell Translation 10%

**Weapon Proficiencies:** Shuriken, Katana, Grenade, Knife, Revolver, Automatic Pistol, Automatic Rifle, Sharshooter: Revolver

**Secondary Skills:** Advanced Math 95%, Biology 80%, Chemistry 80%, Computer Operations 90%, Chemistry: Analytical 75%, Concealment 60%, Boxing, Wrestling, Swimming 90%, Climbing 80%/70%, Running, Athletics

**Hunter Skills Note:** Nightstrike does NOT have the special skills of Disguise Scent, Trap/Snare Animals. He does have Modify Weapon Cartridge at 90%.

**Mystic Study Note:** Nightstrike does NOT have the special wizard skills of Sense Enchantment, Sense Supernatural Evil, Sense Magic

**Appearance:** Large muscular man with shoulder-length brown hair. He has dark brown eyes that appear to be deep-set. His nose is broad and straight. He has a modest beard and moustache.

**Occupation:** Wandering adventurer

**Weapons:** Before his spiritual awakening, Nightstrike used a katana, a .357 magnum revolver, an M-16, and smoke grenades. Now he uses no weapons.

**Armor:** Originally, Nightstrike wore a black bodysuit made of a bulletproof material. This also had a visor that acted as low-light vision goggles, infra-red goggles, and range finder (similar to the costume worn by DC Comic's *Vigilante*). Now he relies on magic for protection.

**Vehicle:** Originally, he used a limo in his public identity, and a customized motorcycle as Nightstrike.

**Money:** Before he left to discover himself, P.J. was worth over 10 million dollars. Now he has only the money he earns working odd jobs.

**Spells Known:** Death Trance, Cloud of Smoke, Decipher Magic, Blinding Flash, Levitation, Extinguish Fire, Breathe Without Air, Energy Bolt, Resist Fire, Shadow Meld, Trance, Multiple Image, Heal Wounds, Escape, Mystic Shield, Mask of Deceit, Fire Fist, Energy Disruption

**Special Equipment:** Nightstrike's mentor gave him a special amulet, endowed with magical abilities. The amulet is about 3" in diameter, gold, with bizarre inscriptions. It is intelligent and aware.

I.Q. 15, M.E. 14, M.A. 10, P.P.E.: 120

It has the following powers:

- Magnetism ( as the Major Power, 15 P.P.E., use at 9th level ability
- Astral Projection ( as per the Mystic Study ability )
- Charm (12 P.P.E.)
- Heal Self (20 P.P.E.)
- Tongues (12 P.P.E.)

Plus the item has other abilities that Nightstrike has not yet discovered.

If you have access to, and use *Ninjas and Superspies* in your HU games, Nightstrike is skilled in both Aikido and Tae Kwon Do, but he has none of the martial arts powers granted by those fighting forms.

**Aikido:**

Four attacks per melee

+5 strike, +12 parry/dodge, +13 roll with punch/fall/impact, +5 pull punch, +16 damage, +10 breakfall, +5 body flip/throw, +2 disarm, Critical Body Flip/Throw on a Natural 18-20, normal Body Flip/Throw inflicts 2D6 damage.

**Tae Kwon Do:**

Nine attacks per melee

+7 strike, +11 parry/dodge, +19 roll with punch/fall/impact, +5 pull punch, +20 damage, +11 maintain balance, Automatic Knock-Out on a Natural 20, Knock-Out/Stun on a Natural 18-20, Critical Strike on a Natural 18-20, Death Blow on a Natural 20

## NUIHC TOH (HERO)

Nuihc Toh was born in China in 1693. His parents tried to kill him because of his deformity (four arms, and he looked Japanese)\*, but he just wouldn't die. They tried many times to dispose of him, and eventually, they gave up and left him in the forest, to be dealt with by the spirits. When he was about 12, he was discovered living in the woods as an animal by a kindly old man.

This old man took the wild boy in, and raised him as though the boy was his natural son. He began to educate the boy, teaching him to speak, read, and write, and the arts of combat. When Nuihc Toh was 30, his adopted father died. Nuihc Toh continued to live by himself for another 20 years. Eventually, Nuihc Toh decided it was time for him to go into the world and learn all that he could. So he began to wander around. He wandered around for a long time, going to many different places. He was often made fun of and even attacked.

One time when he was attacked by a group of kung fu thugs, he accidentally killed a person who just happened to be in the wrong place at the wrong time. For reasons he still does not understand, this was incredibly devastating to him, and he retreated into his mind for several months. When he finally returned to his sense, he vowed to never let such a thing happen again. He also discovered that some force drew him (in a rather blunt fashion) to places of conflict and strife. He believed that this was his karma trying to correct his earlier mistake.

So Nuihc Toh has wandered the world, being drawn into conflicts all over. He spends his time defending the weak, protecting the innocent, and, recently, trying to find a way to actually die. So he has become a little more reckless, trying to find the limits of his longevity, but he will not do so if his actions would endanger an innocent being.

**Real Name:** Nuihc Toh

**Alignment:** Scrupulous

**Hit Points:** 155

**S.D.C.:** 799

**Weight:** 210 .lbs

**Height:** 5'7"

**Age:** (Physically) 25, (Actual) 306

**Chi:** 120

**Attributes:** I.Q. 14, M.E. 18 , M.A. 8 , P.S. 50 (300), P.P. 49 , P.E. 89 , P.B. 10 , Spd. 31: Attributes are equal to supernatural

**Disposition:** Quiet, calm, insightful. Speaks little, and only when necessary. He is incredibly sensitive about the taking of life, and can completely retreat into his own mind if he allows others to die, so he is always trying to protect those around him.

**Experience Level:** Twelfth (12)

**Combat Skills:** See Below

**Attacks per Melee:** See below

**General Bonuses:** +8 strike, +9 parry, +8 dodge, +10 roll with punch/fall/ impact, +35 ( +285 ) damage, +4 initiative, Automatic Dodge +11, +2 save versus psionics/insanity, +8 save versus poison/magic, +89% save versus coma/death

**Hand to Hand Bonuses:** See Below

**Super Power Category:** Mutant Mega-Hero

**Major Super Abilities:**

- *Teleport* (Nuihc Toh cannot consciously teleport. He is instead drawn to areas of trouble or conflict where his abilities may be needed. He automatically teleports and those around him, up to 4 tons in weight, but he can choose not to bring others with him if he makes a saving throw versus psionics. The range for this power is 250,000 miles, and is 100% accurate)

- *Martial Arts Mastery* (Nuihc Toh was born with an inherent ability for some martial art forms. He has the following styles: Tien Hsueh Touch Mastery (12th level), Tai Chi Ch'uan (12th level), Lee Kwon Choo (12th level), and Aikido (8th level)). He has none of the martial art powers provided by these forms, and he does not progress in them.

**Minor Super Abilities:**

- Extraordinary Physical Prowess
- Multiple Limbs (Four Arms)
- *Sixth Sense* (as per the psionics power, but it costs no I.S.P., P.P.E., or Chi, and it has a range of 180 feet)

**Mega Hero Modifications:**

- Immortality
- Tremendous S.D.C.

**Weaknesses/Penalties:** Nuihc Toh is extremely sensitive to life. If he kills an innocent person, he will lose 2D6x100 experience points. If he allows an innocent person to die indirectly, he will lose 1D6x100 experience points. For each innocent person he kills or allows to die, he must roll a saving throw versus psionics, with a -1 penalty per two individuals killed, or he will fall into a catatonic state for 1D4 months.

NOTE: Even when he loses experience points, he does NOT lose levels. The lost experience is just counted against his advancement.

**Unusual Physical Characteristics:** Nuihc Toh has Four Arms.

**Education Level:** Equal to a High School graduate

**Skills:** English 98%, Basic Math 98%, Japanese 98%, Literacy: Japanese 98%, Chinese ( all ) 98%, Literacy: Chinese 98%, Confucianism 98%, Gymnastics, Taoism 98%

**Weapon Proficiencies:** All ancient.

**Secondary Skills:** Palming 98%, Occult Lore 98%, Literacy: English 98%, Calligraphy 98%, Go 98%

**Appearance:** Nuihc Toh is an average-sized man, with an unusually thick, muscular build (for an Asian). He appears to be Japanese. He has shoulder-length black hair that is unkempt, sparse facial hair (he doesn't grow facial hair very well or in large quantities). He has striking grey eyes that stand out against his almond complexion. He normally wears a black gi, with a greyish-brown belt (this used to be white).

**Occupation:** Wanderer, adventurer (reluctant). Occasional martial arts instructor.

**Weapons:** Although he is skilled in virtually all ancient weapons, he normally only carries the White Jade Fans.

**Armor:** None

**Vehicle:** None

**Special Equipment:** None

**Money:** None

In addition to the martial skills he was born with, Nuihc Toh has also trained in other martial arts, these being Chi Hsuan Men and Shao-Lin Kung Fu. He has these martial art forms at his level of experience, and progresses in them normally.

**Chi-Hsuan Men:**

**Attacks per Melee:** Six (6)

**Bonuses:** +12 strike, +13 parry, +12 dodge, +13 roll with punch/fall/impact, +36 ( +286 ) damage, +6 disarm, Critical Strike on a Natural 18-20, Knock-Out/Stun on a Natural 19-20, Death Blow on a Natural 19-20

**Shao-Lin Kung Fu:**

**Attacks per Melee:** Eight (8)

**Bonuses:** +13 strike/parry, +12 dodge, +16 roll eith punch/ fall/impact, +37 ( +287 ) damage, +1 backflip/leap\*, Critical Strike on a Natural 18-20, Knock-Out/Stun on a Natural 18-20, Death Blow on a Natural 19-20

**Tien Hsueh Touch Mastery:****Attacks per Melee:** Four (4)**Bonuses:** +12 strike/parry/dodge/roll with punch/fall/impact, +36 ( +286 ) damage, Critical Strike on a natural 18-20**Tai Chi Ch'uan:****Attacks per Melee:** Five (5)**Bonuses:**

+10 strike, +14 parry, +16 dodge, +14 roll with punch/ fall/impact, +12 maintain balance, +35 ( +285 ) damage, Critical Strike on a Natural 19-20

**Lee Kwon Choo:****Attacks per Melee:** Six (6)**Bonuses:**

+13 strike, +15 parry, +14 dodge, +17 roll with punch/ fall/impact +9 leap ( +16 feet ), Knock-Out/Stun on a Natural 18-20

**Aikido:****Attacks per Melee:** Four (4)**Bonuses:**

+8 strike, +13 parry, +12 dodge/roll with punch/fall/ impact, +13 breakfall, +4 backflip, +3 disarm, Critical Body Flip/Throw on a Natural 18-20, Body Flip/Throw inflicts 2D6 damage.

Nuihc Toh has the following **Martial Art Powers/Abilities:** Healing Atemi, Neural Atemi, Blood Flow Atemi, Grasping Hand Atemi, Open Hand Atemi, Chi Gung, Kick Practice, Iron Hand, Wrist Hardening, Five Principles Kata, One Mind Kata (defensive version only), Warrior Spirit Kata.

## SUPER SKIN (VILLAIN)

The man known as SuperSkin was born to a broken family. His father left when Christian was three years old, and his mother turned to prostitution to support the family (Christian and his three brothers). Christian's mother had a pimp who frequently abused her and her children. The pimp was "African-American".

Despite the conditions in which Christian lived, he managed to stay in school. Throughout school, Christian excelled as an athlete, but he was often reprimanded for physical confrontations. When he was a freshman in high school, he met and befriended a young man named John. John was kind of a social outcast. He had a shaved head, and talked about "race wars", and "aryans", and "white power". Well, Christian bought into John's rhetoric. Soon, Christian was bald, and wearing the "boots and braces".

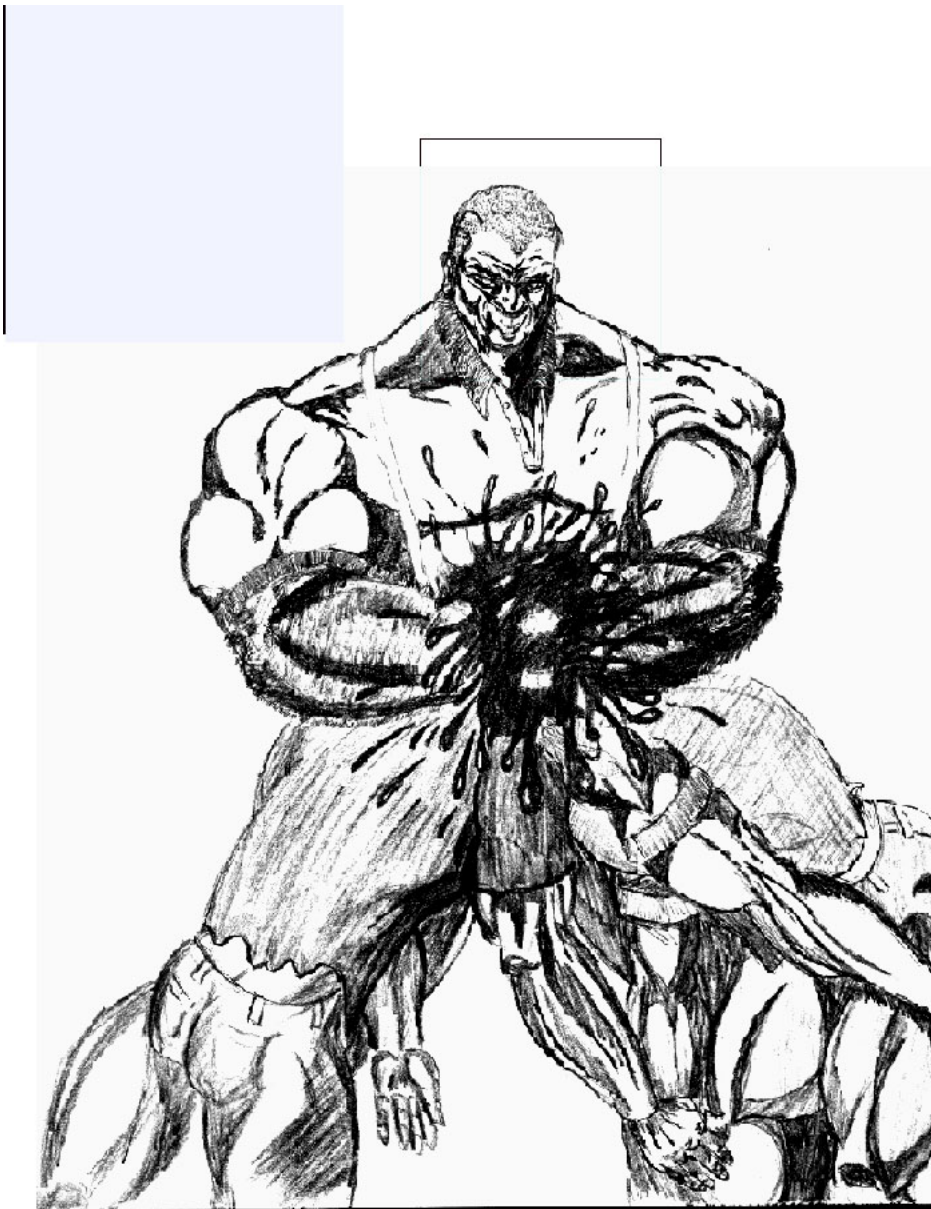
After just a short time of knowing John, Christian was introduced to others who had similar beliefs, and before long, he was out using his physical strength to beat, and sometimes even kill those who were not white, or who were "race traitors". Christian turned out to be very good at this type of thing.

After a year or so, Christian was introduced to a well- dressed man known as Harold. Harold had an offer for Christian: He could make him even stronger and tougher than he already was. All Christian had to do was prove his loyalty to the cause. He could do this by killing his race-traitor of a mother, and his race-mixing brothers. Christian had already grown to resent and despise his family, so he agreed. So he went out and slaughtered his family with his bare hands. He used no weapons and took his time.

When he brought back proof of his loyalty, he began the "treatment". This was six months of cutting-edge, illegal experimentation. When it was through, he found that he was stronger than anyone that he knew of, and that his skin could resist the most powerful of impacts. Christian then dubbed himself "SuperSkin".

**Real Name:** Christian Michael Travis





**Alignment:** Miscreant

**Hit Points:** 248

**S.D.C.:** 400

**Weight:** 643 lbs

**Height:** 7' 8"

**Age:** 27

**Attributes:** I.Q. 10 , M.E. 11 , M.A. 13 , P.S. 93,P.P. 13 , P.E. 26 , P.B. 8 , Spd. 13

**Disposition:** Christian is a likable guy for the most part. He's friendly, jovial, and even-tempered. With white people who share his point of view. With others, he is incredibly mean, vicious and cruel. He is incredibly loyal to his buddies, but will not sacrifice his life unless doing so would further the "cause". He totally believes in the superiority of the white race, and cannot be convinced otherwise.

**Experience Level:** Eighth (8)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Five (5)

**General Bonuses:** +3 parry/dodge/roll with punch/fall/impact, +2 pull punch, +99 damage, +42% save versus coma/death, +6 save versus poison/magic

**Hand to Hand Bonuses:** +1 strike,

+5 parry/dodge/roll with punch/fall/impact, +4 pull punch, +101 damage, +1 initiative, +1 disarm, Critical Strike on a Natural 19-20, Automatic Knock-Out on a Natural 20, Body Flip, Crush/Squeeze

**Super Power Category:** Experiment

**Major Super Abilities:** Invulnerability, Supernatural Strength

**Minor Super Abilities:** None

**Unusual Physical Characteristics:** SuperSkin is over seven-and-one-half feet tall, and over 600 pounds. He is as broad as two men or more, and his arms are as big around as an average man's waist. He is also bald.

**Education Level:** High School Graduate

**Skills:**American 98%, Literacy: American 90%, Basic Math 85%, Pilot Automobile 76%, Boxing, Wrestling, Athletics

**Weapon Proficiencies:** Chain, Blunt, Knife

**Secondary Skills:** Body Building (Other secondary skills left open)

**Appearance:** An incredibly large, hulking man. He has a shaved head, thick body hair, and bright green eyes (Originally, Christian had brown hair and eyes, but his treatment included altering these so that he now has green eyes and blonde hair). He has a broad nose, and a wide grin. Usually wears jeans, red suspenders ("braces"), a leather belt, Fred Perry casual shirt (favorite color is red), and black Doc Martens with yellow laces. He has a large swastika tattooed on the right side of his head.

**Occupation:** Super-powered thug

**Weapons:** Occasionally he will use basic streetfighting weapons (baseball bats, log chains, knives, etc.)

**Armor:** None

**Vehicle:** Beat-up 57 Chevy

**Special Equipment:** None

**Money:** Usually has \$200-300 on hand.

## TITANIA

Born to a rich family, Eliza Jane Majors had everything she ever wanted. Friends, money, cars, etc. She attended MIT, but did not graduate. She continued to study and ended up designing a suit of powered armor. Just for kicks, she decided to turn to crime-fighting.

**Real Name:** Eliza Jane Majors

**Alignment:** Unprincipled

**Hit Points:** 50

**S.D.C.:** 29

**Weight:** 130 lbs. (59kg)

**Height:** 5 feet, 6 inches (1.6m)

**Age:** 24

**Attributes:** I.Q. 19, M.E. 12, M.A. 9, P.S. 9, P.P. 9, P.E. 10, P.B. 13, Spd. 22

**Disposition:** Friendly, but arrogant. Basically believes in right and wrong, but is a selfish person. Mostly in it for the kicks.

**Experience Level:** 9

**Combat Skills:** Hand to Hand: Martial Arts

**Attacks per Melee Round:** Six (6)

**Bonuses:** +1 parry, +1 dodge, +1 roll, +1 strike with body block

**Other Bonuses:** +5% skill bonus

**Super Power Category:** Robotics: Exoskeleton

**Education Level:** Doctorate/Ph.D

**Scholastic Bonus:** +35%, already included

**Skills of Note:** Electrical Engineer 98%, Surveillance Systems 98%, Computer Repair 98%, Robot Electronics 75%, Mechanical Engineer 98%, Locksmith 98%, Aircraft Mechanics 98%, Robot Mechanics 75%, Cryptography 98%, Laser Communications 98%, Optic Systems 98%, Radio: Basic 98%, Radio: Scramblers 98%, Radio: Satellite 98%, T.V./Video 98%, Read Sensory Equipment 98%, Computer Operation 98%, Computer programming 98%

**Secondary Skills:** First Aid 98%, Athletics, Running, Climbing 98%/80%, Advanced Math 98%, Navigation 98%, Pilot Power Armor 98%, Pilot Helicopter 89%, French 80%, Literacy: French 80%, W.P. Automatic Pistol, W.P. Rifle

**Appearance:** Attractive woman with a page-boy haircut, brown hair and eyes.

**Occupation:** Rich Person/Crime Fighter

**Weapons:** Titania Battle Suit

**Vehicles:** Titania Battle Suit, sports car

### Titania Battle Armor

**Model Type:** TBA Mark Three Exo-Skeleton

**Class:** Personal Armored Battle Suit

**Crew:** One

**A.R.:** 20. Any roll equal to, or less than the A.R. inflicts no damage, any roll above the A.R. inflicts damage to the armor.

**S.D.C. by Location:**

Head-----(110)

Main Body-----(350)

Arms (2)-----(120)

Legs (2)-----(180)

Particle Accelerator--(90)

Plasma Ejector-----(90)

### Speed

**Running:** 500 mph (804km), Fatigues at 10% normal rate

**Leaping:** Can leap up to 30 feet (9.1m) high and 50 feet (15.2m) across

**Flying:** 732 mph (1177.78 km): Maximum Altitude 10,000 feet

**Range:** The system must cool off for one hour after 12 hours of continuous flight.

**Depth Tolerance:** 2500 feet

### Statistical Data

**Height:** 5 feet, 10 inches (1.7m)

**Width:** 2 feet, 9 inches (0.83m)

**Length:** (0.55m)

**Weight:** 50 lbs. (22.7 kg)

**P.S.:** Equal to a robotic P.S. of 40

**Cargo:** None

**Power System:** Micro-fusion Batteries

**Cost:** 53 million

### Weapon Systems

**1. Particle Accelerator:** This micronized particle coil accelerator is mounted on the right forearm of the armor.

**Primary Purpose:** Assault

**Secondary Purpose:** Defense

**Effective Range:** 2000 feet (609m)

**Damage:** 1D6x10

**Rate of Fire:** Equal to Hand to Hand attacks

**Payload:** Must cool off for 5 minutes after 30 consecutive shots.

**2. Plasma Ejector:** This is mounted on the left forearm.

**Primary Purpose:** Assault

**Secondary Purpose:** Defense

**Effective Range:** 300 feet (91m)

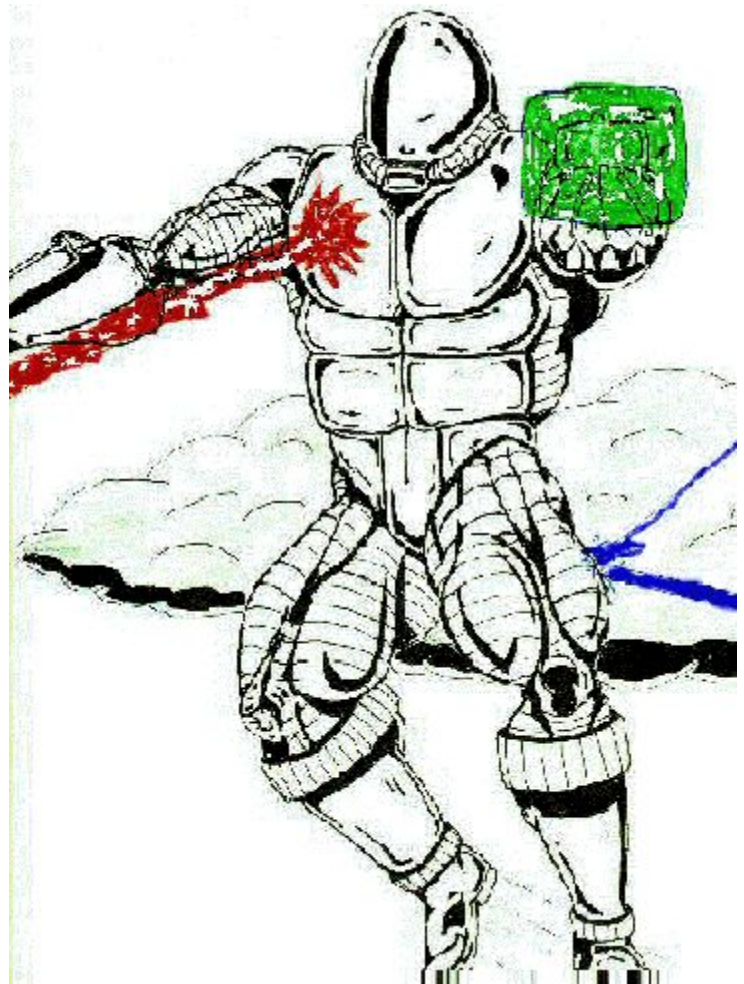
**Damage:** 1D8x10

**Rate of Fire:** Equal to Hand to Hand attacks

**Payload:** Must cool down for 5 minutes after 20 consecutive shots.

**3. Sensor Systems:** The Titania suit has micro-sensors all over the shell. These collect data and project it on a quadH.U.D. The helmet has no actual visual or audio ports.

- Register the entire EMS out to 1000 feet (304.8m),
- Low-Light and thermal imaging to 1000 feet (304.8),
- Radar: able to track up to 30 targets out to 3 miles (4.8km),
- Multi-Band Radio Transceiver: Scrambled system covering all frequencies with a range of 200 miles (321.8km)-This can be boosted to global range when tied into a satellite network,
- Global Positioning System,
- Multi-Spectrum Audio: Equal to Amplified Hearing, including inaudible Frequencies, with dampers that engage when sound exceeds 90 decibels,



- UV Laser Targeting System: provides a +3 bonus to strike with ranged weapons out to 2500 feet (762m),
- Electronic Counter Measures: Inflicts a -60% penalty to be detected by electronic means,
- Protected Vision automatically reduces the intensity of perceived light by 50 watts and then enhances the image,
- Radar Signal Detector,
- Loud Speaker: Enhances voice up to 100 decibels,
- Modulating Voice Synthesizer,
- Combat Computer,
- Motion Detector and Warning System,

#### 4. Other

- Radiation Shielding,
- Heat shielded up to 600 degrees F,
- Life Support Unit with a 5 hour oxygen supply,
- Computer-Controlled Climate

#### 5. Bonuses Provided by the Armor

+5 strike with weapons, +3 parry, +4 dodge, +9 initiative.

## THE SEVEN DEADLY SINS (VILLAINS)

### Envy

Beth Summers was a military brat. Her father was a Colonel, and he moved from base to base, taking his family with him. He was a good father. He didn't push too hard or anything, but for reasons she still doesn't understand, she hated him. He did not want her to join the military, so, in rebellion, she did as soon as she was able. She excelled in her classes, and was picked for advanced training. During her second year of service, she was on a mission when a rigged computer exploded in her face. She barely survived this, and refused to have reconstructive surgery performed to fix her appearance. Over the next year, she grew more and more bitter, and began to contemplate suicide, when she was offered a chance to volunteer for a new process. Deciding that she had nothing to lose, she volunteered, and was accepted for M.O.M. implantation. The procedure was a success.

She continued her work, although she never got over her fear of computers. Eight months after the process, she began to demonstrate some peculiar personality quirks, and was being considered for termination. Not too long later, she was in her quarters when two men came in brandishing weapons. She tried to fight back when they tried to take her, but they were too strong (Authors Note: These men were experimental Juicers). She was saved by a man who introduced himself as "Pride". He offered her a chance to do what she liked best in return for her absolute loyalty. She accepted, and was named "Envy".

**Real Name:** Elisabeth "Beth" Margaret Summers

**Aliases:** Envy

**Alignment:** Diabolic

**Hit Points:** 92

**S.D.C.:** 208

**Weight:** 175 .lbs

**Height:** 5'10"

**Age:** 33

**Attributes:** I.Q. 12, M.E. 16, M.A. 8, P.S. 23, P.P. 23, P.E. 20, P.B. 3, Spd. 39

**Disposition:** Envy is a hateful person. She is quiet, and does not smile or laugh. Except when she is engaging in the one activity that she truly enjoys: Taking beauty away from others. Envy's favorite hobby is

to stalk beautiful young women, and either cut their faces up to a point where they are irreparable, or cut their faces off and wear them. She is loyal to Pride, and only works with the others out of this loyalty to him.

**Insanities:** Envy has a phobia of computers, she is obsessed with cleanliness, has an obsession with stealing the beauty of others, hates being put in a position of leadership, preferring to work on her own, and suffers from the Crazy Hero Frenzy, with a cause of Intense Frustration.

**Experience Level:** Eighth (8)

**Combat Skills:** Hand to Hand: Martial Arts

**Attacks per Melee:** Six (6)

**General Bonuses:** +4 strike, +5 parry, +5 dodge, +9 roll with punch/fall/impact, +4 pull punch, +2 initiative, +8 damage, +20% save versus coma/death, +7 save versus poison, +3 save versus magic, +3 save versus psionics, +6 save versus mind control

**Hand to Hand Bonuses:** +6 strike, +8 parry, +8 dodge, +12 roll with punch/fall/impact, +7 pull punch, +4 initiative, +6 disarm, Critical Strike on Natural 18-20, Kick Attack, Snap Kick, Tripping/Leg Hook, Roundhouse Kick, Axe Kick, Jump Kick, Flying Jump kick, Leap Attack.

**Super Power Category:** Super Soldier/Crazy

**Psionics:** Sixth Sense, Total Recall, Telepathy

**I.S.P.:** 34

**Natural Abilities:** Can lift and carry two times normal, last 10 times longer, Operate at full efficiency for up to three days without sleep, normally needs only four hours of sleep per day, leap 10 feet across and 7.5 feet high (double with a short run), long range vision (recognize a face at 2 miles), recognize odors 65%, recognize a person by scent 25%, track by smell 30%, heal two times faster than normal, impervious to pain down to 10 hit points, Bio- Regeneration (Must go into a trance. Heal 2D6 hit points and 3D6 S.D.C. over 2D4 minutes. A period of six hours will heal all S.D.C. and an additional 4D6 hit points).

**Education Level:** Military Specialist

**Skills:** Basic Math 85%, Pilot Automobile 72%, Literacy: American 90%, Military Etiquette 95%, Detect Ambush 90%, Intelligence 84%, Wilderness Survival 90%, Tracking 85%, Detect Concealment 80%, Interrogation 95%, Escape Artist 85%, Disguise 80%, Running, Sniper, the following are at 98% {American, Climbing, Radio: Basic, Spanish, Russian, Arabic, German}, has the following Weapon Proficiencies: Automatic Rifle, Automatic Pistol, Bolt-Action Rifle, Heavy Weapons

**Secondary Skills:** basic Mechanics 80%, Basic Electronics 80%, Swimming 98%, Athletics, Computer Operations 80%, Prowl 65%, SCUBA 90%, Body Building, Literacy: Russian 45%

**Appearance:** Trim, muscular build, Shoulder-length brown hair, dark brown, cruel eyes, horribly disfigured face. She has several large metallic objects coming out of her head. Wears black fatigues.

**Occupation:** Bringer of Misery, psychopath

**Weapons:** Carries a Colt 1911-A1 .45 pistol, occasionally uses an M-16 A-3.

**Money:** Generally has 4D6 x \$100 on hand. When she needs more, she kills for it.

## Gluttony

Albert Robinson grew up with a poor family in Oklahoma. His father was killed while serving in the military, and his mother whored herself out to feed him and his three sisters. He spent a lot of time living on the streets, getting into trouble. When he was 12, his mother died under mysterious circumstances, and he and his sisters were sent to an orphanage.

He was adopted by a well-to-do man a few months later. His adopted father had more than fatherly love for him, but he did put him in a good school where Albert did well. Albert eventually went on to medical school, and became a doctor. When his adopted father died, he left all of his wealth to charity. This angered Albert a great deal. A few years later, Albert moved to California to escape charges that he acted improperly with his young patients. Over the years, he moved to many other states for similar reasons, although nothing was ever formally done to him.

In his early 40's, he met a man named Pride who offered a way for him to enjoy children in his "special way" in return for absolute loyalty. Albert has never looked back.

**Real Name:** Albert Robinson

**Aliases:** Gluttony

**Alignment:** Diabolic

**Hit Points:** 35

**S.D.C.:** 80

**Weight:** 163 .lbs

**Height:** 5'8"

**Age:** 53

**Attributes:** I.Q. 16, M.E. 13, M.A. 14, P.S. 10, P.P. 12, P.E. 11, P.B. 7, Spd. 7

**Disposition:** Albert is a kind and gentle man. At least, that's how he acts. In reality, he is bitter and evil, and hates most everyone, even Pride. The only person he does not hate is Envy. He has a crush on her, but knows that she does not share his feelings, and so he even hates her a little bit. Albert likes children. He is especially nice to them. Until he can show them how much he loves them, and until he can feed off them.

**Insanities:** Pedophilia

**Experience Level:** Eighth (8)

**Combat Skills:** None

**Attacks per Melee:** Two (2)

**General Bonuses:** +1% Skill bonus

**Hand to Hand Bonuses:** None

**Super Power Category:** Mutant

**Major Super Abilities:**

- *Invisibility* (Modified): When Gluttony becomes invisible, he is invisible to anybody over the age of 12. Completely invisible. He can only be detected by Sense Evil and Presence Sense. But even when invisible, he can be seen by children 12 and under.
- *Life Force Vampire*: Gluttony lives on the P.P.E. (or Chi if that is used) of children. He must consume a minimum of 100 P.P.E. (or 50 Chi) every three days or begin to suffer from starvation. He is unable to feed on anyone over the age of 12, and when he feeds, he must also consume a one of the victim's vital organs (usually the heart). He does not know if this is a psychological or physical requirement, and he has no desire to find out. He likes it the way it is.

**Education Level:** Doctorate/Ph.D.

**Skills:** The following skills are at 98% {American, Computer Operation, Advanced Math, Chemistry, Biology, Pathology, Medical Doctor- Pediatrics Specialty, Research, Writing, Photography, Criminal Sciences/Forensics,}, Pilot Automobile 75%, Basic Math 85%, Literacy: American 90%, Chemistry: Analytical 95%, Anthropology 90%, Law 95%

**Secondary Skills:** Not picked. GM's decision.

**Appearance:** Average size, middle-aged man with short brown hair in a conservative hair style, a little grey at the temples, and receding hairline. Light brown eyes that appear kind to children, but suspicious to adults. Slight wrinkling in the face. Dresses conservatively. Likes to tell stories (tall tales) about his youth.

**Occupation:** Bringer of Misery, Violator of Children.

**Weapons:** Occasionally uses a scalpel for nefarious purposes.

**Armor:** None.

**Money:** Has about \$250,000 in the bank. Generally carries \$100-\$400 in cash. And lots of change for gumball machines.

## Greed

Life in the streets of New York is tough. Not too many people know this better than the man called Greed. But life was not as tough for him as for the people who dealt with him. Antonio was always the biggest, strongest and meanest person he knew. He joined a street gang when he was 9, and was running the gang by 13. Unfortunately, he was not that bright, and his greed led him to plan jobs that he just couldn't pull off and the gang was arrested several times during screwed up jobs.



Even in jail, he was the toughest. And this was challenged many times. When he was 17, he beat his mother to death, and left New York for California. He fit right in on the streets of L.A. And he got along fairly well until he beat a cop to death because he wanted the cop's car. As he was trying to evade the police, he was hidden by a man who called himself Pride. Antonio thought this was a stupid, faerie name and tried to take the man down but couldn't. For the first time in his life, he was afraid of one man. When Pride offered him a "job" he was too afraid to say no, and so he swore loyalty to Pride.

**Real Name:** Antonio Martinez

**Aliases:** Greed, The King

**Alignment:** Diabolic

**Hit Points:** 60

**S.D.C.:** 71

**Weight:** 275 .lbs

**Height:** 6'8"

**Age:** 26

**Attributes:** I.Q. 8, M.E. 9, M.A. 7, P.S. 26, P.P. 17, P.E. 24, P.B. 8, Spd. 16

**Disposition:** Arrogant, loud-mouthed bully. He always brags about how great he is, about his "conquests", etc. He thinks he is God's gift to women, just sometimes they need a little persuasion to realize it. He is jealous of Pride, and wants the power Pride holds over the Sins for himself, but he is too afraid of Pride to confront him.

**Insanities:** Does liking to beat the hell out of people count?

**Experience Level:** Eighth (8)

**Combat Skills:** Hand to Hand: Expert

**Attacks per Melee:** Six (6)

**General Bonuses:** +1 strike, +3 parry, +3 dodge, +2 roll with punch/fall/impact, +1 pull punch, +11 damage, +18% save versus coma/death, +5 save versus magic, +5 save versus poison

**Hand to Hand Bonuses:** +3 strike, +6 parry, +6 dodge, +4 roll with punch/fall/impact, +11 damage, +2 initiative, +2 disarm, Critical Strike on a Natural 18-20, Automatic Knock-Out for 1D6 melees on a Natural 20, Kick Attack, Body Flip/Throw

**Super Power Category:** Mutant

**Major Super Abilities:**

- *Supernatural Strength*
- *Inspire Greed* (Range: 5 feet per level of experience, Duration: One hour per level of experience, Saving Throw: Psionics -3, Attacks per Melee: Each use takes up one action/attack. Victims of this power find themselves overcome with greed. They will stop at nothing to gain the object of this greed, be it money, cars, gold, power, etc. They have full memory of what they may have done during that time).

**Education Level:** Street Schooled

**Skills:** American 98%, Literacy: American 46%, Streetwise 66%, Prowl 70%, Find Contraband 58%

**Secondary Skills:** Boxing, Body Building, Athletics, W.P. Knife, W.P. Automatic Pistol

**Appearance:** A very large, muscular man with deep-set black eyes, moustache and goatee, shoulder-length hair that is black and wavy. Olive skin tone. Speaks with a New York accent. Dresses in jeans, boots, and leather jackets. His nose is crooked from being broken a couple of times. Likes to wear gold rings and necklaces.

**Occupation:** Bringer of Misery, Thug.

**Weapons:** Always carries a switch-blade and brass knuckles, and usually carries some type of 9mm pistol.

**Armor:** Leather jacket.

**Money:** Can get his hands on 3D6 x \$1000, and carries 1D6 x \$100 on him at all times.

## Lust

Kathy Banks lived an average, middle-class life. She was a fair student, involved in a few, but not too many extra-curricular activities. She had a few friends, and was generally happy. When she was 15, her happy life

was shattered when her parents divorced. Her mother had found her father in the arms of another woman, and that was that.

Kathy quickly grew to despise her father for succumbing to his animalistic urges, and her mother began to drink heavily. Kathy blamed this on her father as well.

Kathy continued on with her life, going to college to study journalism. When she was 20, her mother died as a result of a heart attack. Kathy was crushed, as any good daughter would be. But when her father came to the funeral with his new wife, something in her mind broke, and she attacked her new step-mother.

While she was in jail, awaiting her arraignment, a man visited her and offered her a way out. She accepted, and to this day, no one knows how she escaped the jail or why, but she did escape to become the woman known as Lust.

**Real Name:** Kathleen Banks

**Aliases:** Lust

**Alignment:** Miscreant

**Hit Points:** 40

**S.D.C.:** 40

**Weight:** 134 .lbs

**Height:** 5' 8"

**Age:** 26

**Attributes:** I.Q. 10, M.E. 14, M.A. 29, M.S. 9, P.P. 14, P.E. 16, P.B. 29, Spd. 12

**Disposition:** Quiet, seductive. Everything she says sounds like an invitation. She particularly likes to use her personal charms and special powers on those who should be above temptation, like priests, nuns, politicians, etc. If someone resists her power though, she will often lash out in anger at them.

**Experience Level:** Eighth (8)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Three (3)

**General Bonuses:** 96% chance to cause Trust/Intimidate, 90% chance to Charm/Impress.

**Hand to Hand Bonuses:** +1 strike, +2 parry, +2 dodge, +2 roll with punch/fall/impact, +2 pull punch, +2 damage, +1 initiative, +1 disarm, Critical Strike on Natural 19-20, Kick Attack, Body Flip

**Super Power Category:** Mutant

**Major Super Abilities:**

- *Alter Facial Features* (modified): Lust can alter her face, stature, and voice only, and she will still be beautiful, regardless of any changes
- *Inspire Lust* (Range: 5 feet per level of experience, Duration: One hour per level of experience, Saving Throw: Psionics -3, Attacks per Melee: Each use takes one action/attack, This power causes the victim to be fill with irresistible sexual desire, usually for someone other than their significant other. The victim will fight to the death to have "relations" with the nearest person. Victims retain full memory of their actions, but not the cause.)

**Minor Super Abilities:** Extraordinary Mental Affinity, Extraordinary Physical Beauty

**Unusual Physical Characteristics:** Particularly large chest.

**Education Level:** One year of college

**Skills:** Pilot Automobile 72%, Basic Math 85%, American 98%, Literacy: American 90%, Computer Operation 90%, Research 98%, Photography 85%, Writing (Journalistic) 75%, Business and Finance 85%, Biology 80%, Paramedic 90%, Seduction 79%

**Secondary Skills:** Only two of the secondary skills have been spent for hand-to-hand skills.

**Appearance:** A beautiful woman with a "perfect" body, long red hair, bright green eyes, perfectly applied make-up and accessories. Usually wears very tight, revealing dresses.

**Occupation:** Bringer of Misery.

**Weapons:** None

**Armor:** None

**Money:** Has access to 1D6 x \$1000. Carries no more than a couple hundred on her, in a hidden purse.



# Pride

Pride does not remember when he was born, or where. As far as he is concerned, he has always existed, and always will exist. He does not know why he is compelled to gather the Sins and cause chaos, and he doesn't really care. He has been recruiting Sins for a very long time, and he never seems to run out of candidates. He truly enjoys the chaos his Sins generate, and the fact that they cannot be stopped only fuels his ego further.

**Real Name:** Unknown, possibly is Pride.

**Alignment:** Diabolic

**Hit Points:** 204

**S.D.C.:** 504

**Armor Rating:** 14

**Weight:** 285 lbs

**Height:** 6'5"

**Age:** Unknown

**Attributes:** I.Q. 19, M.E. 21, M.A. 16 (30 to Intimidate), P.S. 43, P.P. 24, P.E. 28, P.B. 13, Spd. 21, Attributes are supernatural.

**Disposition:** Pride is quiet, and confident. Too confident actually. He believes that he is the best at everything, and will go to extreme lengths to prove this. If he is proven wrong, then someone will surely suffer his Wrath. He often underestimates his opponents, and flies into a rage when they surprise him. As long as things are going according to his plans, he is almost a friendly guy. He is obsessed about his poor vision. He has tried many different methods to correct it, but all have failed. He will not admit, under any circumstances, that his vision is faulty, and if someone suggests, or mentions it, he will fly into a blind rage.

**Insanities:** Obsession (His vision), Obsession (Superiority), God Complex.

**Experience Level:** Tenth (10)

**Combat Skills:** Natural Combat Ability

**Attacks per Melee:** Eleven (11)

**Bonuses:** +6 strike, +6 parry, +6 dodge, +11 roll with punch/fall/impact, +12 pull punch, +28 damage, +10 initiative, +12 disarm, +5 automatic dodge, +8 save versus magic, +7 save versus poison, +3 save versus psionics, +4 save versus insanity, +15 save versus horror factor, +26% save versus coma/death, 40% inspire Trust, 97% intimidate, +5% skill bonus.

**Super Power Category:** (Modified) Godling Mega-Hero, with Immortality\*, God-Syndrome, Extremely Near-Sighted.

\* Pride cannot be killed. If he is subject to the few ways someone with this immortality can be killed, he will reform in 2D10 years.

**Major Super Abilities:** Natural Combat Ability

**Minor Super Abilities:** Body Weapons

**Natural Abilities:** See the Invisible, Suffers only one-half damage from poisons, drugs, toxins, fire, cold, Nightvision 10 feet (300 with lenses), Regenerates 2D6x10 per minute, Immune to mind control, possession, psionic control over his body

**Education Level:** Special

**Skills:** All languages and literacy 98%, Basic Math 98%, Demon and Monster Lore 98%, Land Navigation 98%, Back Flip 87%, all other skills at 50-70%

**Appearance:** A very large, muscular man with a regal bearing. He has well-groomed, shoulder-length grey hair, but not the grey of old age, and piercing green eyes (when they are visible). His skin is dark brown and flawless. He is clean shaven, and always smells nice. He usually wears clothes that enhance his physique. He does not wear jewelry. But he does wear very stylish wrap-around sunglasses. Always.

**Occupation:** Embodiment of pride?

**Weapons:** Body weapons only.

**Armor:** He does not need armor.

**Vehicles:** Pride normally walks where ever he needs to go. **Special Equipment:** Customized wrap-around sunglasses. These sunglasses are specially designed to correct Pride's vision. He does not take them off, ever.

**Money:** Pride does not use money personally, but for the rest of the Sins, he has access to several million dollars.

## Sloth

James Reeves was always a sickly, lazy, snobbish boy. If he could avoid doing any physical work, he would. He was even to lazy to defend himself when the street bullies would beat him up. His only defense was cleverly formulated verbal jabs. His family was very poor and dysfunctional. He did not go to school, but managed to teach himself to read and write. He actually was a fair writer, and would compose stories about himself having many servants who tended to his every need.

As he got older, he had to go out on the streets occasionally, and was smart enough to realize that he would never achieve his dreams if he allowed the thugs to beat him so often, so he eventually learned the "rules" of the streets, along with being sneaky.

He developed a strong liking for the public library. Going to the library was one of the few things he would expend energy on. He read everything he could. One day, when he returned home from the library, he found that his family had moved away. So he was on his own. He was intelligent, but by himself, he had a hard time surviving, until a man found him and made a proposition. That day he became the creature called Sloth. His first action with his new found power was to track down his family, take control of them, and eventually have them kill each other.

**Real Name:** James Monroe Reeves

**Aliases:** Sloth

**Alignment:** Diabolic

**Hit Points:** 30

**S.D.C.:** 60

**Weight:** 180 .lbs

**Height:** 5'6"

**Age:** 26

**Attributes:** I.Q. 21, M.E. 25, M.A. 12, P.S. 4, P.P. 5, P.E. 6, P.B. 6, Spd. 3

**Disposition:** Boring. Sloth doesn't really talk unless he absolutely has to, he is incredibly lazy, and will try to avoid expending energy at all costs, preferring to have his servants do everything for him. He believes that people exist only to serve and amuse him.

**Experience Level:** Eighth (8)

**Combat Skills:** None

**Attacks per Melee:** Physical (1), Mental (4)

**General Bonuses:** +3 initiative (mentally, +0 physically), +7% skill bonus, +5 save versus psionics, +8 save versus insanity, +6 save versus possession, +6 save versus mind control

**Hand to Hand Bonuses:** None

**Super Power Category:** Mutant

**Major Super Abilities:**

- *Divine Aura* (modified): Sloth does not have the power of Awe/Horror Factor, Voice Amplification, or the Power of Illusion.
- *Control Others* (modified): Duration: 6 minutes per level of experience, Victims have a -4 penalty to save, Each use takes one of his mental actions, For every six (6) people controlled, they gain a +1 bonus to save, Mind Control over one person is so complete that the victim does NOT receive an automatic saving throw to avoid actions contrary to his nature, Lack of eye contact does NOT provide the victim with a bonus to save, but if eye contact is established, the victim suffers a -3 to save.

**Education Level:** Street Schooled

**Skills:** Basic Math 92%, American 98%, Literacy: American 98%, Streetwise 73%, Prowl 77%, Writing 72%. James is a genius who can figure out new skills rapidly once he is exposed to them, but if learning the skill requires him to expend physical energy, he won't bother. For that matter, even when he reads, he usually has one of his many servants hold the book and turn the pages.

**Secondary Skills:** Have not been picked.

**Appearance:** Below average height, overweight with no discernable muscle tone, long greasy hair that reaches to just below his shoulders, beady little black eyes, sickly greyish-white skin. No real facial expression (requires too much energy). Wears leisure suits in very obnoxious colors.

**Occupation:** Lazy Bringer of Misery.

**Weapons:** Only his servants.

**Armor:** Only his servants.

**Money:** Varies, depending on how often he sends his servants out to get more money.

**Servants:** As per the Divine Aura power. Two of his servants are super beings. One is a 4th level Physical Training, and one is a 4th level Mutant. The rest are normal people.

## Wrath

Little Timmy was abandoned by his parents when he was just 4 years old. He lived on the streets for a while, subject to the abuses of others. During an encounter with several drunken rapists, he was saved by a man. The man slaughtered all of the men who were abusing him. Since that day, he has been like a son to Pride.

**Real Name:** Timothy Louis Markson

**Aliases:** Wrath, Little Timmy

**Alignment:** Anarchist

**Hit Points:** 42

**S.D.C.:** 10, *When Transformed:* 675, *At full growth:* 1,230

**Weight:** 75 .lbs, *At full growth:* 1,475 .lbs

**Height:** 4'3", *At full growth:* 32'3"

**Age:** 7

**Attributes:** I.Q. 5, M.E. 5, M.A. 3, P.S. 3\*, P.P. 6\*\*, P.E. 6\*\*\*, P.B. 6\*\*\*\*, Spd. 7\*\*\*\*\*

\*: Transformed 30 Supernatural, *At full growth:* 58 Supernatural

\*\* : Transformed 16

\*\*\*: Transformed 14 Supernatural

\*\*\*\*: Transformed 3

\*\*\*\*\*: *At full growth* 3

**Disposition:** Quiet. Timmy is a very quiet child. He never smiles or giggles when in his normal form. He doesn't talk back, and acts very timid. When transformed, he becomes impatient, and agitated, and cannot wait to unleash his fury on those around him. In this state, he is anger and violence personified, and will attack anyone other than the other Sins. He is completely loyal to Pride, but when transformed, he does become impatient waiting for Pride to let him loose.

**Experience Level:** Seventh (7)

**Combat Skills:** None, *Transformed:* Hand to Hand: Basic

**Attacks per Melee:** One (1), *Transformed:* Five (5)

**General Bonuses (Normal Form):** None

**General Bonuses (Transformed):** +1 strike, +1 parry, +1 dodge, +1 roll with punch/fall/impact, +1 pull punch, +15 damage (+43 at full growth), +1 save versus magic, +2 save versus possession, +2 save versus horror factor.

**Hand to Hand Bonuses (Transformed):** +2 strike, +3 parry, +3 dodge, +3 roll with punch/fall/impact, +3 pull punch, +17 damage (+45 at full growth), Critical Strike on Natural 1-20, Kick Attack,

**Damage:** Transformed: Claws +2D6

**Super Power Category:** Mutant Mega Hero with Increased P.S. and S.D.C., must transform to use powers, slow and ponderous.

**Major Super Abilities:** Growth, Animal Abilities (modified): Big cat type, Cannot control any animals.

**Natural Abilities when transformed:** Climbing 95%, Prowl 81%, nightvision 100 feet, Heal five times normal rate, gains claws.

**Education Level:** Minimal

**Skills:** American 36%

**Appearance (Normal):** Looks like a dirty, helpless little kid. He has long, unkempt, dirty blonde hair and dull blue eyes. He is always dirty and filthy.

**Appearance (Transformed):** Looks like a cat/human crossbreed. The cat type is indeterminate. He walks on two legs, but tends to hunch over, and when waiting, he will usually sit on all fours. Still looks dirty though. When he uses his Growth power, he looks the same, just very, very large.

**Occupation:** Force of Nature?