

Supervillains for Champions Now Beta playtest, gamemastered by Alan Barclay
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Arachnon

DEX 12-, INT 12-, EGO 11- (20)	Dex 12	OCV 4(8)
STR 20/40/50, PRE 15/25, BODY 12, Def 10, SPD 3 (55)	Phases: 2,4,6	Running: 6"/10" Rolling +5"
Total Def 20/3r -2d6 Knkbb REC 12, STUN 24	KO 36	END 48

Cost Power

25 *Technopathy, Low Grade*

Awareness, Nonstandard, (AC 25)

17 *Ground Penetrating Radar*, IAF -1/2

Awareness, Nonstandard, (AC 25)

29 *Anti-Technopath Jamming Armor*

+3 DCV (AC 30), only vs Technopathic attacks, IAF -1/2

10/3r Defense (AC 13), IAF -1/2

Exoskeleton (Defense 10 from armor above / 9r from 43 AC largest power)

20 +20 Strength	End
13 Growth x2, 10' tall (20), IAF -1/2 – +10 Str, +10 Pre, +4", -1 Knkbb, 400kg	4
27 Extra Limbs x4 (40), IAF -1/2, +4 OCV	
6 Clinging, 5" Flight, (AC 10) only on surfaces -1/4, IAF -1/2	1
10 Rolling, +5" Running, regional scope +1/4, (AC 15), only on full move -1/4, IAF -1/2	+1
17 Tunneling, 5 Def/5" (AC 25), IAF -1/2	5

164 Total Powers

Total = 75 + 164 = 239 Total AC = 298 Ratio = 1.25

139 Disadvantages

- 4 Villain Bonus
- 15 Secret ID: Shon Lansey, 40 year old African-American Master Mechanic.
- 15 DNPC: Emma Lansey AKA Interlace, Wife, White, Painter/Master Technopath for the group, PsychLim: Better living through technology
- 15 PsychLim: Society doesn't work for me (Frequent, Functional)
- 15 PsychLim: Protective of bystanders (Frequent, Functional)
- 25 Hunted: the player characters
- 25 DNPC: Angel Lansey, 13yo Daughter. Hunted: Bullies, PhysLim: Awkward Teenager
- 10 Unusual Looks: Feared as Arachnon 11-
- 15 Vulnerable to Radio/Microwaves 2xStun

Arachnon in Play

Shon Lansey is married to Emma, AKA Interlace, the primary technopath of APEX. Shon mainly supports the Ultranet agenda because his wife does. His personal hotbuttons are systemic racial injustice, which he takes as targeting him personally, and a desire to defend the innocent and less powerful.

His daughter Angel has trouble with bullies at school and may befriend or otherwise connect with one of the player character's daughters (Breakthrough's 13yo Ellie or Kicking Comet's step daughter.)

Design Comments: Arachnon

Awareness always seems to have a minimum cost of 20.

In order to get the villain ratio down to 1.25, I had to remove the IAF limitation on exoskeleton strength. From a special effects standpoint, that means the +20 strength is still part of something separate from the character, but isn't vulnerable to attacks on the focus.

Robokhan (Jason Bland, 17yo video game wiz)

DEX 13-, INT 11-, EGO 11- (20)

Dex 13 CV 5

STR 10, PRE 13, BODY 12, Def 10, SPD 3 (43)

Phases: 2,4,6

Running: 6"

Total Def 15/5 or 25/15

REC 12, STUN 24 KO 36

END 48

Cost Power

- 7 **Armor.** 5 Resistant Defense. IAF -1/2
- 23 **Robo-Link.** 3d6 Telepathy, No Endurance Cost +1,
Regional Scope +1/4 (AC 34, Only for communicating with robots -1/2)
- 27 **Technophagy.** 8d6 blast (AC 40; 8 Endurance)
Only damages technology -1/2
- 10 **Robot Creation** VPP Skill 12-
- 27 **Robot Creation Variable Power Pool** Control Cost (AC 40; RC 27);
Reconfiguration requires a supply of parts -1/2.
- 80 **Pool Size** (Robokhan typically creates robots that appear to be cosplay versions
of icons such as Iron Man, Darth Vader, or Mechanon.)
- RC **Configurations**
- 36 **Service Drone.** 10 Strength, 7" Flight, Separate +1/4, No Endurance Cost +1 (AC
54; 3 def/ 2 body), Tricky 11- -1/2
+6pts per +1 Unit to a maximum of 5.
- 42 **Flying Eye.** Awareness (20), 7" Flight, Separate +1/4 (AC 42; 3 def/ 2 body).
+8pts per +1 Unit to a maximum of 5 total
- 76 **Battlebot.** (40 Strength, 9" Running, rDef 6, Body 7)
35 Strength, 7" Running, Separate +1/4 [AC 58], and 1xGrowth, No End Cost,
Separate [AC 22], Always on -1/4.
- 10 **Armored Carapace.** +10 Resistant Defense, OAF -1.
- 10 **Antigrav Pack.** 10" Flight, OAF -1.
- 20 **Railgun.** 8D6 Blast, OAF -1.
- 10 **Exoskeleton.** +20 Strength, OAF -1

174 + 63 Characteristics = 237; Total AC

Total = 63 + 174 = 237 Total AC = 277 Ratio = 1.17

137 Disadvantages

- 7 Villain Bonus
- 15 Vulnerable to Presence Attacks exploiting shame or self-esteem
- 15 PsychLim: Information wants to be free (Common, Functional)
- 15 PsychLim: Thinks of the world as a video game (Common, Functional)
- 20 PsychLim: Hates being manipulated/presence attacks (Common, Irrational)
- 15 Enraged when mocked about age 11-/8--
- 25 Hunted: the player characters
- 20 Hunted: National Security Agency, Large, Extensive, Manipulative organization.
- 5 Hunted: Mother, Father, Sister "You're too young to be on your own!"

Robokhan in Play

Jason is a rebellious teenager who developed a video game addiction at an early age to avoid the dysfunction in his home. He's always been a nerd and hates being mocked. He's done some hacking and come to the attention of the NSA.

Should news or social media ever connect one of the player characters with Robokhan, Jason's parents or adult sister may approach the indicated superhero and ask for help finding the teen and encouraging to return to his family.

Jason participates in the group for the money, the feeling of power, and scoring “points” against people he sees as trying to control him.

Design Comments: Robokhan

I waffled about using Awareness or Telepathy for transmitting, receiving, and commanding robots. The current explanation of Awareness needs more definition of point options.

Creating robots using the Separate advantage is pretty costly in design time and points. Adding the Summon power from Hero System would make this a lot easier.

Spent a lot of time fiddling this to bring the Active Cost ratio down. It meant giving up a few limitations that made sense, but I like the final result.

SpinMeister

DEX 13-, INT 11-, EGO 13- (40)

Dex 13 CV 5

STR 20, PRE 15, BODY 12, Def 10, SPD 4 (65)

Phases: 1,3,5,6

Total Def: 20/5r

REC 12, STUN 24

KO 36

END 48

Cost Power

15 +1 universal level

20 Martial Arts (7d6 punch, 10d6 kick) 4 END

10 Find Weakness 11-

10 Acrobatics (DEX)

5 Climbing (STR)

5 Disguise (INT)

5 Stealth (DEX)

5 Security Systems (INT)

End

10 **Doppelganger Elemental Control**

10 4d6 Telepathy

4

10 4d6 Mind Control

4

20 Shapeshifting: Invisibility, No End +1, (AC 40) Only to mimic humanoids -1/2 4
(Prefers male forms to help maintain her secret ID).

10 Hardened skin, +10/5r Defense, Only when not using shapeshifted -1/2

135 Total Powers

Total = 105 + 135 = 240

Total AC = 270

Ratio = 1.19

120 Disadvantages

Villain Bonus

15 Secret ID: Leona, 31 year old, hotshot Amazon Lawyer, Defender of Supervillains

?? DNPC: Jerome, Boyfriend, Bicycle Courier AKA Kicking Comet (A player character)

20 DNPC: 10 year old Daughter. PsychLim: Wants mom home more. Frequent, Irrational.

10 Unusual Looks 11-: Undisguised form is nude woman covered in mobile micro-scales that scintillate like beetle wings.

20 PsychLim: Fears revealing her true self. Frequent, Irrational.

15 PsychLim: Yearns to be loved for her true self. Frequent, Functional.

15 PsychLim: I will be accepted when everyone is part machine. Frequent, Functional

25 Hunted by the PCs

SpinMeister in Play

Leona is a mutant who's scaly, morphic skin appeared around age 11. She believes her mutation arose because her mother worked on early technomorphic experiments. She came to see herself as a monster and has used her doppelganger powers to live several different lives and commit numerous crimes. When she gave birth to her daughter, she attempted to create a “normal” life for herself and her daughter. She has since become a hotshot lawyer, defending super-hirelings of the AMZN conglomerate. She also clings to her relationship with her boyfriend, Jerome, as this is the closest to authentic love she has experiences.

Her super-persona is male, the better to maintain her secret identity. She is an important member of the APEX. She may at some point attempt to lure Jerome into a technomorphic trap, but right now fears harming him. Also, she has some worries that her daughter might be destined to manifest the same mutation in a few years.

Design Comments: SpinMeister

This is inspired by a combination of Mystique for the X-men movies and the D&D Doppelganger. Invisibility seemed to be the best way to represent the super-disguise of shape-changing to appear as any other human being. With so many skills, a universal level was very affordable.

Steelwing

Dex 14-, Int 11-, Ego 11- (30)

Dex 14 CV 6

STR 10, PRE 13, BODY 13, Def 10, SPD 4 (63)

Phases: 1,3,5,6

Total Def: 20/3r [27/10 vs Technophagy]

REC 13, STUN 26

KO 39

END 52

Cost Power

25 *Technopathy, Low Grade*

Awareness, Nonstandard, (AC 25)

Anti-Technopath Jamming Armor

10 +7 Resistant Defence (AC 14), only vs Technopathic attacks, IAF -1/2 (3 rDef)

13 +10/3r Defense (AC 13)

End

Wings, OAF -1 (13 rDef)

12 10" Flight, Regional +1/4 (AC 25), OAF -1

2

31 Multipower (AC 63), OAF -1

6 - *Blade Storm*: 5d6 Blast, Severe, Piercing, (AC 63)5 - *Buffet*: 7d6 Blast + 2d6 Blast, High Impact +1/2 (AC 50)5 - *Slice-By*: 6d6 Blast, Severe +1/2, Replaces Move-By Damage +1/4 (AC 52)

13

10

15 *Claw Hydrolics*: +15 Strength, No Endurance +1, (AC 30), Only to carry loads
-1/2, IAF -1/2 (6 rDef)

7

25 *Chaff Caster*: Concealmentx3, 2"x6" trail, Separate +1/4, (AC 37),
IAF -1/2 (8 rDef)

147 Total Powers

Total = 93 + 147 = 240

Total AC = 300

Ratio = 1.25

140 Disadvantages

15 Secret ID: Gina Bates, Iraq Veteran, Former drone pilot

15 PsychLim: Seeks thrills to avoid feeling: frequent, functional

10 PsychLim: None of my team gets left behind, rare, irrational

15 PsychLim: Resents authority: frequent, functional

(was ordered to destroy target while friendlies were still on site.)

15 Enraged: when ordered to endanger a team member 14-/11-

20 Dependence: Ultraneet Virtual Reality

25 Vulnerable to electricity

25 Hunted by the Player Characters

Design Comments: Steelwing

Steelwing's chaff caster is Separate, so the concealment effect lasts as long as the endurance. I also changed the radius feature of concealment to a regular shape of 2 hexes per 5 base cost, which seemed fair.

Again, I had to remove or reduce two or three limitations that made sense to keep the active cost ratio down.

APEX Agent

Dex 12-, Int 11-, Ego 11- (10)
STR 15, PRE 13, BODY 10, Def 10, SPD 2 (18)

Dex 12 CV 4
Phases: 3,5
REC 10, STUN 20 KO 30 END 40

Total Def: 20/3r

Cost Power

10 *Armor*, 5 Resistant Defense

10 *Flash Defense*, 2 segments

12 *Flash Grenades*, 2d6 Flash, Explosion +1/2 [AC 30, 6 End], OAF -1, Burnout (Out of combat) 11- -1/2

10 Coordinated Attack Skill 12-

30 Assignment Package. Choose one:

> Plain Clothes

Stealth 12-, Security Systems 11-, Disguise 11-
6d6 Compact Autopulse Blaster [6 End], Obvious Focus -1

> Heavy Assault

10d6 Heavy Blaster with +2 Rmod (-1/5") [AC 60; 10 End], Obvious Focus -1

> Capture

Web Gun, 4d6 Entangle, 1 Hex area +1/2, [AC], Obvious Focus -1

> Assault

Energy Bayonet. 5D6, Severe +1/2, [AC 37, 7 End], OAF -1, No Range -1/2
6d6 Compact Autopulse Blaster [6 End], Obvious Focus -1

> Air Assault

Jet Pack, 8" Flight [2 End], OF -1
6d6 Compact Autopulse Blaster [6 End], Obvious Focus -1

72 **Total Powers**

Total = 28 + 72 = 100