

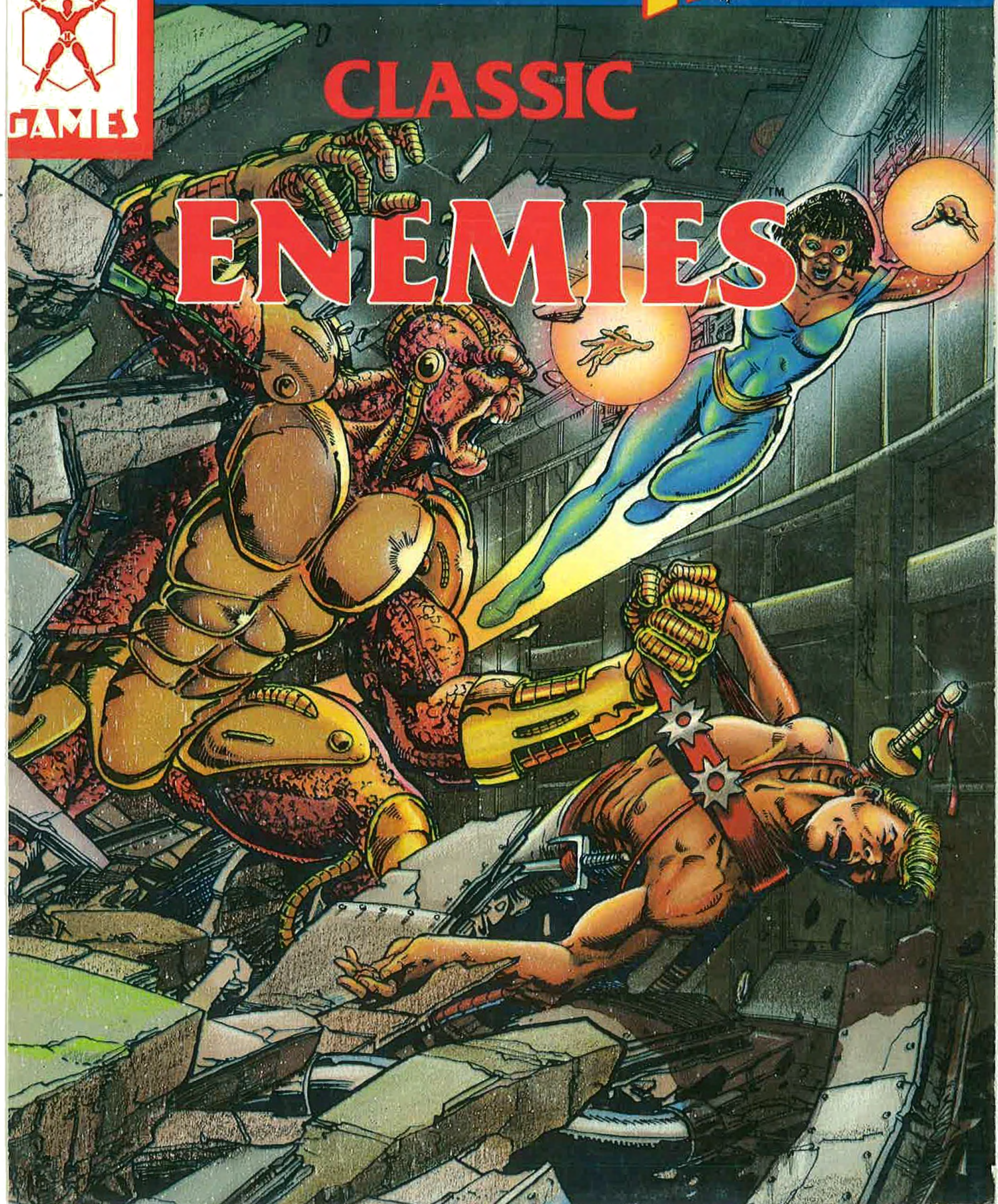


An Enemies Sourcebook for

CHAMPIONS
THE SUPER-ROLE-PLAYING GAME

#403

CLASSIC ENEMIES



CLASSIC ENEMIES™

CREDITS

Editor/Developer: Scott Bennie

Editorial Contributions: Rob Bell, Chad Brinkley, Bruce Harlick, George MacDonald, Phil Masters, Andrew Robinson, Stephen Sloane, Glenn Thain

Cover Art: George Perez

Interior Art: Pat Zircher, Mark Williams

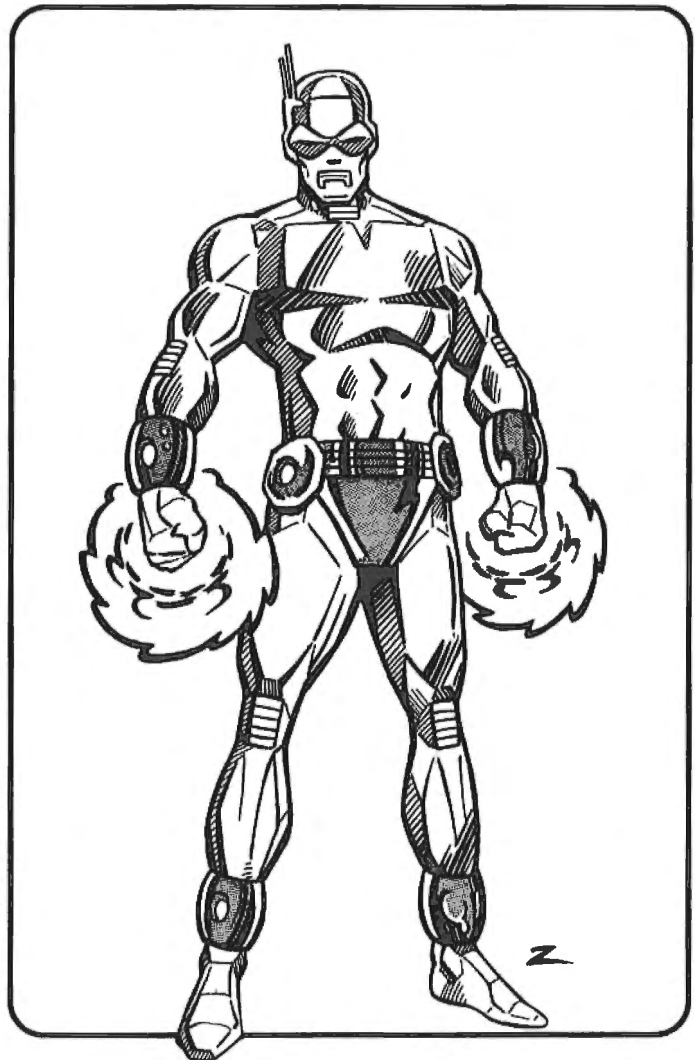
Layouts: Karl Martin

Project Specific Contributions: *Series Editor:* Rob Bell; *Pagemaking:* Jennifer Kleine, Kevin Williams; *Layout:* Eileen Smith, Cheryl Kief, Andrew Christensen, Ted Dinwiddie, Larry Brook; *Cover Graphics:* Haines Sprunt.

Dedication — This edition is dedicated to the creators of the original Enemies characters for their support of the Champions system, and to Rob Bell and Aaron Allston, who have struggled against the odds to maintain that support.

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ICE STAFF — *Licensing:* Kurt Fischer; *Marketing Consultant:* John Morgan; *Print Buyer:* Bill Downs; *Production Supervisor:* Suzanne Young; *Art & Graphics Staff:* I. Haines Sprunt; Lydia Conder; *Editing & Development Staff:* Terry Amthor, Kevin Barrett, Rob Bell, Pete Fenlon, Leo LaDell, Jessica Ney, John Rummeler; *Production Staff:* Leo LaDell, Eileen Smith; Edward Dinwiddie, William Hyde, Cheryl Kief, Jennifer Kleine, Paula Peters, Andrew Christensen, Kevin Williams, Larry Brook; *Operations Staff:* Marc Rainey; *Sales & Customer Service Staff:* John Brunkhart, Heidi Heffner, Becky Pope; *Shipping Staff:* John "Frat" Breckenridge, Robert "Crennie" Crenshaw, David "Big Dave" Johnson, Corey "EU" Wicks.



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KEY TO THE CHARACTER DESCRIPTIONS

Powers, Skills, and Disadvantages are presented in a consistent format, alphabetized wherever possible. All advantages and limitations not listed in the Champions books are specified in the description.

Abbreviations

act.	Activates (on a 3d6)
AE	Area of Effect
AK	Area Knowledge
AP	Armor Piercing
CHAR	Characteristics
CK	City Knowledge
DEF	Defense
DNPC	Dependent Non-player Character
EB	Energy Blast
EC	Elemental Control
ECV	Ego Combat Value
ED	Energy Defense
FTL	Faster than light travel
HKA	Hand-to-hand Killing Attack
H-to-H	Hand-to-Hand
IAF	Inobvious Accessible Focus
ID	Identity (Secret or Public)
IIF	Inobvious Inaccessible Focus
IR	Infrared
Irr	Irrational
KB	Knockback
KS	Knowledge Skill
LS	Life Support
m	Variable Multipower slot (multi)
NND	No Normal Defense (the defense is given)
norm	Normal
OAF	Obvious Accessible Focus
OCV	Offensive Combat Value
OIF	Obvious Inaccessible Focus
PER	Perception
PS	Professional Skill
r	Radius
RKA	Ranged Killing Attack
SC	Science
TK	Telekinesis
u	Fixed Multipower Slot (ultra)
UV	Ultraviolet
VAL	Value
w/	with
[nc]	A # in brackets represents limited uses (c=charges)
(+n,+m)	Parenthesis enclosing a pair of # which enhance defenses
(n-)	Less than or equal to "n" (as per 3d6 roll)



INTRODUCTION

AUTHOR'S NOTES

It is a tradition in the role-gaming industry that when a new edition of a game comes out, revisions of previous supplements follow. Yes, this is part of the typical evil corporate conspiracy to make money out of things you probably already have. I must plead, however, an ulterior motive. I like these characters. I have spent many hours with them in my campaign, and they have given me a lot of interesting moments. When I was offered the chance to rework them for the new edition, I got excited.

But game companies don't give their free-lancers assignments just to get them excited. There is another reason for this package, and that is to provide the many Champions GMs common ground to work with. Within the pages of this book are more villains than ever, the sacrilegious and the profane, from Foxbat to Doctor Destroyer, from Ankylosaur to Wyvern, as well as a revision of the classic Escape From Stronghold. It's a diverse book; if there's no one in here that a Game Master can use in his campaign, please don't let me hear about it. This collection also provides players and game masters with a shared universe; while there is no "official" Champions universe, this book provides a common reference frame to judge differences in campaigns. That way, when someone talks about about "trouncing Neutron", players from campaigns across the country will know what is being talked about.

Scott Bennie

USING THIS BOOK

In this book, an effort has been made to coordinate with campaigns of varying power levels, with the large majority of villains fitting into what has been observed to be the "typical" power level: 50-60 active points in attacks, DEX 23-26, Defenses around 20-25, and 5 or 6 SPD. This book will be most useful to campaigns at that level, but minor adjustments will make the characters useful to a wider variety of campaigns. We've tried to keep the character descriptions fairly simple so the GM will be able to run them more effectively, even if it means the character will not be as efficient "point-wise". I've heard perfectly good characters come under extreme ridicule because a GM felt he could have designed that character with more powers to fit into a lower cost. My feeling on the matter can be summarized in two words — so what?

The object of the game isn't to throw in as many limitations into a design as possible and make sure nothing could possibly harm him. Designing characters is fun, and designing effective characters is satisfying, but being involved in an interesting story is a lot more fun and satisfying. Players must learn to trust the GM, and trust that the situations that he places their characters into may be dangerous, but will also be interesting, challenging, and entertaining. GMs have to reward that trust by allowing an intelligent plan to foil or even change their carefully planned scenarios, and defeat their favorite villains.

Time to get off the soapbox. We present to you some classic Enemies, updated for the hardcover Champions. We have tried to make their origins more interesting to read without contradicting what has gone before. However, if in

the course of developing these characters in your home campaign you've come up with a different approach, use the one you've established. You're the boss.

If you're a fan of the original Enemies books, and are distressed that Deathstroke or some of your other favorites didn't make it into this book, well, depending on the success of this book, there might be another Classic supplement which will include them. We apologize if your favorites aren't within these pages.

The original Enemies book was produced in 1981, and those certainly were different times in the comics industry. Comics have become more mature, and from the feedback that Hero has gotten about most campaigns, the average Champions campaign is more "mature" than many of the campaigns produced by other superhero role-games. The descriptions of many of the characters in Classic Enemies have been updated to reflect this. There is a risk in this; some mature themes are sensitive or touchy. This is especially true in a book of supervillains, since supervillainy is by its nature a study of the darker and more disquieting parts of human nature. It is easy to sugarcoat certain issues, or worse, ignore it. But it would also be wrong. Comics are no longer a medium that sanitizes or ignores serious treatments of themes, and there is no reason that Champions should be less mature. If maturity is a good thing for Champions, the option of dealing with sensitive material must be available to the GM, even at the risk of bothering people. It's great to have a game that is mindless fun and play in four color" campaigns without dark overtones, but I've found that campaigns with serious themes can also be extraordinarily involving. You will find characters appropriate to both styles of play in Classic Enemies.

With this book, and Hardcover Champions, we think you'll have an excellent base in which to start a Champions campaign.

THE CLASSICS ARE BACK!



Newly revised for the **Champions**® hardcover, here are over 80 of the best villains from **Enemies (I, II and III)**™ and other classic **Hero**™ products — now for the first time in one volume! **Classic Enemies**™ is the largest volume of supervillains ever assembled for a superhero role-playing game. Learn never-before-revealed secrets of DR. DESTROYER and his fiendish new ally, MENTON. Match your strength against the new, expanded EUROSTAR! From ANKYLOSAUR to WYVERN, FOXBAT to the WHIP, CRYOTRON to WHITE FLAME, each entry is packed with new

information. **Classic Enemies** also features new illustrations by Pat Zircher! **Classic Enemies** also contains a new version of the classic "Escape From Stronghold" adventure featuring the ultimate supervillain prison (not that it's big enough to hold all of these guys!) **Classic Enemies** is the perfect supplement to **Champions**. It's compatible (with modifications) with previous **Champions** editions or any other superhero role-playing game! You've heard the hype — now try *your* hand at the game of Real Heroes, **Champions!**

CLASSIC ENEMIES™

Playable with

CHAMPIONS®
THE SUPER ROLE-PLAYING GAME

and all other
HERO SYSTEM™ GAMES



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