

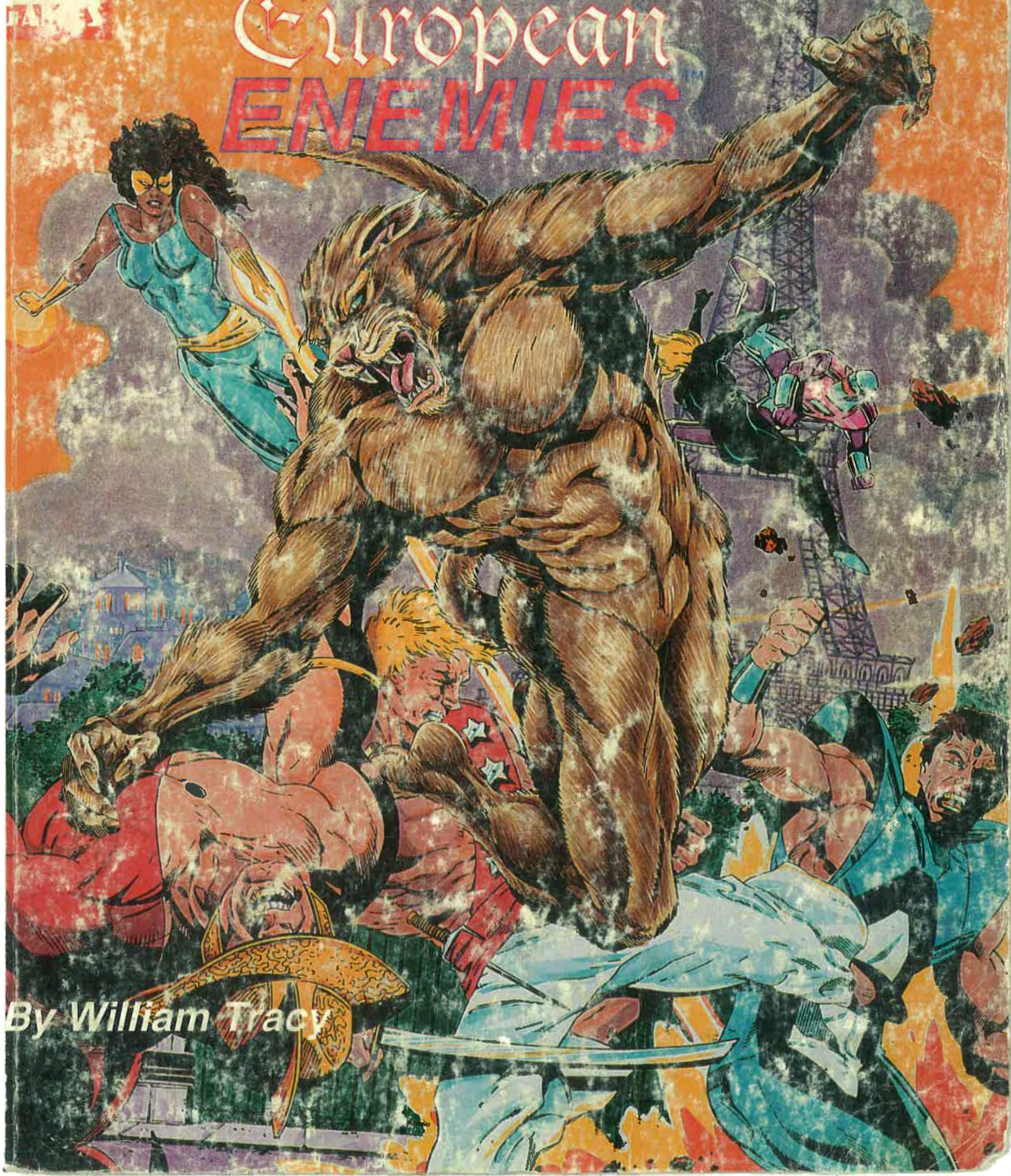
HERO

An Enemies Sourcebook for

CHAMPIONS
ROLE-PLAYING GAME

#417

European ENEMIES



By William Tracy

European **ENEMIES**™

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AUTHOR'S NOTES

No matter how you end up using the villains in this book, I hope you get as much fun out of playing them as I did creating them. Remember, you don't have to have super powers and a fancy costume to be a real hero.

Special Thanks: I owe a special thanks to Roger Moore, who encouraged me and got me started in this crazy and fun business. I also want to thank Rob Bell for giving a newcomer a chance to prove himself. I especially want to thank my Mom, Grandma and my fiancée (I love ya Terri) for putting up with me while I was working on this project.

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INTRODUCTION

On his way to work, William-Smythe Ashbury notices a wedding taking place in front of one of the many fountains that stand in front of the Eiffel Tower. Ashbury, a young man of British descent, smiles as he takes off his bowler hat and enters a small brownstone building within view of the towering Paris monument. He fondly remembers his own recent wedding, as he rides the creaking elevator down into a sub-basement that few people know exists below the innocuous looking building.

Thirty feet beneath the street level of Paris, the elevator comes to a halt and the ancient looking elevator doors open quickly with a pneumatic hiss. Ashbury quickly flashes his UNTIL ID badge, proclaiming him to be one of the senior Monitors for the European branch of the special organization.

Ashbury moves quickly through the hallways and comes to a door marked "Monitor Room". After the electronic retinal ID device establishes his identity, the door quietly opens and he moves through the doorway. The large room is dimly lit by a number of computer screens and monitors. An advanced communications nexus, the Monitor room serves as a major means for the UNTIL monitors to observe supervillain activity in Europe.

Andre, the third shift commander, warmly welcomes Ashbury, his relief man. The bloodshot look in Andre's eyes warns Ashbury that it has been a busy night. After a few terse explanations, the tired Andre points to the reports on the office desk and then leaves for home and a much deserved rest.

Ashbury sits back in the desk chair and then begins reading the reports. The monster known as Glacier was still on its way towards Oslo, while the different European solos and superhero groups argued over who should take the mammoth down. There were the usual rumors that the national heroes of various Eastern European were going to form their own group. The recent social and political changes sweeping Eastern Europe had put a definite strain on monitoring superpowered activities in that area.

There were the usual reports concerning recent thefts by the Blackjack in Monaco, and Zephyr in Luxembourg (Ashbury had no idea why UNTIL even fooled with such small time operators). There were a few reports concerning the possibility that the eco-terrorists Floodgate (of the Netherlands) and the Black Druid (from Ashbury's British Isles) were working together to destroy Duchess Industries.

Just as Ashbury got through going over the most recent reports, a junior Monitor excitedly entered his office and reported that the British punk villain group known as Argent Anarky, and the deadly European villain group known as

Eurostar, were battling each other in downtown London. To make matters worse, the group of European jewel thieves known as the Triad had become embroiled in the battle while making their get away, after having stolen some jewelry from the Tower of London.

Ashbury activates his monitor screen, and watches the news report of the chaotic battle in downtown London. He briefly considers ordering local UNTIL agents to join the battle, until he sees who is arriving on the scene. Not only were members of the London Watch and the Nightwatch joining the fight, but assorted members of the New Knights were arriving while STOP agents began to cordon off the area. Ashbury grimaces and gets ready for a long day, wishing that he and his newlywed bride were still in the Alps on their honeymoon.

Realizing that he better do some homework on the opponents involved in the London battle, in case it got even more out of hand, Ashbury called up a classified UNTIL computer file simply known as European Enemies.

WHAT'S INSIDE

Welcome to yet another Enemies File for the heroic role-playing game, *Champions*. The title of this book speaks for itself: *European Enemies*. This roster book features enemies that are based in Europe, and who are, for the most part natives of that continent. Most all of the nations of continental Europe have at least one native superhero or villain listed here. No native Russian characters are listed, since a separate *Champions* product, *Red Doom* (updated in *Classic Organizations*), covered this area. An earlier *Champions* supplement, *Enemies: The International File*, describes a number of international enemies, some of which hail from Europe. A more recent *Champions* product, *Kingdom of Champions*, describes a number of British villains and heroes.

Most of these characters will be encountered in their country of origin. Two of the supervillain teams in the book, Triad and Eurotrash, can be encountered anywhere in Europe. Triad might even be encountered in the United States, if the prize was big enough to gain their interest.

The book starts out with a description of three supervillain teams. One, Argent Anarky, is a group of punk rockers who have been cybernetically enhanced. The second group, known as the Triad, is a mysterious group of thieves that have committed jobs all over Europe. Lastly, Eurotrash, a group of sophisticated political terrorists, is presented.

The rest of the book is filled with a number of solo operators who could easily become embroiled in battles with the characters. Most of the characters from Eastern European countries are their nation's national hero, not a villain.

Unfortunately, the chaotic times in Eastern Europe might lead to an accidental confrontation between the player characters and a Eastern European hero. Such heroes include the giantess Carpathia, and the brave Cavalry of Poland.

The villains in this book range from simple thieves who try to avoid direct conflict (such as Blackjack of Monaco), terrorists (like the Yugoslavian Spector), misunderstood victims of chance (such as Hoarfrost) and mercenaries (like the Italian Gladiator).

HOW TO USE THIS BOOK

If the referee elects to set up his Champions campaign in Europe, this book, along with the *Enemies: The International File*, *Red Doom* and *Kingdom of Champions*, will all prove invaluable. But the referee should not just depend on **Champions** products. The referee should go to his local library and do some research on Europe, so he will set the proper ambiance to go along with the unique campaign setting.

Books on European history, politics and myths will provide a wealth of information for creating plot lines and superpowered heroes and villains. Tourist information books will help the referee when he is describing the settings, especially if he sets a scenario up near a monument or other popular tourist attraction. The referee should also pick up some newspapers and read about the current events occurring in Europe. The ongoing changes in Eastern Europe are very important to a referee that wishes to maintain an air of reality in his campaign.

But what if the campaign is not set in Europe? The heroes might decide to go to Europe on vacation and accidentally encounter these villains. This happens all the time in comic books.

Alternately, the heroes could possibly go to Europe in their heroic identities. They could be doing this because they are chasing an enemy who escaped and is heading for Europe. Or perhaps they have become involved in some conspiracy in which various clues point to a mastermind that happens to live somewhere in Europe.

The characters might be going to Europe on some sort of public good will, or promotional tour. European villains might go after them, wanting a chance to prove themselves against American superheroes. Also, going to Europe in their heroic identities could draw the attention of the dangerous Huntsman and his Pack.

The best part about having the heroes go to Europe is that they will get to adventure in exotic locales, instead of the usual hometown settings. Imagine, a fight on top of the Eiffel Tower, or a chase through the ancient Coliseum in Rome, Italy.

The referee can also arrange for a villain to come to America, for some special job. Just make sure they come to America for a reason that fits their background. For example, Gladiator could come to America to join in with a new supervillain team of hired mercenaries. Eurotrash could be in America to kill an important political official that is visiting America.

The villains in this book cover a wide range of character types: there are thieves, mindless monsters, fanatic terrorists, and mad megalomaniacs. There even a few mystical villains.

Even though they are not grouped together as a team, the various heroes of the Eastern European nations are unofficially considered to be part of a team. Their history and origins are briefly explained in the next section.

Finally, don't forget the language barrier, even though a large number of Europeans know some English. Most of the villains have at least a small understanding of English, so they can speak with the characters (and so the referee can horrify his players with bad accents).

EASTERN EUROPE

The term supervillain doesn't really apply to some of the characters included in this book — some are considered to be heroes in their native countries. Due to the current chaotic atmosphere in Eastern Europe, a casual encounter with one of these national heroes might turn into a full scale battle. Such battles, surrounding misunderstandings are a mainstay of the comics, and could easily be worked into a **Champions** campaign.

The recent democratic changes in the various Warsaw Pact nations have lessened the chance for such a conflict, but the characters might still accidentally become involved in some sort of deception set up by a villainous group. Such a plan might involve the player characters in a battle with one or more of these Eastern European heroes.

The various heroes of the Eastern European nations were technically considered to be part of a team known as the Warsaw Pact, but they have only all met together once. This was when the creation of the team was first publicly announced, about a year ago. The formation and announcement of the Warsaw Pact team was arranged by certain Russian masters of propaganda. The meeting that they had was filled with tension, and very little was accomplished. The recent changes in the political climate of Russia and the Warsaw Pact nations have affected the future of this team.

There are rumors that the former Russian satellite nations are planning to re-form the team, under a new name, Glasnost. Other rumors circulating about the new team indicate that at least one Russian hero would be an official member. On a similar note, various members of the Supreme Soviets and the Comintern, two now-defunct Soviet groups (see *Classic Organizations*) have formed a superhero group known as the New Guard in Poland. What effect this will have on the Warsaw Pact team or the formation of a Glasnost team is yet unknown.

Of course, the GM might want the Eastern European heroes to be a team that works together all the time. Or they could be brought together one more time to face a terrible menace, or to give the player characters an interesting challenge. Whether or not the team actually forms is up to the individual GM. A Gamemaster and his players might even use these national heroes as player characters and play out a campaign featuring the Glasnost team.

(Note: The information concerning the formation of a new Eastern European hero group has been left rather vague, leaving it up to the individual GM to finalize the details for his personal campaign. Also, the shifting nature of current Eastern European affairs makes it hard to predict the actual formation membership of such a group.)

EDITOR'S NOTES

More characters. You asked for them, and you got them. Here are forty two more *Champions* characters. Each has been presented so that they will not just fill up a night of gaming, but they will become a living breathing, part of a campaign. In order to do this, and to include the maps and flags to identify the character, the layout was expanded. The day of "one character — one page" is over. As comics and campaigns become more in depth, so should the write-ups of enemies.

Don't forget that these characters are not isolated, nor are they static. They should constantly change and grow as real people do. Zephyr, for example, could easily become a supervillain in the truest sense, or she could learn to use her powers for good. Vlad could learn more of the outside world, and leave his castle to encounter the heroes time and again as his manic side formulates new plans to rule as his ancestors did. The Piper, Silhouette, or das Wall could all easily team up with one another or other villains for various reason and to accomplish various goals. They can travel to the U.S., or be transplanted there with a little bit of work.

They don't always need to be encountered in their country of origin, either. Travel from nation to nation is quite common in Europe (like traveling from state to state in the U.S.). While many of these villains have passports, almost all can manage to travel across borders fairly easily.

Remember also that European enemies should act differently from American villains. The cultures are different, and the people are too. The way people react to superheroes and superbattles is probably different as well. Don't however, fall victim to stereotyping. Not everyone from France is an arrogant fop and not all Germans are as WWII movies and comics would have you believe.

Be wary of clichés. Clichés can sometimes, once in a while, be useful in order to set up a character and make it so the players can identify with him, but beyond that, they are detrimental. Once you have The Piper firmly established in your campaign, don't have him continue to commit just kidnappings. Go beyond the cliché and have him do something else.

Give your European adventures with interesting people and different settings and they will be some of the most interesting gaming sessions that you have ever had. European enemies are both alike and dissimilar to American villains, and the players should quickly realize this and have their characters act accordingly. Filing your campaign with villains, heroes and adventures from Europe will both make the world seem smaller and your campaign seem richer. One way or another, the heroes should learn that superheroing can take you anywhere around the globe, and that not everyone who wants to rule/destroy/pillage the world lives in New York.

Quantum and Defender flew down as their comrades loaded the villains into a Paris police van. Quantum Landed next to the big Australian.

"Seeker, we were supposed to be in France to find Dr. Destroyer's new base."

"Yeah, that's true, darlin', but these fellas here are Triad — superpowered mercs and thieves." Seeker wiped the sweat from his brow and sheathed his sword. "They're scumbags — though I gotta say, they probably don't deserve the way ol' Puss in boots tore into 'em."

Defender looked about. "But Seeker, how do you know so much about the supervillains of Europe?"

"'Cause, mate, I've read —"



European ENEMIES

European Enemies™ is the latest in the line of villain collections for *Champions*. Included within are over thirty-five all new, never before seen villains, all from various parts of Europe. Both solo villains and villain teams are here, wreaking havoc and committing crimes. Every major European country is represented, including some Eastern block supers that walk the fine line between hero and villain.

Gamemasters will also find information and suggestions for adventures in Europe and ways to get American heroes to travel across the ocean. Ideas for bringing these villains to the U.S. are also provided. Are you getting tired of battling those same old American villains? If so, for a nice change of pace get your heroes ready for the trip across the "big pond" and have them battle some *European Enemies!*

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