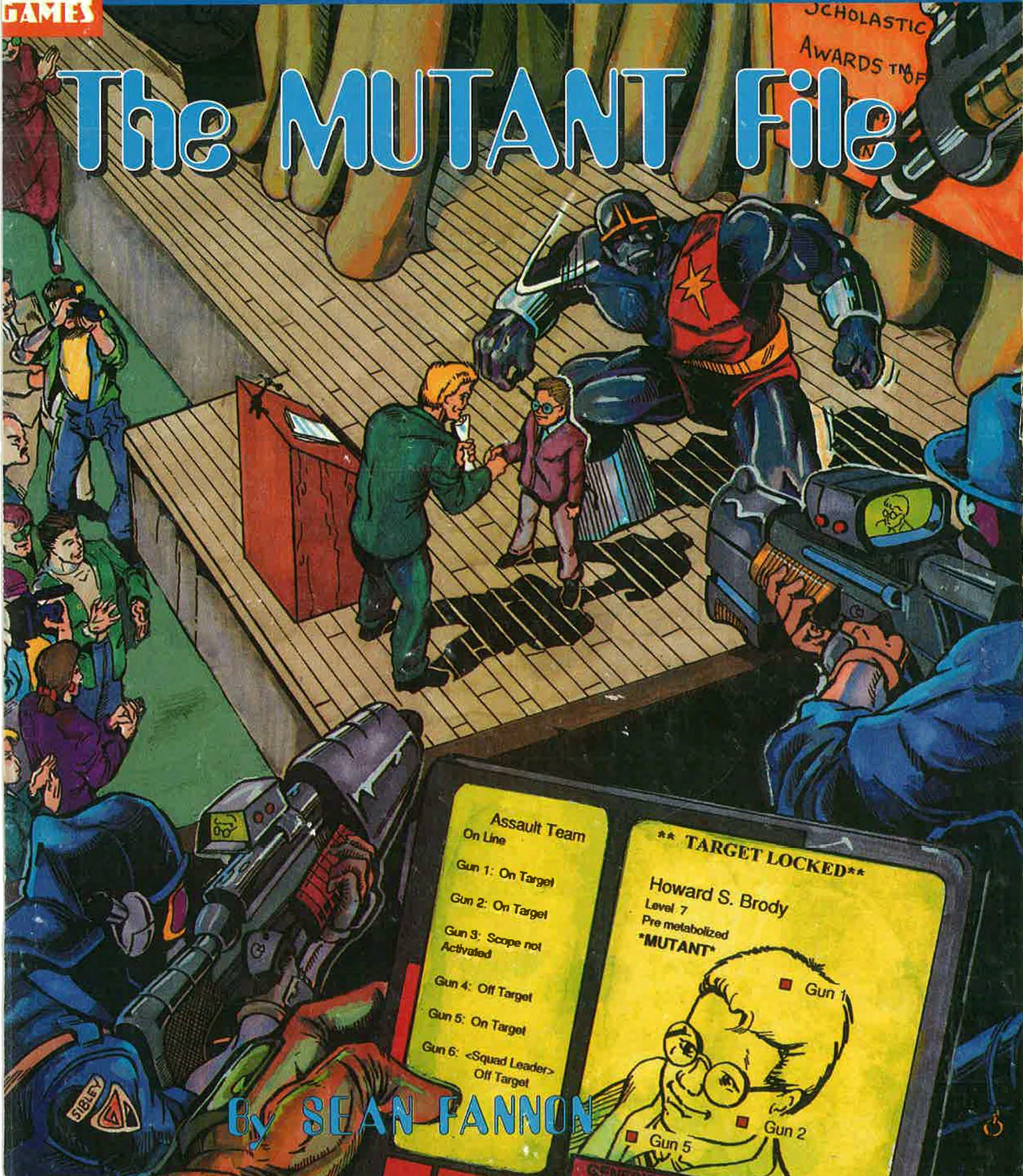


# The MUTANT File



By SEAN FANNON



# *The Mutant File*™

**Author:** Sean P. Fannon

**Editor:** Bruce Harlick

**Cover Art:** Storn Cook

**Interior Illustration:** Fredd Gorham (Inks by Jeff Uryasz)

**Project Specific Contributions:**

*Pagemaking & Layout:* John Curtis;

*Cover Graphics:* Terry K. Amthor;

*Art Direction:* Jessica Ney-Grimm;

*Editorial Contributions:* Coleman Charlton,  
George MacDonald, Maggi Perkins, Steve Peterson

**ICE Staff — Sales Manager:** Deane Begiebing;

*Managing Editor:* Coleman Charlton;

*President:* Peter Fenlon; *CEO:* Bruce Neidlinger;

*Editing, Development, & Production Staff:* Kevin Barrett, Monte  
Cook, John Curtis, Bruce Harlick, Jessica Ney-Grimm;

*Sales, Customer Service & Operations Staff:* Heike Kubasch,  
Chad McCully;

*Shipping Staff:* Dave Morris, Daniel Williams, Sterling Williams.



*The Mutant File*™ is Hero Games' trademark for its superhero roleplaying game using the Hero system.

*Champions*® and *Champions, The Super Roleplaying Game*™ are Hero Games trademarks for its superhero roleplaying game using the Hero System.

*Hero System*™ is Hero Games' trademark for its roleplaying system. *The Mutant File*© 1993 Hero Games. All rights reserved.

*Champions* Copyright © 1981, 1984, 1989 Hero Games. All rights reserved. *Hero System* Copyright © 1984, 1989 Hero Games. All rights reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying (except Character Sheets for personal use only), recording, or computerization, or by any information storage and retrieval system, without permission in writing from the Publisher: Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, VA 22902.

Printed in U.S.A., First Printing 1993

Produced & Distributed by Iron Crown Enterprises, Inc., the exclusive manufacturer of Hero Games.

**STOCK #:** 428

**ISBN** 1-55806-186-X

## Table of Contents

### The Mutants

<b>Why a Mutant Book?</b>		
<b>Introduction.</b> .....	3	
<b>Mutants In The Champions Universe.</b> .....	5	
A Non-Scientist's Introduction To Genetics And Mutations .....	5	
What Is A Mutant In The Champions Universe? .....	6	
The Life Of A Mutant .....	7	
Mutant Opposition .....	8	
Mutant Support .....	9	
The Mutant Character .....	10	
<b>Genocide</b>		
Introduction .....	12	
Background .....	12	
Group Organization .....	14	
The Royal Council .....	14	
Bishops .....	14	
Kights .....	14	
Rooks .....	14	
Pawns .....	14	
The Advisory Council .....	16	
Facilities And Resources .....	17	
Goals And Strategy .....	17	
The Pure Earth Society .....	18	
Relations With Other Organizations .....	18	
Genocide Characters .....	20	
Dr. Jefferey Andevers, Rex Albus (The White King) ...	20	
Vengeance (White King's Bishop) .....	22	
Antoinette Devroue, Regina Alba (The White Queen) ..	24	
Baron Jean De'lear (White Queen's Bishop) .....	25	
Manadu Ayawan, Rex Ater (The Black King) .....	27	
Warrior (Black King's Bishop) .....	29	
Felicity McQuillian, Regina Atra (The Black Queen) ...	30	
Knights .....	32	
Rooks .....	34	
Pawns .....	35	
Minuteman Mk VII .....	36	
Other Genocide Equipment .....	37	
		<b>IMAGE—Immanent Mutant Ascension and Global Evolution.</b> .....
		TK ("Tee-Kay") .....
		Murdock .....
		Two-Time .....
		Blowout .....
		Null .....
		Void .....
		Troll .....
		Freeze Frame .....
		Murdock's Other Followers .....
		<b>The Downtrodden.</b> .....
		Fry Daddy .....
		Zap .....
		Ears .....
		Shades .....
		Truck .....
		Wild Thing .....
		Voodoo .....
		Motorcycle .....
		Tabatha .....
		Other Gang Members .....
		<b>Catastrophe.</b> .....
		Quake .....
		Chaos .....
		Mayhem .....
		Riot .....
		Hurricane .....
		Icestorm .....
		<b>Independents.</b> .....
		Lifeline .....
		Makeshift .....
		Scorch .....
		Flex .....
		Shadowdancer .....
		Ghoul .....
		<b>Random Mutant Generator.</b> .....
		How To Use The Generator .....
		<b>Scenario.</b> .....

### Designer's Thanks

Sean "Nocturne" Hendricks, who was kind and gracious (and trusting) enough to let me read his entire collection of marvelous and ex-citing comics (each and every title). I could not have done this book without his help, both in letting me read them and talking about them with me.

Craig "I'm Experimenting on a Small Furry Animal" Henson, Marty "Allow Me to Elaborate" Nix, and Dr. Michael "I'll Be At The Lab" Finnegan, three very good and dear friends who clued me in to what genetics and evolution are really about (if you think the comics are scary, check out real life!).

Everyone in ARC for great games and good times.

Greg "My Players are Terrified of Your Book" Smith, for being a good friend and great artist.

Bruce "Don't Worry, I'll Take Care of It" Neidlinger and Helke "Oh, Hi Sean. How Are You?" Kubasch for being really great friends (especially when the cancer struck) who have made me feel very welcome into the ICE "family."

Deane "Just How Is Your Last Name Pronounced, Anyhow" Begiebing for all that she does and for letting me be a part of it.

Coleman "I'll Lpok Into It" Charlton, who simply doesn't get thanked enough.

Ray, George, and Steve, for creating the game in the first place and accepting me within the "Hallowed Halls of HERO."

Big Thanks to Bruce "This Stuff is So Cool" Harlck for being the kind of editor a writer dreams of working with; one who likes to have fun at what they do.

I'm glad to see you back where you belong, Bruce!

And, my ever patient and ever wonderful wife, Cherly (Always and Forever... and Then Some).

# INTRODUCTION

**“MUTATION:** The original source of genetic variation caused, for example, by a change in DNA base or a chromosome. Spontaneous mutations are those that appear without explanation, while induced mutations are those attributed to a particular mutagenic agent.” Robert F. Weaver and Philip W. Hedrick, *Genetics* (2nd Edition)

## WHY A MUTANT BOOK?

Unless you haven't read any comics in the last ten years, the answer is probably self-evident. The concept of people born with inexplicable powers is a mainstay of the medium. Originally, they were considered as simply new additions to the already growing number of costumed paranormals running around. However, somebody along the line (most believe it was Stan Lee) decided to begin evoking social consciousness and using these “mutants” as allegories for all of the oppressed peoples of our own real world. Racism, racial purity and genocidal policies became issues of importance to the characters, and battle lines began to be drawn. Ultimately, the comics that dealt directly with mutants, their lives, their problems and their war for survival against powerful opponents became the most popular ever. Even with the advent of the new “literary” comics, mutant books area still endowed with a large and loyal following.

The **Champions** Universe, like any comic universe, has its own stories to tell. Mutants exist and have their problems, and groups like Genocide serve as primary antagonists in their angst-ridden struggles. With the collecting of over ten years worth of published material into one cohesive continuity, one of the first and most important tasks must be to define the role of mutants and how their existence (and the existence of opposition groups) affects the **Champions** Universe.

## HOW TO USE THIS BOOK

As stated, the primary function of this book is to define and detail the world of mutants in the **Champions** Universe. There are numerous characters detailed in these pages, but *The Mutant File* is more than a collection of villains. In fact, there are three main sections. The first is a sourcebook information section, discussing the various aspects of mutants, including what they are, how they came to be, and what their lives are like. This will aid the GM in determining how to run mutants and what factors to bring into play when mutants and their opponents are involved. It will also aid a player in generating and developing their character, especially if they choose to define their origins as mutant in nature.

The second section is much like an organizations book, detailing Genocide. This rather popular villain organization, introduced in the very first *Enemies* book, has existed and been used for years with very little published information. All of that changes with this book.

The third and final section most resembles an *Enemies* collection. Mutant and mutant-related characters of all motivations are represented. There are mutants of varying power levels given, which can be used as “normals,” DNPCs, plot devices, or opponents for both “four-color” and *Dark Champions* games (The Downtrodden, described later, are especially useful for *Dark Champions*). Also included is a “Random Mutant Generator” which will allow GMs to create “non-super” mutants on the spot for various reasons, including all the ones listed above.

## NON-“SUPER” CAMPAIGNS AND THE MUTANT FILE

As stated in all **Hero System** products, sourcebooks for one genre can be modified for use in other genres. In *The Mutant File*, simple adjustments to DEX, SPD, dice in attacks, and defenses are suggested to bring superheroic level characters down to heroic level campaigns. Of course, some of the mutants contained herein may be used with virtually no modifications. A low powered mutant may not be much of a threat to the Champions, but he could propose a real problem for a group of agents if played right.

## AUTHOR'S NOTES

The reader will quickly note upon perusing the characters within (invariably the first thing almost anyone does when they get one of these books) that most are built to be fairly powerful. The agents alone are enough to give even the most experienced characters a real challenge, and the leaders of Genocide are just not to be messed with. Additionally, IMAGE is a very powerful bunch (for the most part).

This is intentional. It is my belief, based upon experience, observation, and the statements of many **Champions** GMs I have interacted with from many parts of the country, that the average **Champions** campaign is operating at a much higher level than the “original” bounds suggested way back when. The days of the 250 pt starting game are dwindling, being replaced by the 300, 350, or even so-called “unlimited” games where only the damage classes and defenses are really regulated. GMs are allowing their players to play characters that are fully developed and have enough points to be like their favorite characters in the comics—not like their favorite characters' sidekicks or as they were when they first started out.



This is in no way intended to criticize the GMs who still maintain their games at the lower levels. One of my all time favorite campaigns was based on characters with only 200 pts and what collective wits we had as a group to survive. Nonetheless, GMs and players are looking more and more to really cut loose and experiment with some "real power." Used correctly, the characters within these pages should be able to give those high-powered heroes a run for their money. Obviously, they can be adjusted to fit any level game, or the GM can just use less of them.

Another concept found within is the rather radical ways Genocide uses technology for its goals. An organization dedicated to defeating paranormals that has the right backing will develop effective countermeasures to superpowers. However, the GM should feel free to substitute more "normal" weaponry, such as blasters or even conventional firearms, if the tech is too much.

Many of the characters within are built with a more "realistic" eye. The standard of the "old days" was that bricks had an 18 DEX and a 4 SPEED, while almost everyone else had a 23 DEX and a 5 SPEED (martial artists and speedsters not withstanding). Other stats also tended to fall within certain patterns. I decided to experiment with the idea that some of these people might have certain enhanced abilities but that

they may have far more normal characteristics. I understand that, for balance and playability, certain things need to happen regarding DEX, SPEED, CON, and defenses, but it can be really interesting to interact with characters that are closer to being human and still paranormal. A perfect example is Blowout of IMAGE. She's a very powerful character, but I decided that there was no reason why she should have higher than a 16 DEX. Actually, it would have been reasonable to make it even lower, but making her slower than most average agents wouldn't have worked.

One final note. I have often encountered "hard-core" **Champions** players who complain about published characters that aren't built "efficiently." I try very hard not to have a fit when I hear this, but I feel it important to note here that efficiency is by no means the "end-all, beat-all" of gaming. Many of the characters in the *Mutant File* have stats like a 14 INT or a 17 CON because I just wanted to give them something *different* than every other character in the game. A 14 INT *is* smarter than a 13, regardless of the math. Not every person on the planet is "built" efficiently (if I were, I'd be thin, rich, and have a 15- in Typing, instead of my barely 8-roll). Neither is every superpowered character likely to be.



# The MUTANT File™

*They're walking among us... they could be anywhere!*

*The Mutant File* is the definitive sourcebook for that most diverse type of paranormal—the mutant. Impossible to tell from “normal” people, mutants abound in all walks of life in the *Champions Universe*.™ Are they a menace, or mankind's next step?

## THE MUTANT FILE GIVES YOU:

**WHAT IS A MUTANT?** This section talks extensively about the nature of mutants. It contains a discussion on genetics—aimed at non-scientists—which defines just what makes a mutant and what it means in the *Champions Universe*. It also looks at the various groups who support or who stand against mutants.

**GENOCIDE:** At long last, one of the oldest organizations in *Champions* is dissected and explained. This section has background on *Genocide*, organizational details, and full write-ups on members of this dread organization. Learn what *Phase Alpha* is all about. Find out what replaces the dangerous Minuteman Mk V. Discover just who controls *Genocide*—and what that organization's ultimate goal is!

**IMAGE:** They see themselves as heroes, standing against *Genocide* and all others who would threaten and attack mutants. But their methods are murder and destruction, and their ultimate goal is world domination. Do the ends justify the means?

You'll also find adventure material and over thirty character write-ups inside. If you've ever wondered just what a mutant is; if you've questioned what *Genocide* is up to; if you've ever wanted to be a mutant, then you can't afford to pass up *The Mutant File*!

Made in U.S.A. #428



1-55806-186-X ICE1300

Playable with



And all other  
HERO SYSTEM™ Games



Produced and distributed by  
ICE, Inc  
P.O. Box 1605  
Charlottesville, VA 22902 USA

