

Enemies For Hire™



by James Davis, Greg Lloyd & Bruce Tong



ENEMIES™ For Hire

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Bruce uses IBANEZ guitars, GHS strings, PEAVY amps, TYCO Magic 8-Balls, and lots of other really cool toys. All characters appearing in this book are fictional. Any resemblance to persons living or dead is purely coincidental—no, really. This book has been brought to you by the letters 'A' and 'R', and by the number '8'. EFH was written in front of a live, studio audience. Be alert! The world needs more jerks. Hey all you Hero System bums—join an APazine!

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INTRODUCTION

Enemies For Hire is a divergence from the regular HERO Games Enemies books. In this book, we have attempted to portray supervillains as they would be perceived by a government agency, in this case: UNTIL.

The write ups are arranged into six major areas. These areas are grouped with crime fighters and Game Masters in mind; set up so that information is organized into categories in the order of their importance for an agent in the field.

The first information an investigator would need would be the identity of his suspect. Hand-in-hand with that, he will need any known aliases, sometimes referred to as "A.K.A." or "Also Known As". Pseudonyms as well as "super" names and nicknames are included in this section.

Secondly, a good, vivid description of his looks and habits is very important to apprehending a subject. Both the available physical characteristics and the typical costume a super villain would wear will be included here. Weight and height are recorded in this section and, even though these characters do not all weigh one-hundred kilograms or stand two meters tall, they are considered to be that size and mass for game purposes. If, for example, one of the villains weighs 125 kilos, 10 STR will still lift him. If a character has Growth, Shrinking, or Density Increase Powers, it will be indicated in their write-ups.

The third section covers the apparent activities of the subject. The documented history of a masked figure may be very vague and flimsy. Aside from information gained from actually capturing a villain, anything known about a subject will generally be supposition and conjecture, or information acquired from informants. Common knowledge indicates informant's facts are often distorted and false; they tell investigators stories the informant feels is "convenient".

Usually, an UNTIL psychological evaluation team will gather as much data about a subject as possible and create a psychological profile. This profile, in the fourth section is usually a result of sifting and sorting of some of the subject's peculiarities and actions. A careful study of their handwriting, their dressing habits, the types of crime they commit, and how they behave in combat situations will often yield a remarkably complete picture of the mental make-up of an individual. When the villain has been incarcerated before, standard tests help further enhance this type of information.

The fifth section, which doesn't show up in every file, consists of information gathered from other fields. This information is often repeating information that can reveal a better grasp of the subject.

A "Campaign Uses" section is included. This fifth field is for the Game Master's eyes only, Players should not read these sections unless they get the GM's permission. The actual history of the character is included here and is information which UNTIL does not have. It is reasonable

to assume the players will have no more information on a particular villain than UNTIL does.

The events as described in the Known History sections of the write-ups will usually be echoed in the Campaign Uses section, although there may be some conflict between the two sections. Reasons are included for any discrepancies; UNTIL's confusion between what actually happened and what they believe happened will be explained in this section.

ADAPTING AND USING THESE CHARACTERS IN YOUR CAMPAIGN

As can be seen from the way these characters are presented, the information which exists on them is sketchy at best. In some cases the information may be slightly inaccurate or even completely wrong. Since UNTIL rarely gets a chance to subject the villains to rigorous testing, the characteristics and power levels listed here should be viewed as suggestions.

Raising or lowering the combat values, defenses, and attack dice of the villains to better match the GM's campaign is encouraged. The villains contained in this book are written at a relatively low power level, since it is easier to increase the powers of a villain than to make them weaker. These characters were designed for the average Champions character. If you are running a higher (or lower) point world, don't be afraid to make adjustments to the characters to fit your power levels. Two or three extra damage classes will turn a wimpy villain into a powerhouse.

The characters were also built to be easy to run. Complex powers, 1/2 dice, and powers or skills which would make the characters difficult to keep track of have been reduced to a minimum. Game Masters are usually busy keeping track of their plot line. Requiring the GM to keep track of a whole host of villains is tough. Since these villains are designed to be simple and easy to run, some of the burden on the GM can be lessened.

If some of the details of these characters don't seem to fit into the GM's campaign, change the details! If the PCs encounter a supervillain from this book and wonder why the villain is different, explain to them the information UNTIL gathered may have been incomplete or inaccurate.

How does this work? If a villain listed here has a 2x STUN Vulnerability from electrical attacks and the GM feels this would hinder the character too much to make him viable, he can alter or remove the Disadvantage. When the PCs encounter the villain and find that electrical blasts don't seem to be doing any extra damage, explain to them UNTIL was mistaken. Perhaps the villain was unlucky the last time he was hit by lightning.

The villain's history may clash with your campaign world. If a villain listed here is described as the strongest man in the universe, but another character fits that niche in your world, change the enemy's history. It's important to note the history explained in the Campaign Uses section is not necessarily what actually occurred. These are guidelines and suggestions for the GM to customize the stories of the villains to fit his game-world. If a specific villain or superhero is mentioned as part of a character's

Field Notes will sometimes be put on post-it notes or be handwritten over the text.

origin, freely substitute a different, appropriate character from the GM's world. The Champions, for instance, are mentioned several times in this product. If the GM feels it will improve his game, integrate the villain's story with his campaign by substituting a local hero team for the Champions.

TYPES OF VILLAINS IN THIS BOOK

Most of the older *Enemies Books* contained a sampling of lots of different characters. More recently, HERO Games has tried to issue *Enemies Books* which are based around a single premise. *Alien Enemies* concentrated on characters from other worlds, and *European Enemies* highlighted characters from Europe. Here, the goal is thugs. Villains who aren't world conquerors and villains who aren't afraid to work for someone else will be found in this book.

Most GMs have their own Megalomaniac villains of the Doctor Destroyer variety. What is missing is a large cadre of competent flunkies for the masterminds. This book is intended to fill the gap, bringing a large number of employable super powered beings into a campaign without bringing in more masterminds.

When a GM begins to prepare for a game, he usually knows which master villain he will be employing, but he has to spend hours preparing the flunkies and secondary supervillains who show up. With *Enemies for Hire*, he can glance through the villains presented and quickly determine if the villains presented here will fit into his scenario.

Solo, villains are the most common form of mercenary in a superheroic world. There are a few organizations and teams which would cater to super-powered individuals, no matter what side of the law they operated on. UNTIL would keep track of these agencies as well as they track the individuals.

Have knowledge,
or know those who do.

JUST A FEW FRIENDS

Your feedback has been very helpful to Hero Games. Many of you told us of how you used *Enemies Books* as examples of how to use the system, as well as for a source of non-player characters. To help us meet your demands, we've enlisted the help of a few, hopefully familiar, friends.

You might also notice, we have a new Game Mechanic. The previous one has moved on to become one of Dr. Destroyer's henchmen. So be careful the next time you're up against the good doctor.

THE STORYTELLER



The Storyteller is the voice of the game master. She is interested in the rules, but she is mainly interested in telling a good story. She knows there are times when the rules get in the way, and need to be ignored. She also knows there are things that can be done with the rules which should not be done. The Storyteller looks at these new rules with an eye to plot and fun for her players.

THE GAME MECHANIC



The Game Mechanic is the voice of the rules lawyer. Although he is interested in the story when playing, he is strongly interested in the rules. If there is a special effect, it can be built. If it can be built, it can be played. He is interested in balance at the game system level. The Game Mechanic has read these rules with an eye towards their proper use and potential abuse.

ROLE-MAN



Role-Man is the voice of the dedicated role-player. He is interested in the rules and writing up good characters. He is also interested in the Storyteller's story and plot, and likes to cooperate with her to get the story told. Role-Man may be attracted to the Game Mechanic's point of view at times, but is primarily interested in playing in a good game and having a good time. Role-Man has read these rules with an eye towards how they affect the player and how they can be used to implement his character conceptions.

Your happiness is intertwined
with your outlook on life.

From The Secret Files Of UNTIL

UNTIL's secret files of supervillains are revealed for the first time in this incredible book! For years, it's been rumored that UNTIL keeps extensive files on known paranormals. Repeated official denials over the years have done little to stop the speculation. Now, for the first time, the truth can be revealed— these files do exist, and you're holding some of them in your hands!

These files portray some very dangerous criminals with extraordinary abilities. Though widely varying in their powers, all of these villains have one thing in common: They'll work for anyone who can meet their price. Are the heroes tough enough to handle these super mercenaries?

Enemies For Hire contains over 40 supervillains for your *Champions* campaign. These villains can be found working for anybody, so they're easy to integrate into your campaign. Each villain is presented as they appear in UNTIL files. The villain file has their record, M.O., known history, aliases, and other information presented just as the heroes would see it. The GM information included with each villain has the full character sheet and all the information needed to run the villain.

These mercenaries are ready to start earning some money in your campaign... no matter how many heroes they have to walk over to do it!



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CHAMPIONS

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