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INTRODUCTION

Misfits and Menaces is a series of sourcebooks for the **M&M Superlink** rules. Each offering focuses on a number of villains and/or one or more villainous organization that may be inserted into most super-heroic campaigns with little effort. Each organization is constructed using the new rules for designing organizations presented in **Better Mousetrap**, also from **Misfit Studios**.

Real Name:
Lord Syz

Aliases: The
Avenging Heart,
the Legion Killer

Threat Level:
Delta-E

Age: 1,342

Height:
9 feet, 2 in.

Weight:
1,320 lbs

Native
Language:
Idalkal-Ra

Exile

PL 12

STR	DEX	CON	INT	WIS	CHA
+10	+5	+6	+1	+2	+1
30	21	22	13	14	12

TOUGH

+10

FORT

+12

REF

+10

WILL

+8

Skills: Bluff 4 (+5), Computers 1 (+2), Concentration 3 (+5), Diplomacy 6 (+7), Intimidate 5 (+7), Knowledge (civics) 4 (+5), Knowledge (physical sciences) 2 (+3), Knowledge (tactics) 3 (+4), Language (Nadilian, select eight more), Notice 3 (+5)

Feats: All-Out Attack, Attack Focus (ranged) 4, Improved Initiative

Powers: **Flight 8** ■ **Gravity Control 10** * (*Power Feats:* Alternate Powers—**Deflect 5** * [Slow and fast projectiles; *Extras:* Perception], **Environmental Control 10** * [high gravity], **Environmental Control 10** * [low gravity], **Telekinesis 6** * [*Power Feats:* Precise, Subtle; *Extras:* Damaging]) ■ **Growth 4** (Large; *Power Feats:* Innate; *Extras:* Continuous; *Flaws:* Permanent) ■ **Impervious Toughness 6** ■ **Magnetic Control 10** (*Power Feats:* Alternate Powers—**Attract/Repel 10**, **Blast 10** [*Extras:* Line (Targeted); *Flaws:* Touch], **Bullet 6** [*Power Feats:* Improved Range, Precise; *Extras:* Autofire], **Obscure 10** [radio, 1 PP/rank; *Power Feats:* Progression [area; 100,000-ft. radius] 10; *Extras:* Burst; *Flaws:* Touch], **Snare 10** [*Extras:* Constricting; *Flaws:* Medium (metal)]) ■ **Protection 4** (*Extras:* Impervious) ■ **Radiation Control 10** (*Power Feats:* Alternate Powers—**Dazzle 10** [visual, 2 PP/rank], **Drain Constitution 10** [*Extras:* Ranged], **Environmental Control 10** [irradiate], **Nauseate 6** [*Power Feats:* Affects Insubstantial, Reversible; *Extras:* Ranged]) ■ **Space Travel 6** ■ **Super-Senses 43** (Cosmic Awareness [extended 10], Darkvision [Extended 2], Direction Sense, Distance Sense, Ladar [extended 10], Radio, Tracking, Visual [extended 10]) ■ **Super-Strength 4**

Drawbacks: **Power Loss** (flight; absence of gravimetric or magnetic fields, minor, uncommon) -1, **Power Loss** (space travel; absence of gravimetric or magnetic fields, minor, uncommon) -1, **Signature** (space travel; special [cosmic], trail) -2

Combat: Attack +8 (-1 size; +12 ranged), Damage +10 (unarmed), +6 (telekinesis), +6 (bullet effect), +10 (magnetic blast), +10 (radioactive blast), Defense +7 (-1 size), Initiative +9

Abilities 40 + Skills 10 (40 ranks) + Feats 6 + Powers 178 + Combat 34 + Saves 17 - Drawbacks 4 = 281

* Dynamic

Once the ruler of Idalkal, a planet of mineral-based sentient beings on the Galactic Fringe, Lord Syz's people were visited by Celestial Legionnaire Theofen (pg 9) nearly a millennia ago, accepting the stranger from the stars and making him welcome. Unfortunately for Idalkal, Theofen had already begun down his path to corruption and madness, and the Idalkian's hospitality was perceived as the sort of weakness that made it easy for the renegade to conquer the rock men. Finally, following nearly four centuries of tyrannical rule and one crushed attempt at revolution after another, some of Theofen's fellow Celestial Legionnaire's arrived to drive off their rogue brother. During the battle with the other Legionnaires, Theofen (now known as Marauder) activated a doomsday weapon that devastated Idalkal, razing its surface and rendering it nearly uninhabitable. Fleeing, Idalkal's conqueror left the planet to suffer its death throes.

But Idalkal didn't die entirely. Returned to his throne, Lord Syz brought hope to the hopeless by promising his people they would have their revenge. Using their planet's only remaining resources, Lord Syz was transformed by Idalkal's science priests into a living weapon that would blast into the heavens to find ex-Legionnaire Theofen and bring the monster the death he had so richly earned. It would be the last thing his people would do before their once utopian planet killed off the final survivors who had hung on to life long enough to see their ruler become the weapon of their manifest vengeance.

The last of his kind, Exile is a morose, fatalistic being of constant rage and total focus upon his mission to find and kill Marauder. This mission has since expanded to include all Celestial Legionnaires, as he's since seen their influence in the universe and holds them to blame for granting Theofen the power to destroy Idalkal and for allowing him to run free as Marauder.

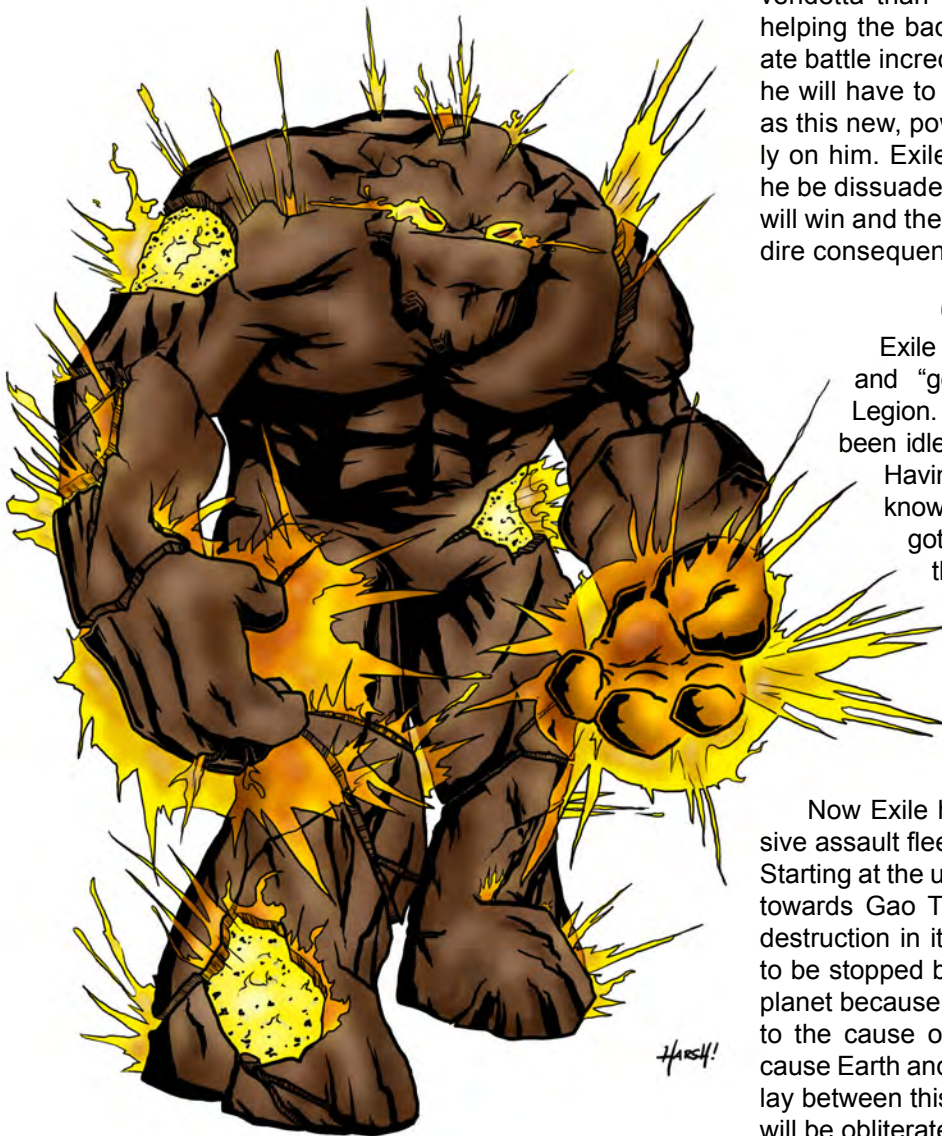


Exile's powers derived from the mysterious power source nested in his chest where his dual hearts of stone once resided. By means of the process that transformed him into a living weapon, Exile can manipulate the radiation to control and manipulate gravity and magnetic fields, including in such a way as to provide him with the means to fly between stars, or he can unleash the energy in its raw form.

Appearance: Within Exile's rock-like, barrel chest beats a nuclear heart that makes him virtually immortal. Veins and cracks crossing his body's surface glow with this energy. His body looks like it has been taken apart and put back together as best as was possible with pieces broken and missing, although glowing energy fills the gaps and holes, granting his body cohesion.

CAPER IDEAS

The following may give Gamemasters ideas on how to incorporate Exile into their game.



ROCK AND A HARD PLACE

Exile finally caught up to Marauder and nearly killed him. The rogue Celestial Legionnaire was able to get away, though, and has now shown up on the heroes' doorstep, begging them for sanctuary. If the characters are familiar with Marauder, they'll know that he deserves his fate, but can they all but commit murder by allowing Exile to take the renegade, and if the heroes choose to show Marauder mercy will they be forced to kill the vengeful rock man in turn due to the latter's unrelenting pursuit of ultimate vengeance?

YOU ALL LOOK THE SAME TO ME

Despite being a champion for justice, a player character Celestial Legionnaire (see **Do-Gooders & Daredevils: Champions** for details on building such a character) has been tracked down and comes under attack out of nowhere during the middle of a climactic battle against some super-villains. It seems Exile is more concerned with his blind vendetta than the repercussions of inadvertently helping the bad guys. This will make the immediate battle incredibly difficult for the Legionnaire, as he will have to deal with his previous foes as well as this new, powerful arrival that is focused entirely on him. Exile cannot be reasoned with nor can he be dissuaded, but if he isn't stopped the villains will win and their diabolical plan shall succeed with dire consequences.

ASSAULT ON THE HOMEWORLD

Exile has disappeared for several years and "good riddance" says the Celestial Legion. However, the last Idalkalian has not been idle in his absence—far from it, in fact. Having traveled beyond the universe's known edge, Exile has found and negotiated with the ancient, terrible evil that helped the Zettex Demesne so long ago (see **Do-Gooders & Daredevils: Champions**) and had convinced them to come out of hiding to assault the bastion of justice and home of the Celestial Legion, Gao Tho.

Now Exile has returned at the head of a massive assault fleet of incredible and unknown power. Starting at the universal frontier, it is pushing inward towards Gao Tho, leaving nothing but death and destruction in its wake. Not only will this evil need to be stopped before it reaches the Legion's home planet because preserving Gao Tho is so important to the cause of intergalactic justice, but also because Earth and so many other planets and species lay between this enemy and their ultimate goal and will be obliterated by the fleet's passing.