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INTRODUCTION

Polyverse Supers Allies & Enemies Volume #1 is a compendium of thirty-five non-player characters to be used in a superheroic roleplaying campaign. It contains detailed descriptions of thirty supervillains and five superheroes to be used as the GM sees fit. Polyverse Supers is designed to emulate the fictional powers and abilities found in the pages of four color comic books and uses ten-sided and six-sided dice. Hexagonal maps are useful but not required for playing.

HOW TO USE NPCS

Most of the npcs fall between 300 and 400 points. These npcs should be used for one-on-one fights between a single player or a group of players. A group will almost always thwart the objectives of the supervillain and most likely lead to a capture. However, there are a few high level npcs in the 600+ range. These npcs are to be used against a group of four or more players in any type of adventure as they are tough, have high armor and hit points and strong attacks.

HOW TO USE PROBLEMS

Each npc has around one hundred points in Problems and they should be used by the GM! Some problems are easy to use, such as Vulnerabilities. Others, such as personality problems are more difficult to use. For example, Alanna, Princess of Lemuria, has personality problems of Arrogant and Honorable. This means she will 'talk down' to superheroes as if they are beneath her. She believes she is superior to others and cannot be beaten. The heroes could strike a deal with her in a contest of some sort, and if she loses, she would have to return to Lemuria. As an honorable being, she would have no recourse but to do so.

STATS

Each NPC uses the five stats of the Polyverse System: Strength (STR), Agility (AGI), Intelligence (INT), Psyche (PSY) and Constitution (CON). Con is what determines Hit Points, the higher Con is, the higher hit points are.

POWERS

Each villain or hero shown uses powers from Polyverse Supers! Many of these NPCS do not use any of the Caution Powers, which can be difficult to use without unbalancing a campaign. However, a few of them do have powers that are marked as such. The GM can opt to disallow any of these Caution powers that are shown on the npcs sheet.

Most powers that are sustained such as Growth or Flight only have their Energy cost subtracted when they are first turned on during a fight. These powers will then stay on for the duration of the fight unless the npc is knocked out or decides to turn the power off for some reason.

Very few attack powers take zero energy, and Melee Attack is one such power. Note that several npcs have combination attacks that stack Melee Attack with other attacks such as Super Strength. These attacks will cost energy every time they are used.

NPC CHARACTER SHEETS

Each npc sheet depicts the name, stats, defense, armor, attacks, powers, hit points, energy, plot points and problems of each individual superhero or supervillain. Some powers and attacks require energy to use every round and are marked accordingly on each sheet.

To attack, an npc uses rolls against either Power Combat or Mental Combat, depending on the attack being used. These two rolls are found just under the Stats Cost on the left side of the character sheet.

NPC BIO SHEETS

Each npc sheet also has identifying information such as character name, real name, place of birth, profession, age, race, sex, height, weight, handedness, eye color and hair color. An informative background and history is included for each npc. The height and weight are given in metric units, but imperial (feet & inches, pounds) is given just below the metric values.

Sometimes, the information given is only for the secret identity of the npc, and may change once a villain or hero guise has been assumed. For example, Brutisha is a normal human female in her secret identity and is only 1.65 meters tall and weighs 70 kilograms. However, as the supervillain Brutisha, she can grow to a height of 15 meters which makes her weigh roughly 87,500kg!

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Villain:	Alanna
Name:	Princess of Lemuria
Player:	GM
Strength Damage:	1d6+5

Polyverse Supers

5	Defense	32	Armor
0	Adjust	0	Bonus
5	Defense Total	32	Armor Total

	Val	Pts.	Base	Cost
STR	12	10	8	10
AGI	14	21	8	21
INT	10	3	8	3
PSY	13	15	8	15
CON	18	55	8	55
Stats Cost:				104

Power Combat Roll			16
Mental Combat Roll			15
4,096			Str Mult
737,280			Lift (kg)
73,728			Carry (kg)
10	Sight Per	69	Staggered
10	Sound Per		Unyielding
5	Smell Per		Vitality
4	Running		Vigor
1	Swimming	8	Energy per Hour
3	Jumping		

Range:	5	9	17	33
Penalty:	-1	-2	-3	-4
Range:	65	129	257	513
Penalty:	-5	-6	-7	-8

Background: Royalty

Profession: Princess

PROBLEMS	Base Points	200
Duty to Lemurian Kingdom		15
Arrogant		15
Frequent Strong		
Distinctive: Blue skinned		15
Vulnerable to Fire		10
Sub-Paradigm +1d6		
Honorable		15
Frequent Strong		
Never Gives Up		15
Frequent Strong		
Bad Reputation: 16-		15
Known for bringing the		
giant monster Kraken		
to New York City		

Roll	Attack	Effect	NRG
16	Super Strength Level 12	3d6+35	1e
		Knockback 12	

Pts.	Powers	Notes	Cap	E/R	Type
30	Flight 10m		20	1	
	Underwater Enhancement		5		
	Fly at 100kph		5	2	
64	Armor 32		64		
60	Super Strength Level 12	2d6 + 30	60	1	
15	Defense 5		15		
10	Life Support: Breathe Water		5		
	Crushing Depths		5		
5	Immortal		5		
14	Regeneration 2 Hps		20		
	Only in Water (-30%)				
35	Wealthy	$6.4 million per			
	175 wealth points	year income			
	Large Mansion (100 pts.)				
	Underwater in Lemuria				

Experience:	Problem Points:	100	233	Powers Cost
37	+ XP's Spent:	37	104	+ Stats Cost
	Total Cost:	337	337	= Total Cost of Character

75	HIT POINTS

75	ENERGY

3	PLOT POINTS

ACTIONS	Roll	DEF	Effect
Attack: Kick	+0	-1	+1d6 1e
Attack: All Out	-1	-1	+2d6 1e
Attack: Charge	-M/4	-2	+M/4d6
Attack: Disarm	-2	+0	Attack
Attack: Double	-2	-2	1e
Attack: Auto	+1	-1	+1d6
Attack: Full Auto	+2	-2	+2d6
Attack: Grab	-1	+0	Attack
Attack: Moving	-2	-1	Attack
Counter	+0	+0	Interrupt
Full Dodge	-4	+4	Interrupt
Running Dive	-2	+4	Interrupt



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CHARACTER BIO SHEET

Character Name:	Alanna Vis Mandaral	Place of Birth:	Lemuria
Status:	Bad Reputation 16-	Profession:	Royalty

Age:	Race:	Sex:	Height:	Weight:	Hand:	Eyes:	Hair Color:
40	Lemurian	Female	1.75	63	Right	Green	Golden

Background: **5' 9** **138.6**

The youngest daughter of King Triton, Allana is headstrong and rash. She is tempestuous and will always have her way. When the pollution from the surface world became unbearable and threatened the existence of the undersea Kingdom of Lemuria, she took it upon herself to set matters right. She stole the Horn of Eternity and awoke the Kraken to destroy the city of New York to teach the surface dwellers a lesson. When she was thwarted in her plan by superheroes, she agreed to pay restitution in the form of gold bullion and precious jewels. She has also agreed to become a 'goodwill' ambassador on behalf of Lemuria to teach the surface dwellers about life under the oceans. In turn she learns of the surface dwellers.

Appearance:

A beautiful undersea goddess, Alanna is blue skinned like all Lemurians, with golden hair and a green suit.



General Attitude:

She is haughty and imperious, being a Princess of the Mandaral lineage.

Ambitions & Goals:

She is young, carefree, and without ambition.

Financial Status:

She has inherited a small trust fund from her family. Treasure of thousands of sunken ships will be hers when she turns eighty.

Quote:

The sea is eternal - you, however, are not!

Family:

The Royal Mandaral's trace their lineage back over 10,000 years. She has two other sisters but no brothers.

Psychological Problems:

She is Arrogant and Haughty and thinks most other beings are Lessers, and not equal to herself or her royal family. However, she is honorable and will not break her word once given.

Routine Activities:

She plies the ocean depths looking for malefactors to thrash.

Enemies & Why:

Alanna has no distinct enemies other than those that wish Lemuria ill.

Social Limitations:

As a Princess of the Royal Line, she is obligated to attend certain functions. At present, her father King Triton has bade her become a "Goodwill" ambassador to the surface dwellers to teach them about Lemuria.

Equipment / Vehicles / Bases / Tactics

She has a large mansion about 150km from the great underwater city of Lemuria, located in the south pacific ocean.
Her super strength and invulnerability makes for straightforward fights with little tactical maneuvering. She will attempt to flee to a body of water when she is losing a fight and regenerate any lost hit points.

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Polyverse Supers

Villain:	Alpha 21
Race:	Human-Ant Hybrid
Player:	GM
Strength Damage:	1d6+11

0	Defense	40	Armor	
0	Adjust	8	Bonus	
0	Defense Total	48	Armor Total	

	Val	Pts.	Base	Cost
STR	**14**	21	8	21
AGI	**14**	21	8	21
INT	**10**	3	8	3
PSY	**10**	3	8	3
CON	**18**	55	8	55
Stats Cost:				**103**

Power Combat Roll				16
Mental Combat Roll				12
256			Str Mult	
74,240			Lift (kg)	
7,424			Carry (kg)	
10	Sight Per	85	Staggered	
10	Sound Per		Unyielding	
5	Smell Per	50	Vitality	
9	Running		Vigor	
0	Swimming	13	Energy per Hour	
3	Jumping			

Range:	5	9	17	33
Penalty:	-1	-2	-3	-4
Range:	65	129	257	513
Penalty:	-5	-6	-7	-8

Background: Bouncer

Profession: Supervillain

PROBLEMS Base Points 200

Vulnerable to Acid	15
+5d6 (Chemical sub-paradigm)	
Distinctive Ant Man Horror	25
+3 to Notice, Causes Fear	
Can't Swim	10
Trait: Mutant	5
Constantly Hungry	20
Constant, Significant	
Can't Talk	25
Makes only animal noises	
Must use telepathy	
to communicate	

Roll	Attack	Effect	Notes
16	Super Dense Punch	3d6+41	1e
	Includes Super Strength	Knockback 4m	

Pts.	Powers	Notes	Cap	E/R	Type
80	Armor 40		80		
65	Density Increase Lvl 4		60	0	
	+2d6 +20 Melee Damage				
	x16 Lifting				
	+800 kg				
	+8 Armor				
	-8 Knockback Resistance	-13 KB Resist			
	+8 Resist Intangible				
	Always On		5		
20	Super Strength	Base + 10	20	1	
50	Vitality	+50 Hps +50 Nrg			
40	Tunneling Move:20		40	1	
	Armor Penetration: 25				
10	Ultra Vision		10		
5	Running +5		5		
10	Wall Crawling		10		
	Resist Knockback: 5				
10	Telepathy 3d6+5		10	1	

Experience:	Problem Points:	100	290	Powers Cost
93	+ XP's Spent:	93	103	+ Stats Cost
	Total Cost:	393	393	= Total Cost of Character

125 HIT POINTS

125 ENERGY

3 PLOT POINTS

ACTIONS	Roll	DEF	Effect
Attack: Kick	+0	-1	+1d6 1e
Attack: All Out	-1	-1	+2d6 1e
Attack: Charge	-M/4	-2	+M/4d6
Attack: Disarm	-2	+0	Attack
Attack: Double	-2	-2	1e
Attack: Auto	+1	-1	+1d6
Attack: Full Auto	+2	-2	+2d6
Attack: Grab	-1	+0	Attack
Attack: Moving	-2	-1	Attack
Counter	+0	+0	Interrupt
Full Dodge	-4	+4	Interrupt
Running Dive	+0	+4	Interrupt



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CHARACTER BIO SHEET

Name:	Alpha 21	Place of Birth:	Sonoran Desert, NM
Aliases:	Bugman, It, Creature	Profession:	Supervillain

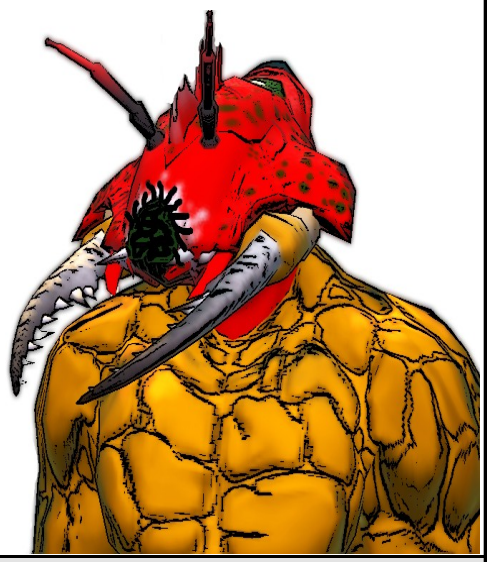
Age:	Race:	Sex:	Height:	Weight:	Hand:	Eyes:	Color:
18	Human-Ant Hybrid	Male	1.7	910	Right	Insectoid	Orange to Red skin

Background: **5' 7** **2002**

Alpha 21 was created in a secret ASH laboratory located in the sparsely settled Sonoran desert of New Mexico. ASH was trying to create an army of super strong shock troops for their nefarious plans. Tortured with chemicals, Alpha 21 was conditioned to obey ASH blindly and was 'imprinted' to follow the orders of the ASH director. The project director, Alexandra Sokholov, was killed when Alpha 21 was 'activated' and released for the first time. The underground facility in the New Mexican desert was completely destroyed when Alpha 21 set off a chain reaction in the control room of the nuclear power plant that energized the large facility. However, Alpha 21 survived and has appeared in various parts of the world as he seeks answers to why he was created and if there are more like him.

Appearance:

Humanoid, the creature known as Alpha 21 has the head of a grotesque insect and the body of a man.



General Attitude:

The creature wishes to survive and to be left alone to wander in search of answers.

Ambitions & Goals:

To find others like himself.

Financial Status:

None. He has no need or use for money.

Quote(s):

(Telepathically): You are an inferior species!

Family:

He doesn't know if there are any others like himself. So far he feels he is entirely alone.

Psychological Quirks:

Wants to be left alone.

Routine Activities:

He wanders the deserts of the southwest United States and northern Mexico in search of kindred species.

Physical Problems:

It cannot talk and is constantly hungry. It devours animals and edible plants that it finds.

Social Limitations:

Considered a hideous monster by the civilized world, Alpha 21 will be attacked on sight if any authorities encounter him. Civilians will run screaming from the sight of him.

Equipment / Vehicles / Bases / Tactics

Alpha 21 has no equipment, vehicles or bases. In a fight, he prefers to tunnel underneath an opponent and come up behind them. His armor is so tough, he is hard to hurt with normal Kinetic or Energetic attacks. He will always attack an opponent that has an attack that can bypass his armor first. If he is losing a fight, he will tunnel away.

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Hero:	America
Name:	Helen Harris
Player:	GM
Strength Damage:	1d6+5

Polyverse Supers

6	Defense	28	Armor
	Adjust	0	Bonus
6	Defense Total	28	Armor Total

	Val	Pts.	Base	Cost
STR	12	10	8	10
AGI	15	28	8	28
INT	12	10	8	10
PSY	13	15	8	15
CON	16	36	8	36
Stats Cost:				99

Power Combat Roll			17
Mental Combat Roll			15
16			Str Mult
2,880			Lift (kg)
288			Carry (kg)
12	Sight Per	61	Staggered
12	Sound Per		Unyielding
7	Smell Per	4	Vitality
8	Running		Vigor
4	Swimming	6	Energy per Hour
7	Jumping		

Range:	5	9	17	33
Penalty:	-1	-2	-3	-4
Range:	65	129	257	513
Penalty:	-5	-6	-7	-8

Background: FBI

Profession: Superhero

Works for Sector Five

PROBLEMS Base Points 200

American Patriot	20
Constant Strong	
Public Figure:	10
Helen Harris	
Enemy: The Black Hand	30
Leader: Gehirn (5)	
Distinctive:	10
Statuesque 6'2" Blonde	
Superwoman with shield	
Never Gives Up	15
Frequent Strong	
In Harms Way	15

Roll	Attack	Effect	Notes
17	Melee Attack	3d6+30	1e
	Includes Super Strength	Knockback 4 hexes	

Pts.	Powers	Notes	Cap	E/R	Type
40	Super Speed	+1 Action Point	40		
21	Defense 6		21		
5	Athletics			16	AGI
34	Deflect	19-	30	1	
	Accurate +2		10		
	Indestructible Device (-15%)				
20	Super Strength Lvl 4	STR + 2d6 +10	20	1	
25	Melee Attack	STR + 2d6 +15	30	0	
	"Martial Arts" Normal Damage (-15%)				
56	Armor: 28		56		
20	Flight 10m		20	1	
4	Vitality	+4 Hps +4 Nrg	4		
	Fragile Hidden Contacts (-50%) A:5 H:5				
3	Radio Listen/Transmit	with Scanning	7		
2	Encrypted		5		
2	Computer Link + GPS		5		
5	Ultra Vision		10		
4	Running +4				
3	Super Jump +3				
3	Swimming +3				

Experience:	Problem Points:	100	247	Powers Cost
46	+ XP's Spent:	46	99	+ Stats Cost
	Total Cost:	346	346	= Total Cost of Character

60	HIT POINTS

60	ENERGY

10	PLOT POINTS

ACTIONS	Roll	DEF	Effect
Attack: Kick	+0	-1	+1d6 1e
Attack: All Out	-1	-1	+2d6 1e
Attack: Charge	-M/4	-2	+M/4d6
Attack: Disarm	-2	+0	Attack
Attack: Double	-2	-2	1e
Attack: Auto	+1	-1	+1d6
Attack: Full Auto	+2	-2	+2d6
Attack: Grab	-1	+0	Attack
Attack: Moving	-2	-1	Attack
Counter	+0	+0	Interrupt
Full Dodge	-4	+4	Interrupt
Running Dive	-2	+4	Interrupt



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CHARACTER BIO SHEET

Character Name:	America	Place of Birth:	Santa Monica, CA
Real Name:	Helen Guinevere Harris	Profession:	Superhero

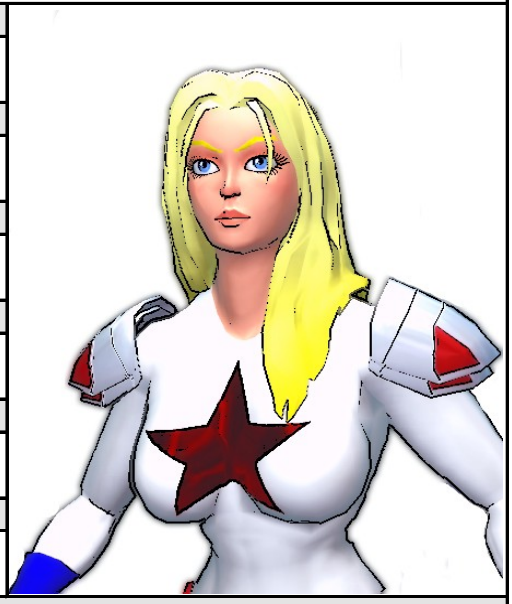
Age:	Race:	Sex:	Height:	Weight:	Hand:	Eyes:	Hair Color:
25	Human Caucasian	Female	1.88	84	Right	Blue	Blonde

Background: **6' 2** **184.8**

Helen has always been interested in guns. Ever since she was a little girl, they have fascinated her. She was an expert shot by the time she was nine. Her dad was an FBI man, and she followed in his footsteps. By the time she graduated Quantico, she was well respected by both men and women in the force. She had been on the force only one year and was still considered a "rookie" by her team-mates until she was "evolved" by the damaged Encephalo Ray that Mastermind had used to create Man-Animal Hybrids, she has become superheroic. She is still not used to gaining a foot in height, and being able to lift a tank and to fly. She has been given an indestructible shield by the US Government.

Appearance:

Gorgeous blonde haired blue eyed woman wearing red, white, and blue spandex costume plus her super shield.



General Attitude:

She is serious, but can crack a joke every once in a while. Usually calm and collected and steady under fire.

Ambitions & Goals:

To rid the world of supervillains and the Black Hand.

Financial Status:

GS-15 143,000 dollars per year, plus she is making marketing deals with Nike, and other commercial interests which will make her a

Quote(s):

Surrender! Don't think you can't be beaten by a girl, because you can!

Family:

Ex-Husband Jack Harris. She is not sure whether she will ever be ready to have a baby. Jack has become cold and distant since her

Psychological Problems:

Helen has always been a bit headstrong and cocky. Now that she is a "super woman" she is very overconfident. She will rush in headlong at the first hint of a fight, and ask questions later.

Routine Activities:

None. She breaks up her activities to have no discernible patterns. She has to attend Sector Five meetings every day and is generally at the HQ in NYC.

Enemies & Why:

Enemies of the US government, especially The Black Hand. Sector Five also keeps tabs on her whereabouts by monitoring her GPS location with her Micro Lenses™

Social Limitations:

As a public figure, Helen has many adoring fans that mob her for autographs and attention. She does her best to keep them happy, but it is difficult for her at times.

Equipment / Vehicles / Bases / Tactics

Since she has become a superheroine, Helen doesn't carry guns any more. Her super shield is made from a unique combination of Impermium and Durasteel. It is both aerodynamic and balanced and can easily be thrown. The shield is indestructible.
As a member of Sector Five, a federal agency tasked with apprehending superpowered villains, she has access to highly sophisticated equipment as well as laboratories operated by the US Government.
Additionally, she can always hop on a Sector Five Banshee Helicopter or Boeing Jump Jet if needed. She can't wait to go up to the not-yet-completed Station Five that is being built in Earth Orbit by Sector Five and the US Government. Her tactics are simple, she uses her Super Speed and extra Action Point to Deflect any attacks against her, and then hits opponents with her super strong melee attack.

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End of Preview

Gehirn, Ascension, Demoneus, Brutisha, Arc
and 27 more heroes and villains are waiting
in the full 71-page book.

Get Polyverse Supers Allies & Enemies Volume #1 at
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