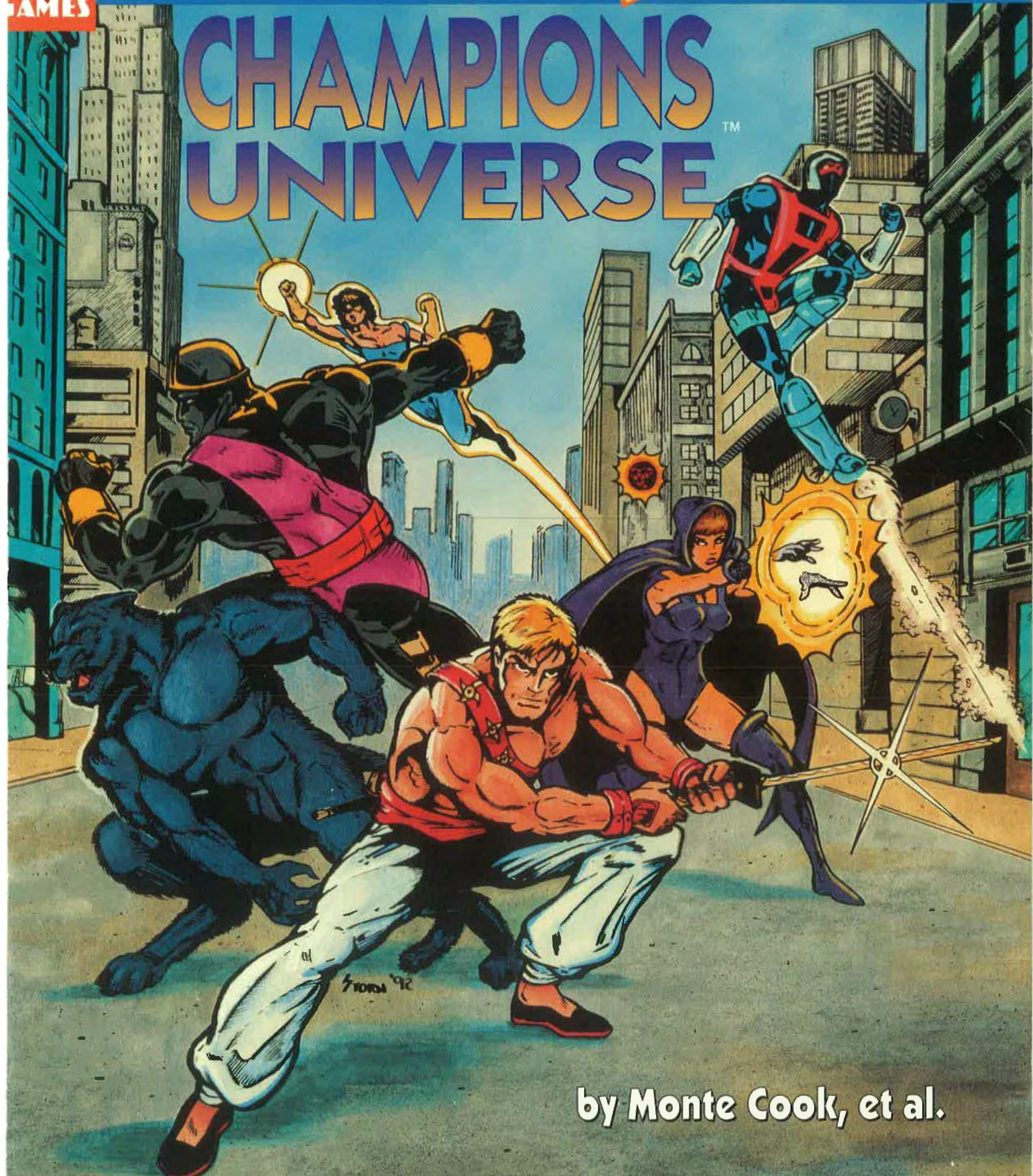


# CHAMPIONS UNIVERSE



by Monte Cook, et al.

# CHAMPIONS UNIVERSE™

## CREDITS

**Author/Designer:** Monte Cook

**Cover Illustration:** Storn Cook

**Interior Illustrations:** Storn Cook, Scott Heine

**Additional Material:** Scott Bennie (High End Champions), Sean Fannon (Normal Characters, Supervillain Relations), Scott Heine (PSI write up, Deathstroke and Dr. Draconis rewrites), Scott K. Jamison (Freedom Squad rewrite), Phil Masters (Great Britain, UNTIL write up, Scenario), Doug Tabb (Aliens, FBI, Antarctica, Aftermath, Inc.)

**Continuity Editors:** George MacDonald, Steve Peterson, Ray Greer

**Specific Project Contributions:** *Series Editor:* Monte Cook; *Pagemaking:* Kevin Barrett; *Cover Graphics:* Terry Amthor; *Pasté Up:* Editing Drones; *Editorial Contributions:* John Brunkhart, Jo Lori Drake

**Other Necessary Contributions:** Christine Cook, Kevin Barrett, Rob Bell

**ICE Staff:** *Sales Manager:* Deane Begiebing; *Products Manager:* Coleman Charlton; *President:* Pete Fenlon; *CEO:* Bruce Neidlinger; *Products Staff:* Kevin Barrett, Monte Cook, Jessica Ney-Grimm, Pete Fenlon; *Operations Staff:* Heike Kubash, Chad McCully; *Shipping Staff:* John Breckenridge, Jasper Merendino, Sterling Williams.



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## CONTRIBUTING AUTHORS

The authors listed below all contributed to *Champions Universe* by providing the material upon which it is all based. They are presented here in no particular order, and all of them are the true creators of the Champions Universe. If I have forgotten anyone that should be mentioned here, I am deeply sorry, for you all deserve a great deal of credit.

George MacDonald	Kelly Phare
Steve Peterson	Quentin Long
Ray Greer	Lance Gueck
Rob Bell	Alex Palmer
Aaron Allston	Monte Cook
Scott Bennie	Mark Goldberg
Scott Heine	Steve Marsh
David Rogers	L. Douglas Garrett
Steve Perrin	Kevin Dinapoli
Scott Paul Maykrantz	Mike Blum
Earl S. Cooley	James Dorethy
Andrew Robinson	Lori Ralston
Allen Varney	David Matalon
Roger Lewis	Mike Nystul
Craig Thomas	Paul Lidberg
Matt Wagner	Eric Nielson
Chad Brinkley	Eric Christian
Patrick Bradley	Glen Thain
Cyrus Harris	Steve Goodman
Phil Masters	Bruce Harlick
Doug Shuler	Mark Williams
Scott Sigler	Stacy Laurence
Dean Edgell	Larry Johnson
Dana Edgell	Pat Witte
Charles Brown	Mark Bennett
Kurt Dershem	John Sullivan
William Tracy	Christopher Allen
Jonathan Hart Eddy	Steve LaPrade
John Brunkhart	Anthony Gresham
Scott K. Jamison	Steve Maurer
Rod Smith	Greg Porter
Stan West	John L. Hall
Jeff O'Hare	Gregg Sharp
Alison Brooks	Nora Page
Dave Flin	J. David George
Doug Tabb	Tom Steubing
Bob Quinlan	Clarke Johnson
Barry Wilson	Keith Nelson
Jim Gettman	Kevin R. Criscione
Dave Berge	Theodore Miller
Steve Kramer	Alvin Ronnfeldt
Lorin Rivers	Jeff George
Chris Swearingen	John Habermas
John Oliver	Bob Martino
Donny Jansen	David Rakonitz
Robert W. Butler	Steven Beeman
Steven Sloan	

## THE CHAMPIONS UNIVERSE BIBLIOGRAPHY

The following is a list of books used as reference in "creating" *Champions Universe*, a job that was actually done when these books were written. You will notice that in some cases, a note is included that a more recent publication supersedes an older one. This is only in the case of reprinted or rewritten material. This merely indicates that the Champions Universe is and always has been a vibrant, changing place that never remains static.

Also included with each product is an abbreviation used throughout this product to reference the earlier work.

Product Name	Abbr.
Enemies 1 (Classic Enemies supersedes).....	E1
Enemies 2 (Classic Enemies supersedes).....	E2
Enemies 3 (Classic Enemies supersedes).....	E3
The Blood and Dr. McQuark .....	BM
Super Agents (Champs rulebook supersedes) ...	SA
Deathstroke .....	DS
Robot Warriors .....	RW
Enemies International .....	EI
PRIMUS & DEMON (Classic Orgs supersedes) ..	PD
Wrath of the Seven Horsemen .....	WS
Target Hero .....	TH
Villainy Unbound .....	VU
VOICE of Doom .....	VD
Red Doom (Classic Orgs supersedes) .....	RD
Serve and Protect .....	SP
Atlas Unleashed .....	AU
Scourge of the Deep .....	SD
CLOWN (Classic Orgs supersedes).....	C
Neutral Ground (Classic Orgs supersedes) .....	NG
Champions Fourth Edition Rulesbook .....	C4
Mind Games .....	MG
Classic Enemies .....	CE
Ninja Hero .....	NH
Challenges For Champions .....	CC
Mystic Masters .....	MM
Zodiac Conspiracy .....	ZC
Invaders from Below .....	IFB
Day of the Destroyer .....	DD
Invasions Target Earth .....	ITE
Kingdom of Champions .....	KC
Champions in 3-D .....	C3D
Demons Rule .....	DR
Olympians .....	O
Alien Enemies .....	AE
Road Kill .....	RK
European Enemies .....	EE
Classic Organizations .....	CO
Champions Presents .....	CP
Champions of the North .....	CN
Champions Universe .....	CU
Adventurer's Club .....	AC

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# INTRODUCTION

The book that you have just picked up, even if it is brand new off of a store shelf, is over a decade old. Impossible you say?

Eleven years ago, a roleplaying game called *Champions* was introduced. It developed quite a following, and a number of support products followed over the years. Characters were presented, places were detailed, and events were chronicled. Soon we began to see, in these products, the characters interacted. Dr. Destroyer was indeed a resident of the same world as Mechanon and Firewing. A consistent (well, mostly consistent) universe had been formed, and no one had really been trying. A Champions Universe came into being when no one was looking, and has existed now for years.

So, you ask, why do you need to buy this book? The Champions Universe has been there all along. Well, presented here, for the first time, is how it all fits together. It is a world book—a sourcebook detailing an entire universe. It explains how the Masque and the Revered Elder fought the Japanese Tong, a group that was led by the Master, who later went on to form the Circle who fought Earthmaster and Dark Seraph, who can trace his ancestry to Aquarius of the Zodiac and even back to Black Paladin who rose Sir Gawaine from the dead and... well, you get the picture. It all fits together now. The characters, the organizations, the alien races—they all interact because they all exist in the same universe.

There's new material here as well. You'll find new characters, new plot threads, even a new scenario that can fit just about any campaign and incorporates most of the characters published so far!

You won't find the identity of the Supreme Serpent of VIPER (that comes in a later book), but you *do* find out the

real relationship between VIPER and Raven, as well as PSI, and a number of other groups. What does Dr. Destroyer think of Eurostar? Of Mechanon? What sorts of superheroes do they have in Australia? You'll find out in the *Champions Universe*.

The *Champions Universe* was written by compiling the information from a decade's worth of products and *Adventurer's Club* articles. Every effort was made to make sure that all the characters, groups, organizations, corporations, events, artifacts, and other important things in the Champions Universe were included—at least in the Glossary, if not in some of the other sections such as the timeline. Some things had to be left out, and others might have been overlooked, but hopefully you'll find that just about everything is here.

Even if you don't use much of the existing supplements in your own campaign, the *Champions Universe* is filled with ideas, places and adventures that you *can* use. There is literally something for everyone here.

The best news is, this is only the first volume to the *Champions Universe*. As the universe grows with new supplements and support, look for further updates to the *Champions Universe*, with new material, characters, and information on how any new products might fit into the universe as a whole.

There are probably two sorts of *Champions* players that are going to use this product. It has been designed for both types. The first sort is the brand new Champions player that would like to start a campaign. Well, you have in your hands the basis for a campaign world that has no equal. It is filled with characters and organizations to battle against as well as ally with. Alien races, other dimensions, high technology, government agencies—they're all here.



When you pick up a supplement and find a reference to a character that you do not know, the Glossary should be able to help you. The timeline will allow you to present a ready-made world to your players that they can fit right into. They can get a feel that things have been happening before they showed up—a feeling that they are in a realistic world, with a past, present and future. Lastly, the book is filled with ideas for character origins, unresolved plot lines, and settings to use in your game.

The second sort of *Champions* player reading this has been playing for a while. You've established your game, and you know who the major players in the world are. Well, aside from being filled with interesting *Champions* trivia that you may or may not already know, a new scenario and some new characters, *the Champions Universe* offers you the ways to integrate various *Champions* products into your game, whether you wish to use them, or just present them as history or flavor. It offers help when your players travel to other lands, or encounter strange aliens. This isn't

just the material that you've already read in previous products rehashed, but a huge sourcebook taking what came before and expanding upon it all. You can of course feel free to change whatever you would like. Alter the timeline to reflect your own adventures, change the characters to match the power levels of the campaign, or substitute your own characters for any presented here—its your world. Everybody's *Champions Universe* is going to be at least a little different.

**Note:** The existence of this *Champions Universe* does not preclude other Universes as well. Hero Games has already published Aaron Allston's *STRIKE FORCE* universe, and other such universes are always a possibility as future products. Licensed products, unique worlds, universes for other genres, and even alternate *Champions Universes* are all candidates for future projects and supplements.

## CHAMPIONS UNIVERSE OVERVIEW

The *Champions Universe* is a parallel universe, similar to our own in many ways — yet very different in others. The geography of this world is almost exactly the same. Life developed very similarly on Earth in the *Champions Universe*. Humanity rose as the dominant species, and became civilized. Wars were fought, nations rose and fell, all as they did on our Earth.

However, on present day Super Earth (the Earth of the *Champions Universe*), there exists a phenomenon which separates it greatly from the "normal Earth." Numerous

people are imbued with super-powers from accidents or from birth. Aliens, though rare, walk the streets. Magicians use their powers for good or ill.

The *Champions Universe* is based on comics. Much of what has happened and happens is derived from the spirit and the genre of superhero comic books. If you are not a reader of superhero comic books, and you wish to use the *Champions Universe* as a campaign setting, its highly recommended that you go out and read some comics.



# CHAMPIONS™ UNIVERSE

The ultimate heroic campaign setting is finally here—all in one book! Everything you need to base your heroes in the world of Dr. Destroyer, Mechanon, and the Champions is presented here. Years in the making, the *Champions Universe* was created by pulling together all of the characters, organizations, adventures, places, and events presented in past *Champions*™ products and coupling it with pages and pages of new material.

For you who have been fans of *Champions* for a long time, find out new information about your favorite characters and events, plus discover the wealth of new characters and material. Find out what Dr. Destroyer thinks of various villains, who's the controlling force behind Raven, and why Firewing and Plasmoid hate each other. Learn the organizational structure of VIPER, and of a secret location in Australia that contains limitless power for those who can wield it. The Champions Universe is bursting at the seams with information to provide you with the greatest role playing setting for your heroes that you could ever wish for—whether you're just starting out or have been playing for years.

## Included in *Champions Universe*:

- \* A complete listing of all organizations, both criminal and otherwise.
- \* A glossary containing entries for every character, group, location, and device in the Champions Universe.
- \* A timeline including important battles, origins, and events contained both in various character backgrounds as well as in various adventure supplements. Also includes tips on including your characters in the timeline, making them truly a part of the Champions Universe.
- \* An atlas with all the information you need to set adventures anywhere in the world, including the local superpowered individuals, active organizations, and special locations for each continent—even Antarctica.
- \* New, never before seen characters and organizations as well as the updating of older groups such as Freedom Squad and Deathstroke to the 4th Edition rules (as well as the 1990's).
- \* Discussions on technology, superhumans and society, magic, paranormal athletics, supervillain relations with one another (i.e., who likes who and who hates who), and much, **much** more!

**Dr Destroyer, VIPER, Raven,  
Mechanon; Updates on  
Deathstroke & Freedom  
Squad, New Organizations;  
Glossary, Timeline, updates,  
IT'S ALL RIGHT HERE!**



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P.O. Box 1605  
Charlottesville, VA 22902 USA



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