



An Enemies
Sourcebook for

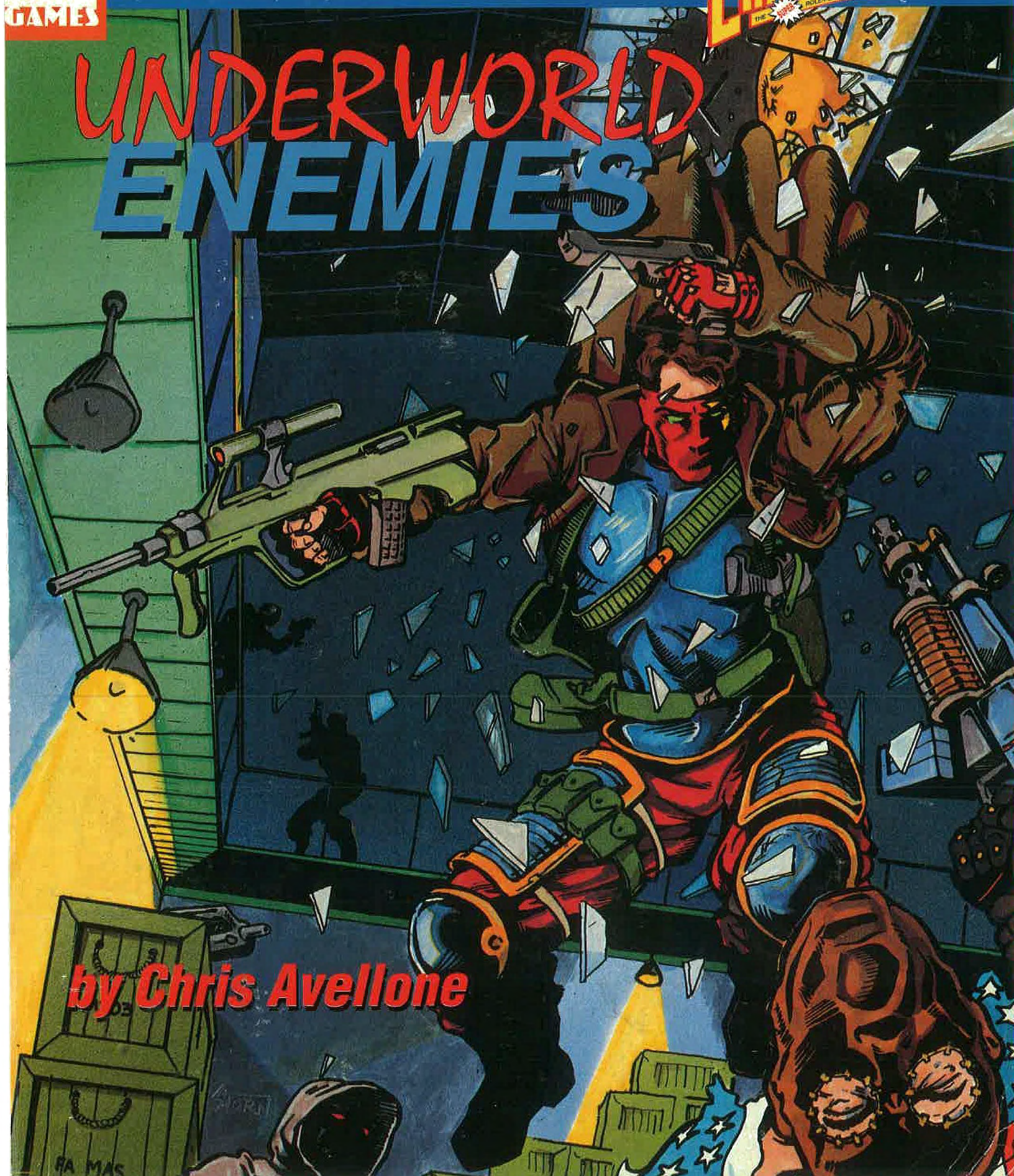
DARK CHAMPIONS
HEROES OF VENGEANCE

#431

OR

CHAMPIONS
THE ROLE-PLAYING GAME

UNDERWORLD ENEMIES



by Chris Avellone

Underworld Enemies™

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DEDICATION

Thanks to the following people who have helped with this book, directly and indirectly: Thuy "Shadowknight" Dang and his one-man war against the Chinatown triads, Chris "Fallen Angel" Wright, who fought the Underworld with all of his strength..and still bears the cost; to the defenders of the burning remains of Fair City: Art "Chiron" Lathrop, Joe "Nightfall" Miller, Tim "Trent" Winkle and Brad "Six Shooter" Reed, who stuck his neck out for us more than once and should know it's appreciated. Thanks also goes to Michelle Pratt, to whom the Asylum is dedicated, Alex "Chake" Bradley, whose artistic creativity made the Saiettas burn to keep him within their halls, and George "Shincasen Boy" Sedgwick, for just being there. Thanks.

A WORD of WARNING
Underworld Enemies deals with sensitive subjects such as rape, racism, drug use, incest, and serial killing. GMs should be aware that using such subject matter in role-playing games takes maturity and caution. Some players may find these subjects uncomfortable, and GMs should take this into consideration. Hero Games in no way condones any of these activities.



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

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

Stock #: 431

ISBN 1-55806-197-5



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“The streets were alive with more gang violence last night as members of the WITCH gang burned down a tenement building believed to be the headquarters of the Magnificent 13 gang. The vigilante Copperhead was at the scene, and several casualties were reported—”

<Click>

“...the victim, a homeless woman, age 24, was found in a bathroom in the Main Street Subway station. She was taken to a hospital and is reported to be in critical condition. She is the fifth victim to be infected with the new strain of HIV from the paranormal rapist known as the Germ. Hospital staff reports that there is not enough information on the virus to quarantine the city—”

<Click>

When night falls on the city, *they* come out.

Vigilantes, psychotics, drug pushers, muggers, thieves, stalkers, mercenaries, hitmen and criminal masterminds...they're all here in *Underworld Enemies*, a *Champions* character book for street level campaigns.

USING THIS SOURCEBOOK

Although this book is designed for *Dark Champions*, most of the villains in this book are paranormals. This is done because it is easier to remove paranormal powers for “pure” street-level campaigns than create new ones for superpowered campaigns. In respect to the street genre, however, there has been an attempt to keep the powers plausible; no character in this book can defy gravity, uproot skyscrapers or fire energy beams from their eyes. Most of the villains’ powers are erratic psychic abilities or enhanced physical skills.

While there are enough gun-toting mercenaries in this book to satisfy the ultra-violent appetite, some Underworld Enemies earn their pay as social and psychological threats. As *Champions* is a *roleplaying* game, these villains will force the characters to roleplay. Fighting racism involves more than swinging one’s fists, rival vigilantes will force player characters to test their moral limits, and shadowy masterminds will manipulate the characters, disrupting their social lives or driving them insane. Confrontations with some enemies in this book may take place without a single shot being fired: Crave, Vain, Absolution, Black Satin, Divine, Marshall Endicott, Howard Fitzwater and Purge engage in blackmail, extortion and other forms of psychological warfare, and many Asylum inmates threaten characters socially: Tenderheart is madly in love with a PC, the Pretender may be the character’s best friend, and Freak delights in sending characters into an illusionary world made of their own fears.

INTRODUCTION

Adventures such as these depend on the player and their ability to act out their character’s struggle. For campaigns that have Combat Monsters, these villains may be inappropriate. But they still bleed when shot.

In keeping with the street genre, a large portion of *Underworld Enemies* contains solo villains...the psychoses of most Underworld villains prevent them from working together, and, not surprisingly, many vigilantes have the same psychoses (for GMs running a campaign with a vigilante group, suggestions for villain alliances are given below). Villain point totals have been kept to a minimum, and there are few villains in this book who cannot be defeated by a lone hero using appropriate strength and cunning.

No one likes to think they are the “bad guy.” Neither do the villains in this supplement. They have justifiable reasons for why they commit “crimes,” and while their actions are illegal, they do not consider themselves criminals. They are trying to support themselves, work out a personal problem, cope with a mental instability, seek justice, help humanity, or just trying to survive.

Some backgrounds in this book are told in story form. They provide all the necessary information for running the character. Any other details are left to the GM.

THE GENRE

The characters in this book can be divided into three groups according to their point cost: the first group is Heroic Street Level characters, built on a 75 base, and having a maximum of 150 points. The second group is the Superheroic (“futuristic”) characters: cyborgs, armored vigilantes and the occasional alien running amok on the streets (Futuristic Law Enforcement and Vigilantes may find themselves up against such adversaries as they attempt to keep the peace). The third group is the Superheroic ‘four color’ characters that run from 250 points and upwards. Any of these “four color” villains can be reduced to a Heroic street level campaign by stripping them of their powers.

GMs are encouraged to tailor the characters in this supplement to fit the needs of the campaign; villains are only as weak as the GM and the plot allow. If the foes are physically inferior to the characters, their powers and abilities should be enhanced (the GM should keep copies of the players’ character sheets and use them as “power barometers” to keep an even match between PCs and their foes; this usually involves only a little manipulation the amount of points in a particular power).

Underworld Enemies uses all new skills and rules presented in *Dark Champions*, including the 1 for 10 rule for Vehicles and Base costs. GMs confronted with an unfamiliar skill should refer to *Dark Champions* for an explanation.



OTHER GENRES

Not all Underworld campaigns take place in the big city. A selection of different genres are provided here, along with suggestions for integrating *Underworld Enemies*.

UNDERWORLD INTERNATIONAL

Branches of the Saietta family can be found in Western Europe (especially Sicily) and South America; the family also takes field trips to countries filled with civil war, starvation and overcrowding to feed their appetites. Bangkok, Hong Kong, London, Mexico City and Berlin all offer interesting adventuring possibilities: Dublin would be ideally suited for a *Dark Champions* adventure with nine struggling vigilantes trying to make an impact in the Underworld as they try to fight the reemergence of the infamous Dublin Hell-Fire Club. GMs can also refer to *European Enemies*, *Champions of the North*, *Kingdom of Champions*, and *Villains: The International File* for more villains.

UNDERWORLD HIGH-TECH/CYBERHERO

While an assortment of villains for High-Tech campaigns has been detailed in *High-Tech Enemies*, additional high-tech characters are included in this book to supplement an Underworld High-Tech campaign: The Hanged Man, Artemis, Gunmetal Silk, Haywire, Hell Razor, Kid Gloves, Tenderheart and Void may be drafted into the “Sci-War” described in *High-Tech Enemies*. In addition, there are a few cybernetic supervillains in *Underworld Enemies* (in respect for futuristic heroic campaigns); if power levels are reduced and cyber-technology substituted for paranormal powers, *Underworld Enemies* can give GMs villains and NPCs for a *Cyberhero* campaign. The gangs and mercenaries in this book can also be used as supporting cast, joining cyberheroes on corporate data raids.

UNDERWORLD PSI

The Saiettas and the Asylum are well-suited for an Underworld Psi campaign; these two groups work behind the scenes and turn up when least expected (Larry Niven’s *The Long Arm of Gil Hamilton* can provide source material for psychic investigators in the far future and Scott Heine’s *Mindgames* can be a foundation for a “Dark Psi” Campaign). A Psi campaign has its home in the shadows and can give rise to a variety of mysterious crimes and criminal networks: a Psi war may be raging throughout the Underworld, and the city may be completely unaware of it. The “Psi” characters in this supplement rarely use firearms and rely on deception and psychological subversion to attack opponents.

For Underworld Psi campaigns, characters should possess mental defense and some degree of psychic sensitivity for criminal investigations: psychometry, erratic precognition, retrocognition (Agatha Christie’s *Sleeping Murder* can provide GMs with a scenario for PCs with the ability to see into the past) and both telepathy and clairsentience are helpful. Absolution, Ashtray Art, Black Satin, the Pretender, Plain Jane and Purge can all be used for an Underworld Psi campaign.

UNDERWORLD IN 3D

Champions in 3D gives GMs the latitude to create pure street-level campaigns; alternate Earths can be designed where paranormals never emerged at all. Characters can travel to an over-industrialized alternate Earth, where high-rises touch the sky and the undercity crawls with criminals looking for easy prey. Some characters in this supplement may have already achieved their goals on an alternate Earth: the Hanged Man brought on the Apocalypse, the Saietta family survived, multiplied and now rules the shadows, and the Idiot King succeeded in bringing enlightenment to humanity, creating a world of saving madness. The Hanged Man’s business operations can be changed in an interdimensional campaign; he may scavenge weapons from other realities and sell them to other Earths. The Idiot King and the Asylum can be escaped convicts from another dimension who are holed up on Earth for a while to make it more “homey.”

CHAMPIONS MARTIAL ARTS

Many criminals in this supplement know Martial Arts, and the GM can stage a “Bloodsport” for their Campaign City, involving gambling, challenges and a chance for PCs to even the score against old foes. The Hanged Man would be willing to organize the event to keep tabs on the Underworld (and to make sure the fights are to the death). Roxy, Felicity, Chastity, Brother Hood, Hail Mary, Gunmetal Silk, Hell Razor, Price and Tenderheart may be contenders, along with several skilled humans. “Bloodsport” can be combined with the Bounty Hunter campaign below.

CHAMPIONS 2050

A future world can be constructed, where the characters are waging war against the progeny of Void, with the heroes armed with *phase* weapons to hunt down and kill Void’s shades before they overrun the city. The threat of Void aside, the Hanged Man may have already created his own Utopian city in 2050, free of crime and drugs. See *Underworld in 3D* for more ideas.

When darkness falls on the city, they come out...

UNDERWORLDTM ENEMIES

Underworld Enemies is the book that you've been waiting for—over 30 new street level villains to spice up your *Dark ChampionsTM* games! This book has everything you'll need to get down and dirty. Vigilantes beware!

Underworld Enemies includes extensive campaigning tips and adventure seeds, including *The Fall*, a mini-campaign designed to introduce the heroes to all of the villains in this book. Advice on campaigns and adventure seeds are also included for all of the groups herein.

Why is the *Hanged Man* selling weapons to all comers, and will the heroes discover his dark plan of peace? Watch the players rumble with *Hail Mary* and *Brother Hood*. The *Saiettas*—just another Mafia family. Or are they? Will the players seek *Absolution*, and will they find him in time? Buy *Underworld Enemies*, and get back to the streets!

Warning: *Underworld Enemies* deals with sensitive subjects. This book is recommended for mature players only.

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



1-55806-197-5 ICE1300