

An Enemies Sourcebook for **CHAMPIONS**



ENEMIES

of San Angelo™



Mark Arsenault Steve Kenson Patrick Sweeney

ENEMIES OF SAN ANGELO

City of San Angelo 1501
A San Angelo Sourcebook
for Champions



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INTRODUCTION

City of San Angelo

1501

Introduction

FOREWORD

Without evil, there can be no good. Without darkness, no light.

Welcome to the dark side of *San Angelo: City of Heroes*.

Enemies of San Angelo presents a sampling of the super-human criminals who plague the Golden City and its citizens. Thieves, killers, criminals-for-hire and villains of all kinds are detailed to embolden and enliven your *Champions* campaign.

But in the world of San Angelo, even supervillains are people first.

Villains who are evil for no better reason than the demands of plot are nothing more than two-dimensional cardboard cutouts. They are neither interesting nor memorable.

The true challenge is to create living, breathing people who oppose the heroes for their own good reasons. A foe whose goals the heroes can understand, if not condone, will be remembered long after the power-mad megalomaniacs and other stock villains have been forgotten.

Indeed, not all villains need be evil. Some are lost souls, others caught in the grips of obsession, while still others justify their actions in the name of vengeance. Certainly few consider themselves evil, instead excusing their misdeeds in the name of a higher cause or recompense for past grievances.

Yet, whatever their motivations or self-justifications, they are doing wrong.

Making wrong things right is a job for heroes.

Your heroes.

A Note About the 5th Edition Hero System Rules

Although the 5th Edition Hero System rules are still being developed at the same time as this book, we're making every effort to ensure that the characters presented herein are compatible with the 5th Edition rules. Thus, there are a couple of things that should be noted about the way certain powers were "bought" for the characters in *Enemies of San Angelo*.

Aid

The cost for Aid is being increased from 5 Active Points per die to 10 Active Points per die. We've used 10 Active Points per die when buying Aid for several of the characters in this book. Characters designed using the 4th Edition method can simply be given extra Experience Points to pay for the added cost. Alternately, GMs and players can reduce the number of dice in the Aid. And, of course, you can ignore the cost change altogether. Regardless of which way you decide to handle the change, the characters remain completely compatible.

Hand Attack

Hand Attack has been modified for 5th Edition Hero System to cost 5 Active Points per die instead of the 4th Edition cost of 3 Active Points per die. Hand Attack has been changed from a straight Power to being a -1/2 Limitation bought on extra strength or Energy Blast. The Real Cost of Hand Attacks does not change; it is still 3 points per 1d6. The characters with Hand Attacks in this book use the 5th Edition method.

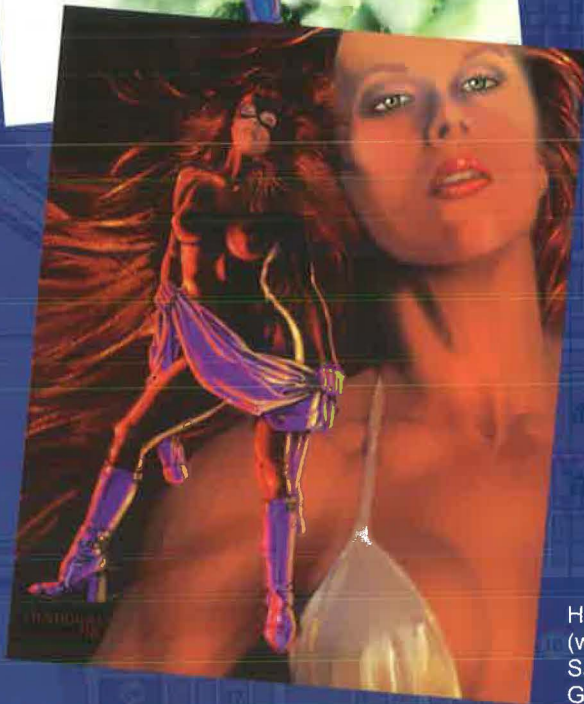


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