



LPJ9765

FULL METAL ZERO

PROTOTYPE:

NEMESIS

**Requires the use of the d20 Modern™
Roleplaying Game, published by Wizards of the Coast, Inc.**

Some people commit evil deeds because of a misguided sense of morality or dedication to a twisted ideology. Others spread corruption and misery for nothing more than personal gain. Still more disturbing are those twisted geniuses who are able to take full advantage of these two extremes. By manipulating the beliefs of others, a Nemesis literally manufactures villainous henchmen to serve their own ends. While lacking in personal conviction themselves, these people have an uncanny talent for recruiting and training henchmen to serve someone else's amoral cause. Nemesis is an

exemplar of the mercenary mindset, a self-serving and untrustworthy player in someone else's game. While he himself is beholden to no one, a Nemesis expects absolute obedience from those in his tutelage.

An expert in observation and training techniques, a Nemesis is both teacher and student. He is always on the lookout for a new technique to add to his repertoire. His ability to instantly learn and duplicate the fighting abilities of his opponents makes this character a deadly and unpredictable

