

place. She aims to spread her darkness, infecting heroes with nightmares and making them or their families do obscene things to their loved ones. She never fights directly, but at a distance. It always begins with the Dark Emissary's arrival; when she is done, however, the heroes of the world are always too rattled or insane to stop her master from stepping across. That's how it ends.

INHUMAN JUGGERNAUT

Nobody knows who built this mystic creature or how it functions. They merely know that whoever commands it controls a walking swath of destruction. The Inhuman Juggernaut has a course of action and if the shortest distant between two points is a straight line, then this monster does exactly that, regardless of what lies in its path. It is single-minded in this respect; buildings, schools, vehicles, military, heroes are no different in its regard. It destroys all with equal dispassion. More troubling is that this creature is an assassin without finesse or pretense. When it is sent to kill someone, it does not stop until destroyed or it kills the target and it doesn't matter who gets hurt in the process.

FLESH SCULPTOR

The Flesh Sculptor was once a brilliant doctor before the accident turned him into who he is now. His gift to mold and manipulate his flesh and that of others has unhinged him. Where he finds beauty, he deforms. Where he finds opposition, he uses his craft to suffocate and blind with his skin warping abilities. He relishes his powers, revels in the unmaking and remolding of people. He believes it is his destiny to unmake God's image and he does so without discrimination or mercy. He's also adept at infiltrating someone's life as a copy, and then undoing all the good by hurting their friends and family. In short, he revels in the deconstruction of others.

INFECTED

They look like the walking dead, the Infected do, but they're not exactly zombies. They don't have an overwhelming hunger for brains or human flesh, except to kill anyone who ventures near their sewer hives or to capture people for impregnation by their queen. The Infected can accomplish this through brute strength or by turning into a living swarm of insects. As the former, they are constantly surrounded by flies and flying insects that roost in their flesh. As the latter, they can suffocate a target in their buzzing mass or constrict their opponents. Either way, their victims go dead to the feeding chambers or alive to the birthing chambers. Both are horrid fates.

MR. CLOWN!

Mr. Clown! isn't a performer who went evil. He's something else entirely and nobody is sure what. He acts like a childhood terror come to life; a jester with a frightening sense of humor. He loves children. He could just eat them all up. But before that happens, he starts with the games, first turning into the toys children love to play with and

animating things for their delight. Slowly, though, slowly he turns against them. He becomes the thing in the closet, the eyes under the bed. He hears their wishes and perverts them with sadistic glee. "I hate my parents" is enough to get them slaughtered with a big knife; "I wish I had that toy" turns the object of desire into an animated piece of terror. He becomes their nightmare, alienating children from parents, teachers, and friends through his illusions. Not to worry, though. He may love terrorizing children, but he has no compunctions killing heroes as well just as soon as he figures out what makes them tick-tock-tick.

SUPERNATURAL SLASHER

Some people are born to murder the world. They are remorseless—unstoppable—mindless in their pursuit. They live to kill and Death likes their work so much that it doesn't keep them down for long. Maybe Death is just too afraid to hold on to them. Somewhere along the way, somehow in the forging of its own legend, the Supernatural Slasher gained inhuman abilities. Maybe it had them all along. Nobody really knows. The Slasher is a puritanical thing, driven by a need to kill sin, and it sees plenty of sin in the world. It's not naïve enough to consider itself a hero. It is more like agent of something greater born without pity. It shows none, either, slaughtering teens and adults alike. None are safe from its chainsaw. It'll just keep coming back.

TROPHY HUNTER

This alien creature is a visitor to Earth, but it comes with a game in mind—to hunt heroes for the sport of it. The Trophy Hunter has no qualms killing, although it doesn't delight in murder. For it, only the sport matters and regardless what it does to the body, it will celebrate and honor a good hunt. It will lair in abandoned or underground places like sewer systems, warehousing districts, industrial parks, etc, and surface only to find prey. It has a plan and technology superior to contemporary humans, making it dangerous without its small array of natural abilities and superior training. Thankfully, despite its cold-blooded nature, it has a code of conduct that will stop it from going after children, pregnant women and defenseless targets, so long as they don't attack it first.

WTF!

From the presumably cold depths of outer space, imprisoned for thousands of years in the glaciers of Earth's Arctic (hence making it the heavy-handed poster boy for warnings about global warming) comes...WTF! At least, that's the name reporters and victims alike screamed upon first encountering the oozing puddle of flesh. The creature is a medley of its former victims, but not in a good way. Not in the way medley is normally used for wholesome things like salads and snacks. No, WTF is unwholesome and devours anything warm, fleshy, and screaming (that would be you, the viewing public). It is single minded and always hungry. It attacks teenagers and small towns and kills people in really interesting ways. Not deliberately, but with a sense of irony, perhaps. Run in terror of WTF! It has its...urm...eyes on you!

DARK EMISSARY

PL15

STRENGTH	AGILITY	FIGHTING	AWARENESS
3	4	2	5
STAMINA	DEXTERITY	INTELLECT	PRESENCE
4	4	6	6

POWERS

Adaptation: Variable 2 (10 points, for functioning in hostile environments), Continuous, Reaction • 22 points

Blindsight: Senses 5 (Vision Counters Illusion; Accurate and Acute Mental) • 5 points

Dream Control: Illusion 15 (all senses), Selective, Limited to Sleeping Targets, Resistible by Will; Linked to Perception Ranged Damage 15, Insidious • 106 points

- **Mental Dissection:** Mind Reading 15 and Possession: Perception Ranged Cumulative Affliction 15 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Merge with Subject, Subtle • 1 point

Inhuman: Immunity 30 (Fortitude effects) • 30 points

ADVANTAGES

Fascinate (Intimidation), Fearless

SKILLS

Expertise: Magic 6 (+12), Insight 6 (+11), Intimidation 8 (+14), Investigation 4 (+10), Perception 6 (+11)

OFFENSE
INITIATIVE +4

Dream Control Perception Ranged, Illusion 15 (Will DC 25) plus Damage 15

Possession Perception Ranged, Affliction (Will DC 25)

DEFENSE

DODGE	6	FORTITUDE	Immune
PARRY	6	TOUGHNESS	4
WILL	15		

POWER POINTS

ABILITIES	68	SKILLS	15
POWERS	164	DEFENSES	16
ADVANTAGES	2	TOTAL	265

POSSIBLE COMPLICATIONS

I will not sully my hands: The Dark Emissary prefers to remain aloof and at a distance whenever possible.

Master, please! The Emissary serves a greater power and must eventually answer to it.



"I had eyes once, but I see much better now..."

INHUMAN JUGGERNAUT

PL14

STRENGTH	AGILITY	FIGHTING	AWARENESS
17	6	10	-1
STAMINA	DEXTERITY	INTELLECT	PRESENCE
14	6	-1	-1

POWERS

Huge: Growth 4, Innate, Permanent • 9 points

Super-Strength: Alternate Effects of Strength Damage (17 points)

- **Groundstrike:** Burst Area Affliction 14 (Resisted by Dodge; Dazed, Prone), Limited Degree • 1 point
- **Shockwave:** Cone Area Damage 8 • 1 point
- **Thunderclap:** Burst Area Affliction 14 (Resisted by Fortitude; Hearing Impaired, Hearing Disabled, Hearing Unaware), Limited to One Sense • 1 point

Unstoppable: Immunity 60 (cold damage, fire damage, bludgeoning effects, Fortitude effects); Protection 4, Impervious 18 • 82 points

ADVANTAGES

All-out Attack, Fearless

SKILLS

Athletics 6 (+23), Intimidation 16 (+17)

OFFENSE

INITIATIVE +6

Groundstrike	Burst Area, Close, Affliction 14 (Dodge DC 24)
Shockwave	Cone Area, Close, Damage 8
Thunderclap	Burst Area, Close, Affliction 14 (Fort DC 24)
Unarmed +10	Close, Damage 17

DEFENSE

DODGE	6	FORTITUDE	Immune
PARRY	9	TOUGHNESS	18
WILL	10		

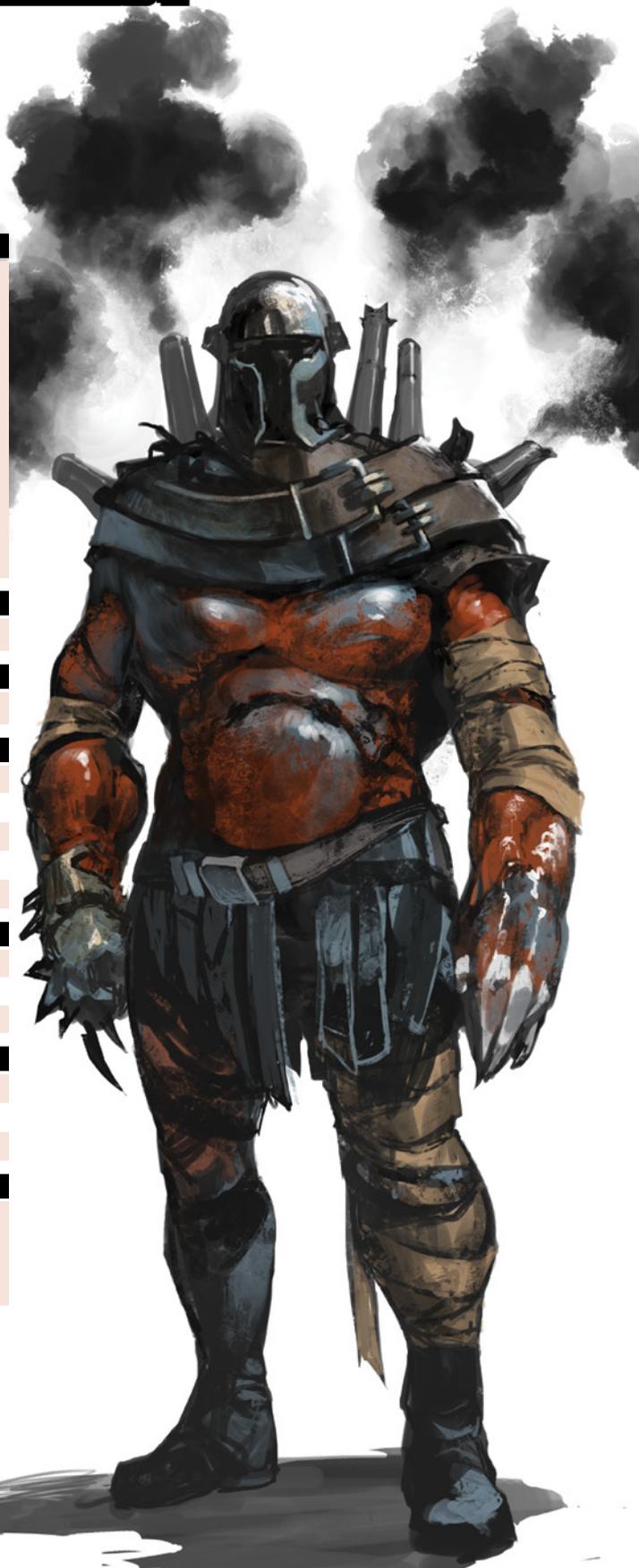
POWER POINTS

ABILITIES	84	SKILLS	11
POWERS	94	DEFENSES	14
ADVANTAGES	2	TOTAL	205

POSSIBLE COMPLICATIONS

Made to Serve: The Inhuman Juggernaut exists to destroy its target, whatever that might be.

No Finesse: The Inhuman Juggernaut simply smashes through any obstacles in its path.



"DECIMATE ALL"