

**VILLAINS
AND
VIGILANTES™**

FANTASY GAMES UNLIMITED PRESENTS



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ANARCH



FREE VILLAIN BONUS!

ANARCH

Identity: Malefax
Age: 212 (30 physically)
Level : 16

Side: Evil
Sex: Male
Training: +7 to hit HTH, -4 to be hit HTH, -4 to be hit at range

Powers:

1. **Synthetic Body:** Malefax is an artificial construct derived from an ancient alchemical process. In many respects, he appears to be completely human. However careful use of certain magical detects will reveal the lack of a true 'soul' and his aura of being a quasi-magical construct. In his 'DNA' coding is a single celled sentient organism, alchemically altered and given a hive-like sentience that carries Anarch's memory. So long as any part of his cellular make-up survives, i.e. a piece of his flesh survives, given time, he will fully regenerate. If the true nature of his existence is discovered, and/or he is made aware of this, he will deny the truth of it, believing instead his programming as a vassal of Baen Kudarak, the Dreadlord of the Slayne. Aside from being able to alter his pigmentation at will, he also has the following abilities:

- Heightened Intelligence: +30
- Heightened Strength: +25
- Heightened Agility: +16
- Heightened Endurance: +13
- Regeneration: At Healing Rate per turn.

2. **Willpower A** (variable use) PR=1 per turn.

3. **Damage Reduction:** If struck by a radiant energy attack (light, heat, electricity, sound waves, etc.), damage from the attack is reduced by up to 50%, using the following table and rounding in Anarch's favor:

Roll 1d6.

1-2 25%

3-5 50%

6 50% AND double dice for option (b) of Energy Absorption.

4. **Energy Absorption:** Anarch has the ability to absorb radiant energy attacks (light, heat, electricity, etc.), but not physical impact or trauma. Anarch may opt for one of two options. Consider the same type and number of dice used to perform the energy attack him by his opponent and then:

(a) He may attempt to completely absorb the damage and dissipate it by rolling the same number and type of dice used for the attack, and dividing the result by two. For example, if an attack inflicts 2d8 damage, he'd use 2d8 as the basis to try to counter the attack. After applying his damage modifier, if the result is greater than the remaining damage, then Anarch has successfully avoided damage. If the result is less than the remaining damage, then Anarch takes the damage normally.

(b) He may choose to assimilate and 'collect' the damage for conversion, and must subtract the remaining damage as if he has been normally hit. Then, in his next HTH attack phase he may roll the same dice, as above for additional damage as a carrier attack of 'general' bio-energy. He may not 'collect' additional energies from multiple sources and must choose the specific use of power as each attack occurs. If attacked by multiple sources he may choose option (b) to store and return energy as an attack only one time, with any remaining attacks being option (a) until the next game turn.



Anarch possesses Military, Disguise, Interrogation, World History, Politics and Computer Science skills all at genius levels of performance and knowledge. He is extremely wealthy/resourceful/multiple contacts.

Weight: 200	Basic Hits: 4
Agility Mod: -	Strength: 43
Endurance: 30	Agility: 25
Intelligence: 44	Charisma: 18
Reactions from Good: -4	Evil: +4
Hit Mod: 63.84	Hit Points: 256
Damage Mod. : +8	Healing Rate: 3.6
Accuracy: +4	Power: 142
Carrying Capacity: 8251 lbs.	Basic HTH Damage: 2d10
Movement Rates: 98" ground	
Detect Hidden: 30%	Detect Danger: 34%
Inventing Points: 4.4	Inventing: 132%
Legal Status: No Record, Subversive Mastermind	

Origin and Background: Long ago, a single-cell from a great warrior was placed through a crucible of alchemical process and black art. Soon, a body formed, dark-skinned and fair. He grew quickly, trained by martial masters and cultists, recipient of knowledges long forgotten and bent to purpose.

For nearly two hundred years the being known as Malefax has served his loathed liege, delivering insurrection, performing assassination, feigning death, and infiltrating the world's political machines a la carte.

As a secret mole of Baen Kudarak the Dreadlord, he is consistently found masquerading in dangerous and powerful political positions and is a global threat the world over...

Combat Tactics: Malefax is a sophisticant amongst villains. He attempts to divide and isolate opponents and his methods will almost always be inclusive of collateral damage to cause confusion and distraction as he moves methodically toward his ultimate goals. Many heroes have been led to their graves for their underestimation of this sinister agent.

Personality Traits: Malefax is completely sociopathic and a great pretender socially. A true chameleon in every sense, his only real loyalty is to his 'father,' Dreadlord. He does not retreat and does not take prisoners.

Author's Notes:

So many times we'll get e-mail or comment that begs the question of our products, "Who are those guys on the cover of that book?"

We think that this is often a valid question, even more so that we sometimes put a great character up and then the customer suffers because we didn't release their stats and powers.

In light of this and other recent events, we decided that every so often, we'll release a single shot villain as a FREE bonus. This is to say thank you to our customers and will be the first of hopefully many more to come. We figure that one character isn't going to break the bank and might go miles toward a little good will and good PR (and we don't mean power)!

Besides that, who doesn't appreciate a good villain? So, enjoy this super villain and may he wreak havoc in all the worst ways to challenge your heroes!

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