

# NPCs

These poses contains heroes and villains for you to put into your games. You are, of course, free to use these numbers, names, and personalities in your games any way you see fit. If you want to change a signature weapon/attack, or alter someone from supertech to mystical, or even change a hero into a villain because you're short on villains, then please fee free to do so. This information is for *you*, to make running your game easier. Go nuts.

- [Powerless and Ordinary](#)
- Blanks (generic class/level combinations that you can add powers to)
  - [Warrior](#): 4, 8, 12
  - [Soldier](#): 4, 8, 12
- NPCs
  - [Adonis](#) (Thinker 5 / Socialite 5)
  - [Alpha](#) (Mastermind 20)
  - [Apex](#) (Champion 20)
  - [The Batter](#) (Sneak 6)
  - [Bengal](#) (Warrior 6)
  - [Brainchild](#) (Soldier 6)
  - [Brain Doctor](#) (Socialite 10)
  - [Chaingun Sally](#) (Soldier 14)
  - [Cyrus Samedi](#) (Mystic 14)
  - [Deadline](#) (Sleuth 4)
  - [Doc Sprocket](#) (Champion 10)
  - [Doctor Byrdapak](#) (Thinker 10)
  - [Force Majeure](#) (Mentalist 6)
  - [Lone Star](#) (Warrior 8)
  - [The Mad Engineer](#) (Inventor 20)
  - [Minion](#) (n/a)
  - [Ms. Comet](#) (Charming 2 / Strong 4 / Champion 6)
  - [Mistah Two Hatz](#) (Champion 5)

- [Monkey Queen](#) (Martial Artist 8)
- [Officer X-Ray](#) (Adventurer 10)
- [Phoenix Maximus](#) (Soldier 20 / Mastermind 20)
- [Rage](#) (Sidekick 4 / Martial Artist 1)
- [Sharky](#) (Mastermind 5 / Sneak 2)
- [Silver Sabre](#) (Champion 4)
- [Slag](#) (Mastermind 4)
- [Sponge](#) (Sidekick 6)
- [Tim Toady](#) (Soldier 8)
- [Titan Omega](#) (Champion 20)
- [Whip Lass](#) (Mastermind 7 / Warrior 7)
- [White Knight](#) (Warrior 10)