



Character Name: **Baron Nihil**
 AKA: Ernst von Niehl
 Genre: Superheroic
 Campaign: **TASK FORCE**

CHARACTERISTICS

Val	Char	Base	Cost	Roll
30	STR	10	20	15-
29	DEX	10	38	15-
28	CON	10	18	15-
23	INT	10	13	14-
23	EGO	10	13	14-
30	PRE	10	20	15-
10	OCV	3	35	
10	DCV	3	35	
3	OMCV	3	0	
8	DMCV	3	15	
6/26	PD	2	4	
6/26	ED	2	4	
7	SPD	2.0	50	
30	REC	4	26	
100	END	20	16	
20	BODY	10	10	
80	STUN	20	30	
13m	Run	12	1	
4m	Swim	4	0	
4m	Leap	4	0	

Total 348

Summary

Lift: 1600.0kg
 Initiative: 34
 Stun Threshold: 28
 Perception Roll: 14-

PRE Attack: 6d6
 STR Dmg: 6d6
 STR END: 3

6/26 PD • 0/20 Res. PD
 6/26 ED • 0/20 Res. ED
 Phases: 2, 4, 6, 7, 9, 11, 12

CHARACTER IMAGE



EXPERIENCE POINTS

Total earned:	716
Spent:	716
Unspent:	0
Base Points:	500
Complication Points:	50
Characteristic Points:	348
Power Points:	623
Talent Points:	5
Martial Art Points:	46
Skill Points:	76
Perk Points:	118
Total Points:	1216

MOVEMENT

Type	Top Speed
Run	13m [26m NC]
Swim	4m [8m NC]
H. Leap	4m [8m NC]
V. Leap	2m [4m NC]
Teleport	30m [60m NC]

INFORMATION

Eye Color: n/a
Hair Color: n/a

Height: 1.98 m
Weight: 120.00 kg

Appearance

Baron Nihil is no longer human — he’s now a 6’6” tall man-shaped maelstrom of purple energy, within which blue lightning swirls like water. In spite of this, he still manages to wear an SS colonel’s uniform. His voice is distorted, but the German accent is still audible.

Background

Ernst Von Niehl grew up in Germany in the years before the Great War, the great patriotic disaster. Through hard work and study he advanced through the ranks of German weapon engineers. A Nazi from the early years, he found favor in the Reich and became one of its leading weapons technicians. His Party connections allowed him to advance to a high position in the SS overseeing the occupation of Holland, but his bizarre weapons projects earned him the nickname “Von Nihil” for his love of destruction and his belief that he could develop a form of energy — Nihil energy, he called it — that was more than a thousand times destructive than a split atom! It was this research that earned him the repeated attentions of Great Britain’s Super Soldier, Union Jack, throughout the war.

Because of his discovery of Nihil-energy, he was assigned to command the Der Riese research megacomplex in Lower Silesia during WW2. In addition to perfecting weapons based on his technology, he supervised the development of wunderwaffen such as the Nazi Saucer and Die Glocke. Which was what he faithfully did until that fateful day in September 1944 when an Allied commando

raid penetrated Der Riese to commandeer Die Glocke, recently returned from yet another test flight through time. /* 'Greatest Generation' */

The last words he heard in our plane of existence were those of the future American hero Starforce: "YOU WILL BE HISTORY!" as they fought within Die Glocke. The hero from a future America triggered a massive electrogravitic pulse (SACRILEGE! Electrogravitics was GERMAN technology!) into his face as they struggled. Die Glocke exploded, propelling Starforce back through the portal he was attempting to stabilize while Colonel von Niehl was catapulted into what he called the Annihilation Dimension.

Years passed. Von Nihil (the name he now thought of as his own) coalesced his energy form into the semblance of a human body. A lesser man would have been torn asunder by the dimensional winds, but hate kept him alive. His Nihil senses became attuned to dimensional disturbances around him, and one day he decided to make the leap. One brief, agonizing instant later, Baron Nihil rematerialized on what he thought was Earth. An Earth populated by beautiful, tall Nordic specimens, the prime of Aryanhood! He had in fact ventured into a pocket dimension called the Kingdom of the Saguenay. After proving his new-found power by reducing the king to a smoldering corpse, he assumed leadership of the kingdom, naming himself Baron Nihil. (he chose baron instead of king because he considered his newly-conquered land a territory of the Third Reich).

It took him years to learn how to perfect his powers, but eventually he made a portal from the kingdom of the Saguenay to his home earth. There, he discovered changes of the most alarming sort. The Third Reich defeated! Hitler dead! And worst of all, America had been permitted to grow, its cultural, political, and economic influence spreading over the globe like a pernicious plague

Personality

Pretty much straight from CVV1 or FRed "Champions of the North" -- just replace Red Ensign with Union Jack or Starforce.

Baron Nihil is the unleashed force of Nazi hatred in the modern world. He doesn't care that he's seen as an anachronism. To him, the west's disrespect for his Nazi traditions is a sign of its decadence and a harbinger of its ultimate downfall. He views himself as the last true Nazi, and intends to hold his gains — the Kingdom of Saguenay — as a last possession of the Reich. He hopes that when he's purged the world of America, he'll be able to inspire or frighten the world into re-embracing Nazism and that a new Führer will arise to lead Germany to a thousand years of greatness.

Quotes

"They say Americans aren't mongrels, that they're actually human beings. I say that anyone who feels this way should be shot!"

Baron Nihil

COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	+0	+0	Block, abort
Brace	0	+2	½	+2 vs. Range Mod.
Disarm	½	-2	+0	Can disarm
Dodge	½	--	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½*	+0	-5	+4 DC attack damage
Move By	½	-2	-2	STR/2 + v/10, you take 1/3
Move Through	½	-v/10	-3	STR + v/6
Multiple Attack	1	var	½	Attack multiple times
Set	1	+1	+0	Ranged Attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or weapon
Throw	½	+0	+0	Throw w/ STR dmg
Trip	½	-1	-2	Knock target prone
Aikido Throw	1/2	+0	+1	10d6 +v/10, Target Falls
Boxing Cross	1/2	+0	+2	12d6 Strike
Choke	1/2	-2	+0	Grab One Limb; 4d6 NND
Escape	1/2	+0	+0	65 STR vs. Grabs
Hold	1/2	-1	-1	Grab Two Limbs, 60 STR for holding on
Judo Disarm	1/2	-1	+1	Disarm; 60 STR to Disarm
Karate "Chop"	1/2	-2	+0	HKA 4d6
Kung Fu Block	1/2	+2	+2	Block, Abort

COMBAT STATS

Type	Base/Total	Current Vitals
Stunned Threshold	28	STUN:
Melee Damage	6d6	
Physical Defense	6/26	/80
Res. Phys. Defense	0/20	END:
Energy Defense	6/26	
Res. Energy Defense	0/20	/100
Mental Defense	15	BODY:
Power Defense	15	/20

COMBAT VALUES

OCV: 10	DCV: 10
OMCV: 3	DMCV: 8
Initiative and Action Phases	
DEX: 34	Action Phases: 2, 4, 6, 7, 9, 11, 12

COMBAT MODIFIERS

Range	0-8m	9-16m	17-32m	33-64m	65-125m	129-250m
RMOD	0	-2	-4	-6	-8	-10

ATTACK POWERS

Name	Effect	END
Violent Wind	15d6 Blast	0
Wind By My Command	(65 STR) Telekinesis	6
Disintegrating Wind	10d6 Drain	15
Wind to Saguenay	Extra-Dimensional Movement	7

DEFENSE POWERS

Name	Effect	Defense	END
Semi-Intangible	Resistant Protection	40	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Damage Reduction	0	0
	Mental Defense	15	0
	Power Defense	15	0
	Flash Defense	10	0
	Flash Defense	10	0
	Knockback Resistance	20	0

SENSORY POWERS

Name	Effect	END
Dimensional Sense	14- Detect	0
Energy Sense	14- Detect	0

Baron Nihil**POWERS**

END	Description	Cost
	Nihil-Winds: Multipower, 150-point reserve	150
0	1) Violent Wind: Blast 15d6, Double Knockback (+1/2), Reduced Endurance (0 END; +1/2) (150 Active Points)	15f
6	2) Wind By My Command: Telekinesis (65 STR), Affects Porous, Fine Manipulation, Reduced Endurance (1/2 END; +1/4) (149 Active Points)	15f
15	3) Disintegrating Wind: Drain BODY 10d6, Area Of Effect (32m Cone; +3/4), Thin Cone (-1/4) (150 Active Points); No Range (-1/2)	10f
	Strong-Willed: +30 PRE (30 Active Points); Only to Defend Against PRE Attacks (-1)	15
0	Semi-Intangible: Resistant Protection (20 PD/20 ED) <i>Semi-Intangible</i> , all slots Linked (Semi-Intangible; -1/2), Unified Power (-1/4)	60
0	1) Energy Damage Reduction, Resistant, 75% (60 Active Points); Linked (Semi-Intangible; -1/2), Does Not Work In A Vacuum (-1/4), Unified Power (-1/4)	30
0	2) Physical Damage Reduction, Resistant, 75% (60 Active Points); Linked (Semi-Intangible; -1/2), Does Not Work In A Vacuum (-1/4), Unified Power (-1/4)	30
0	3) Mental Damage Reduction, 75% (60 Active Points); Linked (Semi-Intangible; -1/2), Does Not Work in a Vacuum (-1/4), Unified Power (-1/4)	30
0	4) Life Support (Eating: Character only has to eat once per week; Immunity All terrestrial poisons; Immunity: All terrestrial diseases; Longevity: Immortal; Safe in High Pressure; Safe in High Radiation; Safe in Intense Cold; Safe in Intense Heat; Self-Contained Breathing; Sleeping: Character only has to sleep 8 hours per week) (34 Active Points); Linked (Semi-Intangible; -1/2), Unified Power (-1/4)	19
0	5) Mental Defense (15 points total) (15 Active Points); Linked (Semi-Intangible; -1/2), Unified Power (-1/4)	8
0	6) Power Defense (15 points) (15 Active Points); Linked (Semi-Intangible; -1/2), Unified Power (-1/4)	8
0	7) Sight Group Flash Defense (10 points) (10 Active Points); Linked (Semi-Intangible; -1/2), Unified Power (-1/4)	6
0	8) Hearing Group Flash Defense (10 points) (10 Active Points); Linked (Semi-Intangible; -1/2), Unified Power (-1/4)	6
0	9) Knockback Resistance -20m (20 Active Points); Linked (Semi-Intangible; -1/2), Unified Power (-1/4)	11
	Dimensional Travel: Multipower, 150-point reserve	150
6	1) Ride the Wind: Teleportation 30m, No Relative Velocity, Position Shift, Safe Blind Teleport (+1/4), Reduced Endurance (1/2 END; +1/4), MegaScale (1m = 1,000 km; +1 3/4) (146 Active Points)	15f
7	2) Wind to Saguenay: Extra-Dimensional Movement (Single Dimension, Any Location), x8 Increased Weight, Reduced Endurance (1/2 END; +1/4), Usable As Attack (+2 1/2), Grantor pays the END whenever the power is used, Grantor controls the power totally, all targets standing within 10 meters of Grantor (150 Active Points)	15f
0	Dimensional Sense: Detect Dimensional Disturbance 14- (no Sense Group), Discriminatory, Range, Sense	15
0	Energy Sense: Detect Energy Fields 14- (no Sense Group), Discriminatory, Range, Sense	15
	Total Powers Cost	623

TALENTS

Description	Cost
Lightning Reflexes (+5 DEX to act first with All Actions)	5
Total Talents Cost	5

MARTIAL ARTS

Description	Cost
+4 HTH Damage Class(es) +4 HTH Damage Class(es) Commando Training	16

1)	Aikido Throw	1/2 Phase, +0 OCV, +1 DCV, 10d6 +v/10, Target Falls	3
2)	Boxing Cross	1/2 Phase, +0 OCV, +2 DCV, 12d6 Strike	4
3)	Choke	1/2 Phase, -2 OCV, +0 DCV, Grab One Limb; 4d6 NND	4
4)	Escape	1/2 Phase, +0 OCV, +0 DCV, 65 STR vs. Grabs	4
5)	Hold	1/2 Phase, -1 OCV, -1 DCV, Grab Two Limbs, 60 STR for holding on	3
6)	Judo Disarm	1/2 Phase, -1 OCV, +1 DCV, Disarm; 60 STR to Disarm	4
7)	Karate "Chop"	1/2 Phase, -2 OCV, +0 DCV, HKA 4d6	4
8)	Kung Fu Block	1/2 Phase, +2 OCV, +2 DCV, Block, Abort	4
Total Martial Arts Cost			46

Baron Nihil**SKILLS**

Roll	Description	Cost
	+2 with all Intellect Skills	8
14-	Cryptography	3
14-	Demolitions	3
14-	Electronics	3
15-	Interrogation	3
14-	Inventor	3
14-	Mechanics	3
14-	Navigation (Dimensional)	2
15-	Oratory	3
14-	Power: Nihil-Winds	3
14-	Systems Operation	3
14-	Tactics	3
14-	Weaponsmith (Energy Weapons)	2
	Linguist	3
	1) Language: English (fluent conversation; literate) (3 Active Points)	2
	2) Language: French (fluent conversation; literate) (3 Active Points)	2
	3) Language: German (idiomatic; literate) (5 Active Points)	0
	4) Language: Russian (fluent conversation; literate) (3 Active Points)	2
	Scholar	3
14-	1) KS: German History (3 Active Points)	2
11-	2) KS: Nazi Germany (2 Active Points)	1
14-	3) KS: Nazi Super-Science (3 Active Points)	2
15-	4) KS: Nearby Dimensions (4 Active Points)	3
	Scientist	3
11-	1) Science Skill: Astronomy (2 Active Points)	1
11-	2) Science Skill: Chemistry (2 Active Points)	1
14-	3) Science Skill: Dimensional Engineering (3 Active Points)	2
11-	4) Science Skill: Electrogravitic Engineering (2 Active Points)	1
11-	5) Science Skill: Electronic Engineering (2 Active Points)	1
14-	6) Science Skill: Mathematics (3 Active Points)	2
14-	7) Science Skill: Physics (3 Active Points)	2
11-	8) Science Skill: Subatomic Physics (2 Active Points)	1
Total Skills Cost		76

PERKS

Description	Cost	
Fringe Benefit: Ruler of Saguenay	13	
Gewittegarde: 5 300-point Followers	75	
<i>Notes: His own personal bodyguard. There are thousands more at Schloss Unbesiegbar</i>		
Nazi Super-Science: Equipment Points: 200	30	
Total Perks Cost		118

COMPLICATIONS

Description	Points
Psychological Complication: Determined to Build the Fourth Reich (Common; Moderate)	10
Psychological Complication: Megalomania (Very Common; Strong)	20

Susceptibility: in hard vacuum 1d6 damage per Segment (Uncommon)

20

Total Complications Points

50

Baron Nihil**INFORMATION****Powers/Tactics**

Baron Nihil's powers result from the merging of his life force with the energies of "the annihilation dimension," though the exact nature of this dimension (or even if it truly is a dimension) remain mysterious. They involve control of what he calls the "Nihil-Wind," a sort of energy projection. His "wind" blasts unleash in a spray of purple energy and an ionic discharge that produces a sound like thunder. Though his powers are not especially given to subtlety, he can employ the Nihil-Winds to manipulate objects at a distance.

The Baron is not particularly brave, and prefers to have his Gewittergarde — soldiers from Saguenay, who dress like medieval knights but whose armor and weapons are super-technological — do the bulk of his fighting for him. If the odds are against him, he opens a portal to the most secure area of Schloss Unbesiegbar, his fortress in Saguenay. If he thinks the odds are in his favor, he attacks, but only if he has a backup force to protect him if things go wrong.

Nihil is usually accompanied everywhere he goes by his five Gewittergarde, or Storm Knights. He can have more of these bodyguards if necessary.

The Baron is a scientific genius, particularly in the field of energy weapons. His tastes and inventions run to the "Fifties atomic horror" style, with death ray cannons, "dark-pulse" (EMP) bombs, neural inhibitor rays, and the like

Campaign Use

Baron Nihil is a master villain with a (deliberately) Silver Age flavor. He doesn't have a lot of depth, but serves as a good foil for World War II legacy characters and those with an American patriot motif. His lordship of the

Kingdom of Saguenay is an excuse for American PCs to fight through hordes of anachronistic agents and run a liberation scenario. If you want to make him a more serious villain, then change his name from "Baron Nihil" to "Nihil" and alter his motivation from a programmed blind hatred of America to a pure desire to conquer the world in the name of a "Fourth Reich" (to be led by him, of course). (Alternately, you could dispense with the Nazi angle and just make him a mad scientist type.)

To raise Baron Nihil's power level, increase his SPD to 8, his DEX to 33, his defenses to a higher total, and his Nihil-Winds powers by 2-3 DCs each (or more). To reduce it, lower his SPD to 5 or 6, his DEX to 24-26, and his attacks by 3-4 DCs.

Baron Nihil only Hunts people who are acknowledged as the protectors of America or otherwise connected with that nation. His approach isn't subtle; he launches one grandiose scheme after another in an attempt to first embarrass and then destroy his adversary