						F	PLAYER: NPC Villain			
NAME:			COMRADE SIMIAN			TRUE I.D.: Vadim-TS				
	SII	<b>DE</b> : E	/il			BIRTHPLACE: Russia				
	SPECII	ES: M	ixed			Cl	JLTURE:	Modern		
AGE:			3 (physical a	age of 28)	_	G	ENDER:	Straight	Cis Male	
WEIGHT 122			22	lbs	<u> </u>		MASS:	d4		
BACKGROUND: Chimpanzee test subject and criminal mastermind										
	TI\ / A TI /	^						\A/F	- <b>A I <del>-</del> I I</b>	0.4
MOTIVATION: Conquest				4					ALTH: <u>d1</u>	
	ORIGIN TYPE: Science Project LUCK: EGAL STATUS: Not wanted; no criminal record							LUCK: 10	) <u>-</u>	
LEGAL	SIAI	)5: <u>N</u>	ot wanted; r	no criminai record						
CPs:	ABILITIES									
	INV	ENTIN	<b>IG:</b> 14	Unspent						IPs:
	ANI	MAL/P	LANT ABIL	ITIES: Simian (Mar	mmal)					
10	HEIGHTENED AGILITY: +10 (10)									
10	HEIGHTENED ENDURANCE: +10 (10)									
10	PHYSICAL ABILITY: D) Prehensile Feet (5), I) Wall-Crawling (5)									
-10	DISTINCTIVE: Chimpanzee with cybernetic spacesuit, difficult noticeability (-5),									
	unattractive (-2 reaction penalty) (-5)									
25	EXF	EXPERIENCE LEVELS: +2 to hit bonus, +3 defense bonus. And +3 task bonus (25)								
	CYBERNETICS:									
10	HEIGHTENED INTELLIGENCE: Cerebellum Implants, +15 (15), Gear (-5)									
20	LIFE SUPPORT: Spacesuit, 8 ten-hour charges, 3 Protection (-25), Gear (-5)									
4	HEIGHTENED COOL: +4 (4)									
	MENTAL ABILITY:									
28	A) Mental Blast: Range 27", d8+d10 Psychic damage, PR 1/use (27.5)									
10	B) Photographic Memory (10)									
25	C) Translation - Fluent & Literate (25)									
	SIZE CHANGE:									
8	B) Size Change: Smaller: 4' tall, Profile/1.5, Weight x.67, -1 ST (2.5), Stays Active (5)									
10	WE.	WEALTH: \$640,000 yearly income (10)								
-20	COMPULSION: Does not trust humans as a species, very common (-10), CL -4 save (-10)									
	<u> </u>									
CPs		SCORE								
14	ST	13	SAVE	CARRYING CAP	ACITY:	151	lbs	BASE H	TH DMG:	d6
13	EN	23	- 12-	ATTACKS:	To Hit	Damage	 Dmg 1			NSES:
16	AG	26	13-	Punch	18-	d6	Blunt Kii	· –	Physical	Mental
12	IN	27	13-	Kick	16-	d6+2	Blunt Kii	netic \		
15	CL	19	12-	Mental Blast	18-	d8+d10	Psychic	١	<del> </del>   6	6
V	E	XPER	IENCE:	PROTECTION:	Kinetic	Energy	Bio	Entropy	Psychic	Other
V	Base	150	EARNED	Life Support	3	3	3	3	•	3
V	Spent	60	< 60							
210	Total	200								
	INITIA	TIVE:	<u>d8+1</u>			MOVE:	Ground: 2	1	Leaping	1.2377
POWER ( 89 ):										
HIT PTS ( 23 ): HEALING: 3.4									3.4	
CAPS:	BCs:	_50	Ability:	40 Dmg: 19 GE	AR: Brea	k: <u>13</u> Tak	e: <u>14</u> Di	sarm:	11 BGC:	19

STORY: Comrade Simian is an old Soviet test animal with experimental cybernetics. The test was a brilliant
success and an ordinary chimpanzee was uplifted to genius level. The experiment was so successful that the
military generals behind the program ordered Vadim-TS41362 to be destroyed.
The scientist who created Vadim-TS41362 couldn't bare with the thought of destroying his greatest work so
he secretly had Vadim transferred to the space program while another chimpanzee was destroyed in his place.
This particular space program was testing experimental cryogenics that would be used in future space
exploration. Vadim was successfully placed in suspended animation.
The general who ordered Vadim's destruction learned of the scientist's deception and he ordered the
scientist shot and then he had Vadim's cryo-unit loaded onto an experimental rocket. The rocket launched into
orbit with the sleeping Vadim blissfully unaware of his surroundings.
Several decades passed as Vadim slept in orbit around the earth. The Soviet Union fell and the program that
created Vadim had been disbanded. The general that wanted him dead died from natural causes and no one
knew of Vadim's existence. The tracking of Vadim's rocket capsule was lost and it joined the various other
space junk that orbits the planet.
A few years ago, a private American space salvage company, called Salvage Alpha, detected Vadim's capsule
and decided it was a valuable target to salvage. A Salvage Alpha retrieval rocket was sent into orbit and the
capsule was successfully captured and returned to the earth.
To the salvage crew's surprise, they found the sleeping Vadim inside the capsule. The salvage team's
curiosity got the better of them and they awoke the sleeping Vadim. Vadim was grateful for being revived and
he thanked the men who did it. The men, who thought the space capsule was a prize realized that its contents
was even more valuable. They attempted to secure Vadim so they could sell him to the highest bidder and get
rich in the process.
Vadim learnt of the salvage crews' plans and he killed them one by one for even daring to think that they
could treat him as some slave to be sold for their profit. From the shadows he manipulates others to do his
bidding as he plots to gain control of the planet. He has eliminated and assumed the identity of the reclusive
owner of the Salvage Alpha company, a Richard Peterson, and he now uses its finances to fund his criminal
crusade against humanity.